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DESSLOCK'S GUIDE TO

# BALDUR'S GATE II: THRONE OF BHAAL

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## Introduction

**F**or years now, you've battled across the Sword Coast to discover your destiny. Are you, in fact, destined to ascend mortality and succeed Bhaal as the new God of Murder? Or is it your fate to finally put an end to the machinations of the dead deity and his offspring? In Throne of Bhaal, the final chapter in the Bhaal saga, you'll finally realize your full potential and determine your own future. It won't be easy.

To survive Throne of Bhaal, you must learn how to master the ferocious battles that await you. No Dungeons & Dragons game has ever assembled a more intimidating horde of enemies to prevent you from succeeding in your quest. Elemental princes, demon lords, and even the gods themselves will plot against you. Ancient dragons, liches, and wizards have become adept in the spell-casting arts in ways you've never seen before, and to survive these spell-casting duels, you must be prepared with the information contained in this guide. Learn the best counters for all the deadly offensive and frustrating defensive spells and improve your own spell-casting effectiveness to survive the toughest battles you've ever faced in a role-playing game.

Assembled against you are hordes of powerful demons, dragons, and demigods, equipped with more powerful weaponry than even you and your companions possess. This guide will help you prepare for the upcoming challenges and teach you how to exploit the weaknesses of your foes and garner fame, fortune, and power. In this guide, you'll find a comprehensive listing of the locations of all the magic items in Throne of Bhaal, so you can equip your characters with the best weapons and armor available. For each new area of the game, you'll be provided with a detailed description of the monsters, treasure, traps, and encounters that await. Comprehensive charts will not only let you know where and how you can obtain each of the game's quests, but also where and how to solve them and the reward you'll receive for completing the tasks.

Your destiny is finally within your grasp...

*Desslock*

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## Chapter 1: Reforming the Party

**I**t's tempting to keep your party of adventurers intact when traveling into the new Throne of Bhaal areas. After all, it's difficult to conceive of abandoning Minsc and his miniature giant space hamster behind when they've been your loyal companions since your party began its adventures through the Sword Coast of Faerun. But it's not always prudent to value historical companionship over immediate needs. A party of characters that was effective in Baldur's Gate II may not be as adept in Throne of Bhaal because of the different nature of the challenges you'll face in the new expansion. You must choose your companions wisely to survive the toughest battles in the expansion. First, however, you have an even more rudimentary decision to make...

### Preparing the Main Character

Since you've already played Shadows of Amn, your main character should already be ready to go. You're definitely better off continuing or importing a Baldur's Gate II saved game than starting a new game for the expansion pack, since you'll start off with better equipment and have a more experienced party. While your party will come equipped with some powerful magic items even if you start a new game for the expansion pack areas (as detailed further along in this guide), you won't have access to some of the best items in the game, such as the Carsomyr holy avenger sword, and you can't romance your companions. In Baldur's Gate II, it was possible for your character to become amorous with Jaheira, Viconia, Aerie, or Anomen, and you can only advance relationships that you sparked in the original game. If you didn't get to first base in the original game, you're going to be a lonely demigod through the expansion pack.

For those reasons, most players should continue the adventures of the characters they previously generated for Shadows of Amn or the original Baldur's Gate. However, if you were disappointed with your character or would like to try a character of the opposite alignment, or you just no longer have access to your saved games, you should consider the information in the following sections.



## Starting Magic Items

All new characters start out with some formidable magic equipment, but the exact equipment a character receives depends upon character class and whether or not you imported one of the four pre-generated expansion pack characters (a generic fighter, mage, cleric, or thief are available). The following chart details the magic items that will be available to new characters:

Available to these Character Classes:	Name or Type of Magic Item (full descriptions of each magic item are given in the magic item section of this guide)
Druid	Aeger's hide +3
Cleric, fighter, barbarian, paladin	Darkmail +3
Bard	Elven chain mail
Thief, ranger	The night's gift +5
Thief, druid, mage, sorcerer, bard	Shield of harmony +2
Cleric, fighter, barbarian, thief, paladin, druid, bard	Shield of the lost +2
Cleric, fighter, barbarian, ranger, paladin	Helm of Balduran
All	40 to 80 arrows +2
Ranger, fighter, barbarian, paladin, cleric, druid, ranger, monk	Arbane's sword +2
Ranger, fighter, barbarian, thief, paladin, cleric, druid, bard, monk	Battle axe +3, stonefire
All	Blade of searing +3
All	40 bolts +2
All	40 to 120 bullets +2
All	Club +2, gnasher
Thief, bard	Cutthroat +4
Cleric, fighter, mage, thief (only the pre-generated characters, not new ones)	40 darts +1
Mage, sorcerer	Darts of wounding
Thief, bard	Fire tooth +3 (dagger)
All	Flail of ages +3
Ranger, fighter, barbarian, thief, paladin, cleric, druid, bard, monk	Halberd +3: Dragon's Bane
Ranger, fighter, barbarian, paladin, cleric, druid, mage, sorcerer, monk	Hammer of thunderbolts +3
Ranger, fighter, barbarian, thief, paladin, cleric, druid, mage, sorcerer, monk	Katana +2: Malakar
All	Light crossbow +2
All	Long sword +2: Varscona
Fighter, barbarian	Mace +3: Skullcrusher
Paladin, cleric	Mauler's arm +2
Ranger, fighter, barbarian, thief, paladin, cleric, druid, bard, monk	Martial staff +3
Ranger, fighter, barbarian, thief, paladin, druid, bard, monk	Ripper +2 (longbow)
All	Scimitar of speed +2: Belm
All	Short bow +2



Available to these Character Classes:	Name or Type of Magic Item (full descriptions of each magic item are given in the magic item section of this guide)
Paladin, cleric	Sling of seeking +2
Mage, sorcerer, fighter, barbarian, thief	Sling +3: Arla's Dragonbane
All	Spear +3: Impaler
Mage, sorcerer	Staff of Rynn +4
All	Two-handed sword +3: Harbinger
Ranger, fighter, barbarian, thief, druid, bard, monk	Amulet of 5 percent magic resistance
Paladin, cleric	Kaligun's amulet of magic resistance
All	Amulet of Seldarine
All	Bag of holding
Mage, sorcerer, bard	Belt of inertial barrier
Ranger, fighter, barbarian, thief, paladin, druid mage, sorcerer	Black spider figurine
Cleric, fighter, barbarian, mage, sorcerer, ranger, paladin, druid, bard, monk	Boots of speed
Thief	Boots of stealth
Fighter, barbarian, thief, ranger, bard	Bracers of blinding strike
Mage, sorcerer	Bracers of defense, armor class 3
Druid	Bracers of defense, armor class 4
All	Cloak of protection +2: The Spirit's Shield
Cleric, paladin	Gauntlets of weapon expertise
Cleric, fighter, barbarian, thief, ranger, paladin, druid, monk	Girdle of hill giant strength
Thief, druid, bard	Golden lion figurine
Bard	Harp of discord
Druid, monk	Iron stone (Dusty Rose)
Mage, sorcerer	Ring of acuity
Mage, thief, bard	Ring of danger sense
Monk	Ring of earth control
All	Ring of invisibility
Thief, mage, sorcerer, bard	Ring of lock picks
All	Ring of protection +1: Ring of the Princes
Cleric, fighter, barbarian, ranger, paladin, druid	Ring of regeneration
Bard	Ring of spell turning
All	Silver horn of Valhalla
All	Five potions of extra healing
All	Two potions of frost giant strength
All	Five oil of speed
Cleric, fighter, mage, thief (only the pre-generated characters, not new ones)	Mage scrolls of haste, flame arrow, stonesskin, ghost armor, shadow door, chain lightning, breach

The amount of gold a new character starts the expansion pack with also varies, but that shouldn't influence your decision, since you can sell the magic weapons and other items that you don't need to get quite a cache to start adventuring. Full descriptions of each magic item in the expansion pack are given in the magic item section of this guide.



## Alignment and Reputation

As in the original game, throughout the expansion pack, it's possible to play as an evil character, a good character, or a complex character of mixed motivations. Gameplay is more linear, however, with fewer branching plot developments, so character alignment is less relevant in the expansion pack than in the original game. While there may be fewer opportunities to role-play different characters, it's now easier to manage a party of characters with differing alignments, so don't hesitate to pair cynical and evil Viconia with good and naïve Aerie if you want some entertaining banter. Alignment is now less of a consideration when designing your main character and choosing your companions. Similarly, while there are still quests that will increase or lower your reputation, you won't gain or be denied any meaningful gameplay based upon your reputation score. If it matters to you at all, you can always raise your party's reputation by donating at a temple or lower it by getting medieval on the local peasants.

If you had a character of good alignment in the original game and discover that the character's alignment has changed to evil when you start the expansion pack, the change in moral aptitude was caused by certain choices you made at the end of the original game. For example, if you elected to keep blackrazor, accept the nymph coat, sacrifice a member of your party, or kill the non-evil dragon or Sarevok in anger, you'll find that your main character has changed alignment. To regain your good alignment, you must either replay that section of the original game or just import the character, instead of the saved game, into the new expansion pack territories. Importing just the character will prevent you from continuing a romantic relationship with a companion, however, and you also won't retain all the items you acquired during the course of the game.

## Experience Levels and the New High-level Abilities

The experience point cap in the expansion pack is high enough that it isn't meaningful for most players, so you don't need to factor in the cap when determining your character class. The number of available experience points is still relevant when deciding whether or not to dual-class your characters, however, since you want to ensure that you can gain enough experience points in your new class to gain a level higher than your old class. Dual-





classed characters are the most powerful characters in the game, but it's risky to wait to dual class a character in the expansion pack, since you'll temporarily be stuck with a weakened character and won't gain access to your old abilities until very late in the game. The great advantage of characters that have already dual-classed, such as your companion Imoen, is that they can have some decent abilities in their original class and still attain all the high-level abilities of their new class. Sarevok is one of the best companions to dual-class, either to a thief or a mage, but you should do so immediately. You can only gain about 3.5 million experience points in the expansion pack, and you'll want to ensure that you get your old abilities back in time to use them during the tougher parts of the expansion pack.



**Devas are powerful allies, as the slain dragon behind this one found out. Summon deva is one of the best high-level abilities a paladin can choose. Greater whirlwind, hardiness and critical strike are other good abilities for fighter classes.**



Multiclass characters cannot attain all the high-level abilities of their different classes, although they can become quite powerful. Normally, multiclassed mages can just barely start casting ninth-level mage spells near the end of the expansion pack, so you shouldn't rely on one as your primary caster. They can, however, be strong supporting casters, assisting in a variety of roles. Multiclass characters gain access to the new high-level abilities earlier than single- or dual-classed characters. While the game's manual details the experience levels at which single- and dual-classed characters start acquiring the new high-level abilities, multiclassed characters will actually start gaining the new abilities at the following experience levels:

<b>Character Class</b>	<b>Experience Level at Which High-level Abilities Become Available:</b>
Fighters	14th (12th if the character has three classes)
Clerics	15th (13th if the character has three classes)
Druids	14th
Mages	14th (13th if the character has three classes)
Thieves	17th (15th if the character has three classes)
Rangers	13th

The game's manual also doesn't disclose that paladins can choose the powerful summon deva special ability and cast it once per day (for each time the paladin has selected the skill when gaining an experience level).

## **Choosing Your Companions**

All the available companions are immediately accessible at the start of the expansion pack, but there's a number of factors you should consider when assembling your party. While you can switch companions during the course of the expansion pack, they'll never start with more than their initial number of experience points (2.5 million for new characters), making it less and less viable to switch companions as you progress into the game because the substitutes will be increasingly underpowered.

### **The Importance of Certain Companions and Classes**

If you initiated a romance in the original game and want to continue it, you'll naturally have to add your mate to the party. It's also more important to have strong melee fighters in your party than it was in the original game. Since most enemies in the expansion pack are strongly resistant to magic, you must have a number of characters in your party who can deliver devastating physical attacks. The ability to wear armor is less important than the ability to mete out melee damage.



In fact, armor class is almost irrelevant in the expansion pack, since most of the enemies you'll meet will be equipped with magical weapons or be high enough in level to easily hit even the most heavily armored character. You'll have great problems getting through the expansion pack, however, without having at least three fighter-class characters (fighter, paladin, or ranger) and one other character that is at least a decent hand-to-hand fighter (a cleric or a well-equipped druid or thief). Mages can rout a battle in seconds, but you must consistently rely upon your fighters to bludgeon opponents.

You also need at least one, and preferably two, characters capable of casting mage spells. Even if one of those characters is a multiclassed character or a bard and therefore can't cast the most powerful mage spells, you must have party members that can cast breach and pierce magic spells (or use wands of spell-striking) to handle the high-level enemy mages you'll frequently encounter.

You'll also need at least one cleric or druid for access to healing spells, although there are plenty of potions of healing available for purchase or that can be acquired as booty from your fallen opponents. While many players rely on clerics and druids primarily for their healing spells, both character classes have useful offensive capabilities in the expansion pack. Druids can summon elemental princes, which are incredibly powerful allies, as well as cast insect swarm spells to confound enemy spell-casters. Clerics have access to holy smite, one of the best spells in the game, in addition to a variety of useful summoning spells and can instantly destroy some of the powerful undead creatures you'll meet in the game.

Thieves are surprisingly badly represented among your available companions. Only three possible companions have thief abilities: Jan, Imoen, and Nalia. Nalia's skills are too limited to be relied upon without magical assistance, and Imoen's aren't significantly better. Jan is the only companion that can gain additional thieving skills and yet, as a multiclassed character, Jan will never be as formidable a spellcaster as Imoen or Nalia. Of those three, unless your main character has thieving abilities, Imoen is the best choice, since her abilities will be sufficient with a little magical assistance. Since you should have plenty of characters with second-level priest spells, you can consistently cast find traps and use Imoen to disarm them with her skills supplemented by potions of perception if needed. While you need a character with at least rudimentary thieving skills, and thieves can be very powerful with their new



ability to set enhanced traps, they are probably the least necessary character class for the expansion pack.

### Chart of Companion Abilities and Starting Magic Items

The following chart sets out the name, sex, race, character class, starting level and magic items (for new characters), alignment, and other noteworthy traits for each potential companion:

Name, Race, and Sex	Character Class and Level	Alignment	Starting Magic Items or Other Noteworthy Traits
Aerie, winged elf female	Cleric/mage 13/13	Lawful good	Traveler's robe, sling +2, cleric's staff +3, ring of protection +1, bullets +1 and +2, five potions of extra healing  One of the potential romantic companions if carried on in the original game
Anomen, human male	Fighter/cleric 19/7	Lawful neutral	Plate mail +1, Deryn family shield+1, mace+3, sling +2, bullets +1 and +2, potion of extra healing  One of the potential romantic companions if carried on in the original game
Cernd, human male	Shapeshifter (druid) 14	Neutral	Cloak of the high forest, staff of the high forest, cleric's staff +3, sling +2, bullets +2, sunstone bullets +1, ring of protection +1, five potions of extra healing  Shapechange into werewolf or greater werewolf
Edwin, human male	Conjurer (specialist mage) 16	Lawful evil	Adventurer's robe, ring of protection +1, cleric's staff +3, sling +2, bullets +1 and +2, five potions of extra healing  None
Haer'Dalis, tiefling male	Blade (bard) 21	Chaotic neutral	Elven chain mail, Entropy (short sword), Chaos Blade (short sword), darts of wounding, darts +1, five potions of extra healing.  Blade abilities of defensive and offensive spins
Imoen, human female	Mage/thief 16/7	Neutral good	Elven chain mail; short bow +2; dagger +3, +2, and +1; arrows; five potions of extra healing  Like your main character, Imoen is a Bhaalspawn, which lets her contribute to a number of encounters





Chart of Companion Abilities and Starting Magic Items, cont.

Name, Race, and Sex	Character Class and Level	Alignment	Starting Magic Items or Other Noteworthy Traits
Jaheira, half-elf female	Fighter/druid 13/13	Neutral	Chain mail +2, large shield +2, scimitar +3, sling +2, bullets +1 and +2, five potions of extra healing  One of the potential romantic companions if carried on in the original game; shapechange to black or brown bear or wolf
Jan, gnome male	Illusionist (specialist mage)/thief 13/15	Chaotic neutral	Jansen adventurewear, Jansen techno-gloves, Jansen spectoscopes, Flasher Launcher (crossbow), short sword +3, bolts +2, flasher master bruiser mate, ring of protection +1, five potions of extra healing  Set snare traps, create bruiser mate ammo
Keldorn, human male	Inquisitor (paladin) 16	Lawful good	Firecam full plate armor, Hallowed Redeemer (two-handed sword), two-handed sword +2, heavy crossbow +2, bolts +2, bolts of lightning, five potions of extra healing  Ability to cast dispel magic and true sight
Korgan, dwarf male	Berserker (fighter) 18	Chaotic evil	Plate mail +1, medium shield +2, battle axe +2, battle axe +3, five potions of extra healing  Ability to use enrage ability
Mazzy, halfling female	Fighter 18	Lawful good	Chain mail +2, bow of Arvoreen, sword of Arvoreen, short sword +3, arrows +2 and +1, five potions of extra healing  Can cast haste, strength, and lay on hands; can invoke courage
Minsc, human male	Ranger 16	Chaotic good	Plate mail +1, two-handed sword +2, composite long bow +2, arrows +2 and +1, five potions of extra healing  Can cast charm animal and use berserk ability
Nalia, human female	Mage/thief 16/4	Chaotic good	Adventurer's robe, leather armor +3, short sword +3, short bow +2, arrows +2 and +1, D'Arnisse signet ring, ring of protection +1, five potions of extra healing  None
Sarevok, human male	Fighter 18	Chaotic evil	Full plate mail +1, two-handed sword +3, light crossbow +2, bolts of biting, bolts +1, five potions of extra-healing  Very high strength attribute
Valygar, human male	Stalker (ranger) 12	Neutral good	Corthala family armor, Corthala family blade, spear +3, long bow +2, arrows +2 and +1, five potions of extra healing  Charm animal



Chart of Companion Abilities and Starting Magic Items, cont.

Name, Race, and Sex	Character Class and Level	Alignment	Starting Magic Items or Other Noteworthy Traits
Viconia, elf female	Cleric 19	Neutral evil	Chain mail +2, small shield +2, mace +3, sling +2, bullets +2 and +1, five potions of extra healing  One of the potential romantic companions if carried on in the original game

## Choosing the Best Party

If you're playing a group of characters of good alignment, and your main character is a fighter, paladin, ranger, or thief, an excellent party consists of Keldorn, Minsc, Imoen, Aerie, and Anomen. If your main character is a mage or sorcerer, you should probably replace Aerie with another fighter such as Valygar or Mazzy or a druid such as Jaheira or Cernd.

Keldorn is arguably the most valuable companion to a good-aligned party, since he can wield either of the powerful holy avenger swords and cast true sight and dispel magic, both of which are necessary incantations when facing mages. Anomen can use his high-level undead turning ability and cast priest skills; plus, he is also a capable melee combatant, especially when equipped with the flail of ages or other powerful artifacts imported from the original game. Imoen is a strong mage and possesses the basic thievery skills you need, while Aerie can provide both supporting mage and priest spells. If you equip Mazzy with one of the girdles of giant strength or another item capable of raising her strength, she can be more effective in combat than Minsc or Valygar because of her ability to specialize in weapons and the additional number of attacks she gets. Minsc is always good for a laugh, however, especially when grouped with Jan.

Evil aligned parties will definitely not want to pass up on Sarevok because of his tremendous attributes, although he won't supply much banter during the course of the game. Edwin, Korgan, and Viconia are all capable characters in their respective classes. Your best evil party will likely consist of Sarevok, Korgan, Edwin, and Viconia, supplemented by Jan or Haer'Dalis if your main character is a capable fighter, cleric, or thief or by Jaheira or Cernd if your main character is a mage.



## Generating Your Own Companions

While the non-player character companions have developed backgrounds and add context or humor to many encounters, you can create a more powerful party by generating your own companions. To do so, just start a multiplayer game and assign all the permissions to yourself. You must bounce through an additional interface screen every time you load a game, but you can generate characters with higher attributes and more complementary character classes. The NPC interactions are one of the game's best features, however, so you'll be sacrificing some entertainment in exchange for a more formidable party. Then again, Throne of Bhaal is all about making difficult choices.



## Chapter 2: General Gameplay Tips and Strategies

**L**earning how to be effective in battles is the biggest challenge you'll face in Throne of Bhaal. This section of the guide primarily focuses on ensuring that you know all of the important combat tactics and spell-casting techniques and the capabilities of your opponents, in addition to explaining some of the less intuitive elements of the game.

### Combat and Spell-casting Tips

As you'd expect from a game about battling demigods, giants, and dragons, some of the battles in Throne of Bhaal are incredibly difficult, especially at higher skill levels. Even though combat is more challenging in the expansion pack than in any previous Baldur's Gate game engine, most battles are manageable if you've prepared defensive spells in advance and have at least rudimentary knowledge of the capabilities of your opponents. The walk-through section of this guide contains specific instructions for overcoming each encounter, but this section contains some general combat and spellcasting tips.

### The Importance of Sequencers and Contingencies

Sequencers and contingencies are your most effective tools for quickly dispatching dangerous opponents and defending your spellcasters. Sequencers and contingencies can't be interrupted, and they occur almost instantaneously, letting you get in decisive early attacks and automatically erect defenses when threatened.

Contingencies generally work best as defensive tools, although a chain contingency can also be a deadly offensive weapon. All your mages should have a contingency active whenever possible. A good spell to use as a basic contingency is stonewall, set to activate when your mage is down to 50 percent of his hit points, since it ensures that you instantly acquire a defense capable of absorbing enough additional blows to let that character escape or mount a counterattack. Chain contingencies can help mages establish a very





effective defense by combining spells such as stonewall, mislead, improved mantle, spell turning, and spell deflection. If you anticipate fighting strong melee opponents, you can combine stonewall, mislead, and improved mantle to mount a defense that will buy you a lot of time. If you expect to be engaging in a dual with another mage, you can substitute improved mantle for spell turning or deflection. Chain contingency can also be an effective offensive spell, since you can automatically set off three devastating spells of Abidazim's horrid wilting or a combination of Bigby's clenched fist, disintegrate, chain lightning, or finger of death. The main problem with trying to use a chain contingency as an offensive weapon is that it's too easy to waste it by setting it off accidentally against a weak opponent, since you can't directly trigger it.

Spell triggers, spell sequencers, and minor sequencers are your best weapons for taking out enemy spellcasters, so you should have them all active whenever possible. Minor sequencer only lets you prepare up to second-level spells, but two sequenced magic missile spells are capable of meting out decent damage to an unprepared spellcaster. In fact, even though you can group higher-level spells in a spell sequencer, three magic missiles are frequently the most effective spells to group. Often, you can take out a formidable mage almost instantly by having two party members launch spell-sequenced magic missiles before the enemy mage can raise any defenses. Lightning bolt is another good spell to use in either a spell sequencer or spell trigger, although the latter spell can also link three of the more powerful chain lightning spells together.

Another use of a spell trigger is to devastate the defenses of an enemy mage or creature that is strongly resistant to magic. If you want to make a monster more susceptible to spells, use a spell trigger to instantly cast three lower resistance spells. Enemy mages will immediately be made vulnerable by a trigger that launches pierce shield, breach, and power word silence. Use contingencies and sequencers constantly and, when you don't have any remaining, don't hesitate to retreat back to your pocket plane to rest and restore them.

## **Battling Mages**

Mages and spellcasting monsters remain your most deadly opponents. If you can't take down their defenses quickly, they can often reduce your party to shambles relatively quickly. Always ensure that your party can cast pierce magic or shield, breach, and true sight to dispel the defenses that make mages invulnerable to your fighters. Since wands of spellstriking grant you the



ability to cast breach and pierce magic, acquire them whenever possible and put them to good use. Make sure you can adequately defend your key party members from the offensive spells frequently cast by enemy mages and monsters; the following information will help you.

For every defensive spell, there is at least one counterspell. Defenses will usually be set by triggers or contingencies which prevents them from being disrupted, so always make sure you can cast an appropriate counterspell. The following charts set out the defensive and offensive spells that mages and spellcasting monsters frequently rely upon and the appropriate counterspell or spells to use in response.

Defensive Spell	Used By	Counterspells
Absolute immunity	Infrequently used by high-level mages	Breach
Globe of invulnerability	Commonly used by mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, dispel magic
Improved mantle	Commonly used by high-level mages	Breach
Improved invisibility	Infrequently used by mages and creatures	True sight, detect invisibility, invisibility purge, glitterdust
Invisibility	Infrequently used by mages, wraiths, and certain high-level monsters; commonly used by thieves and assassins	True sight, detect invisibility, detect illusion, invisibility purge, glitterdust
Mantle	Commonly used by high-level mages	Breach
Minor globe of invulnerability	Very infrequently used by mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, secret word, dispel magic, spell thrust
Minor spell deflection	Very infrequently used by mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, spell thrust
Minor spell turning	Infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, secret word, spell thrust
Mislead, project image	Commonly used by all mages	True sight, dispel magic
Non-detection	Commonly used by thieves and assassins when combined with invisibility	True sight, detect illusion
Protection from energy, magic energy, elements, magic weapons, or other "protection from" spells	Commonly used by mages and creatures	Breach
Reflected image, mirror image	Commonly used by mages	True sight, detect illusion, dispel magic



Defensive Spell	Used By	Counterspells
Shadow door	Commonly used by mages	True sight, invisibility purge
Simulacrum	Infrequently used by very high-level mages	True sight
Spell deflection	Infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, secret word
Spell immunity	Infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, secret word, spell thrust
Spell shield	Infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, secret word
Spell trap	Used by liches and infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield
Spell turning	Infrequently used by very high-level mages	Spellstrike, ruby ray of reversal, pierce shield, Kelben's warding whip, pierce magic, secret word
Stoneskin	Commonly used by mages	Breach

Offensive Spell	Used By	Counterspells
Imprisonment	Used by liches and infrequently used by very high-level mages	Spell trap, spell turning, a berserker's enrage ability  If a party member has been imprisoned, use freedom
Maze	Used by liches and infrequently used by very high-level mages	Spell trap, spell turning, a berserker's enrage ability  If a party member has been mazed, use freedom.
Cloudkill, incendiary cloud, stinking cloud, death fog	Infrequently used by mages	Zone of sweet air
Charm, domination, command, confusion, psionic blasts from mind flayers	Frequently used by monsters and mages	Chaotic commands
Haste, fire shields	Commonly used by monsters and mages (you can't dispel natural fire shields like the ones generated by flaming skulls)	Dispel magic, remove magic

## Summoning Creatures

Perhaps the most useful spells are those that create additional allies for you. Animate dead, summon monsters, and summon animals are consistently useful, even if your allies won't be much help in dispatching opponents because of their lack of magical weapons and limited hit points. Even these weak creatures absorb enemy attacks and spells, giving your party members the opportunity to mount attacks or prepare defenses. Undead are particularly



useful for navigating through stinking clouds, ice storms, and cloudkill spells, since those spells don't affect the undead.

Not all the creatures you summon are cannon fodder, however, as you'll find golems, elementals, devas, dryads, magical swords, and planatars are all powerful allies. Summon one or more of these creatures in preparation for almost every major battle, and you'll significantly increase your odds of emerging unscathed.

