



## Neverwinter Nights 2 Mysteries of Westgate Walkthrough

This is the official *Mysteries of Westgate* walkthrough, written by the game's lead designer, Luke Scull. It covers both the critical path and all 16 sidequests, and will prove helpful to players who get stuck at a certain part in the game.

Happy gaming from the Ossian development team!



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# Critical Path Walkthrough

## Ship's Hold

After having a disturbing dream, you awaken to find the first mate standing over you, a concerned look on his face. After filling you in on the current situation in Westgate, he will depart, leaving you to collect your belongings from the Traveler's Chest.

If your player character is beneath level 8, you will automatically be given the option to level-up. It is recommended that you choose this option.

## Harbor Loop

Immediately upon leaving the ship, you will encounter Rinara. After introducing herself to you and explaining that your best bet to rid yourself of the cursed mask is either through Morningstar Haven or this new group known as the Ebon Claws, she will offer to accompany you. If you refuse, she will walk off but show up in the next scene anyway.

As you step off the docks, a dwarf named Fulgrim will initiate conversation with you. Regardless of how you try to convince him to leave you alone, he will prepare to call his goons to attack. However, Rinara steps in and defuses the situation. As Fulgrim turns to leave, she stabs him in the back, killing him. The dwarf's hired thugs run off. Rinara will engage you in conversation briefly, and if she is not in your party she will head off to the Black Eye tavern. You should enter the scummy tavern.

## The Black Eye Tavern

Shortly after entering the tavern, a group of ruffians begins accosting a blond-haired warrior. You can either encourage the warrior to teach them a lesson, try to defuse the situation, or stand back and watch. Either way, the ruffians will eventually leave and the warrior will engage you in conversation. His name is Mantides, and he was once a paladin of Lathander before some tragedy befell him. He holds a great hatred of the Night Masks and wishes to help you in your quest to rid yourself of your cursed mask.

## Harbor Loop

As you are exploring the Harbor Loop, an old sea dog by the name of Salty Jack will approach and begin a conversation with you. While he seems to spout a great deal of gibberish, he does know the location of the Ebon Claw hideout and will mark it on your map. You must speak with Salty Jack and have him confirm that the Ebon Claws are based in the sewers before you can use the sewer grate, which is to the left of the center of the map.

## Ebon Claw Sewers

After slipping down the ladder into the sewers, you'll need to fend off several large groups of rats before coming across a door leading to a small room. Once inside the room, a mysterious voice will tell you that you are trapped, with dozens of crossbows fixed on you and ready to shoot. The voice will ask you to tell a story to amuse them or else they will open fire. If you refuse to humor them, they will open fire and you will be forced to bash down the door that you used to



enter the room and flee. You will be unable to work with the Ebon Claws and must instead seek out Obid at Morningstar Haven in the Arena District.

If you tell the mysterious voice about the cursed mask, they are obviously surprised and agree to let you enter the Ebon Claw hideout.

## **Ebon Claw Hideout**

As soon as you enter the Ebon Claw hideout, the apparent leader of the group, Altama, will begin speaking to you. She explains a little about the nature of her guild, and promises to help you with your cursed mask if you agree to do a few favors for her. While the Ebon Claws are obviously an unlawful group with malign intentions, what Altama asks of you is not particularly immoral and therefore good characters can agree to the proposition with a clear conscience. If you refuse, you will be asked to leave the hideout and barred from returning. You are now an enemy of the Ebon Claws and must seek help from Morningstar Haven instead.

If you do this, or if you go to Morningstar Haven first and agree to help Obid without entering the hideout, please go to "Lathander Path" for details on that section of the game.

## **Ebon Claw Path**

If you agree to help Altama, your first task is to hunt down a rebel named Rujillar and recover some documents he stole. First you must speak with an Ebon Claw informant, Podrick LeGrantz, whose home is in the Market Triangle, to learn of Rujillar's whereabouts.