### **Preparing for Battle**

Almost every battle is easily managed if you're properly prepared and know what to expect from your opponents. Whenever you expect a major battle, prepare your party by casting a broad range of defensive spells. For almost every significant battle, you should cast defensive harmony, protection from evil, haste, chant, and bless. Pay attention to the duration of each spell prior to its casting to ensure that you cast spells with limited longevity, like bless, just prior to heading into battle. Mages should cast stoneskin, mirror image, and blur. Paladins engaging in melee combat should cast call upon holy might, while clerics should cast that spell or righteous magic. Fighters should take giant strength potions.

Adapt to your opponents. If you anticipate engaging creatures like demons or dragons, which can cause fear and fire attacks, also cast resist fear and protection from fire. If you've been engaging a lot of mind flayers, cast chaotic commands on your frontline fighters. Similarly, if you anticipate battling enemy mages, ensure you have spell-turning, spell trap, or spell deflection ready. If you've been defeated by a group of foes once already, next time, prepare defenses (including sequencers and contingencies) that will reduce the effectiveness of its attacks. You can return to the pocket plane after every major battle, if necessary, to rest and memorize spells.

### **Situational Awareness**

There are better ways to discover what's in store for you than dying and reloading, however. Consistently turn a thief invisible and let him search the entire level to remove any traps and scout to discover the nature of your opponents. There are plenty of invisibility potions lying around that you should use to let that thief become invisible again after opening doors or backstabbing an opportunistic target.





Some mages and high-level monsters can see invisible characters, so an even safer way of searching ahead is by casting wizard eye or farsight.



**Peek-a-boo.** This almost invisible wizard's eye is a great spell for finding out what opponents are lurking on your level. Even if you alert enemies and allow them to raise defenses, you can hold your party out of range until most of the defenses expire.

### Use High-level Spells and Skills Effectively

Now that your party will finally have consistent access to ninth-level mage spells, use them effectively. Time stop is one of your best available spells, but only if you use the time it affords you to follow up with a formidable array of spells. Improved alacrity combined with time stop will let your mage string together an almost constant string of magic missiles, capable of taking out any other mage vulnerable to spells. Death spell may not be effective at taking out most of the opponents you'll face, but it automatically gets rid of summoned creatures and animals.



Area of effect spells have gotten progressively less useful in the Baldur's Gate games, since opponents no longer haplessly stand around waiting to get bombarded, and without having sufficient distance from your opponents, it's typically dangerous to cast these spells because of friendly fire. No longer. The new high-level spells let you rain destruction on groups of opponents that are already engaging your party members in melee combat without hurting your allies. Both comet and dragon's breath can be very effective at clearing a battlefield. You can also use stinking cloud, web and entangle spells to keep opponents in place for other damaging area of effect spells, such as death fog.



**Caught and cooked. Web, stinking cloud and entangle are low-level spells, but they can still be useful to immobilize opponents to set them up for damaging area of effect spells and ranged attacks.**





The skills available to fighters have the additional benefit of always being available, although they all have a very limited duration. Still, very few opponents can withstand one or two fighters engaging them with greater whirlwind or critical strike abilities activated. Hardiness is also a useful ability with a somewhat longer duration. Use it when you think a fighter will be surrounded by enemies. One of the best abilities for paladins is summon deva.

One of the high-level abilities that players frequently forget to use is the ability of clerics and paladins to turn undead. A high-level cleric can immediately take out any of the undead in the game, with only a few exceptions (such as the demi-lich).

### **Ranged Weapons**

Ranged weapons have always been overpowered in the Baldur's Gate series, but that's no longer the case, since the maximum damage these weapons can inflict hasn't significantly changed (and has actually been reduced from the original Baldur's Gate), and your opponents now have significantly more hit points. Still, all your characters should have ranged weapons available, since you'll often want to hold your ground for strategic reasons (or to avoid stumbling into traps). No ranged weapon compares to the sling of seeking +2, which you can carry over from the original game, since it lets you add your strength bonus to damage inflicted. Since fighters by this point in the game have the strength of giants, that not-so-intimidating sling can heavily damage most opponents.

## **The Use of Wish Spells and the Deck of Many Things**

Both wish spells and the deck of many things provide you with the opportunity to get some incredible rewards that can help determine a battle, but they can also turn a bad situation even worse. Here's some information that'll help you decide if you want to wager the risks to possibly get the benefits.

### **Deck of Many Things**

The effects of the deck of many things are random, so there's nothing you can do to prepare to enhance your possibilities of getting a positive result (luck spells have no effect). The results you get when using the deck on your own



are different from the pool of results that you can get when playing the cambion's game at the end of level 3 of Watcher's Keep.

To get a good effect, you're likely to get a bad effect first. Before you decide whether or not you want to take the risks, here's a complete list of potential risks and rewards to help you to make an informed decision.

Nature of Effect	Card Drawn	Effect
Major bad	Donjon	Imprisoned (with a save vs. death at -4), freed normally with freedom spell
	Ruin	Party loses 100,000 gold immediately (no save)
	Void	Disintegrated (with a save vs. death at -4); this is permanent death
	Magician	Transformed into a rabbit (no save); effect can only be cancelled by a remove curse spell (of 15th level or higher if that can be set)
	Skull	A death shade is summoned in and attacks user and user only hasted and armed with the equivalent of +5 enchanted weapons and 100 percent immunity to magic and resistant to most attacks

Nature of Effect	Card Drawn	Effect
Major Good	Key	Gain magic item
	Star	If user is fighter, paladin, ranger, or barbarian, +1 to strength; if user is monk, cleric, or druid, +1 to wisdom; if user is a magic user or sorcerer, +1 to intelligence, if user is bard or thief, +1 to dexterity
	Throne	Party gains +1 million experience points immediately
	Moon	User gains +10 hit points permanently

Nature of Effect	Card Drawn	Effect
Minor bad	Euryale	User has permanent -1 to all saving throws (no save, permanent)
	Flames	Immediately gates in a powerful Balor and four fire elementals
	Knight	Immediately summons in four powerful demon knights
	Rogue	The user is immediately charmed (no save) and will attack the rest of the party
	Talons	Blinded permanently until remove curse spell is cast
	Fool	Wisdom lowered to 3 and confusion effect; confusion may be cancelled by dispel magic, but both can only be removed with remove curse spell

Nature of Effect	Card Drawn	Effect
Minor good	Comet	+5 percent fire resistance permanently
	The fates	+1 to all stats, lasts for one game day
	Gem	Party gains one each of the following gems: rogue stone, king's tear, sapphire, diamond, ruby, and emerald
	Vizier	Mantle spell that lasts for one game day
	Jester	User immediately gains +50,000 experience points
	Sun	Party immediately gains +300,000 experience points

The game initiated by the cambion in Watcher's Keep uses different cards. Here's a description of each available card in the cambion's game, listed from





lowest to highest. To win the game, you must draw a card higher than the cambion's.

Card Drawn	Effect
Plague	Reduces constitution to 6
Triumph	Summons four warriors
Guile	Summons assassins
Defiance	Flame strike hits cardholder
Strife	Slowed effect until a remove curse spell is cast
High priestess	Silenced until a remove curse spell is cast
Empress	True sight effect for seven days
Emperor	Immune to all mind effects for seven days
Construct	Summons adamantine golem
Strength	Reduces strength to 6 until a remove curse spell is cast
Wheel	Spell effect, but it does nothing

### Wish Spell Effects

While the available wish spell effects are also somewhat random, you can affect your chances of getting a positive result by ensuring that the caster has a high wisdom score (either naturally or temporarily through magic). The higher the caster's wisdom score, the fewer bad effects the game will have to choose from. There are five different wisdom "categories" the game can place the caster in based upon the caster's current wisdom score: low wisdom (less than 10), medium wisdom (10-14), high wisdom (15-17), and super high wisdom (more than 18).

The following chart sets out all the possible good, neutral, and bad results.

Good Effect	Bad Effect	Neutral
Advanced haste on all party members	Heal all enemies 50 hit points	Breach on all people in the area
Breach on all enemies	Advanced haste on all enemies	Blow all people away from the caster
Restoration on entire party	Extra hostile monsters spawn in	Heal everyone 50 hit points
25 in all stats for all characters for four rounds	Level drain all party members two levels	Strength on everyone (set to 18)
Mass raise dead to full health	Remove 50 percent of caster's hit points	Miscast magic on everyone for one round
Greater deathblow	Remove 15 percent of all party members' hit points	Magic resistance on everyone
Hardiness	Lose all spells memorized	Horrid wilting on everyone
Create wand	Lose 10,000 gold	Everyone intoxicated
Create seventh level scroll	Bring meteor swarm down on the caster	Bad luck on everyone
Instant rest causing all spells to be rememorized and 30 hit points to be recovered	Reduce one of strength, wisdom, constitution, dexterity, or intelligence to 3 (temporary)	Silence on everyone



**Wish Spell Effects, cont.**

Good Effect	Bad Effect	Neutral
Double length time stop with improved alacrity	Slow entire party, no save	Haste on everyone

## Monster and Creature Types

You'll encounter dozens of different enemies during the game, many of which are resistant to magic or capable of unleashing some horrific abilities. Many of the creatures you'll encounter were also encountered in Baldur's Gate II, but there are several entirely new monsters to challenge as well. The following charts provide a summary of all of the monsters you'll face in the expansion pack.

### Banshees

These undead creatures are only found in one location in Throne of Bhaal: in the service of the undead lich, Vongoethe in Amkethran

Monster	Notable Special Abilities	Hit Points	Experience Points
Banshee	Magic resistance, magical weapons needed to hit; wail causes death unless a saving throw is made	60	4,000

### Bears

These creatures are far more common as allies than enemies, since clerics and priests can lure them into battle. On the rare occasion that a hostile bear is encountered, it should easily be charmed and turned into a temporary companion

Monster	Notable Special Abilities	Hit Points	Experience Points
Black bear	None	25	175
Cave/mountain bear	None	50	650

### Beholders

These deadly abominations cast a variety of spell effects and should be dispatched as quickly as possible to avoid their deadly spell effects. Beholderkin are much weaker than their more formed cousins, but are still capable of unleashing significant damage.

Monster	Notable Special Abilities	Hit Points	Experience Points
Gauth	Lightning bolts, cause serious wounds, paralyzation, cone of cold	81	9,000





**Beholders, cont.**

Monster	Notable Special Abilities	Hit Points	Experience Points
Death tyrant	Magic resistance, stonesskin, minor spell turning, cause serious wounds, death ray, flesh to stone, anti-magic ray	115	14,000
Elder orb	Magic resistance, stonesskin, minor spell turning, cause serious wounds, death ray, flesh to stone, anti-magic ray	130	14,000
Hive mother	Magic resistance, spellcasting, including improved mantle, stonesskin, finger of death, death ray, lightning bolt, cause serious wounds, death ray, anti-magic ray	180	50,000
Eye of the beholder	Charm person, anti-magic ray, cause serious wounds, fear, death ray, slow, domination	100	15,000
Eye of the dead (beholderkin)	Undead attack	109	12,000
Gorgon eye (beholderkin)	Cast flesh to stone	100	12,000
Eagle eye (beholderkin)	Archer that fires multiple arrows	40	6,000
Seekers (beholderkin)	Casts Aganazzar's scorcher, flame arrow, Melf's acid arrows, magic missile	40	6,000
Sentinel (beholderkin)	None	40	6,000
Vigilant (beholderkin)	None	60	7,500

## Burning Man

These strange creatures are almost a cross between elementals and golems.

Monster	Notable Special Abilities	Hit Points	Experience Points
Burning man	Cause fear, cinder shower, immune to fire	120	12,000

## Demon Knights

These creatures act less like demons and more like high-level fighters. They are formidable melee opponents, which only occasionally rely on spells.

Monster	Notable Special Abilities	Hit Points	Experience Points
Cambion	Magic resistance	100	6,000
Death knights	Magic resistance, casts fireball, remove magic, power word kill	90	16,000

## Demons/Tanar'ri

These creatures from the Abyss are commonly encountered in your adventures, which is unfortunate, since they are dangerous opponents. All are heavily resistant to magic and immune to fire based attacks. Most can cause





demon fear. None is more fearsome than the mighty Demogorgon, prince of demons, who rests imprisoned in Watcher's Keep. Demons war with devils, which can be used to your advantage.

Monster	Notable Special Abilities	Hit Points	Experience Points
Alu-fiend	Cast dire charm	130	10,000
Balor	Cast many spells, including pierce magic, vorpal hit	120	16,000
Chromatic demon	High resistance to damage other than the opposite of its form	140	55,000
Demogorgon	Gates in Mariliths and Glabrezu, many contingency protections, including stonesskin and globe of invulnerability, cause disease	400	100,000 per party member
Glabrezu	Cast haste, dispel magic	80	20,000
Marilith	Strong melee attacks, casts immunity to magic weapons	120	23,000
Maurezhei	Standard demon abilities	56	6,000
Succubus	Level-draining touch	48	14,000

## Devils/Baatezu

Like demons, these creatures from the nine levels of Hell are also commonly encountered in your adventures. All are heavily resistant to magic and immune to fire based attacks. Most can cause demon fear. They war with the demons, which can be used to your advantage.

Monster	Notable Special Abilities	Hit Points	Experience Points
Abishai	Poison	63	9,000
Bone fiend	Strong melee fighter	96	22,000
Cornugon	Spellcasting, including stun and cause fear	80	10,000
Erinyes	Ranged attack	70	15,000
Pit fiend	Spellcasting, including hold person	80	28,000

## Dopplegangers

These foes infested the city of Baldur's Gate but only play a brief role in Throne of Bhaal, as opponents in the first challenge.

Monster	Notable Special Abilities	Hit Points	Experience Points
Doppleganger	Can shapechange	16	420

## Dragons

Dragons remain the single most powerful creatures you'll encounter, each has its own unique abilities in addition to some common skills. All can use their wings to buffet attackers and send them flying or into unconsciousness. All are heavily resistant to magic, can cause fear and can use a breath weapon (which isn't always fire) to cause tremendous damage. Use haste, protect your party by casting resist fear, summon creatures to distract the dragon, and



attack from all sides so that your attack won't quickly be halted by a wing buffet or use of the dragon's breath weapon. Holy smite works very well against dragons.

Monster	Notable Special Abilities	Hit Points	Experience Points
Saladrex (red dragon)	Magic resistance, casts haste, greater malison, flame breath	240	64,000
Green dragon	Magic resistance, casts entangle, stonesskin, flame breath	184	60-62,000
Draconis (brown dragon)	Magic resistance, casts invisibility, mislead, protection from magic weapons, stonesskin, haste, non-detection, minor spell-turning, greater malison, summons invisible stalkers, acid breath	190	61,000
Abazigal (blue dragon)	AC -12, immune to backstab, magic resistance 55%, casts protection from magic weapons, stonesskin, improved haste, minor spell-turning, greater malison, remove magic, righteous magic, armor of faith, heal, earthquake, lightning breath, frost salamander guard	210	40,000 per party member

## Drow

The evil dark elves continue to try to thwart your advance towards your destiny. Most of the drow you'll encounter will be in the service of one of five Bhaalspawn terrorizing the Sword Coast. The drow are frequently equipped with powerful magic items, most of which will disintegrate once taken out of their underdark lairs.

Monster	Notable Special Abilities	Hit Points	Experience Points
Drow archer	Magic resistance		4,000
Drow mage	Magic resistance, spell-casting		6,000
Drow priestess	Magic resistance, spell-casting	72	4,000
Drow warrior	Magic resistance	82	4,000

## Dwarves (Evil)

These evil dwarves are occasionally found in the service of more powerful opponents.

Monster	Notable Special Abilities	Hit Points	Experience Points
Duergar Sappers	Ranged explosive attack	158	6,000
Derro	Equipped with magic crossbows and bolts	60	12,000
Derro berserker	Berserker enrage ability	86	12,000





## Elementals

Elementals are in very common in Throne of Bhaal, both as allies and as enemies. To succeed in your quest, you must challenge the greatest elementals of them all, the elemental princes. Prior to dispatching them, you may have the opportunity to enlist them in your aid by summoning them. Druids are particularly adept at summoning the princes to battle your foes.

Monster	Notable Special Abilities	Hit Points	Experience Points
Cryonax (ice prince)	Magic resistance, any cold attack	180	56,000
Imix (fire prince)	Magic resistance, any fire attack, including flame strike, fire shield	180	50,000
Ogremoch (earth prince)	Magic resistance, any earth attack, including earthquake	220	56,000
Yan-C-Bin (air prince)	Magic resistance, any air or lightning attack, including whirlwind	170	56,000
Olhydra (water prince)	Magic resistance.	170	50,000
Greater fire	Standard elemental protections	128	10,000
Lesser air	Standard elemental protections	64	3,000
Greater air	Standard elemental protections	128	11,000
Guardian of air	Standard elemental protections	130	12,000
Greater water	Standard elemental protections	128	10,000
Greater earth	Standard elemental protections	120	10,000
Lesser earth	Standard elemental protections	64	2,000

## Fell Cats

These swift creatures are commonly kept as guardians by fire giants.

Monster	Notable Special Abilities	Hit Points	Experience Points
Fell cat	Very fast, +2 magical weapons or better to hit	100	9,000

## Flaming Skulls

These strange creatures are capable of unleashing a variety of powerful fire attacks.

Monster	Notable Special Abilities	Hit Points	Experience Points
Flaming skulls	Cast burning hands, Agannazar's scorcher, incendiary cloud, fireball, innate fire shield	66	9,000

## Fire Giants

You'll only encounter one type of giant in Throne of Bhaal, but fire giants travel in large groups and their great strength make them powerful melee fighters.

Monster	Notable Special Abilities	Hit Points	Experience Points
Fire	Fire resistance	130	16,000
Elite fire	Fire resistance	250	26,000



## Ghasts

Their weaker cousins, ghouls, are nowhere to be seen in Throne of Bhaal, but you'll still have these weak undead creatures to destroy.

Monster	Notable Special Abilities	Hit Points	Experience Points
Ghasts	Paralyze by touch, nauseous stench	29	650

## Githyanki

These planar creatures have skills based upon their character classes.

Monster	Notable Special Abilities	Hit Points	Experience Points
Anti-paladin	Can make targets unconscious	90	7,000
Captain	None	90	7,500
Knight	None	60	2,000
Priest	Spells	60	6,000
Warrior	None	60	6,000

## Gibblerlings

They were one of your first enemies on the Sword Coast, and they'll be one of your last. Put them out of their misery quickly.

Monster	Notable Special Abilities	Hit Points	Experience Points
Gibberling	None	8	14
Mutated gibberling	None	16	34

## Gnolls

Your only scheduled engagement with these aggressive humanoids is during the first challenge, although you may also encounter them as summoned creatures.

Monster	Notable Special Abilities	Hit Points	Experience Points
Gnoll Captain	None	31	350

## Golems

These mindless creatures can be powerful allies or tough opponents. Unless otherwise stated, you'll need magical weapons to hit these constructs.





Monster	Notable Special Abilities	Hit Points	Experience Points
Adamantite/juggernaut	Magic resistant, +3 weapons or better to hit; strongly resistant to everything other than crushing weapons	70	25,000
Clay	Magic resistant and immune to slashing and piercing damage	50	8000
Flesh	Magic resistant	40	2,000
Ice	Magic resistant, scalding steam when hit by fire	92	25,000 (in Watcher's Keep), 13,000 otherwise
Magic	Must use non-magical weapons	64	8,000
Stone	Magic resistant +2 weapons or better to hit	60	8,000

## Hobgoblins

There are a few of these creatures stocking Watcher's Keep, but you'll primarily encounter these creatures as summoned creatures.

Monster	Notable Special Abilities	Hit Points	Experience Points
Archers	None	8	34
Shaman	Spell-casting	39	34
Wizard	Spell-casting	20	34

## Imps/Mephits

These creature can be more dangerous than their small size might suggest because of their ability to cast spells and turn invisible.

Monster	Notable Special Abilities	Hit Points	Experience Points
Dust mephit	Cast glass dust	27	420
Imp	Poison, spellcasting	18	1,400
Quasit	Invisibility, spellcasting	27	6,000

## Invisible Stalker

Melee opponents that are capable of inflicting serious wounds.

Monster	Notable Special Abilities	Hit Points	Experience Points
Invisible stalker	Magic resistance	64	3,000

## Jelly/Slime

These acid beasts are best killed by fire.

Monster	Notable Special Abilities	Hit Points	Experience Points
Green slime	Immune to acid and poison	16	64
Fission slime	Can only be killed by fire	65	3,000
Mustard jelly	Acid attack	65	2,000



## Kobolds

These tiny creatures pose little threat to your seasoned adventurers, but will still occasionally be encountered in your travels.

Monster	Notable Special Abilities	Hit Points	Experience Points
Kobold Commando	Equipped with arrows of fire	7	124

## Kuo-Toa

Organized, water breathing humanoids, these creatures use bolts that can stun opponents.

Monster	Notable Special Abilities	Hit Points	Experience Points
Captain	None	100	4,000
Mage	Spells	40	2,000
Priest	Spells	64	2-4,000
Warrior	None	30	1,000
Whip	None	55	420

## Liches

Among the most powerful of the creatures you'll face, liches are extremely powerful spellcasters that frequently cast ninth-level spells such as imprisonment.

Monster	Notable Special Abilities	Hit Points	Experience Points
Demilich	+4 or better weapons to hit, spellcasting including imprisonment and demi-lich wail (save or die)	50	55,000
Elemental	+3 or better weapons to hit, spellcasting	110	22,000
Lich	+3 or better weapons to hit, spellcasting	90	22,000

## Mimic

These immobile creatures will try to ambush treasure seekers mistaking the mimics for chests.

Monster	Notable Special Abilities	Hit Points	Experience Points
Killer mimic	Spit acid, glue to paralyze opponents	80	5,000

## Mind Flayers/Illithid

These monsters can hurl a variety of psionic attacks. Mind flayers are even worse in melee combat, since a successful hit can be fatal due to their ability to drain intelligence.





Monster	Notable Special Abilities	Hit Points	Experience Points
Mind flayer	Drain intelligence, psionic blast, domination and other attacks psionic attacks that can drain intelligence, psionic blast and domination	40	20,000
Ulitharid	Drain intelligence, psionic blast, domination and other attacks; capable of healing	96	11,000
Vampiric	Level drain plus normal mind flayer abilities	68	14,000

## Mists/Horrors

Swift and always found in groups, mists are a common foe.

Monster	Notable Special Abilities	Hit Points	Experience Points
Crimson Death	Magic resistance, +2 or better weapon to hit	102	9,000
Ice mist	Magic resistance	100	8,000
Mist Horror	Magic resistance, casts chaos	50	3,000
Poison	Magic resistance, poison	45	3,500
Spellhaunt	Magic resistance, drain memorized spells	45	2,000
Swamp horror	Magic resistance, level drain, casts horror	100	7,000
Vampiric	Magical weapons need to hit	40	1,000
Wandering	Magic resistance	40	5,000

## Mummy

These undead creatures cause disease and are vulnerable to fire.

Monster	Notable Special Abilities	Hit Points	Experience Points
Mummy	Cause disease	51	3,000

## Myconid

These semi-intelligent plants can hurl ranged spell effects, as described in the following chart, but are easily taken out by concentrated ranged fire or melee attacks.

Monster	Notable Special Abilities	Hit Points	Experience Points
Myconid	Casts confusion	40	420
King	Casts confusion	50	1,200
Spore colony	Casts poison	70	420

## Nymph

These creatures appear as beautiful young women, capable of casting spells including dire charm. Druids can summon these creatures using the spell: call woodland beings.





Monster	Notable Special Abilities	Hit Points	Experience Points
Nymph	Magic resistance (50%), spell-casting	50	2,400

## Ogre

You'll only have to fight these large, evil humanoids in your first challenge, when you'll meet several ogre mages. You'll also meet regular ogres as summoned creatures.

Monster	Notable Special Abilities	Hit Points	Experience Points
Ogre	None	30	270
Ogre mage	Invisibility, spell-casting a few spells, including magic missile, dire charm, cone of cold and flame arrow.	25	750

## Orcs

These legendary humanoid monsters pose little threat in Throne of Bhaal, even in numbers. Occasionally, however, orcs will be equipped with powerful magical items and have advanced in experience levels, making them dangerous opponents. A band of experienced orcs lurks in the sewers of Saradush.

Monster	Notable Special Abilities	Hit Points	Experience Points
Archers	High-level archers can make called shots	10 or 100	34 or 6,000
Mage	Basic spellcasting	30	1,000
Elite	None	40 or 90	650
Orog, elite	Equipped with magic weapons	60 or 86	850 or 6,000

## Sahuagin

You won't have much to fear from these amphibious creatures, since they'll only be encountered as part of your character's nostalgic first challenge.

Monster	Notable Special Abilities	Hit Points	Experience Points
Sahuagin	None	41	2,000

## Salamanders

Frequently kept as guards by more powerful creatures, salamanders have an aura that causes elemental damage to those nearby.

Monster	Notable Special Abilities	Hit Points	Experience Points
Fire	Damaging fire aura	63	3,500
Frost	Damaging cold aura	73	9,000





## Shambling Mounds

These gigantic swamp creatures are favorite pets of malevolent druids.

Monster	Notable Special Abilities	Hit Points	Experience Points
Shambling mounds	Invulnerable to crushing weapons, entangling and strangling attacks	160	9,000

## Shadows

Another common undead foe, these souls are generally easily dispatched by a cleric:

Monster	Notable Special Abilities	Hit Points	Experience Points
Shadow	Drain strength	30	420
Shadow fiend	Drain strength	32	2,000
Shade, devil	Level drain	60	9,000

## Skeletons

The most common of all the undead, these creatures come in a large variety of shapes and sizes, including the ones listed in the following chart. Like all undead monsters, they are invulnerable to cold, charm, and hold spells. Skeletons are resistant to physical attacks other than those that deliver crushing damage.

Monster	Notable Special Abilities	Hit Points	Experience Points
Assassin	Poisonous backstab	80	6,000
Cleric	Cast spells, including finger of death	130	10,000
Mage	Cast spells, including improved mantle, mislead	50	7,200
Warrior	Magic resistance, equipped with two-handed swords +1	80	10,000

## Solar

These planar creatures are generally of good alignment, but occasionally one of their number falls prey to temptation and embraces darker motivations.

Monster	Notable Special Abilities	Hit Points	Experience Points
Fallen solar	Magic resistance	210	32,000

## Spiders

These creatures are commonly found throughout the Sword Coast, but only the most deadly of their breed can be found in Throne of Bhaal.



Monster	Notable Special Abilities	Hit Points	Experience Points
Phase	Teleportation, poison	44	1,400
Sword	Fast, but not poisonous	45	2,000
Mutated	Very fast, more powerful poison	30	9,000
Vortex	Poison, invisible web effect	60	2,700
Wraith	Poison	27	1,400

## Trolls

Another common humanoid menace, these creatures regenerate hit points and can typically only be killed with fire or acid.

Monster	Notable Special Abilities	Hit Points	Experience Points
Normal	Can only be killed with fire or acid, regenerate hit points	50	1,400
Dust	Can only be killed with cold or acid, regenerate hit points	63	1400
Fire	Can only be killed with cold or acid, regenerate hit points	85	3,000
Blizzard	Can only be killed with fire or acid, regenerate hit points	80	5,000
Giant	Can only be killed with fire or acid, regenerate hit points	101	1,400
Spectral	Can only be killed with fire or acid, regenerate hit points	64	12,000

## Umber Hulks

These large beetle-like beasts are commonly kept as guards by residents of the Underdark.

Monster	Notable Special Abilities	Hit Points	Experience Points
Umber hulk	Gaze causes confusion	74	4,000
Umber hulk elder	Gaze causes confusion, magic resistance	150	18,000

## Vampires

These undead creatures frequently have additional abilities, such as spellcasting, which they retained from their prior lives.

Monster	Notable Special Abilities	Hit Points	Experience Points
Vampire	Touch drains two to three experience levels	75	8,500



## Werewyvern

This extremely rare form of lycanthropy lets the individual afflicted with the disease change into a wyvern.

Monster	Notable Special Abilities	Hit Points	Experience Points
Greater werewyvern	Poison sting	175	15,000

## Wraiths

These undead are also common, but more powerful than shadows, which they resemble.

Monster	Notable Special Abilities	Hit Points	Experience Points
Master	Drain one level per touch, spellcasting	120	30,500
Vampiric	Touch drains experience levels, can turn invisible	72	9,000



## Chapter 3: Items

The following charts provide detailed statistics on all the weapons, armor, potions, and miscellaneous magic items that can be found in the Throne of Bhaal areas.

### Weapons

There are new powerful weapons of almost every type in the expansion pack. The sectors where a particular weapon can be located are indicated in parentheses next to the weapon's name to allow you to track down the best armaments for your characters.

#### Axes (Slashing Damage, One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Battle axe	1d8	7	7	None	Druid, cleric, mage, thief (requires 10 strength)
Battle axe +1 (2), (13)	1d8+1	7	6	None	Druid, cleric, mage, thief (requires 10 strength)
Battle axe +2 (1), (2), (3), (10), (13), (14)	1d8+2	5	5	None	Druid, cleric, mage, thief (requires 10 strength)
Battle axe +2: Battle axe of Mauletar	1d8+2, slashing	5	5	Axe	Druid, cleric, mage, thief
Battle axe +3 (1), (2), (3), (11), (13), (14)	1d8+3	4	4	None	Druid, cleric, mage, thief (requires 10 strength)
Battle axe +3: Stonefire (1)	1d8+3	7	4	+2 fire damage	Druid, cleric, mage, thief (requires 10 strength)
Axe of the unyielding +3 (11)	1d8+3	7	4	Improves armor class by 1, user regenerates 1 hit point per round	Druid, cleric, mage, thief (requires 10 strength)





**Axes (Slashing Damage, One-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Axe of the unyielding +5 (11)	1d8+5	5	2	Improves armor class by 1; user regenerates 3 hit points per round, constitution +1, 10 percent chance of decapitating opponent with each successful attack	Druid, cleric, mage, thief (requires 10 strength)

**Bows (Piercing Damage, Two-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Arrow	1d6	0	N/A	None	Druid, cleric, mage
Arrow +1 (1), (2), (3), (7), (8), (11), (12)	1d6 +1	0	N/A	None	Druid, cleric, mage
Arrow +2 (1), (2), (3), (9), (12)	1d6 +2	0	N/A	None	Druid, cleric, mage
Arrow +3 (2), (3), (8), (9), (10), (11), (12), (13),(14)	1d6 +3	0	N/A	None	Druid, cleric, mage
Acid arrows (2), (9), (10), (11), (12)	1d6+1,	0	N/A	Special 1d3 acid damage	Druid, cleric, mage
Arrows of biting (11), (14)	1d6	0	N/A	An additional 30 percent of maximum hit points within 20 seconds unless save vs. death made	Druid, cleric, mage
Arrows of dispelling (9)	1d6	0	N/A	Dispel magic affecting target	Druid, cleric, mage
Arrows of fire (5), (6), (8), (9), (13)	1d6	0	N/A	An additional 1d2 of fire damage, avoidable if a save vs. spell is made	Druid, cleric, mage
Arrows of ice (2), (9), (11), (14)	1d6	0	N/A	An additional 1d2 of cold damage, avoidable if a save vs. spell is made	Druid, cleric, mage
Arrow of piercing (+4 to hit) (8), (9), (11), (13)	1d6	0	N/A	+6 physical damage unless a saving throw vs. death is made	Druid, cleric, mage
Short bow	By arrow (normally 1d6)	2	6	None	Druid, cleric, mage (requires 3 strength)



**Bows (Piercing Damage, Two-handed),cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Short bow +1 <b>(2), (13)</b>	By arrow +1	2	5	None	Druid, cleric, mage (requires 3 strength)
Short bow +2 <b>(1), (3)</b>	By arrow	2	5	None	Druid, cleric, mage (requires 3 strength)
Bow of Arvoreen (+2 to hit, short bow) <b>(1)</b>	By arrow	2	6	None	Only usable by halflings
Short bow +3 <b>(1), (3), (13), (14)</b>	By arrow	1	3	None	Druid, cleric, mage (requires 3 strength)
Darkfire bow +4 <b>(13)</b>	By arrow	1	2	Once per day cast improved haste, 5 percent bonus to fire and cold resistance	Druid, cleric, mage (requires 3 strength)
Darkfire bow +5 <b>(13)</b>	By arrow	1	1	Once per day cast improved haste, 5 percent bonus to fire and cold resistance	Druid, cleric, mage (requires 3 strength)
Longbow	By arrow	3	7	None	Druid, cleric, mage, thief (requires 6 strength)
Longbow +1 <b>(2), (13)</b>	By arrow	2	6	None	Druid, cleric, mage, thief (requires 6 strength)
Longbow +2 <b>(1), (2), (3)</b>	By arrow	3	6	None	Druid, cleric, mage, thief (requires 6 strength)
Ripper +2 (longbow) <b>(1)</b>	By arrow +2	8	5	None	Druid, cleric, mage, thief, bard (requires 18 strength)
Longbow +3 <b>(2), (3), (8), (13)</b>	By arrow	2	5	None	Druid, cleric, mage, thief (requires 6 strength)
Taralash +4 <b>(12)</b>	By arrow	2	3	Increase movement rate by 2	Druid, cleric, mage, thief (requires 6 strength)
Taralash +5 <b>(12)</b>	By arrow	1	2	Increase movement rate by 2	Druid, cleric, mage, thief (requires 6 strength)
Composite longbow	By arrow +1	10	7	None	Druid, cleric, mage, thief, bard (requires 18 strength)
Composite longbow +1 <b>(2), (13)</b>	By arrow +1	9	6	None	Druid, cleric, mage, thief, bard (requires 18 strength)



**Bows (Piercing Damage, Two-handed),cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Composite longbow +2 (1), (2), (3)	By arrow +1	8	5	None	Druid, cleric, mage, thief, bard (requires 18 strength)
Composite longbow +3 (2), (3), (7), (13)	By arrow +1	7	4	None	Druid, cleric, mage, thief, bard (requires 18 strength)

**Club (Crushing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Club	1d6	3	4	None	Mage (requires 5 strength)
Club +2, gnasher (1)	1d6+2	3	4	Slivers add 2 points extra damage each round for four rounds	Mage (requires 5 strength)
Club +3 (2), (3), (13)	1d6+3	1	1	None	Mage (requires 5 strength)
Club of detonation +3 (12)	1d6+3	3	4	+3 fire damage; 20 percent chance target will take an additional 10 points of fire damage with each successful attack; 7 percent chance a fireball will detonate with each successful attack	Mage (requires 5 strength)
Club of detonation +5 (12) (made by Cespernar)	1d6+3	1	4	+5 fire damage; 30 percent chance target will take an additional 15 points of fire damage with each successful attack; 5 percent chance a fireball will detonate with each successful attack	Mage (requires 5 strength)

**Crossbows (Piercing Damage, Two-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Bolt	1d8	0	N/A	None	Druid, cleric, mage, thief
Bolt +1 (2), (3), (8), (11), (14)	1d8+1	0	N/A	None	Druid, cleric, mage, thief
Bolt +2 (1), (2), (3), (5), (10), (11), (13), (14)	1d8+2	0	N/A	None	Druid, cleric, mage, thief





**Crossbows (Piercing Damage, Two-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Bolt +3 (2), (3), (8), (9), (11), (12), (13), (14)	1d8+3	0	N/A	None	Druid, cleric, mage, thief
Bolt of biting (6), (11), (13)	1d8	0	N/A	30 poison damage in 15 seconds (save vs. death for none)	Druid, cleric, mage, thief
Bolt of lightning (1), (2), (9), (11), (12), (13)	1d8	0	N/A	4d4 electrical damage (save vs. breath for half)	Druid, cleric, mage, thief
Kuo-Toa bolts (9), (12)	2d6	1	N/A	Target must save vs. spells or be stunned for four rounds	Druid, cleric, mage, thief
Flasher master bruiser mate (+1 to hit) (1)	1d2+1	0	N/A	Stun opponent (save vs. spells) for two rounds	Only usable in the flasher launcher
Light crossbow	By bolt	7	5	None	Druid, cleric, mage, thief (requires 8 strength)
Light crossbow +1 (2), (13), (14)	By bolt +1	6	4	None	Druid, cleric, mage, thief (requires 8 strength)
Light crossbow +2 (1), (2)	By bolt +2	5	3	None	Druid, cleric, mage (requires 8 strength)
Light crossbow +3 (2), (13)	By bolt +3	4	2	None	Druid, cleric, mage, thief (requires 8 strength)
Flasher launcher (+1 to hit) (1)	By bolt	10	3	Fires special ammunition	Only usable by Jan Jansen
Heavy crossbow	By bolt (normally 1d8)+2	14	10	None	Druid, cleric, mage, thief (requires 12 strength)
Heavy crossbow +1 (2), (13), (14)	By bolt (normally 1d8) +3	12	9	None	Druid, cleric, mage, thief (requires 12 strength)
Heavy crossbow +2 (1), (14)	By bolt (normally 1d8) +4	11	8	None	Druid, cleric, mage, thief (requires 12 strength)
Heavy crossbow +3 (1), (3), (13), (14)	By bolt (normally 1d8) +5	10	7	None	Druid, cleric, mage, thief (requires 12 strength)
Firetooth +4 (8)	By bolt (normally 1d8) +4	5	1	+2 fire damage, requires no ammunition	Druid, cleric, mage





## Dagger (Piercing Damage, One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Dagger	1d4	1	2	None	Cleric (requires 3 strength)
Dagger (throwing)	1d4, missile (piercing)	1	2	Sword (small)	Cleric
Dagger +1 (2), (11), (13)	1d4+1	1	1	None	Cleric (requires 3 strength)
Dagger +2 (1), (2), (3), (4), (10)	1d4+2	1	0	None	Cleric (requires 3 strength)
Ixil's spike (9)	1d4+2	1	0	None	Cleric (requires 3 strength)
Dagger +3 (1), (2), (3), (8), (13), (14)	1d4+3	0	0	None	Cleric (requires 3 strength)
Fire tooth +3 (throwing dagger) (1)	2d4+3	1	1	Dagger returns to thrower, 1D2 fire damage	Cleric (requires 3 strength)
Dagger of the star +4 (11)	1d4 +4	1	0	5 percent chance of making the user go invisible for 60 seconds after each successful attack	Cleric (requires 3 strength)
Dagger of the star +5 (11) upgrade from Cespensar	1d4 +5	1	0	15 percent chance of making the user go invisible for 60 seconds after each successful attack, each successful hit has a 5 percent chance of an extra 1d8 fire and 1d8 electrical damage	Cleric (requires 3 strength)

## Darts (Piercing Damage, One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Dart	1d3	0	2	None	Cleric
Dart +1 (1), (2), (3), (6), (8), (11), (13)	1d3 +1	0	1	None	Cleric
Darts of wounding (1), (5), (9)	1d3	0	2	20 damage in 20 seconds (save vs. death for none)	Cleric
Darts of stunning (9), (10), (11)	1d3 +	0	2	(Save vs. spell or be stunned for 7 rounds)	Cleric



**Darts (Piercing Damage, One-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Crimson dart +3 (8)	1d3 +3	0	0	Returns instantly to user's hand after being thrown	Cleric

**Flail/Morning Star (Crushing Damage, One-handed)**

Weapon	Damage and Damage Type	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Flail	1d6+1	15	7	None	Druid, mage, thief (requires 13 strength)
Flail+1 (2), (13)	1d6+2	13	6	None	Druid, mage, thief (requires 13 strength)
Flail+2 (2), (12)	1d6+3 (descript. typo says +2)	12	5	None	Druid, mage, thief (requires 13 strength)
Flail+3 (2), (3), (13)	1d6+4	11	4	None	Druid, mage, thief (requires 13 strength)
Flail of ages +3 (1)	1d6+4	10	4	+1 acid, +1 fire, and +1 cold	Druid, mage, thief (requires 13 strength)
Flail of ages +4 (9)	1d6+5	9	3	33 percent chance of slowing target each hit; +1 acid, +1 fire, +1 cold, and +1 poison; can only be created by Cespenar after the poison head is found on the second level of Watcher's Keep	Druid, mage, thief (requires 13 strength)
Flail of ages +5 (15)	1d6+6	8	2	33 percent chance of slowing target each hit; +2 acid, +2 fire, +2 cold, +2 poison, and +2 electrical damage; can only be created by Cespenar after the electric head is found in Abizagal's lair	Druid, mage, thief (requires 13 strength)
Drow flail +3 (14)	1d6+4	15	4	Turns to dust if removed from the Underdark	Druid, mage, thief (requires 13 strength)
Morning star	2d4,	12	7	None	Druid, mage, thief (requires 11 strength)
Morning star +1 (2), (13)	2d4+1	10	6	None	Druid, mage, thief (requires 11 strength)
Morning star +2 (2), (3)	2d4+2	9	5	None	Druid, mage, thief (requires 11 strength)
Morning star +3 (2), (3), (13)	2d4+3	8	4	None	Druid, mage, thief (requires 11 strength)



**Flail/Morning Star (Crushing Damage, One-handed), cont.**

Weapon	Damage and Damage Type	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Ice star +4 (2)	2d4+4	8	4	An additional +1-4 extra cold damage	Druid, mage, thief (requires 11 strength)

**Halberds (Piercing Damage, Two-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Halberd	1d10	15	9	None	Druid, cleric, mage, thief (requires 13 strength)
Halberd +1 (2), (6), (13)	1d10+1	14	8	None	Druid, cleric, mage, thief (requires 13 strength)
Halberd +2 (2), (3), (8)	1d10+2	12	7	None	Druid, cleric, mage, thief (requires 13 strength)
Halberd +3 (1), (2), (3), (13)	1d10+3	11	6	None	Druid, cleric, mage, thief (requires 13 strength)
Halberd +3: Dragon's Bane (1)	1d10+3	12	9	+6 vs. dragons	Druid, cleric, mage, thief (requires 13 strength)
Drow halberd +3 (14)	1d10+3	15	6	None	Druid, cleric, mage, thief (requires 13 strength)
Ravager +4 (5)	1d10+4	12	5	Cast cloak of fear twice per day	Druid, cleric, mage, thief (requires 13 strength)

**Mace (Crushing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Mace	1d6+2	8	7	None	Druid, mage, thief (requires 10 strength)
Mace +1 (2), (13)	1d6+1	8	6	None	Druid, mage, thief (requires 10 strength)
Mauler's arm +2 (1)	1d6+3	7	5	Increases wielder's strength to 18	Druid, mage, thief
Mace +2 (2), (3), (12)	1d6+2	7	5	None	Druid, mage, thief (requires 10 strength)
Mace +3 (1), (2), (3), (13)	1d6+4	6	4	None	Druid, mage, thief (requires 10 strength)
Storm star +3 (11)	1d6+4	6	4	plus 1d6 electrical damage	Druid, mage, thief (requires 10 strength)



**Mace (Crushing Damage, One-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Storm star +5 (11)	1d6+6	4	2	Plus 1d6 electrical damage, 5 percent chance of chain lightning on target with each successful attack, +20 percent electrical resistance	Druid, mage, thief (requires 10 strength)

**Quarter Staff (Crushing Damage, Two-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Quarter staff	1d6	4	4	None	Requires 5 strength
Quarter staff +1 (2), (13)	1d6+1	4	3	None	Requires 5 strength
Staff of high forest (1)	1d6+2	3	2	Regenerates 1 hit point every 12 seconds	Only usable by Cernd
Quarter staff +2 (2), (3), (12)	1d6+2	3	1	None	Requires 5 strength
Serpent shaft (12)	1d6+2	3	1	50 percent chance of poisoning opponents; poison lasts for one round and does 2 hit points of damage per second until target makes saving throw	Requires 5 strength
Martial staff +3 (1)	1d6+3	4	1	None	Requires 5 strength
Quarter staff +3 (2), (3)	1d6+3	2	1	None	Requires 5 strength
Cleric's staff +3 (1), (2), (10)	1d6+3	3	1	None	Requires 5 strength
Staff of Rynn +4 (1)	1d6+4	3	1	None	Requires 5 strength
Staff of the ram +4 (11)	1d6+10	3	1	10 percent chance opponent is knocked back and stunned	Requires 5 strength
Staff of the ram +6 (11)	1d6+12	3	1	15 percent chance opponent is knocked back and stunned, +1d5 piercing (can only be made by Cesperar)	Requires 5 strength



## Scimitar (Slashing Damage)/Wakizashi (Piercing Damage) /Ninja-To (Slashing Damage) (All One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the following classes (requirements)
Ninja-to	1d8	5	4	None	Druid, cleric, mage (requires 6 strength)
Ninja-to +1 <b>(2)</b>	1d8+1	4	3	None	Druid, cleric, mage (requires 6 strength)
Usuno's blade +4 <b>(8)</b>	1d8+4	1	0	10 percent chance of doing 2d10 electrical damage with each hit (save for half)	Druid, cleric, mage (requires 6 strength)
Scimitar	1d8	4	5	None	Cleric, mage (requires 10 strength)
Scimitar +1 <b>(13)</b>	1d8+3	3	4	None	Cleric, mage (requires 10 strength)
Scimitar of speed +2: Belm <b>(1)</b>	1d8+1	3	0	Sets attacks to +1 per round	Cleric, mage (requires 10 strength)
Scimitar +3 <b>(1), (3)</b>	1d8+3	1	2	None	Cleric, mage (requires 10 strength)
Drow scimitar +3 <b>(14)</b>	1d8+4	3	2	Turns to dust if removed from Underdark	Cleric, mage (requires 10 strength)
Spectral brand +4 <b>(10)</b>	1d8+4	2	1	+ 1d4 cold damage; summon spectral blade once per day to fight on your behalf for four rounds	Cleric, mage (requires 8 strength)
Spectral brand +5 upgrade by Cespenar with lich skull found at <b>(14)</b>	1d8+5	2	1	Negative plane protection when equipped, + 1d6 cold damage; summon spectral blade once per day to fight on your behalf for four rounds	Cleric, mage (requires 8 strength)
Wakizashi	1d8	3	3	None	Druid, cleric, mage (requires 5 strength)
Wakizashi +1 <b>(2)</b>	1d8+1	2	2	None	Druid, cleric, mage (requires 5 strength)
Yamato +4 <b>(2)</b>	1d8+4	1	0	+1 armor class bonus	Druid, cleric, mage (requires 5 strength)





## Slings (Piercing Damage, One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Requirements
Bullet	1d4+1	0	N/A	None	N/A
Bullet +1 (1), (2), (3), (8), (9), (11)	1d4+2	0	N/A	None	N/A
Sunstone bullet +1 (1), (5), (6), (9), (11), (12)	1d4+2	0	N/A	+2 fire damage	N/A
Bullet +2 (1), (2), (3), (7), (8), (9), (10), (12)	1d4+3	0	N/A	None	N/A
Bullet +3 (2), (3), (4), (8), (9), (11), (12), (13), (14)	1d4+4	0	N/A	None	N/A
Bullet +4 (2), (3), (9), (11), (12), (14)	1d4+5	0	N/A	None	N/A
Sling	By bullet	0	6	Missile weapons	Requires 3 strength
Sling +1 (1), (2), (13)	By bullet +3	0	5	None	Requires 3 strength
Sling +2 (1), (2), (3)	By bullet +2	0	4	None	Requires 3 strength
Sling of seeking +2 (1)	By bullet +2	0	4	Plus strength bonus to damage	Requires 3 strength
Sling +3 (2), (3), (13)	By bullet +3	0	4	None	Requires 3 strength
Sling +3: Arla's Dragonbane (1)	By bullet +3	0	3	None	Requires 3 strength
Erinne sling +4 (12)	By bullet +4	0	0	Can create five +4 bullets once per day	Requires 3 strength
Erinne sling +5 (12); made by Cespenar for 5,000 gold	By bullet +5	0	0	Can create five +4 bullets once per day	Requires 3 strength

## Spears (Piercing Damage, Two-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Spear	1d6	5	6	None	Cleric, mage, thief (requires 5 strength)
Spear +1 (2), (10), (13)	1d6+1	5	5	None	Cleric, mage, thief (requires 5 strength)
Spear +2 (2), (3), (7)	1d6+2	3	4	None	Cleric, mage, thief (requires 5 strength)
Spear +3 (1), (2), (3), (13)	1d6+3	3	3	None	Cleric, mage, thief (requires 5 strength)
Spear +3, impaler (1)	1d6+3	3	3	+10 piercing damage	Cleric, mage, thief (requires 5 strength)



**Spears (piercing damage, two-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Staff spear +2 <b>(3)</b>	1d8+3	4	4	None	Monk (requires 5 strength)
Ixil's nail +4 <b>(12)</b>	1d6+4	5	6	None	Cleric, mage, thief (requires 5 strength)
Ixil's spike +6 <b>(12)</b> and <b>(9)</b> ; made by Cespenar from the spike and Ixil's nail	1d6+6	5	2	Permanent free action with each hit; opponent must save or be pinned for three rounds, taking an additional 1d6+5 per round	Cleric, mage, thief (requires 5 strength)

**Sword, Bastard (Slashing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Bastard sword	2d4	10	8	Sword (large)	Druid, cleric, mage, thief
Bastard sword +1 <b>(2)</b> <b>(10)</b>	2d4+1	9	7	None	Druid, cleric, mage, thief (requires 11 strength)
Bastard sword +2 <b>(2)</b> , <b>(3)</b> , <b>(12)</b>	2d4+2	7	6	None	Druid, cleric, mage, thief (requires 11 strength)
Bastard sword +3 <b>(2)</b> , <b>(3)</b> , <b>(7)</b> , <b>(13)</b>	2d4+3	7	5	None	Druid, cleric, mage, thief (requires 11 strength)
Blade of searing +3 <b>(1)</b>	2d4+3	5	5	+1 fire damage	Druid, cleric, mage, thief (requires 11 strength)
Foebane +3 <b>(7)</b>	2d4+3	7	5	+6 damage vs. undead, shapeshifters and all extra-planar beings	Druid, cleric, mage, thief (requires 11 strength)
Foebane +5 (upgrade from Cespenar)	2d4+5	5	3	+6 damage vs. undead, shapeshifters and all extra-planar beings; can only be created by having Cespenar adding Fflar's scabbard to Foebane +3	Druid, cleric, mage, thief (requires 11 strength)



**Sword, Bastard (slashing damage, one-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Purifier +5; upgraded by Cespenar with the eye of Tyr found at <b>(14)</b>	2d4+5	5	3	+30 percent magic resistance, cast dispel magic twice and mass cure once per day; additional +5 vs. chaotic evil opponents	Usable only by paladins

**Sword, Katana (Slashing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Katana	1d10	6	4	None	Druid, cleric, mage (requires 6 strength)
Corthala family blade <b>(1)</b>	1d10+2	4	2	Two additional points bleeding damage on target every round for two rounds, +2 armor class bonus vs. slashing weapons	Only usable by Valygar
Katana +1 <b>(2), (3), (5), (13)</b>	1d10+1	5	3	None	Druid, cleric, mage (requires 6 strength)
Katana +2 <b>(2), (3), (14)</b>	1d10+2	4	2	None	Druid, cleric, mage (requires 6 strength)
Katana +3 <b>(2), (3), (13)</b>	1d10+3	3	1	None	Druid, cleric, mage (requires 6 strength)
Hindo's doom +3 <b>(12)</b>	1d10+3	3	1	Casts lesser restoration once per day	Druid, cleric, mage (requires 6 strength)
Hindo's doom +4; made by Cespenar using Hindo's hand, found at <b>(15)</b>	1d10+4	2	0	Casts greater restoration once per day, 10 percent magic resistance, immunity to death magic	Druid, cleric, mage (requires 6 strength)

**Sword, Long (Slashing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Long sword	1d8	4	5	None	Druid, cleric, mage
Long sword +1 <b>(2), (5), (10), (13)</b>	1d8+1	4	4	None	Druid, cleric, mage (requires 6 strength)
Long sword +2 <b>(2), (3)</b>	1d8+2	3	3	None	Druid, cleric, mage, thief (requires 6 strength)



**Sword, Long (slashing damage, one-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Long sword +2 Varcona (1)	1d8+2	3	3	+1 cold damage	Druid, cleric, mage
Long sword +3 (2), (3), (7), (10), (13), (14)	1d8+3	2	2	None	Druid, cleric, mage (requires 6 strength)
Long sword +4: The Answerer (7)	1d8+4	2	9	Each hit lowers opponents' magic resistance by 15 percent, each hit applies a penalty of -2 to opponents' armor class	Druid, cleric, mage (requires 6 strength)
Angurvadal +4 (11)	1d8+4	2	0	Once per day increase user's strength to 22 for 60 seconds; +1 fire damage	Druid, cleric, mage (requires 6 strength)
Angurvadal +5 Upgraded with liquid mercury found at (14)	1d8+5	2	0	Increases user's strength to 22; 1d4+1 fire damage	Druid, cleric, mage (requires 6 strength)

**Swords, Short (Piercing Damage, One-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Short sword	1d6	3	3	None	Cleric, druid, mage (requires 5 strength)
Short sword +1 (2), (13)	1d6+1	2	3	None	Cleric, druid, mage (requires 5 strength)
Short sword +2 (2), (3), (10), (14)	1d6+2	2	1	None	Cleric, druid, mage (requires 5 strength)
Arbane's sword +2 (1)	1d6+2	2	1	Wearer immune to hold person	Cleric, druid, mage (requires 5 strength)
Chaos blade (1)	1d6+2	2	0	Target loses two points of dexterity each hit (for 30 seconds)	Only usable by tieflings
Entropy (1)	1d6+2	2	0	Three points of poison damage if target fails save	Only usable by Tieflings
Short sword +3 (1), (2), (3), (4), (13), (14)	1d6+3	0	1	None	Cleric, druid, mage (requires 5 strength)
Sword of Arvoreen (1)	1d6+2	3	1	Target must save vs. wand or be slowed; immunity to slow and stun	Only usable by halflings
Cutthroat +4 (1)	1d6+4	2	1	none	Cleric, druid, mage (requires 5 strength)



**Swords, Short (Piercing Damage, One-handed), cont.**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Short sword of mask +4 <b>(8)</b>	1d6+4	2	1	15 percent chance with every hit that opponent is entangled for 24 seconds, no save	Cleric, druid, mage (requires 5 strength)

**Swords, Two-handed (Slashing Damage, Two-handed)**

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Two-handed sword	1d10	15	10	None	Druid, cleric, mage, thief (requires 14 strength)
Two-handed sword +1 <b>(2), (3), (10), (12), (13)</b>	1d10+1	12	9	None	Druid, cleric, mage, thief (requires 14 strength)
Hallowed redeemer <b>(1)</b>	1d10+2	8	8	Five points of magical damage to any who deal out any damage to the wielder	Only usable by Keldorn
Two-handed sword +2 <b>(2), (3), (4), (10), (13)</b>	1d10+2	10	8	None	Druid, cleric, mage, thief (requires 14 strength)
Two-handed sword +3 <b>(1), (3), (13), (14)</b>	1d10+3	9	7	None	Druid, cleric, mage, thief (requires 14 strength)
Harbinger +3 <b>(1)</b>	1d10+3	10	7	A 5 percent chance per hit that a 10d6 fireball explodes, centered on target, flesh to stone on ogres	Druid, cleric, mage, thief (requires 14 strength)
Gram the Sword of Grief +5 <b>(15)</b>	1d10+5	9	5	10 percent chance of 2d12 poison damage	Druid, cleric, mage, thief (requires 14 strength)
Gram the sword of grief +5; enhanced by Cespenar with the heart of the damned found at <b>(14)</b>	1d10+5	9	5	5 percent magic resistance when equipped, 10 percent chance of 2d12 poison damage, each hit target must save vs. death with -5 penalty or lose one level	Druid, cleric, mage, thief (requires 14 strength)
Psion's blade +5 <b>(5)</b>	1d10+5	9	5	Grants immunity to confusion and all psionic attacks	Druid, cleric, mage, thief (requires 14 strength)

**Swords, Two-handed (Slashing Damage, Two-handed), cont.**







Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the Following Classes (Requirements)
Carsomyr +6; upgrade by Cespenar with the eye of Tyr found at <b>(14)</b>	1d12+6	6	4	50 percent magic resistance; dispel magic three times per day; +6 damage to chaotic evil opponents; dispels magic whenever it hits an opponent	Only usable by paladins (requires 14 strength)

## Warhammer (Crushing Damage, One-handed)

Weapon	Damage	Weight	Speed Factor	Special Abilities	Not Usable by the following classes (Requirements)
War hammer	1d4+1	6	4	None	Druid, mage, thief (requires 9 strength)
War hammer +1 <b>(2), (13)</b>	1d4+2	6	3	None	Druid, mage, thief (requires 9 strength)
War hammer +2 <b>(2), (3)</b>	1d4+3	5	2	None	Druid, mage, thief (requires 9 strength)
War hammer +3 <b>(2), (3), (13)</b>	1d4+3	4	1	None	Druid, mage, thief (requires 9 strength)
Hammer of thunderbolts +3 <b>(1)</b>	2d4+3	4	1	None	Druid, mage, thief (requires 18 strength)
Runehammer +4 <b>(6)</b>	2d4+4	3	0	4-16 +8 damage to undead, plus they must make a saving throw vs. death (-4 penalty) or be destroyed; also grants negative plane protection	Druid, mage, thief (requires 16 strength)
Runehammer +5 <b>(13)</b> ; Cespenar can create this item with the rune found in Sendai's enclave	2d4+5	2	0	4-16 +10 damage to undead, plus they must make a saving throw vs. death (-4 penalty) or be destroyed; also grants negative plane protection; immunity to fear, fire giant strength once per day, mass cure once per day	Druid, mage, thief (requires 16 strength)

## Armor and Shielding

You should naturally ensure that your characters are protected as well as possible from the dangers they'll face in Throne of Bhaal. The sectors where a particular protection can be located are indicated in parentheses next to the



item's name. In general, items that confer better protections are listed after weaker items.