## **Market Triangle**

Podrick's house is in the north and center of the district. Podrick is a shady little halfling who is at first reticent about opening his door to you. However, if you tell him you're with the Ebon Claws, he'll unlock it.

## **Podrick LeGrantz's Home**

Once inside, you just need to tell him why you're here and what information you need. After giving you the location of Rujillar, who is hiding out in the Harbor Loop, he asks you to leave.

## **Harbor Loop**

Rujillar's hideout is on the east side of the district. You can attempt to pick the lock, or if that fails, just bash the door down.

## **Rujillar's Hideout**

The upper level of Rujillar's hideout is packed with a number of thugs. While not greatly dangerous, they can cause problems if they manage to surround any party member. At this point, it would be a good idea to have collected Charissa from Morningstar Haven, although it's still manageable without her. The thug leader has a key, which opens the door leading to Rujillar's basement.



## Rujillar's Hideout – Basement

As soon as you enter Rujillar's basement, the wererat mage will engage you briefly in conversation. He then attacks, using his wand of lightning to get a pre-emptive strike in. This can be damaging, so make sure you have curative potions available. Also, Rujillar is resistant to non-silver weapons. This can make the fight quite difficult without them as it's hard to disrupt his dangerous spellcasting. With silver weapons, however, he falls quickly to Mantides. The stolen documents are on his corpse.

## Sods and Sundries

Altama is grateful for the return of the stolen documents and will reward you appropriately. She now has another task for you. She wishes you to steal a pouch of gold from Lord Rumbolt, a corrupt noble who is in the pocket of the Night Masks. Rumbolt gained this gold from dishonest means, and Altama wishes to discredit him in the eyes of his masters, as he is an evil man. She also mentions that she will pay extra if you manage to recover a list of contacts from Rumbolt's mansion, as this information could be put to use against the Night Masks.

## Arena District

Before you can enter Rumbolt's mansion, you'll first need to get past the locked gate. A guard named Delmore is guarding the gate, and when spoken with reveals that he carries a key. He also reveals that he works night shifts at Morningstar Haven, where he sleeps when he's supposed to be guarding. If it's already night, he will realize that he's late for his shift and hurry off. If it's day, you have the option to wait until night for him to leave. You can then follow him to Morningstar Haven.

## Morningstar Haven

If you haven't already met Charissa, she will introduce herself to you as soon as you enter the temple. You should allow her to travel with you as she's a useful companion. Delmore can be found sleeping in one of the temple's side chambers. You have several options for recovering his key. You can attempt to pickpocket it from him, ask Rinara to attempt to pickpocket him, or wake him up and demand the key. The pickpocket attempt is quite hard and it's likely that he will wake up. If he does, you can threaten him with violence, threaten to tell Obid about him sleeping on the job, or attack him. Threatening to tell Obid always works. If you attack him, you'll need to recover the key from his corpse.

## Arena District

Once you've opened the gate around the mansion, you will discover that the front door is locked and barred. You'll need to climb the tree in the backyard outside one of Rumbolt's windows. If your character has a low dexterity you might fall off a couple of times and take some small damage, but eventually you should be able to climb through.

## Rumbolt's Mansion – Upper Floor

Immediately upon entering through the window, Rumbolt's cat, Miss Tibbles, will begin purring. You can play with her for a bit before exploring. The painting in this room can be clicked on, and



the pouch with the gold inside is in a safe hidden behind this painting. However, Tibbles will panic if you attempt to fiddle with it and run off if you continue to do so. You don't need to worry about her for the time being. If you wish, you can leave the mansion through the window (you might slip off the tree, though), or else continue exploring.

In one of the rooms is a pile of documents. If you search the pile on the right, you should find the list of names Altama mentioned. Again, you are free to leave at this point or you can continue exploring.

Before the stairs down to the main floor is Rumbolt's butler, Mister Quink. He will automatically begin speaking with you as you draw near, demanding to know who you are. You can threaten him or bluff him, and if you are successful, you can carry on as before. If you fail to convince or scare him, however, he will run off to warn Rumbolt. The noble has a group of Night Mask guests with him, and they will run up the stairs to attack. This is quite a difficult fight.