## Helmets

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By
Helmet	None	Protects against critical hits	2	Mage, bard, thief
Roranach's horn (2)	None	+50 percent resistance to blunt weapons	0	Not usable by: monks, mages, bards, thieves, and Kensai
Helm of Balduran (1)	Armor class bonus +1	Protects against critical hits, +5 hit points, +1 saving throw bonus, +1 to hit	1	Not usable by: mages, bards, and thieves
Helm of the rock (8)	None	+25 percent resistance to fire, cold, acid, poison, and electricity (can also cast aura of command three times per day once horns are added by Cespenar)	0	Usable only by fighters

## Shields

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By (Requirements):
Buckler	Armor class 1 bonus	No missile weapon or piercing attack protection	2	Mage
Small shield	Armor class 1 bonus	No missile weapon protection	3	Bard, druid, mage, thief (requires 4 strength)
Small shield +1 (2)	Armor class 2 bonus	No missile weapon protection	3	Bard, druid, mage, thief (requires 4 strength)
Small shield +2 (1), (2), (8)	Armor class 3 bonus	No missile weapon protection	2	Bard, druid, mage, thief (requires 4 strength)
Medium shield	Armor class 1 bonus	N/A	7	Bard, druid, mage, thief
Medium shield +1 (2), (13)	Armor class 2 bonus	N/A	6	Bard, druid, mage, thief (requires 12 strength)
Medium shield +2 (1), (2), (12), (14)	Armor class 3 bonus	None	5	Bard, druid, mage, thief (requires 12 strength)
Large shield	Armor class 1 bonus	+1 vs. missile weapons	14	Bard, druid, mage, thief
Large shield +1 (2)	Armor class 2 bonus	+1 vs. missile weapons	12	Bard, druid, mage, thief (requires 10 strength)
Large shield +2 (1), (8)	Armor class 3 bonus	+1 vs. missile weapons	4	Bard, druid, mage, thief (requires 10 strength)
Delryn family shield (1)	Armor class 2 bonus	Fire and cold resistance +30 percent, can cast protection from missiles three times per day	7	Bard, druid, mage, thief
Shield of the lost +2 (1)	Armor class bonus 3	+5 magical resistance	5	Bard, druid, mage, thief (requires 12 strength)



**Shields, cont.**

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By (Requirements):
Shield of harmony (1)	Armor class bonus 3	Immunity to charm, confusion, domination, and hold person	2	Bard, druid, mage, thief (requires 4 strength)
Drow shield +3 (14)	Armor class bonus 4	Turns to dust if removed from the Underdark	8	Bard, druid, mage, thief (requires 12 strength)
Shield of the Order (6)	Armor class bonus 5	+1 to all saving throws	8	Bard, druid, mage, thief (requires 9 strength)
Darksteel shield +4 (14)	Armor class bonus 5	+10 percent to fire, cold, acid, and poison resistance	8	Bard, druid, mage, thief (requires 15 strength)

**Mage Robes**

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By:
Adventurer's robe (1), (2), (11)	N/A	Armor class +1 vs. crushing weapons, +1 saving throw vs. petrification/polymorph	4	Only usable by mages
Knave's robe (2)	N/A	Armor class +1 vs. slashing weapons, +1 saving throw vs. death	4	Only usable by mages
Mage robe of cold resistance (2)	N/A	+20 percent bonus to cold resistance	3	Only usable by mages
Mage robe of electrical resistance (2)	N/A	+20 percent bonus to electrical resistance	3	Only usable by mages
Mage robe of fire resistance (2)	N/A	+20 percent bonus to fire resistance	3	Only usable by mages
Robe of the evil archmagi (2)	5	Magic resistance 5 percent, +1 saving throw bonus	6	Only usable by evil-aligned mages
Robe of the good archmagi (2)	5	Magic resistance 5 percent, +1 saving throw bonus	6	Only usable by good-aligned mages
Robe of the neutral archmagi (2)	5	Magic resistance 5 percent, +1 saving throw bonus	6	Only usable by neutral-aligned mages
Traveler's robe (1), (2)	N/A	+1 bonus vs. missile weapons, +1 saving throw vs. breath	4	Mage

**Armor**

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By (Additional Requirements):
Jansen adventure wear (1)	9	+25 percent resistance to physical damage, +5 bonus to missile attacks	3	Only usable by Jan Jansen





Armor, cont.

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By (Additional Requirements):
Leather	8	N/A	15	Mage (requires 4 strength)
Leather +1 (2), (4), (14)	7	N/A	15	Mage (requires 4 strength)
Leather +2 (2)	6	N/A	5	Mage (requires 4 strength)
Studded leather	7	N/A	25	Mage (requires 6 strength)
Studded leather +1 (2), (10)	6	N/A	15	Mage (requires 6 strength)
Leather armor +3 (1), (2), (10), (14)	5	None	4	Mage (requires 3 strength)
Studded leather +2 (2), (7), (10)	5	N/A	8	Mage (requires 6 strength)
Chain mail	5	N/A	40	Druid, mage, thief (requires 8 strength)
Elven chain mail (1)	5	N/A	7	Druid, mage (requires 5 strength)
Elven chain mail +1 (13), (14)	4	N/A	8	Druid, mage (requires 5 strength)
Chain mail +1 (2), (13)	4	N/A	20	Druid, mage, thief (requires 8 strength)
Chain mail +2 (1), (2), (8)	3	N/A	10	Druid, mage, thief (requires 8 strength)
Sylvan chain +2 (1)	3	None	10	Druid, mage (requires 5 strength)
Chain mail +3 (13)	2	None	10	Druid, mage, thief (requires 8 strength)
Darkmail (1)	2	+20 percent to fire damage	9	Druid, mage, thief (requires 8 strength)
Splint mail	4	N/A	40	Bard, druid, mage, thief (requires 8 strength)
Splint mail +1 (2), (13)	3	N/A	20	Bard, druid, mage, thief (requires 8 strength)
Aeger's hide +3 (1)	3	+15 percent resistance to fire, cold, and acid; immune to confusion	35	Mage (requires 6 strength)
The night's gift +5 (1)	3	+20 percent hide in shadows	5	Mage (requires 3 strength)
Plate mail	3	N/A	50	Bard, druid, mage, thief (requires 12 strength)
Plate mail +1 (1), (2), (10), (12), (14)	2	None	20	Bard, druid, mage, thief (requires 12 strength)
Drow elven chain +3 (14)	2	+5 percent magic resistance; -1 to casting time of all spells; dissolves in sunlight	12	Druid, mage, kensai (requires 5 strength)



Armor, cont.

Armor Type	Armor Class	Special Abilities	Weight	Not Usable By (Additional Requirements):
Corthala family armor (1)	2	Immune to charm, +25 percent resistance to fire, acid, and magic	9	Only usable by Valygar
Grandmaster's armor +6 (2)	1	Increase movement rate as boots of speed	5	Mage, monk (requires 6 strength)
Full plate mail	1	N/A	70	Bard, druid, mage, thief (requires 15 strength)
Studded leather of thorns +6 (14)	1	Each successful hit on the wearer inflicts 1d4 points of fire damage to attacker	5	Mage, monk (requires 6 strength)
Full plate mail +1 (2), (10), (11), (14)	0	N/A	35	Bard, druid, mage, thief (requires 15 strength)
Firecam full-plate armor (1)	0	None	70	Only usable by Keldorn
Full plate mail +2 (2), (7)	-1	N/A	50	Bard, druid, mage, thief (requires 15 strength)
Blue dragon plate (15)	-1	+90% resistance to lightning and electrical attacks	20	Bard, druid, mage, thief (requires 15 strength)
White dragon scale (10)	-2	+50% resistance to cold; cast cone of cold three times per day	15	Mage (requires 8 strength)
Drow full plate +5 (14)	-4	None (dissolves in sunlight)	70	Bard, druid, mage, thief (requires 15 strength)

## Potions and Miscellaneous Magic

Potions are commonly found throughout the expansion pack and remain incredibly useful items that can affect the outcome of any battle. There are also a variety of new and powerful amulets, rods and other miscellaneous magic items which are worthwhile equipping. The sectors where each item can be located are indicated in parentheses next to the item's name.

### Potions

Item	Special Abilities Conferred by Potion
Antidote (2), (8), (9), (11), (13)	A green potion that cures poison
Elixir of health (2), (13)	Cures poison and 10 hit points
Oil of speed (1), (2), (3), (10), (14)	White in color, this potion increases the movement and combat capabilities of imbiber by 100 percent, doubling attack abilities but not affecting spellcasting
Potion of absorption (13)	+10 armor class bonus from crushing attacks, 100 percent immunity to electrical attacks for 10 turns
Potion of agility (2), (13)	Raises the dexterity of the imbiber to 18, affecting armor class and missile attack adjustment, lasting 15 turns





**Potions, cont.**

<b>Item</b>	<b>Special Abilities Conferred by Potion</b>
Potion of cold resistance <b>(2), (3)</b>	Confers a 50 percent resistance to cold-based attacks on the imbiber, lasts for ten turns
Potion of cloud giant strength <b>(2), (9)</b>	Raises imbiber's strength up to 23 for ten turns
Potion of extra healing (1), (2), (3), (5), (7), (8), (10), (11), (12), (13), (14)	Restores 27 hit points
Potion of fire giant strength <b>(2), (5), (11), (13)</b>	Raises imbiber's strength up to 22 for ten turns
Potion of fire resistance <b>(2), (3)</b>	Confers a 50 percent resistance to fire-based attacks on the imbiber, lasts for ten turns
Potion of fortitude <b>(11)</b>	Raiders imbiber's constitution to 18 for 15 turns
Potion of frost giant strength <b>(1), (2)</b>	Raises imbiber's strength up to 21 for ten turns
Potion of genius <b>(2), (13)</b>	Increases imbiber's intelligence temporarily by four, up to a maximum of 25
Potion of healing (2), (3), (8), (11), (13)	Restores nine hit points
Potion of heroism <b>(2), (8)</b>	+10 percent hit points, THAC0 set to 90 percent of current base, duration ten turns, usable only by fighters, rangers, and paladins
Potion of hill giant strength <b>(2), (3)</b>	Raises imbiber's strength up to 19 for ten turns
Potion of infravision <b>(8)</b>	Grants infravision up to 120 feet for 20 turns or until dispelled
Potion of insight <b>(2), (13)</b>	Raise wisdom of person to 18 for approximately six hours or until dispelled
Potion of insulation <b>(2), (10)</b>	Grants 50 percent resistance to electrical damage to imbiber, lasts for ten turns or until dispelled
Potion of invisibility <b>(2), (3), (11), (14)</b>	Invisibility for 12 hours, combat ends the effect
Potion of invulnerability <b>(2), (5)</b>	Sets armor class to 0, +5 saving throws, lasts five hours (fighter classes only)
Potion of master thievery <b>(2), (13)</b>	+40 percent lockpicking, +40 percent pickpockets, duration three hours
Potion of mind focusing <b>(2), (13)</b>	+3 intelligence, +3 dexterity for 12 hours
Potion of perception <b>(2), (13)</b>	Heightens perception, making thieving skills more likely to succeed (+20 percent bonus to find/remove traps, pick pockets, pick locks, hide in shadows), lasts for six hours
Potion of regeneration <b>(2)</b>	Imbues the drinker with the regeneration ability similar to that of a troll, healing wounds at the rate of two hit points per round, lasts for three turns
Potion of storm giant strength <b>(2)</b>	Raises imbiber's strength up to 24 for ten turns
Potion of strength <b>(2), (3), (7), (10)</b>	Increase strength of imbiber to 18 for approximately 20 turns or until dispelled
Potion of superior healing (2), (3), (5), (8), (9), (10), (11), (12), (13)	Restores 40 hit points



## Miscellaneous Magic Items

Description of Item	Special Ability Conferred	Usability
Amulet of 5 percent magic resistance (1)	Magic resistance +5 percent	All
Amulet of cheetah speed (14)	Increases movement by 2, casts improved haste on wearer once per day	All
Kaligun's amulet of magic resistance (1)	Magic resistance +10 percent	All
Amulet of the master harper (5)	+20 percent to find traps and pick locks; +3 armor class bonus, wearer is immune to silence	Bard, thief
Amulet of power (1)	+5 magic resistance, vocalize, decrease casting speed by 1, immunity to level drain	Not usable by fighter, thief
Amulet of protection +1: The Protector (13)	+1 armor class and savings throw bonus	All
Amulet of Seldarine (1)	+10 percent magic resistance, +1 bonus to saving throws	All
Bag of holding (1)	Opens into a nondimensional space capable of holding dozens of items without changing weight	All
Bag of plenty +1 (5)	Unlimited +1 sling bullets	All
Bag of plenty +2	Unlimited +2 sling bullets (can be created with a king's tear gem found in (6) and the bag of plenty found at (5))	All
Bard's gloves (9)	Not magical until crafted with gems by Cespenar	Bards
Belt of inertial barrier (1)	+5 to saves vs. breath weapons, +25 percent resistance to missile damage, +50 percent to magic damage	All
Black spider figurine (1)	Summons a huge spider for five minutes, once per day	All
Blessed bracers (8)	Cast cure critical wounds once per day; cast resurrection once per day; +10 to maximum hit points; created by Cespenar from the paladin's bracers.	Paladin
Boots of speed: The Paws of the Cheetah (1)	Increases wearer's speed of movement	All
Boots of stealth (1)	+20 percent move silently bonus, +15 percent hide in shadows bonus	Not usable by fighter, mage, cleric, druid
Bracers of blinding strike (1)	Improved haste once per day for 20 seconds	All
Bracers of defense (armor class 3) (1)	Reduces wearer's armor class to 3, weight 2	All
Bracers of defense (AC4) (1)	Reduces wearer's armor class to 4, weight 2	All



## Miscellaneous Magic Items, cont.

Description of Item	Special Ability Conferred	Usability
Case of plenty +1/2 (8)	Unlimited +1 bolts or +2 bolts (can be upgraded by Cespenar for 5,000 gold)	All
Circlet of Netheril (9)	+10 to maximum hit points, memorize one additional seventh- and eighth-level spell; this item isn't magical until Cespenar combines it with a bronze loun stone	Mages
Cloak of the high forest (1)	+1 armor class bonus and saving throws	Only Cernd
Montolio's cloak (13)	+1 bonus to armor class; +1 to all saving throws, +2 to hit with off hand	Only rangers
Cloak of protection +2: The Spirit's Shield (1)	Armor class +2, +2 saving throws	All
Improved cloak of protection +2; an improved version of the cloak above, which can be improved by purchasing scrolls at (2)	Armor class +2, +2 saving throws, improved haste once per day; improved invisibility once per day	All
Deck of many things (10)	Creates random good or bad effect on user depending upon which card is drawn	All
Girdle of fire giant strength (5)	Set strength to 22	All
Girdle of hill giant strength (1)	Set strength to 19	All
Gauntlets of extraordinary specialization (12)	Adds on extra half an attack per round, +1 to hit, +2 damage	Fighters, rangers, paladins
Gauntlets of weapon expertise: Legacy of the Masters (1)	+1 to hit, +2 damage	All
Glasses of identification (13)	Identify items up to three times a day	
Golden lion figurine (1)	Summons a lion for five minutes, once per day	All
Golem manual (8), additional pages at (5) and (11)	Summons a flesh golem for 10 rounds once per day (can be improved by clay golem page found on level 4 of Watcher's Keep and by the stone golem page found in Marching Mountains to summon a stone golem)	Mages, bards
Harp of discord (1)	Three times a day can cause confusion to enemies	Bards
loun stone (bronze) (2)	Memorize a seventh-level spell when equipped	Mage, bard
loun stone (dusty rose) (1)	Armor class bonus +1	All
loun stone (lavender) (2)	Armor class bonus +1, +4 to all saves vs. death	Mage, bard
loun stone (obsidian) (2)	+1 to constitution	All



Miscellaneous Magic Items, cont.

Description of Item	Special Ability Conferred	Usability
loun stone (Wong Fei) (14)	Armor class bonus +1, +15 to max hit points, regenerates hit points every six seconds	Monk, fighter, kensai
Jansen spectroscopes (1)	Detect invisibility once per day, +25 percent detect and disarm traps, +20 percent detect illusions	Only usable by Jan Jansen
Jansen techno-gloves (1)	+20 percent lockpicking, +20 percent pickpockets	Only usable by Jan Jansen
Malla's soul stone (12)	+1 to dexterity, +1 to constitution, cast neutralize poison once per day	Not usable by characters of good alignment
Paladin's bracers (8)	+10 to maximum hit points while equipped	Paladins
Quiver of plenty (8)	Unlimited +1 arrows	All
Ring of acuity (1)	Gives two extra second-level spells, one extra third-level spell, and one extra fourth-level spell	Mage
Ring of animal friendship: Druid's Ring (2), (4), (13)	Charm animal unless save vs. wand, range 40 feet	All
Ring of anti-venom (13)	Immunity to all poisons	All
Ring of danger sense (1)	+25 percent to trap detection	Thieves
D'Arnisse signet ring (1)	+2 armor class and saving throws bonus, +50 percent fire resistance	Only usable by Nalia
Ring of earth control (1)	+1 armor class bonus, once per day can charm earth elementals (+2 bonus to elemental's saving throw), stone to flesh	All
Ring of fire resistance: Batalista's Passport (2)	Fire resistance +40 percent	All
Ring: Heartwood Ring (13)	Memorize one additional sixth- and seventh-level spell	Druids
Ring of invisibility: Sandthief's Ring (1)	Wearer becomes invisible until an attack is made, once per day	All
Ring of lock picks (1)	+25 percent to lock picking	Only usable by thief
Ring of protection +1: Ring of the Princes (1)	+1 armor class and savings throw bonus	All
Ring of regeneration (1)	Regenerates 1 hit point every six seconds	All
Ring of spell turning (1)	Cast minor spell turning once per day	All
Rod of resurrection (3)	Resurrects the dead	All
Rod of reversal (13)	Casts ruby ray of reversal	Fighters, Rangers, Paladins
Shakti figurine (2)	Turns user into a blue-armored warrior once per day, armor class -5, hasted, attack twice per round with +4 short sword with two proficiency slots of expertise	Not usable by Fighters



Miscellaneous Magic Items, cont.

Description of Item	Special Ability Conferred	Usability
Silver horn of Valhalla (1)	Summons a fifth-level berserk warrior who will fight for the summoner for one minute, once per day	All
Wand of cursing (9), (11), (14)	Cast blindness, deafness, and silence on target (save negates all effects)	All
Wand of frost (13)	Inflicts a column of ice on a target, for 8d6 of damage	Not usable by fighter, cleric, druid, thief
Wand of heavens (8), (11)	Casts flamestrike against a target for 8d6 damage	Not usable by fighter, mage, bard, thief
Wand of lightning (2)	Casts lightning bolt for 6d6 damage (save vs. wands for half) at a range of 100 feet	Not usable by fighter, cleric, druid, thief
Wand of magic missiles (11)	One magic missile to strike target per casting	All
Wand of monster summoning (3)	Summons 12 HD of monsters	Not usable by fighter, cleric, druid, thief
Wand of sleep (8)	Sleep unless victim saves vs. wands	All
Wand of spell striking (9), (10), (11)	Cast Breach, Cast Pierce Magic	Mage, bard
Wondrous gloves (Cespenar upgrade to the bard's gloves found in (10)	+1 to hit, +1 armor class, bonus second-, third-, and fourth-level spell	Bards

## Cespenar's Recipes

Many of the powerful magic items you'll find can be enhanced even further by having your trusty imp janitor, Cespenar, combine them with one or more additional items. Gold is plentiful in the expansion pack, which is fortunate, since greedy Cespenar will require 5,000 or 10,000 gold to create any of the enhanced items.

The following chart provides a summary of the items that can be upgraded and the locations of their components. As previously noted, a few items can only be found in the original game, so if you don't continue a saved game into the expansion pack, those items won't be available to you.

Items Needed	Where to Find Them	Item Created/Enhanced
Angurvada +4 (long sword), liquid mercury, and 10,000 gold	The sword is on the Githyanki captain on level 4 of Watcher's Keep; the liquid mercury is in Sendai's enclave in the lair of the mind flayers	Angurvadal +5







## Cespenar's Recipe's, cont.

Items Needed	Where to Find Them	Item Created/Enhanced
Axe of the unyielding +3, Baalor's claw, and 5,000 gold	The axe is with the rock at the end of the fourth level of Watcher's Keep; Baalor's claw is on Berenn in the fire giant fortress in the marching mountains	Axe of the unyielding +5
Bag of plenty +1, king's tear gem, and 10,000 gold	The bag is under Yaga-Shura's bed on the second level of the fortress in the marching mountains; you can find the gem in a crate in the oasis sector and on the first level of Watcher's Keep; or, just purchase one from the smugglers in Amkethran	Bag of plenty +2
Bard's gloves, diamond, sapphire, emerald, rogue stone, and 5,000 gold	The gloves are on level 3 of Watcher's Keep; the gems are randomly available on certain high-level monsters or can be bought from the smugglers in Amkethran	Wondrous gloves
Blue dragon scales and 5,000 gold	The scales are found on Abizagal in Abizagal's lair	Blue dragon plate
Book of golems, clay, and/or stone golem page and 10,000 gold, juggernaut golem page, and 15,000 gold	The book is on the first level of Watcher's Keep, while the clay golem page is in the final room on the fourth floor of the keep; the stone golem page is in the fire giant lair in the marching mountains; the juggernaut golem page is in Abizagal's lair	Upgrades the book to be capable of summoning clay golems, stone golems, or juggernaut golems; you can't add a page if it would create a weaker golem than you can already create (juggernauts are the strongest, followed by stone, and then clay)
Carsomyr +5 (holy avenger sword), pommel jewel eye of Tyr, and 5,000 gold	The sword is only available in the original game, while the jewel can be found with the lich in Sendai's enclave; there's only one jewel in the game, so if you use it on this sword, you can't upgrade to the purifier +4 sword	Carsomyr +6
Case of plenty +1 and 5,000 gold	The case of plenty is found on the first level of Watcher's Keep	Case of plenty +2
Circlet of Netheril, bronze loun stone, and 5,000 gold	The Circlet of Netheril is on the chromatic demon in the second level of Watcher's Keep; a bronze loun stone is available in Saradush	Makes the circlet of Netheril, a magical item
Cloak of Montolio, clasp of Montolio, and 5,000 gold	The cloak is with Omar Haraad in Amkethran; the clasp is in the Githyanki lair on level 4 of Watcher's Keep	Montolio's cloak
Cloak of protection +2, scrolls of invisibility and improved haste, and 20,000 gold	The cloak is only available in the original game; scrolls can be purchased in Saradush or Amkethran	Improved cloak of protection +2



**Cespenar's Recipe's, cont.**

Items Needed	Where to Find Them	Item Created/Enhanced
Club of detonation +3, ring of fire resistance, and 5,000 gold	The club is on the guardians of one of the final seals on the fifth level of Watcher's Keep; the ring is available for sale at Arkana's Archives in Saradush	Club of detonation +5
Dagger of the star +4, five star sapphires, and 5,000 gold	The dagger is in the fourth level of Watcher's Keep, and the gems are randomly available on high-level monsters or can be purchased from the smugglers in Amkethran	Dagger of the star +5
Darkfire bow, bowstring of bond, and 5,000 gold	The darkfire bow is on Captain Erelon in Amkethran; the bowstring is in Sendai's enclave; there's only one bowstring in the game, so if you use it on this sword, you can't upgrade to the Taralash +4 bow	Darkfire bow +5
Erinne sling +4 and 5,000 gold	The Erinne sling is on the lich on the last level of Watcher's Keep	Erinne sling +5
Flail of ages, poison head, flail of ages +4, lightning head and 5,000 gold	The flail of ages is only available in the original game, while the poison head can be found on the second level of Watcher's Keep; the lightning head is in Abizagal's lair, on Abizagal	Flail of ages +4
Foebane sword +3, Fflar's scabbard, and 5,000 gold	The sword is on one of the statutes guarding the end of the first level of Watcher's Keep; the scabbard is in Saradush underneath Gromnir's tower	Foebane +5
Helm of the rock, two horns, and 5,000 gold	All the items are on the second level of Watcher's Keep	More powerful helm of the rock
Hindo's hand, Hindo's katana, and 5,000 gold	The katana is on the fifth level of Watcher's Keep; Hindo's hand is in on a monk prisoner in Abazigal's lair	Hindo's doom +4
Ixil's spike, Ixil's nail, and 5,000 gold	Ixil's spike is held by the chromatic demon on the second level of Watcher's Keep; Ixil's nail is on the fifth level of Watcher's Keep in the orc room	Ixil's spike +6
Oaken ring, Nymph's tear gem, and 5,000 gold	The gem can be found in the forest of Mir sector, while the oaken ring is on the confrontational priest in Amkethran	Heartwood ring
Paladin's bracers and 10,000 gold	The bracers are found in the first level of Watcher's Keep	Blessed bracers



Cespenar's Recipe's, cont.

Items Needed	Where to Find Them	Item Created/Enhanced
Purifier + 4, eye of Tyr, and 5,000 gold	The sword can be found inside one of the columns in level 3 of Watcher's Keep, and the Eye of Tyr is in the lich's lair in Sendai's enclave; there's only one jewel in the game, so if you use it on this sword, you can't upgrade to the Carsomyr +5 sword	Purifier +5
Quiver of plenty +1, rogue stone, and 10,000 gold	The quiver can be found on the first level of Watcher's Keep; the gem can be found on level 3 of Watcher's Keep and elsewhere as random treasure on certain monsters or purchased from the smugglers in Amkethran	Quiver of plenty +2
Runehammer +4, rune of Clangeddin, and 5,000 gold	The runehammer is on Yaga-Shura in the giant siege camp; the rune is in the woodcutter's house in Sendai's enclave	Runehammer +5
Spectral brand +4 and skull of the lich	The spectral brand can be won in a wager with the Champion at the end of level 3 of Watcher's Keep; the lich skull is, appropriately enough, with the lich in Sendai's enclave	Spectral brand +5
Staff of the ram, Roranach's horn, and 5,000 gold	The staff of the ram is in the dragon's lair on level 4 of Watcher's Keep; Roranach's horn is on Gromnir in Saradush.	Staff of the ram +6
Storm star +3, starfall ore, and 5,000 gold	Storm star +3 is available from Lum's machine on level 4 of the Watcher's Keep; the starfall ore is in Kiser Jhaeri's house in Saradush	Storm star +5
Sword of grief +5, heart of damned, and 5,000 gold	The sword is on Abizagal; the heart is on Odamaron in Sendai's enclave	Improved Gram, the sword of grief +5
Taralash bow +4, bowstring of Gond, and 5,000 gold	The bow is on the guardians at the bottom of the Watcher's Keep; there's only one bowstring in the game, so if you use it on this sword, you can't upgrade the darkfire +4 bow	Taralash +5
White dragon scales and 5,000 gold	The scales are in one of the last rooms on level 3 of Watcher's Keep	White dragon scale armor



## Chapter 4: Area Walk-throughs

**T**hrone of Bhaal isn't as open-ended as Baldur's Gate II. You can elect to go to Watcher's Keep at any time after leaving Saradush to complete the optional quests around the Keep, but otherwise, your path to the end of the game will be linear. This section of the guide provides a comprehensive walk-through for each sector in the game, generally listed in the order you will likely uncover each area. **Quests that appear in bold print also appear in your journal**, while other events that award you experience are displayed in normal print.

Each area description also lists all the NPCs and encounter that are present in that sector as well as the enemies that lurk in that location and the magic items you can find there.

### 1. Preamble and Pocket Plane in the Abyss - The First Challenge

After talking to any of the giant sculptures, you'll be attacked by Illasera, one of the five Bhaalspawn that's tearing up the Sword Coast. You do, however, have time to rest to memorize spells, however, so you should do so and prepare a defense. Illasera (98 hit points, AC 6, 10,000 experience points) will immediately summon one or more creatures to her aid, but you should focus your attacks on her to prevent her from casting additional spells, since the creatures will vanish when she's vanquished. If you've continued a game from Baldur's Gate II and have a full party with you, Illasera will also have a handful of black reaver archers to assist her. You'll immediately reappear in the pocket plane (any items on the ground will travel with you, so you don't have to scramble to grab them) and be greeted by Solar and your old foe, Sarevok.

Talk to the Solar and Sarevok. You can summon any of your old companions by asking the nearby spirits for aid, and you'll get 2,000 experience points for each one that you summon, so summon them all for some quick experience points. You must eventually donate part of a Bhaalspawn's soul to Sarevok, so it can either be you or Imoen who donates the "insignificant" aspect of your soul. Sarevok will also ask to join you. He's chaotic evil in alignment, but will



heed your directions and has the most impressive statistics of any NPC companions.

Once you've restored Sarevok to life, you must face the challenge opened up in the room to the northwest. Entering, you'll be greeted by Gavid, a hapless former Bhaalspawn. After a brief speech, he'll die, and you'll be greeted by an assembly line of successively more powerful foes, starting with kobold commandos and doppelgangers and progressing to ogre mages, gnoll captains, sahuagin, and finally drow warriors and priestesses. You can use a powerful area of effect spell such as death fog or incendiary cloud and stay back to pick off the survivors with missile weapons, or position a fighter or two around each of the three spawning doors. If you gate in a pit fiend, it can clear the entire encounter for you, but make sure you cast protection from evil 10-foot radius first, so the devil doesn't attack the party. The party will receive 25,000 experience points each, and your main character will receive 30,000 experience points for completing the challenge.

NPCs in this sector:

- Cespenar
- Gavid
- Illasera
- Solar
- Sarevok

Enemies in this sector:

- Doppelgangers
- Drow priestesses and warriors
- Gnoll captains
- Illasera
- Kobold commandos
- Ogre mages
- Sahuagin

Magic items in this sector:

- On Illaser:
  - Dagger +2
  - Boots of speed: Paws of the Cheetah
  - Sylvan chain +2
  - Ring of protection +1: Ring of the Princes



## 2. Saradush

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
<b>Dealing with Gromnir:</b> Melissan, automatically met upon arrival	Find a way into the castle to deal with Gromnir	There are two ways into the castle. You can either get the key to the sewers off the guards in the barracks in the southwest corner of town or accept the offer from the harlot in the tavern and get in through the old jail. The enemies you'll face in the barracks fight aren't as tough, but there are many more of them, and you'll avoid a tough fight in the jail (in addition to the vampires).	3,000 experience points per party member for finding a way into Gromnir's fortress, 22,500 experience points for killing Gromnir, and 30,000 experience points per party member for completing the task
<b>Saradush under Siege:</b> Melissan, automatically met upon arrival	Stop the siege of Yaga Shura	Once you've dealt with Gromnir (as described previously), you must travel to the marching mountains and the forest of Mir to learn Yaga Shura's secrets to confront him at the giant siege camp.	50,000 experience points per party member for stopping Yaga Shura at the giant siege camp, plenty of additional experience points along the way
Tazit (boy just south of your arrival point)	Bring his father back from the dead	All you need is a resurrection or raise dead spell memorized when you speak to the boy (you can rest in the nearby tavern and memorize one there, if necessary).	1,000 experience points per party member and +1 reputation point
<b>Betrayal at the Gates:</b> Captain Samand, north of the gate arrival point	Determine who was the traitor who opened the city gates to the siege.	Speak to the following people in order: Mateo in the jail cell through the wall exit, the countess at her house, and Kiser at his house. You can either attack Kiser right away or get additional information from Errand or the countess	7,000 experience points per party member for rescuing Ardic without killing Errand or the countess (plus 5,000 more experience points per party member and 2,000 gold from the countess); 5,000 experience points per party member if you opt to kill the countess
Assist the Elves (group north of house of the countess)	Find a home for elven refugees	Intervene in the discussion and threaten the harassers with the "wrath of a Bhaalspawn" instead of attacking directly. Once the harassers have left, talk again to the elves and offer to find them a home. Then, go and talk to Sister Farielle in the temple and return to the elves and tell them the sister will take them in (don't try to extort favors, or you'll lose the reward).	3,000 experience points per party member and +1 reputation point





Saradush, cont.

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Get revenge for the harlot (outside the house of the countess)	Kill Gromnir	Detailed tips on how to get through each encounters you face follow. You incidentally solve this quest while pursuing other goals, so make sure you talk to the harlot to initiate it and go back to her for your reward.	1,000 experience points per party member
<b>The Ghostly Apparition:</b> within the prison lair of the vampires	Ensure that the ghostly apparition is put to rest	Retrieve the skull and necklace and put them "into" the bed of the cell where the headless body can be found. You have elven holy water from the temple with you to complete the quest.	10,000 experience points per party member plus a bronze loun stone
<b>Lazarus' Missing Spellbook:</b> From Lazarus, in the Arkana archives	Retrieve the spellbook of Lazarus Librarus	First, talk to Squip and confront him about the footprints, then go to Hectan and, after telling him about Squip, go back to Lazarus to get a teleportation scroll (warn him, or you'll lose a reputation point).	5,000 experience points per party member
Break up the fight (dispute between humans and dwarves near temple)	Resolve dispute	When asked whether or not you want to join the fight, respond that the real enemy is outside the gates (neither side has any treasure).	1,000 experience points per party member

Immediately as you arrive, a bunch of Il-Khan soldiers will attack some protesting peasants led by a woman, Melissan. You'll have no choice but to engage the soldiers yourself. They have about 75 hit points and are worth 12,000 experience points each.

Immediately after Melissan leaves, fireballs will start raining down around you, and they'll kill a peasant directly south of you, leaving his boy, Tazit, crying for aid. If you have a raise dead or resurrection spell ready, you can bring the father back to life, gaining 1,000 experience points for each party member and +1 reputation.

In the militia headquarters, you'll watch Mateo be accused of opening the city gates and be arrested. Speak to Captain Samand and offer to investigate. Then, speak to Mateo in the prison through the wall opening. Go to the house of the countess and finally to Kiser Jhaeri's residence. In Kiser Jhaeri's basement, you'll fight Kieser (6,500 experience points), three fighters (one worth 8,000 and two worth 6,500 experience points), a thief (10,000



experience points), and a mage (10,000 experience points). Once you speak to Ardic, the party will be rewarded with 7,000 experience points each. If you decide to play along with Kiser, the easiest way to solve the quest is by killing the countess instead of attacking Errand. This will earn you 10,000 gold (instead of 2,000 for taking out Errard) and 5,000 experience points for each party member, although you'll take an eight-point depreciation in reputation. Attacking Errard is more difficult, since the guards will come to his aid, and unless you take out all the hostile guards after Errard has been killed, Kiser and his crew will attack you (and you'll lose at least three reputation points for killing Errard, although you'll gain 20,000 experience points). On the bodies, you'll find a secret jail door key in addition to the following magic items (there are also items lying around upstairs and in the basement).

In the Tankard Tree tavern, there's a couple more Il-Khan soldiers harassing a waitress. Defend her honor and take them out to get a decent selection of magic items. The courtesans in the back of the tavern are vampires, as Hectan will warn you, and will try to entice individual members back to their lair. Either have a well-equipped fighter (who is immune to level draining or is at least protected by negative plane protection), accept the offer, and clean out the nest alone or go to Sister Farielle and ask her for a key (earning 1,000 experience points per party member by doing so) and invade the den with your entire party. You'll get 3,000 experience points per party member for exiting the jail into the adjoining caverns, and you can also easily solve the Ghostly Apparition quest as described in the preceding chart.

There's some elves being harassed just north of the house of the countess. If you offer to "watch the fun," you'll lose a reputation point (and characters of good alignment, such as Keldorn and Minsc, will attack you). You can attack them, but doing so will chase the elves away, so you should just threaten them with the "wrath of a Bhaalspawn," causing them to flee. After talking to the elves again, find them a home by talking to Sister Farielle at the temple.

In some crates near Kiser Jhaeri's home and the barrel west of the tavern, there's some gold, an identify scroll, and some low-value gems. There's also some gold and an identify scroll in the crates north of Mirnielle Santele's house.

NPCs in this sector:

- Alexander Ralisar
- Asmay Jahag

[BACK](#)

[FORWARD](#)



- Captain Samand
- Dwarves
- Elves
- Errard
- Hectan
- Kiser Jhaeri
- Mateo
- Melissan
- Mirnielle Santele (the countess)
- Oris Nimblefinger
- Pelt Je
- Prison spirit
- Pyrgam Aleson
- Sister Farielle
- Squip
- Tazit Viekang
- Volo

Enemies in this sector:

- Il-Khan Soldiers
- Vampires (Phyldian, fledglings)

Magic items in this sector:

- On the Il-Khan soldiers:
  - Halberds +2
  - Potions of extra healing
- Inside buildings:
  - Potions of extra healing (in the cupboard in the Tankard Tree tavern, in the guardhouse)
  - Potions of superior health (on the bookcase in the militia headquarters and in the cell next to Mateo Volo's room; one in the guardhouse and one in a cupboard in the Tankard Tree tavern)
  - Oil of speed (Volo's room in Tankard Tree tavern)
  - Scroll of pierce magic (in a locked, trapped chest in the peasant house)
- On two Il-Khan Soldiers in the Tankard Tree:
  - Full plate mail +1
  - Splint mail +1
  - Large shield +2
  - Mace +2



- Long sword +3
- War hammer +3
- In the old jail vampire lair:
  - Bolts and arrows +3 (in a barrel)
  - Bullets +3 (in a bunk in a locked cell)
  - Bronze loun stone (in a cell opened up after you complete the Ghostly Apparition quest)
- In Kiser Jhaeri's house:
  - Bolts +1 and potion of insulation (in a trapped compartment in his bedroom)
  - Mage scrolls of true sight and sphere of chaos (in his trapped desk)
  - Two sets of leather armor +2
  - Three daggers +2
  - Two short swords +2
  - Short sword +3
  - Skakti figurine
  - Potions of invisibility and extra healing (on Kiser and his guards)
  - Starfall ore
  - Potions of perception and master thievery (in the basement)
- For sale at the Tankard Tree
  - Chain mail armor +1 and +2
  - Full plate mail armor +1
  - Leather armor +1, +2 and +3
  - Plate mail armor +1
  - Studded leather armor +1 and +2
  - Splint mail armor +1
  - Small, medium, and large shields +1 and +2
  - Battle axes +1, +2, and +3
  - Daggers +1, +2, and +3
  - Club +3
  - Crossbows (light and heavy) +1, +2, and +3
  - Flails +1, +2, and +3
  - Halberds +1, +2, and +3
  - Katanas +1, +2, and +3
  - Maces +1, +2, and +3
  - Morning Stars +1, +2, and +3
  - Ninja-to +1
  - Quarterstaff +1, +2, and +3
  - Cleric's staff +3
  - Spears +1, +2, and +3



Bastard swords +1, +2, and +3  
Long swords +1, +2, and +3  
Short swords +1, +2, and +3  
Wakizashi +1  
War Hammers +1, +2, and +3  
Yamato +4  
Composite longbows +1, +2, and +3  
Longbows +1, +2, and +3  
Short bows +1, +2, and +3  
Slings +1, +2, and +3  
Arrows and bolts +1, +2, and +3  
Bullets +1, +2, +3, and +4  
Darts +1

- Boots of speed
- For sale at the Arcana Archives:
  - Every mage robe
  - Boots of speed
  - Ring of fire resistance
  - Every potion listed
  - Priest scrolls of restoration and protection from acid, cold, electricity, fire, poison, and undead
  - Scrolls for all mage spells
- For sale at the temple:
  - Ring of animal friendship
  - Antidote
  - Elixir of health
  - Potions of genius
  - Healing
  - Insight and mind focusing
  - Priest scrolls of protection from poison and cold, raise dead, restoration, and stone to flesh

## The Sewers

You want to get to the north end of the sewers, but barring your way are orc archers and orogs as well as a large group of shadows and a couple high-level mages. Scout around the sewers with an invisible character or use a spell to get some foresight into where your enemies. The Yaga-Shura mages will be triggered by invisible characters, but that's alright, as long as you quickly flee because they'll just end up wasting some of their powerful spells. An invisible mage or two with some sequenced magic missiles can take out



the mages without letting them ever raise their defenses, which is definitely a worthwhile goal.

There are orc archers that are equipped with magic arrows and have good position, so either take them out quickly with spells or lure them into melee range. They're usually the first enemies you encounter, and they often can be lured away from their more formidable melee fighting companions.

Eventually, the area will start to be overrun by a large group of shadows, which will arrive from various directions, surrounding you, so ensure that you maintain a formation that doesn't leave your spellcasters vulnerable to attack from behind. Devil shades are capable of level draining, so have a fighter immune to level draining or protected by negative plane protection take them out. Don't forget to use your undead turning, since it can make short work of the shadows. Holy smite works well, too.

NPCs in this sector:

- None

Enemies in this sector:

- Devil shades
- Duergar sappers
- Elite orogs
- Gibberlings (regular and mutated)
- Orc archers
- Shadows
- Shadow fiends
- Umber hulks
- Yaga-Shura mages

Magic items in this sector:

- On the enemies:
  - Studded leather +2
  - Battle axes +2
  - Quarter staff +1
  - Short swords +2
  - Composite longbows +1
  - War hammers +2
  - Arrows +1





Arrows of ice  
Potions of extra healing  
Mage scroll of protection from the elements

## **Gromnir's Tower**

This area is well trapped, and some of the traps are difficult to uncover, so use a find traps spell if necessary and increase the abilities of your thief by buying potions of perception in town. The locations of all of the traps are summarized under a separate heading below.

The route to Gromnir's tower is fairly direct. If you came through the sewers, you'll arrive in a room that opens into a larger room, and the entrance to the tower is directly north. If you came through the jail, you'll immediately be faced with a group of fighters and thieves, which won't initially be aware of your presence, which you can use to your advantage to launch a pre-emptive assault. Use your big spells against the fighters and thieves guarding the sewer because they are dangerous opponents. Potions of giant strength and haste or slow spells will make the battle considerably easier.

Release Vinke and the other nameless prisoners for +1 reputation points each.

Ensure that you have missile weapons loaded for each character and climb up the tower. Pause immediately and have all your characters target the Il-Khan battle mage with missile weapons, magic missiles, or other offensive spells that can be quickly cast (sequencing several magic missiles works great for this purpose). You can take him out before he can move, netting yourself a quick 21,500 experience points. Once the mage is gone, the three Il-Khan fighters on the floor won't pose much of a fight (and are worth 12,000, 12,000, and 12,300 experience points, respectively).

Climb up the stairs and witness a confrontation between Melissan and Gromnir. You won't have a choice but to fight Gromnir, and your first targets should be his two battle mages (including Karun the Black), who are each worth 21,500 experience points. Once again, use missile weapons and magic missiles to ensure you take them out before they can raise their defenses. His other guards include Berena Elkan (12,500 experience points), Elder Had (thief, 12,500 experience points) and an Il-khan soldier (12,300 experience points) equipped with magic arrows. Gromnir himself is worth 22,500 experience points and 30,000 experience points per party member as quest



experience points. Gromnir is a berserker and an excellent melee fighter, so ensure that whoever engages him is stocked with healing potions and ideally has been strengthened by a potion of giant strength. Elder Had will take potions of invisibility to attempt backstabs.

Traps in this Area:

- Outside the first gate when you enter from the jail
- By the corner directly south of that location (two traps)
- Outside the cell north of the first gate (Vinke's cell)
- On the other side of the corridor across from the nameless prisoner's cell to the south
- In the floor just north of that cell, in between the cells
- On the chest in the first room in which you encounter the elite orcs

NPCs in this sector:

- Gromnir
- Vinke
- Prisoners

Enemies in this sector:

- Berena Elkan
- Eler Had
- Fighters
- Il-Khan Battle Mages and Fighters
- Karun the Black
- Orc (Elite)
- Orog (Elite)
- Thieves

Magic items in this sector:

- In the basement:
  - The thieves are equipped with leather armor +1, daggers +2, and short swords +2
  - The fighters use long swords +1, potions of invulnerability and storm giant strength, and oil of speed
  - Bullets +3 in an alcove across from one of the cells
  - The elite orcs and orogs use battleaxes +1
  - In chests in the room where you first encounter the elite orcs, there's a wand of lightning, Fflar's scabbard, and arrows of acid and ice



In a barrel near the exit to the sewers, there's bullets +1 and +2  
 In a trapped chest near the exit, there's bolts of lightning and bolts +2

- The Il-Khan on the first floor are equipped with:
  - Studded leather +2
  - Adventure's robe
  - Composite longbow +1
  - Quarter staff +2
  - Arrows +1
  - Potions of extra healing
- Gromnir and his guards are equipped with:
  - Full plate mail +2
  - Grandmaster's armor +6
  - Studded leather
  - Studded leather +2
  - Adventurer's robes
  - Ice star +4 (morning star)
  - Morning star +3
  - Spear +3
  - Quarter staffs +2
  - Dagger +1
  - Composite longbow +1
  - Arrows +1
  - Roranach's horn
  - Lavender loun stone
  - Potions of superior and extra healing
  - Potions of invisibility

### 3. North Forest

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Automatically given when you arrive	Defend the merchant	Attack the Yaga-shura soldiers that are decimating the merchant band.	1,000 gold and +1 reputation point

As soon as you travel to this area, you'll interrupt some Yaga-Shura soldiers guided by an officer dispatching a merchant band. They're not particularly challenging, being vulnerable to most spells. But for taking them out, the merchant leader, Karthis al-Hezzar, will give you 1,000 gold, and your reputation will increase 1 point.





Traveling south, you'll run into two fire giants across a stream. They can't cross the stream, so pick them off with missile weapons. Crossing that stream, you'll face another bridge. Instead of crossing that bridge, travel north until you can see some enemies on the other side of the stream to your right; there are more fire giants as well as additional Yaga-Shura troops, including a mage. Unleash a barrage of area of effect spells to pound the enemies you can see and those behind them and then use ranged weapons to pick off the giants or soldiers that try to cross the bridge. Summon some creatures, or charm the nearby bear, to hold the enemy forces at the bridge.

NPCs in this sector:

- Karthis al-Hezzar
- Merchants (briefly)



**Enter the giants. Use the bridges in this area to escape from the lurking fire giants, allowing you to pick them off with ranged weapons at your leisure.**

Enemies in this sector:

- Cleric of Talos

BACK

FORWARD



- Fire giants
- Yaga-Shura soldiers
- Mage and officers
- Black bear

Magic items in this sector:

- The Yaga-Shura are equipped with:
  - Darts +1
  - Staff spear +2
  - Two-handed sword +1
  - Wand of monster summoning
  - Potions of extra healing, superior healing, and strength
  - Priest scrolls of protection from fire
  - Mage scrolls of shield, infravision, and globe of invulnerability
- For purchase from Karthis Al-Hezzar:
  - Battle axe +2 and 3
  - Bow (composite, long, and short) +2 and +3
  - Club +3
  - Crossbow +3 (heavy and light)
  - Dagger +2 and 3
  - Flail +3
  - Halberd +2 and 3
  - Katana +1, 2 and 3
  - Mace +2 and 3
  - Morning star +2 and 3
  - Quarter staff +2 and 3
  - Scimitar +3
  - Spear +2 and 3
  - Sling +2 and +3
  - Sword (bastard, long, short, and two-handed) +2 and +3
  - War hammer +2 and 3
  - Arrows +1, 2 and 3
  - Bolts +1, 2 and 3
  - Bullets +1, 2, 3 and 4
  - loun stone (obsidian)
  - Rod of resurrection
  - Potions of cold resistance, extra healing, fire resistance, healing, hill giant strength, invisibility, oil of speed, and superior healing
  - Mage scrolls of mislead, pierce magic, chain lightning, maze, spellstrike, black blade of disaster, symbol death, and symbol stun





## 4. Forest of Mir

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Automatically given when you arrive	Uncover the secret behind Gorian	You'll endure a few insults and spell attacks, but ultimately "Gorian" will get frustrated and reveal himself to be a master wraith, which starts a tough battle.	5,000 experience points per party member for revealing the wraith
Nyalee, in the ruins of the temple	Retrieve the hearts of Nyalee and Yaga-Shura	The hearts are in the fire giant fortress in the marching mountains.	20,000 experience points per party member and an attack from Nyalee

You're in for a big fight immediately, so before you move too far onto the map, prepare for battle by casting negative plane protection and other defenses. Once you take a few steps in, you'll be led to a scripted scene leading to conversation with your old mentor, Gorian. Keep denying responsibility for causing unnecessary death and suffering, and eventually, "Gorian" will be revealed as a master wraith (you'll get 5,000 experience points per party member for unveiling the master wraith). The bad news is that the master wraith is a powerful mage, and it'll immediately summon in some devil shades, swamp horrors, and vampiric wraiths to surround your party. Your party will be stuck in a position that leaves everyone vulnerable to level-draining attacks, so retreat your more vulnerable spellcasting characters to a safer position, while your fighters concentrate on taking out the master wraith. By the time you get organized, it's likely that the master wraith will have raised some defenses (including protection from magic weapons) that your spellcasters should dispel by casting breach and pierce spells, preferably while also lowering the wraith's magic resistance, so that it can be taken out quickly by spell sequenced magic missiles. If you have a high-level cleric you should try turning the wraiths.

Through the gate behind where the wraiths were situated are some skeletons, which are somewhat scattered, so you can lure them one or two at a time. There's skeleton warriors nearby, but there's also a powerful skeleton mage a little further back and a skeleton Cleric that likes to cast finger of death guarding the rear of the group. First, try to take out the warriors without revealing the spellcasters. But as soon as they appear, you should cast silence or power word silence to take them out of the fight quickly. Since they stay back, they're also vulnerable to area of effects spells like fireball or





incendiary cloud. Call lightning also works well.

In a hidden crevice near the stairs on the left (hit the tab key to highlight it) are some bullets +3. At the top of those stairs to the left, there's a group of mummies and ghosts. An invisible mage with boots of speed can take out the entire group by moving nearby and casting sunfire once, then luring any survivors back to the group (or just casting a fireball spell or two at the group from the outset, although as soon as you get close enough to do so, they'll spread out, making it less effective). There's another crevice close to the stairs on the right protected by some more mummies and ghosts, which contains some gems, jewels, and a nymph tear.

At the top of the stairs is Nyalee, who will tell you how to make Yaga-Shura vulnerable by grabbing the hearts that are protected in Yaga-Shura's castle in the marching mountains. Once you bring her the hearts, you'll get 20,000 experience points per party member, but she'll feel remorse for her actions and decide to attack you, summoning shambling mounds, nymphs, and a vortex spider to assist her. As you'd expect, she's a high-level druid, so make sure that you march right next to her before initiating dialogue to ensure you can take her out quickly. Hit her with sequenced magic missiles, if necessary, to prevent her from getting spells off.

NPCs in this sector:

- "Gorian"
- Nyalee

Enemies in this sector:

- Ghosts
- Mummies
- Nymphs
- Shade (devil)
- Skeleton (assassin, cleric, mage, and warriors)
- Shambling mounds
- Spider (vortex)
- Swamp horror
- Wraith (master and vampiric)

Magic items in this sector:

- On the Skeletons are the following items:



- Leather armor +1
- Dagger +2
- Short sword +2
- Two-handed sword +2
- On the mummies:
  - Magic scrolls of summon efreet and conjure lesser air elemental
- Hidden in the crevice near the left stairs:
  - Bullets +3
  - Nymph's tear
- Nyalee has the following items:
  - Ring of animal friendship

## **5. Marching Mountains and Yaga-Shura's Enclave**

This is a largely empty sector, other than the occasional fire giant and a strange troop of characters. This is a good sector to earn additional experience points if you want because the giants will continuously respawn. The giants are slow and ponderous, but can be dangerous in groups, so advance slowly and try not to draw too many on the screen at once.