If you pass Mister Quink without incident, and you recovered the pouch from the safe, you'll find Miss Tibbles attempting to get down the stairs to reach her master. If you open the door and allow her through, she'll run off to Rumbolt who will get suspicious and bring the Night Masks up the stairs just as if Quink had run off to warn them. If you're feeling merciless you can kill Miss Tibbles before opening the door. This will allow you to reach the floor below without alerting Rumbolt.

## Rumbolt Mansion – Main Floor

Upon reaching the ground floor you will discover that the floor is very creaky. If you get too close to the room on the left nearest to the front door, you risk Rumbolt and the Night Masks hearing you sneaking around. They'll rush out to attack. However, the door immediately on the left side of the corridor winds back to a side exit, and you can leave the mansion here without alerting anyone. You can also leave through the main door, although you risk alerting Rumbolt.

If you manage to recover the gold pouch without alerting Rumbolt, you will witness a cutscene where the Night Masks kill him as punishment for losing their gold.

If you haven't recovered the gold pouch but confront and kill Rumbolt, you will find the key to the safe on his corpse.

With or without the list of names, you can take the gold pouch to Altama in Sods and Sundries in the Harbor Loop.

## Sods and Sundries

Altama is happy with your work so far and will reward you extra if you managed to retrieve the list of names. She has another job for you: The church of Lathander has recently ordered a huge golden statue of their god, which is due to arrive in the harbor shortly. Altama is planning to ambush the priests and take the statue for herself, using the gold it would generate to help her guild against the Night Masks. Good players may complain about this, but Altama will say that the priests of this particular church are known for their extravagant displays of wealth, and that she would put the gold to use against the true evil in the city. You should prepare yourself before telling her that you're ready for the ambush.





## Harbor Loop

Unfortunately, it seems the Ebon Claws aren't the only ones interested in the statue – the Night Masks also had the same idea! Realizing they are overmatched, the priests will flee, leaving you (along with some wererat allies) to fight it out with the Night Masks. As long as you kill the mage quickly, you should find this fight quite easy. Once all the Night Masks are dead, you will fall to the ground, where you will be shown another nightmarish vision caused by your cursed mask. When you wake up, a wererat will approach, congratulate you on securing the statue, and ask you to return to Altama.

Just outside Sods and Sundries, a messenger will approach and inform you that someone of great importance wishes to meet you in the Tower, Westgate's seat of power in the Market Triangle. You should speak with Altama before going to the Tower.

## Sods and Sundries

Altama will reward you generously for your help but admit she has no further leads. She recommends that you go to the Tower as the messenger asks and see what awaits you there (go to "The Tower").

## Lathander Path

### Morningstar Haven

Obid Teltas, the pompous high priest of Lathander, will gladly offer his help in removing the mask's curse, although the price of this help seems to involve doing his church a number of favors. The first "lead" that he has for you is a missing priest named Jeswick Salem. Obid claims that Jeswick recently complained of being followed, and he feels the Night Masks are responsible for the disappearance of the young priest. He says that Jeswick's family is in the Market Triangle and that you should start your search there.

### Market Triangle

In the southwest of the district, a small crowd has formed around a city watch guard named Wickers who has positioned himself in front of the entrance to a house. Speaking with Wickers will reveal that a massacre has taken place within this building. If you ask about the identity of the deceased, he will mention that one of them is a priest of Lathander. Mentioning Jeswick and then the cursed mask will cause Wickers to beckon you into the house.

### Massacre House

Wickers will initiate conversation as you enter the house. Shockingly, he believes you to be a Night Mask informant due to the information you provided. He himself is a Night Mask, and asks for help in cleaning up this mess – apparently Jeswick was also a Night Mask informant, and the killers interrupted an important meeting to slaughter them all! You can play along or else admit that you aren't a Night Mask. In the latter instance, Wickers will attempt to buy your silence. You can take the gold and still report him to Captain Fennesh at the City Watch barracks, although your alignment will shift to chaotic due to your shady dealings.