The strange group of characters (Chinchilla, Merlinious, Tibbet and Toop the Brave) will attack you and flee when they're on the verge of defeat, earning you 7,500 experience points for driving each one off.

Right at the entrance to the fire giant fortress, you'll be surrounded by a couple of elite fire giants and three regular fire giants. As soon as you're noticed, retreat outdoors and try to lure them to a much more defensible position. There's a natural bottleneck just outside their fortress, which will allow you to engage them sequentially. If you're feeling cocky you can engage them inside the door, but don't move inward, or you'll just attract additional giants. Their size prevents them from moving through narrow doors easily. When they're grouped closely together, holy smite is very effective as well.

Don't bother trying to manipulate any of the gongs or the apparatus at the room at the far end of the first level until you get the wardstones, which can be found in the fountains in the room at the northwest and northeast corners of the level. The northwest stone is surrounded by traps, while touching the



northeast stone will activate three golems (adamantite, clay, magic). The magic golem is immune to spells and magical weapons, so you must use normal weapons to dispatch it. You likely won't have any on you, but the fire giants carry normal weapons, so you can grab a few off their corpses. The fountain also contains Elminster's Ecologies, a book that will tell you the strengths and weaknesses of dense puddings, fire trolls, fission slime, magic golems, and marilith demons. When you have the wardstones, touch the gongs in the rooms to the left and right of the entranceways, and you'll be rewarded with 5,000 experience points per party member. If you want to do the gongs one at a time (which is prudent, since they open up the rooms otherwise shielded by forcefields), ensure you have the hammer wardstone for the gong on the left and the skull wardstone prior to touching the one on the right. In addition to the guardians already present in those rooms (fire salamanders, fell cats, flaming skulls, and burning men), as soon as you open the fountain to get the additional wardstones, you'll be assaulted by a second wave. In the right-hand (eastern) room, the second wave will consist of bone fiends and an erinyes (lesser baatezu). Once you have all four wardstones, touch the strange machine, and you'll earn 20,000 experience points per party member and can advance to the second level.

On the second level, there'll be a couple of fire giants waiting at the top of the stairs, but they're isolated, and the narrow staircase should let your fighters handle them in sequence. There's a trap right at the top of the stairs and narrow passageways on each side of the staircase. Send one character equipped with boots of speed and a ring of fire resistance (or protected from fire by spell) through the narrow passageways to explore inside and lure the pair of fell cats patrolling inside back to your waiting party and away from the fire giants inside the chamber (they're too large to follow through the passageway). Send a fast character inside again and get the fire giants to chase you to one of the small passageways. They'll stay there trying to get through, which lets them be picked off by the ranged weapons of the rest of your party (they'll also line up nicely for lightning bolts). One of the fire giants, Berenn (40,500 experience points), is a cleric who'll cast spells like aerial servant and summon elemental. To avoid his spells, cast silence on him, and he'll line up for the slaughter near the narrow opening like his brethren.

At the back of the room the giants were in is a brazier surrounded by traps and holding Yaga-Shura's heart. Grab it and collect 20,000 experience points per party member. Go through the doors on the right-hand side and let the slave woman go for 15,000 experience points per party member and to obtain



some additional information on Yaga Shura. One of the metal plates behind her (hit the tab key to see which one) contains some magic items, but is trapped. His bed has a trapped chamber as well, containing his journal and a bag of plenty +1.

Traps in the fortress:

- On the stairs directly forward of the entrance room, on the right-hand side
- At the entrance to the room on the right of the entrance room
- At the top of the second set of stairs on the left
- Several are in the room with the lava fountain in the northwest corner of the level, surrounding the fountain
- On the second level, there's a trap right at the top of the entry stairs
- In front of both of the big sets of doors in the chamber past the entry stairs
- Two surrounding the burning pit in that room
- One just left of the center of that room
- One near the first fountain through the (unusable) double entrance doors

NPCs in this sector:

- Berenn
- Chinchilla
- Merlinious
- Slave woman
- Tibbit
- Toop the Brave

Enemies in this sector:

- Burning man
- Devil (bone fiends, erinyes)
- Elemental (greater fire)
- Fell cats
- Fire giants (elite and normal)
- Flaming skulls
- Golems (adamantite, clay, and magic)
- Imix (elemental prince)
- Salamander (fire)

Magic items in this sector:

- Chinchilla and his friends:  
Katana +1



- The Fire Giants:  
Both outside and inside, they are equipped with potions of extra healing, invulnerability, and superior healing (and the occasional magic scroll)
- Inside the lair, in the fountain at the northeast corner of the first level:  
Darts of wounding  
In the fountain at the northwest corner, there's a girdle of fire giant strength and bolts +2  
In the two fountains behind the forcefields, there are arrows of fire and potions of superior healing in the one on the left and Psion's blade +5 (two-handed sword) and sunstone bullets +1 in the other
- An Erinyes in the second chamber:  
Long sword +1
- On the second level of the lair  
Two potions of fire giant strength lying just inside the first large room  
Berenn and his crew carry Baalor's claw and priest scrolls of protection from poison  
In the hidden chamber behind the slave girl is a two-handed sword +2 and a stone golem page  
Under Yaga-Shura's bed is a bag of plenty +1 and his journal  
Imix carries a ravager +4 (halberd) and an amulet of the master harper

## **6. Siege Camp and the Second Challenge**

Before you clear this level, make sure you go back to Saradush and buy all the magic items you think you'll need for a while, since you can't get to the city again after you arrive at this sector. You have some breathing room when you start this area, so cast spells and take potions to prepare yourself for battle. You'll eventually be attacked from all sides, so choose a formation that leaves you with at least one capable melee fighter as a rear guard. You'll see some peasants being chased by Yaga-Shura soldiers, and by forcing an attack (they won't register as hostile), you can save some of them, although you won't get anything as a reward. Continue across the bridge.

Additional soldiers and officers will begin to attack you, but you must continue to march at least one character west until you see Yaga-Shura (150 hit points, AC 5, four attacks per round, 23 strength, immune to critical hits). As soon as he gives his speech, attack him, but don't waste your heavy ammunition or spells on him, since he'll disappear as soon as he's hit, only to reappear fully healed with reinforcements, including fire giants and a lieutenant of each main



character class (fighter, mage, cleric, and thief). Give the mage and cleric enough attention to disrupt their spells, but concentrate the bulk of your attacks on Yaga-Shura himself, since enemies will continue to appear until he's killed. To minimize reinforcements, you should cast area of effect spells, blocking areas to the east and west (death fog, incendiary cloud, cloudkill, and so on), coupled with web or entangle to trap your enemies in the areas of effect.

As soon as you kill Yaga-Shura, you'll be dragged back to the pocket plane by the Solar, who will tell you a little about your past and gives all your characters a total of 50,000 experience points each in two separate grants, while opening the door in the pocket plane to the second challenge. As soon as the conversation is over, Melissan will appear and give you another quest as well as 15,000 experience points per party member.

NPCs in this sector:

- Melissan
- Yaga-Shura
- Solar (on the pocket plane)

Enemies in this sector:

- Yaga-Shura
- Fire giants
- Yaga-Shura soldiers
- Officers
- Lieutenant mage, cleric, fighter, and thief

Magic items in this sector:

- Yaga-Shura is equipped with the following items:
  - Runehammer +2 (war hammer)
  - Shuruppak's plate (full plate mail)
  - Shield of the order +4 (medium shield)
- His fighter lieutenant is equipped with a halberd +2
- Inside a barrel near the western side of the bridge:
  - Arrows of fire
  - Bolts of biting
  - Darts +1
  - Sunstone bullets +1
- In another barrel to the far west:





Mage scrolls of fireball, Agannazar's scorcher, flame arrow, and burning hands

## **The Second Challenge**

The second challenge requires you to fight a version of your main character that followed Sarevok's darker path. Appropriately enough, your evil alter-ego (15,000 experience points) is also accompanied by three of Sarevok's companions from the original Baldur's Gate game, Tamako (kensai, 6,000 experience points), Semaj (mage, 12,000 experience points), and Angelo (12,000 experience points). If you string some magic missiles together in sequences, you can take out Semaj before he casts any of his dangerous spells or better prepares himself. After clearing out the fire giant lair, this challenge isn't particularly difficult, especially since you have your opponents outnumbered. But it's worth it, as you'll earn 25,000 experience points per party member and 30,000 experience points for your main character.

## **7. The Oasis**

As soon as you arrive in this sector, you'll be attacked by a large group of Tethyrian troops, who blame you for the fall of Saradash. Here's your chance to use all your powerful area of effect spells, since the Tethyrians lack magical resistance. Comet, dragon's breath, storm of vengeance, incendiary cloud, cloudkill, death spell, and death fog all work very well, particularly when you use web, entangle, and stinking cloud spells to trap your opponents within the areas of effect of the more damaging spells. Lesser incantations like fireball and ice storm can also be used to take out or damage large groups of enemies. This is one of the few outdoor areas where you'll be able to cast call lightning to good effect as well. The first group of enemies consists of Jamis Tombelthen, a Tethyrian captain, a couple of pikemen, four archers, a battlemage, and a cleric of Lathander.



**One of these things does not belong. Cast stoneskin and mirror image so you can absorb a few hits, and then send an invisible mage to wreck havoc with death spells and sunfire incantations. Spell trigger three chain lightnings for some impressive damage.**

If you stay back and cast area of effect spells, it's possible that all the remaining enemies in this sector won't join the fight (there is another battlemage and another cleric, along with a Tethryian captain and a squad of pikemen and archers lurking nearby). If you can dispatch the first group without attracting reinforcements, have your mages turn invisible after casting stoneskin and mirror image. Then move the invisible and protected mages into the enemy camp and sneak off devastating spells like death spell and sequenced magic missiles to take out the battlemage and the cleric (alternatively, you can send in an invisible or stealthed thief to try to assassinate them with a backstab). Once the enemy spellcasters are gone, the troops in the area are easy prey to your own spells and the attacks of your fighters. You can wipe out the entire group with death spells fairly easily.



NPCs in this sector:

- Jamis Tombelthen

Enemies in this sector:

- Jamis Tombelthen
- Tethyrian archers (3,500 or 4,000 experience points)
- Captains (7,300 experience points)
- Battlemages (4,000 experience points)
- Pikemen (5,000 experience points)
- Clerics of Lathander (5,400 experience points)

Magic items in this sector:

- The troops are equipped with the following items:  
 Full plate mail +2  
 Studded leather +2  
 The Answerer +4 (long sword)  
 Bastard swords +3  
 Composite longbows +3  
 Long sword +3  
 Spear +2  
 Arrows +1  
 Potions of extra healing  
 Mage scrolls of protection from petrification and protection from normal missiles
- In the various containers in the camp, there are the following items:  
 Mage scrolls of sphere of chaos

## 8. Watcher's Keep Level 1

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
<b>Watcher's Keep</b> (Brother Odren at the top of the keep)	Re-secure the bonds of the ancient evil imprisoned by Helm	Follow the detailed instructions on how to advance to each level. You must get to the bottom of the keep to complete this quest.	80,000 experience points per party member for using the ritual seal and another 80,000 experience points per party member for sealing the ancient evil; 100,000 experience points per party member for dispatching the evil; there's lots of experience along the way



Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Referenced in a handwritten note	Light the fire in the kitchen for the archivist	The kitchen is in the northeast corner of the level, and the tinderbox you need to light the fire is in the room north of the spiders on the east side of the level. Grab the tinderbox and use it on the kitchen.	4,000 experience points per party member and some information on the ritual
The archivist will inform you of this goal after lighting the fire	Return the slippers of the priest	The slippers can be found in the same room as the tinderbox, north of the spider room on the east side of the level. Just have the slippers in your possession when you try to open the sarcophagus in the room with the golems.	20,000 experience points from the priest and an additional 8,000 experience points for learning the ritual after talking to the priest
<b>Open the Portal to the Temple's Lower Levels</b> (Brother Odren at the top of the keep)	Gain access to level 2 of the keep	There's a variety of items to collect on this level, guarded by a few low-level monsters. Once you've acquired the bell and candle and learned the ritual from the priest (by returning his slippers), go to the altar in the center of the level and deposit the bell and Candle. Your ceremony will be interrupted by a fight with nearby statutes, but when it resumes, do the following: Ring the bell, ring it again, light the candle, open the book, and ring the bell.	25,000 experience points per party member, plus access to the next level

Speak to Brother Odren to initiate the quest and to travel to the top of the keep. You can buy some magic items from Sister Garlena. Through the main doors opposite the entryway are vampiric wraiths, poison mist, and wandering horrors, so ensure that your front-line fighters are immune to level draining through negative plane protection spells or items.

In the room directly to the left of the entryway, there is an archivist and some magic items in locked, trapped chests. In the following rooms, there is a stone golem and a room of trolls of various types. Since the trolls are grouped together and only have a narrow opening to get to you, they are vulnerable to Agannazar's scorcher and fireball spells. In the troll room, there's parchments that give you instructions on how to get to the next level and a message from Lum that'll be useful later as well as a golem manual. In the following room, where there is a statue that appears to be watching you, you can find the bell.

On the right-hand side of the level, the first room is populated by sword and phase spiders. The phase spiders are more dangerous because of their







poison and because they can teleport behind your formation to attack your more vulnerable spellcasters, so use a magic missile spell or two to take them out quickly. In the room north of the spiders, there's several traps and a pair of worn slippers that you'll need. Take the slippers to the next room north (through the large doors) and try to open the sarcophagus. Ensure that you have the two wardstones from the spiders' room and the room south of it, or you'll be attacked by the adamantite golem. The priest will appear and be angry, but when he sees you've brought his slippers, he'll give you permission to go through the sarcophagus, and you'll get 20,000 experience points per party member plus 8,000 experience points per party member for getting the ritual when you open the sarcophagus.

Use the tinderbox (found in the room north of the spider room) on the kitchen hearth for 4,000 experience points per party member from the archivist.

Once you have the bell and the candle, place them with the altar, which already has the book. As a result of your actions, the statues in your immediate area will animate. One is a mage, and another is a druid, so ensure you prevent them from casting spells by hitting them with magic missiles or ranged weapons. Send a fighter or two in to take them both out. Normal melee tactics work fine against the statues, although they're pretty durable, earning you 20,000 experience points per statue for taking them out. As the parchments instruct, when asked what to do, ring the bell, ring it again, light the candle, open the book, and ring the bell a final time to open the door to the gate level. You'll also earn 25,000 experience points per party member and activate the remaining statues in the area. The remaining statues are very tough and well equipped with magic items. It's worthwhile to take the time to position your characters around the mage statue. To do so, you usually must make a mistake performing the ceremony the first time, so you get the opportunity to move your characters after the first fight with the statues. Surround the mage statue and have breach and pierce spells ready to remove his defenses if you can't hit him and take him out before he raises his defenses (use sequenced magic missiles to try to do so). After the mage, the archer statue is also dangerous, since it is equipped with a +3 bow and plenty of magical arrows. The statues have some magic resistance, but are still vulnerable to spells.

Traps on the first floor:

- In the archivist room, the chest and one of the cabinets is trapped
- In the room where it appears that there is a statue watching you, there is a



trap on the chest and one on a bookshelf

- In the spider room, there is a trap leading to the northern door
- In the room north of the spider room, there are three traps: one in the stone alcove, one in a chest, and one on the floor in front of the bed

NPCs on this level:

- Archivist (Giltham)
- Brother Pol
- Odren
- Priest
- Sister Garlena
- Vigil knights

Enemies on the first level:

- Golem (adamantite and stone)
- Horror (wandering)
- Jelly (mustard)
- Mist (poison)
- Spellhaunt
- Spiders (phase and sword)
- Statues
- Trolls
- Wraith (vampiric)

Magic items on the first level:

- For sale from Sister Garlena:
  - Firetooth +4 (crossbow)
  - Short sword of mask +4
  - Arrows +1
  - Bolts +1
  - Bullets +1
  - Darts +1
  - Potions of extra healing, healing, heroism, infravision, and strength
  - A large variety of mage scrolls for level 1-5 spells (and pierce magic)
  - Priest scrolls of stone to flesh and restoration
- In the Archivist room:
  - Arrows of piercing
  - Bullets +1
  - Darts +1





- Paladin's bracers
- Wand of sleep
- Antidotes
- Potion of extra healing
- Mage scroll of carrion summons
- In the troll room:
  - Golem manual
- In the room with the statue that "watches" you:
  - Chain mail +2
  - Crimson dart +3
  - Bullets +3
  - Elminster's Ecologies: Appendix IIIa
  - Case of plenty
- In the spiders' room and the rooms south of it:
  - Potions of superior healing
  - Small shield +2
  - Wardstones
- In the room north of the spiders' room:
  - Old slippers
  - Mage scroll of minor spell turning
  - Quiver of plenty +1
  - Ammo belt
  - Tinderbox
- In the kitchen with the mustard jelly:
  - Bolts +3
  - Bullets +2
  - Arrows +3
  - Wand of flame strike
  - The candle
- On the statues activated at the end of the level:
  - Large shield +2
  - Dagger +3
  - Foebane +3 (bastard sword)
  - Halberd +2
  - Longbow +3
  - Usunon's Blade +4 (ninja-to)
  - Arrows +3
  - Arrows of fire



## 9. Watcher's Keep Level 2

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
<b>Gather the Four Scepter Keys</b> (the chromatic demon)	Retrieve the four keys, which are held in the elemental laboratories	There's a trick to obtaining each of the scepters. Follow the detailed instructions in the following walk-through.	20,000 experience points for each party member and access to the third level

This level is the former domain of four competing elemental wizards. There's a library and an adjacent laboratory devoted to ice (in the southwest), air (in the northeast), slime/poison (in the southeast), and fire (in the northwest). Each library is guarded by enemies appropriate to their respective elemental domain, but the more formidable opponents are within the laboratories. You can't open the doors to the laboratories until you find scepters devoted to each element. There's also no way to advance through the level without assisting the chromatic demon (paladins weep), so you might as well speak to it right away to get some tips.

Go into the fire library (through the northwest door) first and attack the desert trolls and dust mephits. Unlike normal trolls, the desert trolls are immune to fire, so use physical attacks or cold or acid (you need one of the latter to kill the trolls). The dust mephits will throw glass dust, which can weaken your attacks, so it might be worthwhile to divert a fighter from the trolls to quickly take the mephits out. The room inside is trapped (as are all the libraries on the level), so read the following trap section to avoid wandering into any. Get the items and notes in the room (hit the tab key to confirm all locations that might contain items) and talk to the imp in the eastern corridor for additional information. Open the room behind the imp and activate the device in the center of the room by sending one character in, preferably armed with some protection from or resistance to lightning. As soon as you trigger the fan, greater and lesser air elementals and the guardian of air will appear and attack, but activate the fan a second time to get the fan at full speed, then retreat back to your remaining party. You'll occasionally suffer a lightning attack, but all the monsters are vulnerable to physical attacks. Get the scepter from the body of the guardian.

Go back to the main room and open the northeast door to the air library. There's a bunch of kuo-toa in the room, including a priest, but you can take them all out with a single death spell or incendiary cloud (other damaging area



of effect spells are useful, too). Get all the items from the library and don't open the southern door, since it leads to a room full of poison gas. Retreat back to the main room and open the southeast door to the poison library, where there's a bunch of phase and sword spiders waiting to get quickly dispatched. Open the door leading to the east, but retreat without advancing into the room. Now, you can go back into the kuo-toa room (air library) and open both the south door to the poison laboratory and the north door to the air laboratory. The gas will be gone from the room, so you can clear out the inhabitants (green slime, giant snake, and poison mist). Area of effect fire spells like incendiary cloud and fireball again work well. There's lots of antidotes on the level if you get poisoned. The snake has the poison scepter.

Leave the slime laboratory and close the northern door on your way out, so that the gas will clear out of the slime library, letting you advance and open the eastern door to the ice laboratory. Once that door is open, retreat again and go back and open the north door to the slime lab, which will blow the gas into the ice laboratory. Go back through the slime lab and travel to the ice lab. The gas will be in there, so don't advance into the room (the cold will also slow your characters), but lure the now vulnerable ice creatures within range of your weapons. The ice golem has the scepter. Close the east door to the slime lab to clear the gas out of the ice lab.

Clear the crimson deaths and mists out of the ice library and open the south door to the ice lab that you just cleared out. Keep all but one of your characters in the main room and send a character that is hasted or wearing boots of speed to open the southern door to the fire lab (accessible through the ice library). Ignore the fire giant, since it'll regenerate in that room, and lure the greater fire elementals into the ice lab directly south. They'll die instantly, earning you 22,000 experience points each time. Once they're all gone, engage the fire giant in its lair and take the last scepter.

Prepare for battle and speak again to the chromatic demon. It'll immediately get free, earning each party member 20,000 experience points and start attacking. It has four states: a cloudy air form (vulnerable to acid), a fiery form (vulnerable to ice), a clear ice form (vulnerable to fire), and a green form (vulnerable to lightning). Try to attack using the form of damage that it's vulnerable to based upon its current state, but even normal physical attacks will have some effect (only one or two damage points per attack), so keep chipping away. Once it's dead, you'll get some valuable items from the demon and can access the third level of the keep.



Traps on this level:

- In the fire library (northwest from entrance), there are five traps: one on the table in the entranceway, one on a desk near the northeast corridor, one in the circular apparatus nearby, and two heading to the corridor southwest (one is right at the door)
- In the ice library (southwest from entrance), the northern bookcase is trapped, as is a patch of floor in front of the corridor going southeast from the library; one is on the floor leading up to the other corridor
- In the air library (northeast from the entrance), there's a trap just to the left of the entrance passage and another right in the middle of the room
- In the poison/slime library, there's a trap just inside the room; west of the entrance passage, the carpet in front of the entranceway is also trapped, as is the square on the floor just south of that location and the passageway to the west

NPCs on this level:

- Chromatic demon
- Imp
- Ruhk

Enemies on this level:

- Chromatic demon (55,000 experience points)
- Elemental (air, greater air, and greater fire)
- Fire giant
- Giant snake
- Green slime
- Guardian of air
- Kuo-toa (captain, priest, warrior, and whip)
- Mephits (dust)
- Mist (crimson death, ice, mist horror, poison, and vampiric)
- Ruhk (7,000 experience points)
- Spiders (phase and sword)
- Troll (desert)

Magic items on this level:

- In the fire library:  
Darts of wounding



- Darts of stunning
- Arrows +3
- Arrows of ice
- Arrows of fire
- Acid arrows
- Bolts +3
- Bolts of lightning
- Bullets +4
- Wand of cursing
- Antidotes
- Potion of cloud giant strength
- Superior healing
- Note from Lum the Mad
- In the adjacent laboratory, there's a helm of the rock
- In the ice library:
  - Arrows of dispelling
  - Arrows +2
  - Arrows of fire
  - Arrows of ice
  - Horn
  - Wand of spell striking
  - Star sapphires
  - Note from Lum the Mad
  - In the adjacent laboratory, there's a horn
- In the air library:
  - Kuo-Toa Bolts
  - Bolts of Lightning
  - Sunstone Bullets +1
  - Bullets +1
  - Bullets +2
  - Bullets +3
  - Antidotes
  - Note from Lum the Mad
- In the poison/slime library:
  - Arrows of piercing
  - Acid arrows
  - Bolts of biting
  - key
  - Antidotes
  - Potions of extra healing



Mage scroll of cacofiend

In the adjacent laboratory, there's also a flail head (poison)

- On the chromatic demon:

Portal key

Circlet of Netheril

Ixil's spike (dagger)

## 10. Watcher's Keep Level 3

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Elven madman, as soon as you arrive	Heal the elven madman and escape the level	You can follow the elven madman immediately by exiting through the gate to the southeast. After speaking to him, cast the priest heal spell on him to cure his madness.	5,000 experience points for each party member and clues on how to escape the level; for getting to the cambion room that lets you leave the level, you'll get 20,000 experience points per party member

This level is a maze of rooms that each have two to four gates. You'll always arrive through a gate in the west of the room, but that gate will not (normally) take you back to the room you just exited. Follow the following detailed instructions to guide yourself through the maze. You must retrieve three parts of a scepter to escape, and they're on Tahazzar in room 4, Ka'Rashur in room 8, and on the cambion in room 11.

**Entry room (room 1):** The gate to the northwest leads up to level 2. The gate to the southwest leads to the quasit room (room 2). The gate to the northeast leads to the balor room (room 3). And the gate to the southeast leads to the room with the elven madman (room 9).

**Room 2 (quasit room):** This is a wild magic room, so spellcasting by your party members and the quasits in the room will be weird. The gate to the northeast leads to the tiefling room (room 6). The gate to the northwest leads to the entry room (room 1). The gate to the southwest leads to room 5. And the gate to the southeast leads to the succubus room (room 10).

**Room 3 (balor room):** Balors and cornugon are battling each other. Stay back and let them fight it out, since you can't cast magic in this room, and you'll want to engage as few as possible in melee combat. Inside the corridor is the Purifier +4 (bastard sword). It's a holy avenger sword, although not as good as the one in Baldur's Gate II, so you'll need a paladin to access it. The





gate to the northeast leads to Tahazzar's room (room 4). The gate to the northwest leads to room 5. The gate to the southwest leads to the entryway (room 1). And the gate to the southeast leads to room 10.



**Sword in tree. If you have a paladin in your party, reach into the tree in the middle of the room and pull out a holy avenger sword.**

**Room 4 (Tahazzar, 46,000 experience points):** Tahazzar and a large group of other demons have gathered, including a succubus and several glabrezu. They're backed up by a couple of powerful mages and an assortment of quasits. If you're a paladin or other virtuous character, you'll be forced to battle your way through the room. Otherwise, you'll have an opportunity to negotiate passage and part of the scepter you need to get off the level by agreeing to attack the devils in room 8 and retrieving Ka'Rashur's heart (if you arrive in that room first, you can make the opposite deal with the devils). If you return the heart of Ka'rashur to him, you'll receive the thieves' hood. These guys are tougher than the devils, since there's so many spellcasters, so if you have the



opportunity to make the deal, you may want to take it. If you're going to fight it out, ensure that you fully prepare with defensive spells, including resist fear, and use potions and any fighter special attacks you have accessible. There's a trapped, locked hidden chamber in the northeast corner of the room. The gate to the east leads to a room with baatezu (room 5). The gate to the west leads to room 3.

**Room 5 (pit fiend, two cornugon, and a velithuu):** There's a trap blocking the steps to each of the four gateways. The northeast gate goes to the quasit room (room 2). The northwest gate leads to room 3. The gate to the southwest leads to room 8. And the gate to the southeast leads to the succubus room (room 10).

**Room 6 (tiefling room, room of energy, which causes wild magic):** Aranthis (in wolf form, 9,000 experience points) and four tieflings (16,000, 16,000, 18,000, and 18,000 experience points) wait in this room. The northeast gate goes to a room with two glabrezu (room 7). The gate to the northwest goes to the birch tree room (room 12). The gate to the southeast leads back to the same room. And the gate to the southwest leads back to the entryway (room 1).

**Room 7 (glabrezu room, pillar with runes):** There's a couple of glabrezu in the room, but they shouldn't pose much difficulty as a pair. The gate to the northeast leads to Ka'rashur's room (Room 8). The gate to the northwest leads to the entryway (room 1). The gate to the southwest leads to room 6. And the gate to the southeast leads back to the same room.

**Room 8 (Ka'rashur's room):** Ka'rashur and a variety of baatezu are in this room, including a bone fiend, several cornugon, an erinyes, a couple of imps, and a velithuu. If you made the deal with the tanar'ri in room 5, you must take the heart from Ka'rashur's dead body. If you arrive in this room first, you can make a deal with the devils in this room to negotiate free passage (and the part of the scepter you need to complete the level), provided you're not a paladin. If you return the heart of Tahazzar to him, you'll receive the thieves' hood. There's a hidden, trapped container in the northeast corner of the room (hit the tab key to reveal it). The gate to the east of the room leads to room 7. The gate to the west leads to room 10.

**Room 9 (room of the elven madman):** The elven madman will ramble on about the demons and the gates and cryptically reference how to get out. If



you ask him to sleep, you'll get a clue that he could use a heal spell. If you have one, cast it on him after he breaks off the dialogue, and you'll restore him to himself, Tamorlin, and earn each party member 5,000 experience points. The madman's tent is trapped. The gate to the east leads to the outdoors. The gate to the west leads to the entryway (room 1).

**Room 10 (succubus room):** You can bargain your way through this room by agreeing to kiss the succubus, which will automatically take you to room 11 (cambion room) or fight the succubus and four alu-fiends. The gate to the northeast leads to room 5. The gate to the southwest leads to room 3. The gate to the northwest leads to room 2. And the gate to the southeast leads to room 8.

**Room 11 (cambion room):** For getting to this level, you'll get 10,000 experience points per party member and be greeted by Aesgareth (12,000 experience points) and a few tieflings (14,000 experience points each). The gate to the west leads to room 13. You can get 25,000 experience points per party member for the spectral brand and scroll of wish, +20,000 when playing for the gem, and +25,000 after the game. Read the section of this guide on the deck of many things for more information on how the game with the cambion works.

**Room 12 (birch tree room):** In this room is another cambion and four demon knights. The gate to the northeast leads back to this room. The gate to the northwest leads to the wraith room (room 13). The gate to the southeast leads to room 6. And the gate to the southwest leads back to the same room.

**Room 13 (wraith room):** In this room is a master wraith and a group of slave wraiths. The door to the west leads to the cambion room (room 11). The gate to the east leads to room 12.

NPCs on this level:

- Aesgareth
- Elven madman
- Ka'rashur
- Tahazzar

Enemies on this level:

- Demons (Tahazzar, alu-fiends, balors, glabrezu, and succubus)



- Devils (Ka-rashur, bone fiend, cornugon, and erinyes)
- Imps
- Quasits
- Tahazzar
- Velithuu
- Yochlol

Magic items on this level:

- In Room 3( the balor room):  
Purifier +4 (bastard sword)
- In room 4 (Tahazzar):  
Scepter gem  
Tahazzar's heart  
Potions of superior healing  
Arrows +3
- In room 6 (tiefling Room):  
Leather armor +3  
Battle axes +2  
Cleric's staff +3  
Dagger +2  
Short sword +2  
Wand of spell striking  
Potions of superior healing
- In room 8 (Ka'rashur room):  
Studded leather +2  
Long sword +1  
Arrows +3  
Bullets +2  
Ka'rashur's heart  
Scepter gem  
Potions of superior healing
- In room 9 (elven madman):  
Studded leather +1  
Darts of stunning  
Bard's gloves  
Scepter of radiance  
Madman's journal
- Room 10 (Succubus Room):  
Potions of extra healing



- Oil of speed
- Room 11 (cambion room):
  - You can gamble to win a spectral blade +4 and scroll of wish
  - Full plate mail +1
  - Chain mail +3
  - Studded leather +2
  - Robe of the good magi
  - Large shield +2
  - Cleric's staff +3
  - Composite longbow +2
  - Flail +2
  - Long sword +3
  - Dagger +2
  - Two-handed sword +2
  - Sling +1
  - Arrows +2
  - Arrows +3
  - Bullets +3
  - Potion of fire giant strength
  - Insight
  - Potions of extra healing and superior healings
  - Oil of speed
  - Deck of many things
  - Mage scrolls of burning hands
- Room 12 (birch tree):
  - Bastard sword +1
  - Two-handed swords +1
- Room 13 (wraith room):
  - White dragon scales
  - Plate mail +1
  - Bastard sword +1
  - Spear +1
  - Bolts +2
  - Rogue stone
  - Wand of spell striking
  - Potion of insulation





## 11. Watcher's Keep Level 4

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
Carston, as soon as you arrive	Get Carston out of the machine so you can escape the level	You need to obtain a crystal mallet to open the machine. The mallet is behind a locked door in the southwest corner of the level. You must gather three different colored oils, one (and a flint) from a githyanki camp, one from some mindflayers, and a third in a room guarded by magic golems. Once you have them all, you can light the altars in front of the locked door in the southwest corner. Kill the two rocks in the room to get the mallet and use it six times against Lum's machine.	10,000 experience points per party member when you open the door, plus another 10,000 experience points for sparing Carston

In the opening to the northwest of Lum's machine, there's a group of shadow fiends and devil shades. Take them out quickly using a cleric or paladin to turn them or just engage them with your fighters, ideally with negative plane protection to avoid the level draining effects of the devil shades. If you don't have any nonmagical weapons, pick some up from the containers in the entry room just northeast of Lum's machine.

In the room to the west of Lum's machine, there are a bunch of chests that are actually killer mimics. They're immobile, so once you reveal them, you can easily take them out with ranged attacks. Don't get too close, and you can avoid their glue and acid attacks. There are some additional shadows and shadow fiends in the room west of the mimic room, but you can't open the north door until later.

In the room to the northeast of Lum's machine, there are some mutated spiders and shadows. The spiders don't have many hit points, but their poison is deadlier than normal, and they're also faster than regular arachnids, so pick them off with ranged weapons and have the antidotes that you can pick up in the entry room handy. Use a cleric to quickly destroy the shadows by turning them. The room to the east has magic golems, which are immune to spells and magical weapons, so equip nonmagical weapons and attack (you can get normal weapons from the containers inside the room with Lum's machine).





Inside that room is the blue oil.

If you travel through the room to the north, you'll encounter a small passageway that's guarded by a mind flayer and some umber hulks. There's some additional umber hulks in the first passage to the west (along with part of the Illithid rod) and some umber hulks and ulitharid in the larger chamber to the south. In that larger chamber, the door to the northeast leads to an apprentice, who will die no matter what you do. But before doing so, he'll tell you some background about Carston and grant your party 1,000 experience points each, regardless of what you tell or ask him. There's also an ulitharid, a couple of mind flayers, and some umber hulks in the room to the south. There's another part of the Illithid rod on one of the ulitharid, but it's easy to miss, so hit the tab key if it isn't immediately visible. The rod will now be intact, so use it to open the remaining room, in which there are two vampiric mind flayers (prepare with negative plane protection) and the red oil.

In the very first room of the githyanki lair, there's the flint and tinder you need to light the torches in the room to the west of Lum's machine. The remainder of the lair is populated by a handful of githyanki, primarily weak warriors. Githyanki are low-level enough that they're vulnerable to spells like death spell and greater deathblow, so you can easily dispatch them. They like to turn invisible using potions, but even their surprise attacks pose little threat. You can pin them down with web spells or take them out en masse using almost any area of effect damage spell, including holy smite. Grab the purple potion in the room with the dragon ship.

The door to the south of the githyanki's ship room leads to the lair of Saladrex, a red dragon (64,000 experience points), while the other leads to the lair of a demi-lich. You don't need to fight either to continue in the level, but they both have valuable treasure. If you take on the demi-lich, make sure you are as protected from imprisonment as you can, using spell-turning on your mages and your berserk abilities on your berserkers. The demi-lich actually doesn't have many hit points, so it's worthwhile sending in only those members who are protected from imprisonment.

Once you have all three oils and the flint, light the alters in the room south of Lum to open the door. If you look at your automap, you'll see that the order of the colors is set out in the large neighboring room and in the parallel room on the other side of the level (where the magic golems were). Once the colors are lit, the doors will open, and you'll get 10,000 experience points per party



member.

Inside the room you just opened are two powerful melee fighters, Rock and Garock. Use summoned creatures if you need some distraction. But otherwise, these rock fighters have no special abilities other than being strong melee fighters. Grab the crystal hammer (disarm the trap on the chest first) and use it six times on Lum's machine to get Carston out of the machine. If you spare him, you'll earn 10,000 experience points per party member.

### Lum's Machine

The various handwritten notes strewn throughout Watcher's Keep will give you directions on how to use Lum's machine once you finally gain access to it. But instead of interpreting those cryptically scrawled notes, you can review the following chart. Each effect only works once.

Sequence of Actions	Effect
Triangular button, red wheel, medium lever	Opens a portal to the fifth level of Watcher's Keep and awards 25,000 experience points to each party member
Short lever, medium lever, square button	Permanently gain a point of strength
Long lever, red wheel, circular button	Permanently gain a point of constitution
Long lever, blue wheel, green wheel	Permanently gain 5 percent magic resistance
Short lever, red wheel, green wheel	Permanently gain a point of charisma
Circular button, square button, triangle button	Permanently gain a point of wisdom
Blue wheel, square button, short lever	Permanently gain a point of dexterity
Long lever, circular button, blue wheel	Permanently gain a point of intelligence
Triangular button, green wheel, medium lever	Acquire storm star +3 mace

Any other sequence of controls will produce one of the following random effects: cast imprisonment, fire damage, turn to stone, create a potion, lose one point of intelligence, lightning damage, gain 100,000 experience points, lose one point of dexterity, poison gas, or lose fifteen experience levels.

Traps on this level:

- One of the containers to the northeast of Lum's machine is trapped
- One of the chests in the room east of Lum's machine is trapped
- The middle container at the north end of the room with the magic golems is trapped
- In the area with the mind flayers and umber hulks, there are two traps leading out down the corridors of the large round room with many doors
- The container in the small room to the northwest of that large room is trapped
- The item in the center of the room to the south of the previous room is



trapped

- In the entrance to the githyanki lair, one of the chests in the first room is trapped
- The left chest in Rock and Garrock's room is trapped

NPCs in this sector:

- Apprentice
- Carston
- Saladrex (64,000 experience points)

Enemies in this sector:

- Dragon (Saladrex)
- Githyanki (anti-paladin, captain, gish, knight, and warrior)
- Golems (magic)
- Jelly (mustard)
- Lich (demi)
- Mimics (killer)
- Mind flayers (normal, ulitharid, and vampiric)
- Shadows (shadow, shadow fiend, and devil shade)
- Spiders (mutated)
- Umber hulks

Magic items in this sector:

- Inside the containers to the northeast of Lum's machine:
  - Full plate mail +1
  - Arrows and bolts +1
  - Arrows of piercing
  - Bolts +2
  - Bolts of lightning
  - Antidotes
  - Potion of fire giant strength
  - Elminster's Ecologies
- Inside the mimics:
  - Arrows +3
  - Bolts +3
  - Bullets +3
  - Potions of healing, extra healing, and superior healing
  - Wand of spell striking
- In the rooms east of Lum's machine:



- Arrows of biting
- Arrows of ice
- Bolts of biting
- Bullets +1, 2, and 4
- Sunstone bullets +1
- Wand of magic missile
- Mage scroll of mislead
- Priest scrolls of protection from petrification
- Blue oil
- In the rooms with the mind flayers and umber hulks:
  - Arrows +3
  - Bullets +3 and +4
  - Wand of cursing
  - Wand of magic missiles
  - Potions of extra healing and superior healing
  - Illithid rod
  - Mage scrolls of identify, spell trigger, and spell turning
  - Note from Lum the Mad
- In the githyanki lair:
  - Adventurer's robe
  - Angurvadal +4 (long sword)
  - Bullets +3
  - Darts of stunning
  - Darts +1
  - Wand of the heavens
  - Wand of spell striking
  - Potions of extra healing, fortitude, invisibility, and superior healing
  - Flint and tinder
  - Note from Lum
  - Diary of Carston's apprentice
  - Purple oil
  - Montolio's clasp
- In the demilich's Lair:
  - Dagger of the star +4
- In Saladrex's lair:
  - Staff of the ram +4
  - Dagger +1
  - Potion of fortitude
  - Mage scroll of spell turning
  - Rogue stone



- In Rock and Garock's room:  
 Axe of the Unyielding (battleaxe +3)  
 Arrows +3  
 Bolts +3  
 Bullets +3  
 Clay golem page  
 Potion of strength  
 Potions of superior healing  
 Crystal mallet
- From Lum's machine:  
 Storm star +3

## 12. Watcher's Keep Level 5

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
<b>Unlocking the Final Seal</b> , the seal is in the middle of the room	Unlock the final seal and confront the imprisoned one	There are three pillars that are securing the seal. You must get a key for each. Follow the following detailed instructions to get the keys. When you use the key, you'll face an extremely tough group of guardians.	20,000 experience points per party member for using each of the three keys.

You arrive into the main room of this level in front of the final seal to the imprisoned one, and it's secured by three pillars, each needing a key. There are three large doors, each of which ultimately leads to a key.

The southern door from the main room leads to an encounter with a friendly helmite ghost who is standing in front of three doors, each representing a challenge. Of those three new doors, the farthest east leads to an encounter with an imp, who will first ask you a question (the answer is 7, which will earn each party member 10,000 experience points), then initiate a coin game. To win, you essentially must get the imp down to five coins. So, go first and select two coins. No matter what his response, you can to get him down to five coins. Then, finish him off and get 21,000 experience points per party member. The door to the west leads to a room of orcs, orc mages, and orc archers. They're weak opponents (although the "regular" orcs are actually souped up fighters that'll earn you 1,000 to 2,000 experience points each), but they'll constantly reappear, so spread your fighters out around the respawn points, so you can take them out as they arrive. The mages will occasionally cast fireballs, but they'll damage the orcs more than your party, but keep an





eye on your hit points, so that you can take healing potions if necessary. Once you've dispatched a few dozen orcs, the helmite ghost will appear and announce that you've completed the challenge and earned 21,000 experience per party member. Behind the center door is the real challenge among the helmite ghost's tests: a green dragon. For a dragon, it's not as dangerous as others because of its choice of spells and inherent spell effects (entangle, stonесkin). Summon some creatures to distract him, use haste and giant strength potions, and cast breach and pierce to remove its stonесkin protections and lower its magical resistance, so that it becomes more vulnerable to sequenced magic missiles and other offensive spells. For taking the dragon down, you'll earn 62,000 experience points and 21,000 experience points per party member from the helmite ghost. You'll also get 10,000 experience points per party member for completing all three challenges once you exit the final room and encounter the helmite ghost again.



**Jolly green giant. Unlike the other dragons you may have met, you can't avoid battling this fellow. Fortunately, he's weaker than most of the dragons you'll face, although you'll still have to prepare well prior to starting the battle or you can lose control of the battle quickly.**





The key you get from the helmite ghost will open the northwest lock on the seal, earning you 20,000 experience points per party member and an encounter with one of the toughest group of monsters in the game, including a hive mother beholder, a djinni, and a range of spellcasters and melee opponents. Ensure that you have protected your party as well as possible before you open the seal by summoning a few powerful animals or monsters and using haste, stonewalk, mirror image, blur, protection from evil, defensive harmony, chant, bless, and similar spells. Also ensure that your fighters take potions of giant strength or heroism. You'll have a brief opportunity to attack the enemies the instant they arrive before they can raise defenses, but it's difficult to take them down before most party members (including the hive mother) cast improved mantle making them temporarily immune to most attacks until you take those defenses down. Concentrate on removing defenses using breach and pierce spells, while your fighters concentrate on the opponents that are vulnerable to attack. The djinni, Y'tossi, will summon skeletons to distract you. Nalmissra drains levels with her melee attacks. Ameralis Zauvir is a druid that likes to summon insect swarms to ruin your spellcasting.

The northwest door from the main room leads to a room guarded by spiders (who aren't very dangerous), followed by a room with four colored columns. Every time you press one of the buttons, you'll gain 1,000 experience points per party member and have an encounter, as follows:

- **Press green:** Spiders, umber hulks, greater earth elementals, and beholders (death tyrant, elder orb, and hive mother)
- **Press red:** Hobgoblins, kuo-toa, trolls (giant and spectral), and wolfweres
- **Press blue:** Successively higher mages
- **Press purple:** Skeleton warriors, shades, vampires, and liches (elemental and normal)

Once you've placed one of the matching colored globes into each of the four pillars, you'll get 10,000 experience points per party member and the key to the seal in the main room. So you only have to fight four times, although you can elect to fight some more to get more globes (which have random magical effects when used from your quick slots) and gain experience. But don't put the globes in the columns if you want to continue the battle. The key opens the northeast lock in the level's main room, earning you 20,000 experience points per party member.



When you trigger the northeast lock using the key, you'll be attacked by a group of guardians, led by Aurumach Rilamni (mage, 28,000 experience points) and his not-so-lesser companion Ferrumach Rilamni (8,000 experience points). Aurumach is your main challenge, since he's a high-level mage that'll cast time stop, ice storm, and other disruptive spells; he's also a dangerous melee opponent. Concentrate your firepower on him and remove his shields using pierce and breach spells.

The northeast door from the main room leads to a room guarded by a pair of fire giants, which should be easy cannon fodder. Although, you should ensure that your front-line fighters are equipped with superior healing potions or boots of Speed to react if their hit points get low. Once the giants are gone, touch the altar (you need the skull from the dragon room). You'll enter a mini-game and be given a spiritual avatar that you must guide through a maze. You can't save your progress during your navigation of the maze.

To get through the maze, go east and kill the goblin. Then, go east again and examine the treasure chest and fight the skeleton that appears. You'll be rewarded with a wand of magic missiles and 4,000 experience points per party member. Go north and fight the war dog to get another 4,000 experience points per party member and an iron key and healing potion. Go west and examine the room to get a gibberling scroll, then go west again and ignore the fountain in that room (it poisons your character). Go north and fight the spectral figure, using the wand of magic missiles to get an early attack in. You'll get another 4,000 experience points per party member and a magic helm as a reward. Go east twice, and unless you've taken a beating in your fights so far, open the dresser. You'll take some poison damage, but if you're fit enough to survive, you'll get some magic bracers that will make the remainder of the game easy. The rest of the path is linear. Go north and use the gibberling scroll to avoid a fight and get 3,000 experience points per party member. Then, go west, and the iron key will let you get another healing potion and 3,000 experience points per party member. Go west one last time and fight the mummy, using the wand of magic missiles at the outset of the battle. Once you've done all that, you'll be ready for the final seal.

The key from the mini-game will open the southeast lock of the seal, releasing a trio of flaming skulls and a lich, Azamante (25,000 experience points). The lich is obviously your main opponent, but ensure you protect your party from fear prior to opening the lock, since the flaming skulls like to cause fear (in addition to casting fireball, incendiary cloud, and Agannazar's scorcher) as



well as fire. Keep breaching the mantle spells cast by the lich and haste and whirlwind your fighters. Fortunately, Azamante tends to cast more maze spells than imprisonment.

Once you open the final seal, you'll meet the imprisoned one. Use the ritual scroll, and you'll be rewarded with 80,000 experience points per party member, but you'll end up being trapped with your foe. You have two choices. Either attack and kill Demogorgon (290 hit points, AC -12, five attacks per round each doing 1-6 damage plus disease and level draining, regenerates three hit points per second, requires a +3 weapon or better to hit, immune to critical hits, magic resistance 95%), prince of demons, or agree to assist him and go speak to Odren. As soon as you tell Odren that you were trapped or that Demogorgon is dead, you'll encounter a ghostly apparition of helm's (earning 25,000 experience points per party member). You'll be given the choice of sealing Odren and the demon within the keep, earning 80,000 experience points per party member, or going back to rescue Odren by killing Demogorgon, freeing the demon by sending it back to the abyss. Demogorgon will have contingencies that grant him stonewall and globe of invulnerability and protection from magic weapons. Plus, he will also gate in two marilith demons, who will also cast protection from magic weapons, so you must constantly use your spellcasters or your spellstrike wands to breach defenses to give your fighters a chance. You can lure the marilith away by climbing up the stairs, where Demogorgon can't follow, but Demogorgon will start gating in waves of glabrezu demons, which can be even worse, since they like to cast haste and dispel your own protections. The best way to take out Demogorgon is to surround his location prior to initiating the attack through dialogue. Have all your fighters use their greater whirlwind and smite abilities and ensure mages have lots of breach spells available, along with all the usual protections and ability enhancers (call upon holy might, stonewall, defensive harmony, chant, bless, haste, and righteous magic). Then, initially ignore the mariliths and just pound through Demogorgon's defenses. Once he's gone (earning each party member 100,000 experience points), the mariliths will seem easy, but keep casting breach to keep them vulnerable to your fighters. Offensive spells aren't very effective on any of these opponents because of their magic resistance.

Once you leave the keep, if you've slain Demogorgon, ensure that you speak to Odren. If you forgive him or let him go, you'll gain +1 reputation point and get 50,000 experience points per party member. Or, you can elect to get revenge on them for their deceit. Brother Pol (19,000 experience points) and



one of the vigil knights (10,000 experience points each) are high-level mages, so be prepared for the ensuing battle. Odren and Sister G. are also worth 10,000 experience points. You won't get any of the items you previously sold to the Sister back, however.

Traps on this level:

- One in the imp room, where one of the dressers is trapped

NPCs in this level:

- Helmite ghost
- Imp
- Imprisoned one (Demogorgon)

Enemies in this level:

- Ameralis Zauviir
- Aurumachi Rilmani
- Azamate the lich
- Beholder (hive mother, 50,000 experience points)
- Demons (Demogorgon, Glabrezu, and Marilith)
- Dragon (green)
- Ferrumach Rilmani
- Flaming skulls
- Giants (fire)
- Hobgoblins (archers, shaman, and wizard)
- Huntress
- Imp
- Kuo-toa
- Nalmissra (level drain, 25,000 experience points)
- Orcs (archers, mage, and normal)
- Skeletons
- Spiders (mutated, sword, and vortex)
- Trolls (giant and spectral)
- Y'tossi (23,000 experience points)
- Xei Win Toh (28,000 experience points)



Magic items in this level:

- In the imp room:
  - Acid arrows
  - Sunstone bullets +2
  - Bolts of lightning
  - Bullets +4
  - Potions of superior healing
  - Mage scroll of pierce magic
- In the orc room:
  - Ixil's nail +4
  - Arrows +1 and +3
  - Bolts +3
  - Bullets +3
  - Potions of extra healing
  - Various first-level mage scrolls
- In the dragon room:
  - Warrior's skull
  - Hindo's Doom +3 (katana)
- On the guardians of the northwest seal:
  - Taralash +4 (longbow)
  - Gauntlets of extraordinary specialization
  - Priest scroll of protection from cold
- In the globe room:
  - Two-handed swords +1 on the skeleton warriors
- On the guardians of the northeast seal:
  - Club of detonation +3
- On the lich Azamante, guardian of the southwest seal:
  - Erinne sling +4
  - Serpent shaft
- Odren's group:
  - Three plate mail +1
  - Medium shield +2
  - Bastard sword +2
  - Three mace +2
  - Flail +2
  - Quarter staff +2



## 13. Amkethran

Quest Giver and Location	Goal of Quest	Solution Explanation	Reward
The Graveyard Lich/Marlowe in trouble, Marlowe is in the tavern	Retrieve the soul of Marlowe's daughter	After speaking to Marlowe in the tavern, follow him to his house (you must travel through a residence) to reach his house on the hill. He'll grant you the ability to get into the graveyard, where you'll confront the lich. You won't get the soul back unless you go back to get Marlowe. Once you get the soul back, you can either defend Marlowe or let the lich have his reward.	6,000 experience points per party member when you bring Marlowe to the graveyard and another 10,000 experience points per party member for saving his daughter's soul (or 15,000 experience points per party member if you also save Marlowe)
Assault on the Enclaves, Balthazar when you arrive	Dispatch two powerful Bhaalspawn, Sendai and Abizagal	Each of the Bhaalspawn is in a separate fortress. Follow the detailed instructions under sector 14 and 15 on how to best confront them.	10,000 experience points per party member to enter each lair; 40,000 experience points per party member for killing each one
The priest near the temple	Save the priest near the temple from the monk	As soon as you see the confrontation develop, swarm in around the monk so that he can't get to the priest without going through your party. As soon as the attack commences, force an attack against the monk. When you talk to the priest afterward, donate 1,000 gold.	3,000 experience points per party member and one reputation point if you donate the gold (2,000 experience points per party member if you don't make the donation) and the oaken ring
Mercenaries confronting a girl and her father near the tavern	Save the girl from execution	It's easy to antagonize the mercenaries into attacking you instead just by being confrontational.	Montolio's cloak, 500 gold, 5,000 experience points per party member, plus one reputation point

Immediately upon arriving at this sector, you'll be greeted by Balthazar and his men. There are mercenaries swarming throughout the town, and it doesn't take much provocation to start a battle with them. Just south of your conversation with Balthazar, Captain Erelon is summoning creatures for his archer crew to practice against. If you criticize his actions, the captain will immediately order his men to attack you. They aren't strong opponents, but they are equipped with decent magic equipment and can mete out some damage (all mercenaries wear chain mail +3 and are armed either with longbows +1 or long swords +1).

A monk and a priest start battling if you wander near the temple. It's clear that the monk is the bad guy in the confrontation, and you can step in to save the priest, but doing so will earn you a warning from a mage that teleports in (tell





the mage that the monk was attacking the priest). If you save the priest and donate 1,000 gold, you'll get 3,000 experience points per party member and one reputation point plus an oaken ring (which you can also get off the priest's body if you let the monk kill him). If you save him, but don't donate the money, you'll just get 2,000 experience points per party member and no reputation point gain.

Saemon Havarian will bait you into defending him from two mercenaries (2,000 and 3,000 experience points). There's no way to avoid the fight, so just ensure your fighters are at the front of the ranks. You'll also stumble upon a couple of mercenaries about to execute Asana Haraad for thievery. If you intervene on her behalf and defend her, her father will give you Montolio's cloak, 500 gold, and 5,000 experience points per party member, and your reputation will increase one point. If you don't intervene, you'll lose one reputation point.

Marlowe will approach you when you enter the tavern and ask you to meet him at his house at the top of the hill on the east side of town (you must go through a residence and climb on the roof). He'll send you to kill a lich in the graveyard (which is inaccessible until you get this quest) to save the soul of his daughter. But when you arrive at the graveyard, the lich will inform you that Marlowe broke his prior deal for his soul. You can attack the lich immediately, but you'll lose the soul of Marlowe's daughter. Or, you can elect to (temporarily) avoid violence by bringing Marlowe to the lich (he'll come willingly when you confront him at his house), getting 6,000 experience points per party member and another 10,000 experience points per party member if you then restore the soul of his daughter. You can elect to kill the lich after you get the soul. If you save Marlowe, you'll earn 15,000 experience points per party member, plus one reputation point (or 6,000 experience points per party member and lose two reputation points if you keep the soulstone, which is a magic item you can wear instead of a helmet). Fortunately, the lich won't cast imprisonment, but will use simulacrum to double its attacks as well constantly use sequencers to cast stonewall, improved mantle, shadow door, and protection from magic weapons. So, make sure you can breach his defenses and use truth seeing to dispel his illusions. A banshee will attack from each side, so ensure that you have protections like bless and chant to increase your saving throw rolls when they use their deadly wails. The lich will summon pairs of skeletons constantly, and there's a row of archers elevated on a platform behind the lich. Try to move a cleric within range of the skeletons to instantly destroy them by using the cleric's turn undead ability



because otherwise your fighters will find themselves surrounded and unable to close in on the lich.

In the lich's lair, if you turn the tables you'll unleash, successively, clockwise starting with the northern table: greater air elements, fission slime, ice golems, and greater fire elementals. Turning the tables will disarm most, but not all, of the traps on the doors on the elevated platform. You can't enter the locked door in the center of the platform until after you've defeated both Sendai and Abazigal.

In you enter the smuggler's cave, you'll witness Carras about to be arrested by some mercenaries who are looking for Esamon (Saemon Havarian). If you intervene to help him, you'll get 10,000 experience points for killing each monk and a discount on goods. Two of the chests at the back of the room are trapped.



**Turn those traps away. When you use the tables, you'll disarm some of the traps on the platform, but you'll also initiate some tough battles. You don't need to turn the tables in order to get what you need from this room. You can't open the central door until you've confronted both Sendai and Abazigal.**



NPCs in this sector:

- Asana Haraad
- Balthazar
- Captain Erelon
- Carras
- Chyil
- Cowherd
- Faheed
- Kerrick the smith
- Lazarus Librarius
- Leila
- Majira
- Marlowe
- Omar Haraad
- Priest of Waukeen
- Saemon Havarian
- Vongoethe (lich)
- Zakee Rafeha

Enemies in this sector:

- Banshees
- Captain Erelon (10,000 experience points)
- Elementals (greater air and greater fire)
- Golems (ice)
- Mercenary archers (6,000 experience points)
- Skeletons (archers and warriors)
- Slime (fission)
- Vangoethe (lich)

Magic items in this sector:

- On Captain Erelon and his mercenaries:
  - Chain mail +3
  - Elven chain +1
  - Medium shields +1
  - Two-handed sword +2
  - Long swords +1
  - Darkfire bow +4
  - Longbows +1
  - Arrows +2



- On the Priest of Waukeen:  
Oaken ring
- From Omar Haraad:  
Montolio's cloak
- For purchase at the temple:  
Ring of animal friendship  
Antidote  
Elixir of health  
Potions of extra healing, genius, healing, insight, mind focusing, and superior healing
- Inside the houses near the smugglers' cave:  
Potion of superior healing  
Mage scroll of identity
- For purchase from Lazarus:  
Same items as in Saradash, including any items you sold to him  
All mage scrolls  
Locked up in his home are the following additional items:
  - Arrows +3
  - Bolts +2
  - Battle axe +2
  - Long sword +1
  - War hammer +1
- For purchase from the smugglers:  
Chain mail +1  
Splint mail +1  
Medium shield +1  
Dagger +1 and +3  
Dart +1  
Halberd +1 and +3  
Quarterstaff +1  
Short sword +1 and +3  
Scimitar +1  
Katana +1 and +3  
Bastard sword +3  
Battle axe +1 and +3  
Long sword +3  
Two-handed sword +1 and +3  
Spear +1 and +3  
Flail +1  
Mace +1



Morning star +1 and +3

Club +3

Flail +3

Mace +3

War hammer +3

Heavy crossbow +1 and +3

Light crossbow +1 and +3

Composite longbow +1 and +3

Longbow +1 and +3

Short bow +1 and +3

Sling +1 and +3

Arrows +2 and +3

Arrows of piercing

Acid arrows

Bolts of biting

Bolts of lightning

Bolts +3

Bullets +2 and +3

Amulet of protection +1

Glasses of identification

Wand of frost

Oil of speed

Antidote

Potions of absorption, agility, extra healing, fire giant strength, master thievery, perception, and superior healing

Priest scrolls of protection from electricity and restoration

Mage scrolls of improved invisibility and non-detection

Gems needed for Cespenar's upgrades

- On the Lich Vongoethe and his troops:

Two-handed sword +1

Arrows of fire

Acid arrow

Ring of anti-venom

Malla's soulstone

Potions of agility

Cursed scroll of petrification.

- In the chests in the lair of the smugglers:

Potions of extra healing and superior healing





## 14. Sendai's Enclave and the Third Challenge

Inside the woodcutter's hut is a rune of Clangeddin, which you can use to enhance the runehammer +3. West of the hut is a scene of a slaughter, where you'll immediately encounter a couple of drow (5,000 experience points each), a hive mother beholder, and umber hulk elders. The hive mother consistently casts finger of death and death ray, so eventually, you'll lose characters if you don't take her out quickly. Cast chant, bless, and protection from evil if you have the opportunity as well to improve your saving throws. Return to the woodcutter, and he'll tell you to go to the graves north of his hut.

At the graves, you'll be ambushed by some gauth and more drow. The gauth aren't as dangerous as regular beholders, but you should still take them out first. Send a couple of fighters to engage in a melee attack on the drow with crossbows, or you'll take a beating.

When you return and speak to the woodcutter, he'll change into a drow and attack, as will all the animals in the area. The drow at the north of the map have crossbows, but the real threat is from the wizard in the southeast corner of the map. Before you start speaking to the woodcutter, you should position your fighters around the animals, including the one that becomes a drow wizard, to ensure that you can get in some quick attacks. Each drow will earn you 6,000 or 7,500 experience points. When they're all dead, an illusion will be dispelled, revealing the pathway to Sendai's enclave, earning you 10,000 experience points for each party member.

### The Enclave

Entering the enclave, the entrance is guarded by myconids. Pick them off with ranged weapons and slowly advance to meet a few waves of umber hulks and spiders. Ensure that you have some dispel magic spells ready to remove confusion caused by the myconids and umber hulks as well as some antidotes to avoid poison damage from the spiders and myconids. Once you get to a bridge, send an invisible mage to launch a massive damage area of effect spell, like comet or dragon's breath, on the group of drow and umber hulk elders that's waiting there. There are three doors you can go through, all labeled on your map.

When you enter the drow barracks, don't leave the entryway and let the drow come to you. After an initial wave of about five fighters, you can scout around





a bit and reveal a more formidable group, including Thelynn'ss and a priestess. You can use an area of effect spell like comet or dragon's breath to severely damage the remaining group (although the drow have magic resistance, so it might not be as effective as you expect). Or, try to flank Thelynn'ss and the priestess to take out the drow armed with crossbows around the periphery. When you've cleared the room and exited, you'll get a brief cutscene informing you of what to expect in the remaining passageways and be awarded 5,000 experience points per party member. Ensure you pick up the drow key on Thelynn'ss.

If you enter the north passageway, you'll encounter a slave master and some derro and derro berserkers. The slave master will then leave, and you can deal with successive waves of derro. Unfortunately, the derro will start coming from behind you as well, and there's no limit to their number, so you must keep pushing forward through the gauntlet. Launch a few offensive area of effect spells in front of you, like comet, to give your party some breathing room before reinforcements arrive. Then, summon a few creatures to serve as rear guards as you advance. Eventually, Orog will join the assault, but keep advancing until you catch up to the slave master (he'll retreat a second time before he finally stops to fight). Killing him will make the reinforcements stop coming, so make that a priority.

If you enter the south passageway, you'll encounter a large group of spiders (mutated, phase, and sword) led by Lashar'ra (200, 18,700 experience points), a giant spider that has an innate blur effect and can summon additional spiders. There's lots of antidote potions on this level, so you shouldn't be in much danger from poison, but you should still rely on ranged weapons to take out most of them before they even get into range. There are web spell traps throughout this corridor, primarily off the main path. Since your thief will likely be too busy fighting to detect them, have a priest cast a detect traps spell to avoid stumbling into the traps. There are no items in this passageway.

Once you're through either the north or south passageway, you'll enter another area populated by drow and umber hulk elders. Advance slowly, equipped with ranged weapons and with a few summoned creatures in front of you, and pick off the enemies that appear. Since your summoned creatures will block the advance of your enemies, you can use area of effect clouds just beyond your creatures and damage the rest of the enemy group, since the corridors are narrow, and they'll be grouped (although it's less effective



because all your opponents will be resistant to magic). The large room in the center of the map leads to the lair of a lich, Odamaron. The lich loves to cast spell trap in addition to standard spell defenses, so use pierce magic and breach spells to make the lich vulnerable to your fighters (spellstrike is ideal). There are traps leading up to the lich's podium, but they aren't dangerous to your fighters, since the traps are just silence spells, so charge forward and get within melee range. On the lich is the heart of the damned, the eye of Tyr, and a drow wardstone. As soon as you leave the room, you'll be treated to another cutscene and 5,000 experience points per party member.

Going through the eastern door, you'll be met by Diaytha, who will inform you that Ogremoch is waiting for you in the next room. Ogremoch is the elemental prince of earth, and he's guarded by two greater earth elementals. But if you enter his room slowly, you can avoid fighting them all at once. Ogremoch will cast earthquake on the first creature that enters his room, so you might want to send in a summoned creature first to spare your party some lumps. Aside from casting stonewall frequently, Ogremoch isn't much trouble and is worth 56,000 experience points. Once you've taken Ogremoch out, Diaytha (14,000 experience points) will be waiting in the next room, along with a hive mother (50,000 experience points), demon knight (16,000 experience points), abashi (9,000 experience points), and vampire (12,000 experience points). They're all dangerous opponents, but Diaytha's a druid spellcaster, so you should take her out first, while ensuring that the vampire is stuck tangling with an opponent that is protected from level draining. Since there's not much room to maneuver, spells like holy smite and other offensive area of effect spells work well.

Entering the next door, you'll be given an option for your main character to fight Captain Egeissag (125 hit points, 20,000 experience points) in a one-on-one battle. It's an easy victory if you have a fighter character, but it's much tougher if you have a spellcaster, unless you can get some defenses raised quickly. You can elect to decline the challenge, in which case you must deal with a group of drow armed with crossbows, who are on an elevated platform, so you can't reach them except with ranged spells or weapons. Either way, once you get by the captain, you'll have a conversation with a familiar beholder and be awarded 5,000 experience points per party member after another brief cut scene.

In the next room, you'll encounter an ulitharid and an umber hulk, and there's a couple of vampiric mind flayers in the neighboring alcoves. Through the



main door awaits Mithykyl and a couple more ulitharid minions as well as another umber hulk. The real test awaits through the next door, where Sendai awaits. Before you get to engage her directly, you must fight through waves of statues that will animate. One mage statue around the room will animate at a time, which will also prompt a couple of drow fighters to appear at the door. It's a tough fight, since you must engage successive high-level mages and fighter escorts with no time to rest between battles. Keep casting haste and protection spells such as protection from evil, defensive harmony, bless, and chant, and use your fighters' high-level abilities. Your mages must consistently cast pierce and breach spells to dispel defenses and ensure that your fighters' attacks will be effective. Sendai is even more dangerous, since she'll consistently use spell sequencers and contingencies to maintain defenses and can still use offensive spells. You'll need truth seeking to dispel the mislead spells she consistently casts. As soon as you defeat Sendai, you'll be taken back to the pocket plane for another encounter with the Solar.

NPCs in this sector:

- Captain Egeissag
- Diaytha
- Mithykyl
- Sendai
- Slave master
- Spectator
- Thelynn'ss
- Woodcutter

Enemies in this sector:

- Abashi
- Beholder (gauth and hive mother)
- Captain Egeissag
- Demon knight
- Diaytha
- Derro (normal and berserkers)
- Drow (priests, warriors, and wizards)
- Elemental (greater earth and ogremoch)
- Lashar'ra (spider)
- Myconids (normal, king, and spore colony)
- Mind flayer (normal, ulitharid, and vampiric)
- Odamaron (lich)



- Orog
- Slave master
- Spiders (mutated, sword, and wraith)
- Umber hulks (elders and normal)
- Vampire

Magic items in this sector:

- In the woodcutter's house:
  - Medium shield +2
  - Long sword +3
  - Arrows +3
  - Bullets +3
  - Potions of superior healing
  - Rune of Clangeddin
- On the drow outdoors and inside:
  - Elven chain +1
  - Heavy crossbow +2
  - Katana +2
  - Battle axe +3
  - Long sword +3
  - Bolts +1 and 3
  - Antidotes
  - Potions of extra healing, invisibility, and superior healing
- Additional items on Thelynn'ss and the drow priestess:
  - Amulet of cheetah speed
- Additional items on enemies in the northern and southern passageways:
  - Plate mail +1
  - Full plate mail +1
  - Drow halberd +3
  - Short sword +2
  - Two-handed sword +2
  - Battle axe +2
  - Heavy crossbow +1
  - Light crossbow +1
  - Random low-level mage scrolls
  - Minor potions
- On Odameron and in his cache:
  - Arrows +3
  - Bolts +3



- Bullets +4
- Heart of the damned
- Eye of Tyr
- Drow wardstone
- Skull of the lich
- On Daytha and her minions:
  - Darksteel shield +4
  - Drow full plate +5
- On Captain Egeissag:
  - Drow elven chain +3
  - Drow scimitar +3
  - Bowstring of Gond
- On the mind flayers and minions:
  - Arrows of ice
  - Bolts +2
  - Bullets +4
  - Liquid mercury
- On Sendai and her minions:
  - Drow full plate +5
  - Studded leather of thorns +6
  - Leather armor +3
  - Drow shield +3
  - Dagger +3
  - Drow flail +3
  - Katana +2
  - Short sword +3
  - Short bow +3
  - Acid arrows
  - Arrows of biting
  - Arrows +3
  - Wand of cursing
  - Oil of speed
  - Potions of extra healing, invisibility, and superior healing
  - Wong Fei's loun stone

### **The Third Challenge - Innocence**

This is the easiest challenge you'll face. You must fight an image of your "innocence," which transforms into your slayer form (225 hit points). It's resistant to magic and strong, but no match for your party, even in basic melee combat. For taking out "innocence," you'll gain 25,000 experience



points, and for completing the challenge, your party will be given an additional 25,000 experience points per party member.

## **15. Abizagal's Lair and the Fourth Challenge**

You'll immediately be confronted by Draconis, the son of Abizagal. He won't look intimidating, but you should summon some creatures (devas and planetars work best, since they're not susceptible to death spells) and protect the party from fear and engage. He'll go down apparently pretty easily, but will just turn into a barely wounded brown dragon--and a particularly tough one. He loves to turn invisible and cast non-detection, which makes it difficult to target him with the breach and pierce spells needed to get through his defenses (he likes to cast protection from magic weapons, which you must breach to start doing some damage to him). Keep a true sight active at all times to deal with his invisibility and his tendency to cast mislead spells. He also summons invisible stalkers, but you should predominately ignore them, unless Draconis still has protection from magic weapons active and your fighters are near the stalkers. He'll spit acid instead of fire, so you should protect your party from acid if you have handy scrolls available or the spell memorized. You'll earn 61,000 experience points for taking out Draconis as well as access to Abizagal's lair.

Entering the lair, you'll run into a greater werewyvern servant (Ekim Cyre) and a group of lesser earth elementals. There's a chain lightning trap right at the entrance, so let your opponents come to you while you hit them with ranged weapons. Ensure that you pick up the empty breath potion flask on the greater werewyvern's body and proceed down the hall, watching for the trap at the end just in front of the northern door (x680, y291). The only place you can go is down to the steaming water hole on the far left, which will lead you to a group of frost salamanders, followed by a room with a couple of bone fiends. In that room, the dresser is trapped, and there's a fountain in which you can fill up the empty breath potion flask.

You can now go down the steaming water hole on the far right, which will lead you to a few rooms guarded by greater water elementals, Olhydra (the elemental prince of water), and a large group of kuo-toa. Kuo-toa are still vulnerable to instant death spells like death spell and fighter abilities like deathblow, so they shouldn't hold you up for long. In a cell, you'll find a dying monk sent by Balthazar. Before the monk dies, he'll give you some rope. He also has Hindo's hand.





There's two remaining steaming holes you can enter. The northern one leads to the eastern side of a labyrinth with flying eyes. While the southern one leads to a large room guarded by Fll'yissetat, a green dragon. There's also a hole in the southeast corner of the dragon room that leads to another area of the eye labyrinth. The labyrinth with the eyes isn't difficult, although eagle eyes and seekers are capable of meeting out good damage with ranged attacks. In the northwest corner of the map, you'll run into three adventurers who have been turned to stone. All you must do is turn one of them back using a spell or scroll of stone to flesh, and they'll all come back to life. Ilycanth the Mad is also in the area, and he'll ask you to get a gauth eyestalk in exchange for the scroll of reversal that the Monk indicated that you'd need to free Fll'yissetat. The pool directly east of the three neophyte adventurers leads to a room with a gauth beholder and three elder eyes. Pick up the gauth eyestalk when you kill it and return it to Ilycanth, and you'll get 30,000 experience points per party member. Alternatively, you can just kill him and take the scroll (or kill him after you get the experience point reward to get an additional 20,000 experience points), but doing so will summon some more deadly eyes to his defense. You can take the items on his desk without killing him. If he flees, use the pool to the left of the adventurers to get through to his lair.

The dragon, Fll'yissetat, won't attack initially, and he's there unwillingly, but malevolent parties quickly try to take him out by surrounding him with fighters and hacking away. By the time the dragon goes hostile, it'll be half dead and easy to finish off. It can cast entangle on itself, but otherwise, it's one of the weaker dragons you'll encounter (worth 60,000 experience points). It has a ring of improved invisibility and Abizagal's wardstone on it. Or, you can release him using the reversal scroll and earn 10,000 experience points per party member, although you won't get the ring of improved invisibility. If you antagonize the dragon by asking him for respect, it'll attack you even though you released it.



**Three stoned men. Next to these hapless adventurers, you'll meet Iycanth the Mad. The eye stalk he's looking for is down the pool to the immediate right of the adventurers**

Finally, you can take on Abizagal (210 hit points, AC -12, three attacks per round, 1d8+10 per claw, 55% magic resistance), who is easily the most formidable dragon you'll face in the game. Don't move very far into the room. Instead, head south, hugging the wall, and take out any frost salamanders you encounter (use missile weapons, so you can stay near the wall). Continue circling the room counterclockwise, taking out the salamanders as you encounter them. You can take almost all of them out before you're confronted by Abizagal, who will be in human form. Like his son, Abizagal isn't particularly tough in human form, so take advantage of the lull in the storm to summon some powerful allies like elementals, devas, planatars, mountain bears, and a juggernaut golem. Your party members will be blown back when Abizagal turns into a dragon, so ensure that you already have it surrounded and can move back into position quickly (if you haven't taken out the frost

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salamanders, they can be fatal to unconscious party members who are recovering from wing buffet). Holy smite works very well against Abazigal. Keep breaching Abizagal's defenses and getting your fighters in melee range, and you'll eventually get 40,000 experience points per party member for taking down the fourth of the five mighty Bhaalspawn.

NPCs in this sector:

- Bondari Quickhand
- Draconis
- Ekim Cyre
- Fill'yissetat (dragon)
- lycanth the Mad
- Monk
- Nanoc the Barbarian
- Tim Goldenhand
- Vigilant eyes

Enemies in this sector:

- Beholders (elder eyes and gauth)
- Bone fiends
- Dragons (Abizagal, Draconis, and Fill'yissetat)
- Elementals (earth, greater water, and Olhydra)
- Eyes (eagle eyes, eye of the beholder, eye of the dead, gorgon, seekers, sentinels, and vigilant)
- Frost salamanders
- Kuo-toa (Captain, priest, warriors, and whip)
- Greater werewyvern
- Invisible stalkers
- Seeker

Magic items in this sector:

- On Draconis and Ekim Cryre:
  - Tzu-Zan's bracers
  - Empty breath potion flask
  - Priest scroll of stone to flesh
  - Empty breath potion flask
  - Dragon head
- In the Salamander Lair:
  - Arrows +3



- Bolts +3
- Bullets +3
- Priest scroll of stone to flesh
- In the kuo-toa lair:
  - Large shield +1
  - Kuo-toa bolts
  - Hindo's hand
  - Rope
- On Fll'yissetat:
  - Ring of improved invisibility
  - Abazigal's wardstone
- In lycanth's laboratory and the eye labyrinth:
  - Potion of superior healing
  - Priest scroll of flesh to stone
  - Juggernaut golem page
  - Gauth eyestalk
- In Abizagal's Lair:
  - Gram the sword of grief +5
  - Flail head (electric)
  - Blue dragon scales

### **The Fourth Challenge - Cyric**

After you kill Abizagal and learn a little more of your destiny from the Solar, the fourth challenge will be available to you. Initially, it's just a conversation with Cyric, reigning god of murder, but once he leaves, he'll summon three of his favored ones. Each of Cyric's favored ones can backstab for quintuple damage, but otherwise they are straightforward melee opponents who are heavily resistant to magic. So rely on protection spells and spells that increase your effectiveness rather than attacking spells. Ensure you cast true sight to reduce your vulnerability to invisible backstabbing. Primarily, however, just rely on melee combat, with your fighters enhanced with greater whirlwind and smite. You'll gain 25,000 experience points for killing each favored one, along with 25,000 experience points per party member (30,000 experience points for your main character), for completing the battle.

## **16. The Finale**

Your destiny is within reach. All that remains is your confrontation with Balthazar and overcoming the fifth and final challenge, before you'll be able to



face your final enemy and your fate.

## **Balthazar**

As you leave Abizagal's lair, you'll encounter Elminster, who will give you some straightforward advice concerning how to get into Balthazar's fortress. When you arrive at Amkethran, all the mercenaries will be after you, so stay off the main avenues and away from the mercenary camp, where they'll constantly appear, or cast mass invisibility or invisibility 10-foot radius to avoid battles altogether. Go to Saemon Havarian in the smuggler's cave, and he'll give you two options for getting into Balthazar's fortress. Either come with him in disguise or go through the graveyard with the key you can get from a visitor.

If you elect to go in disguise, Saemon Havarian will set you up, but give you a fighting chance by pitting you against two fighters (15,000 experience points each), a monk (23,000 experience points), and two mages (20,000 experience points each). All are very high level, so don't spare any firepower and try to get a fighter to take out the mages quickly (your own spellcasters must breach the protection from magic missiles cast and use true sight to avoid being deceived by mislead).

The other--and better--way into the fortress is by going through the graveyard after getting the key from Faheed and Majira, two NPCs who are in the house just west of Marlowe's house on top of the hill. Once you get the key, you can open the remaining door in the graveyard, and it'll lead you directly into Balthazar's lair, sparing you the fight outside the compound.

Once within Balthazar's fortress, you'll face a confrontation with him almost immediately. He has four companion monks, who aren't threatening, but Balthazar (280 hit points, fists act as +4 weapons, regenerates six hit points/second, +3 weapons or better to hit) is a deadly melee opponent. Balthazar has all kinds of crazy moves (solar stance: fireball explodes from his body and blows away enemies; lunar stance: adds twenty hit points, immune to time stop, level drain, disintegrate, and casts magic missile on nearest spell-caster; dragon fist strike: stun opponents unless save vs. paralyzation is made; tiger strike: knocks back opponents), which he often announces in advance, including the deadly quivering palm attack. He can also completely heal himself if you let him get a spare moment, so stay on top of him and use your greater whirlwind and critical strike abilities. For killing Balthazar, you'll get 40,000 experience points per party member, followed by another visit from the Solar, which will earn you 10,000 experience points per party member.





NPCs in this sector:

- Elminster
- Saemon Havarian

Enemies in this sector:

- Balthazar
- Fighters
- Mages
- Mercenaries
- Monks

Magic items in this sector:

- On Balthazar's guards:
  - Chain mail +2
  - Long sword +1

### **The Fifth Challenge - The Ravager**

The Ravager is easily the toughest of the five challenges. In addition to having a huge number of hit points, the Ravager is very resistant to physical damage. To make matters worse, he'll constantly summon a half dozen flying swords (bone blades) to beat up on your party, and it can knock your party members unconscious with its attacks. Fortunately, being a creature of pure evil, the Ravager is very vulnerable to holy smite, so have your priests cast the spell constantly to wear it down more quickly than you can in melee combat alone. Ignore the bone blades entirely, since they'll keep respawning, although if you want to buy some time for your fighters, use comet or dragon breath spells to temporarily give your fighters some room. Spells like Bigby's crushing hand work well against the Ravager as well. You'll gain 50,000 experience points for killing the Ravager, along with 25,000 experience points per party member (30,000 experience points for your main character), for completing the battle.

### **Melissan**

When you're ready to confront your destiny, leave the pocket plane and confront Melissan. Reorganize your memorized spells so that you have the best spells prepared for the final confrontation, which will consist of seven successive battles. You probably should have some resurrection (mass raise dead or raise dead) spells ready as well, since you want to ensure that you can keep a full party when you go through each battle. Make sure you have





several haste spells memorized, since it's a good spell to consistently cast as well as duplicates of your favorite defensive and offensive spells, such as stonewall, call upon holy might, breach, pierce magic, and holy smite.

The first battle will be with Melissan herself (250 hit points, AC -8, five attacks per round, 90% magic resistance), and she'll summon in demons to assist her. You must fight Melissan several times, and every time you defeat her, all her summoned creatures will disappear, so generally ignore them and concentrate on inflicting damage on her. You must act quickly, or you'll gradually be overrun by her summoned servants. Keep using your spellcasters to bring down Melissan's spell defenses by casting pierce magic and breach spells or by using wands of spellstriking to achieve the same result.

When Melissan is defeated, you'll have an opportunity to recover, even though the sequence of events you just witnessed will suggest that you must hurry. Take your time, raise any dead characters, and make sure you fully heal before starting the next battle (although you can't rememorize your spells).

Your fight will be with an air elemental prince, Van-C-Bin (56,000 experience points) and a couple of greater air elemental minions and vampiric wraiths. The wraiths can be easily destroyed by a cleric turning undead, and neither the prince or his elemental lackeys is tough either. You might want to send in a low-level summoned monster first, since the prince will cast a whirlwind spell on the first set of opponents encountered. As soon as you defeat the group, recast healing and defensive spells as necessary, then turn the fountain off for Melissan, which will bring another confrontation.

The second fight with Melissan will be very similar to the first one, so ensure that you're equally protected before initiating it. She'll once again flee, giving you another chance to recover by casting healing and using potions, and you must fight another elemental prince, Cryonax, prince of ice (56,000 experience points), along with a couple of minions (frost salamanders, blizzard trolls). They're also relatively easy melee opponents, although you'll take some damage from the cold aura of the Prince's frost salamander guards. When you're ready to fight Melissan again, turn off the energy fountain and do so.

Melissan will flee a third time and leave you to confront a fallen solar (32,000 experience points) and some demon minions (alu-fiend, marilith, succubus).



The solar is a pretty tough opponent and can withstand the combined attacks of your party members. In preparation for the final assault on Melissan, summon some creatures back toward the area where she appears, including a deva or plantar as well as a juggernaut golem. Melissan will summon hive mother beholders and other dangerous creatures that can be devastating if ignored, so move a summoned creature in to engage them, even if the creature can't reasonably harm the beholder. Keep Melissan's defenses down and use greater whirlwind and critical strike attacks whenever you can as well as any helpful potions. Have your cleric cast mass healing if necessary to keep your fighters engaged with Melissan. You don't want to leave her any space to recover or cast additional spells at you. When she finally goes down, you'll have the opportunity to seize control of your destiny.

What will you decide?



**Swarm the god. A few rounds of greater whirlwind attacks and Melissan will go down pretty easily. Summon planar beings to aid, and have your spell-casters cast breach and pierce spells to lower Melissan's defenses.**

NPCs in this sector:

- Melissan

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Enemies in this sector:

- Beholders (hive mother)
- Demons (various types summoned by Melissan and accompanying the fallen solar)
- Elementals (Cryonax, greater air elementals, Van-C-Bin)
- Melissan
- Salamander (Frost)
- Solar (fallen)
- Troll (blizzard)
- Wraith (vampiric)