Either way, you'll find a note on Jeswick's corpse mentioning trouble in the Warrens. This is where you should head next.

## Harbor Loop

The entrance to the Warrens is in the southeast corner of the Harbor Loop. You'll need a guide to enter, and fortunately a beggar named Greevel is quick to offer his services. Once you say you're ready, you'll be jumped to the Warrens.

## The Warrens

Immediately upon entering the Warrens you'll be accosted by Wickers, who has a group of hired mercenaries to back him up. Just as he's about to attack, you'll hear a barking sound and Wickers, terrified, will run off. You'll be left to deal with his mercenaries. As long as the dwarf wizard is slain quickly, this shouldn't be too challenging.

A little further in, a couple of huge shadow hounds will round a corner and attack. Their bark is generally worse than their bite, but they can be dangerous if they howl and cause party members to run away in fear. Once these are defeated, you should continue until you find Wickers' corpse, a huge shadowy wolf standing over it. The beast will take a fair bit of damage before falling.

As soon as it dies, Greevel will show up. "He" will morph into a beautiful sorceress, then teleport away. You should return to Morningstar Haven and report these events to Obid.

## Morningstar Haven

Obid is horrified to learn about Jeswick's true nature, but soon gets over it when you report your success in the Warrens. He gives you a decent reward before telling you that Captain Fennesh of the Watch wishes to speak with you. He can be found in the City Watch barracks.

## City Watch Barracks

Speaking with Fennesh, he fills you in on the situation: A young man named Darius Falgar, heavily linked with both a recent murder and the Night Masks, has escaped justice due to his powerful noble father. Disgusted by this, Fennesh asks you to go to the Bent Mermaid inn, where Darius is known to drink, and keep an eye on him for any suspicious activity. Fennesh wishes to catch him in the act and convict him once and for all.

## Bent Mermaid Inn

Darius is boasting to a serving wench when you enter the inn. You can elect to speak with him and question him outright, which won't get you very far, or sit and wait for him to leave so that you can follow him. To do this, you must click the empty chair by one of the tables. Eventually the drunken Darius will leave, entering a warehouse near the inn. You should leave the Bent Mermaid and follow him in.

## Cormaeril Company Sheds



Inside this suspicious building you'll run into a group of Night Mask apprentices being instructed by a Fire Knife. Apparently this is some kind of testing ground for potential Night Masks, including Darius, who wasn't actually the true murderer. An assassin named Variak, angry at Darius for claiming his kills, will murder him on the spot. The Fire Knife then says that testing is about to commence, and leaves.

You must then complete a gauntlet of traps while fighting the Night Masks who are also running the gauntlet. They're fairly easy if tackled alone, but can be deadly in groups due to their backstabbing ability. Eventually you'll reach the Fire Knife instructor and a few of his friends. After exchanging words, you'll have to defeat these before you can leave the warehouse. You should return to Fennesh at the Watch barracks.

## City Watch Barracks

Fennesh will be pleased to know that the Darius situation is resolved and promises to send some guards to investigate the Cormaeril sheds. He'll thank and reward you with a pitiful sum, claiming it's all he can afford. However, Obid surely has a better reward waiting at Morningstar Haven.

## Morningstar Haven

As Fennesh said, Obid's reward is much more impressive. He is delighted at having struck a blow against the Night Masks and will claim most of the credit for himself. He also has another task: The church is expecting delivery of a massive golden statue of Lathander, and Obid fears the Night Masks and/or the Ebon Claws will attempt a raid on it. Obid wishes you to go with the priests and help guard them as they secure the statue. Once you say you're ready, you'll be jumped to the Harbor Loop.

## Harbor Loop

As it happens, both the Ebon Claws and the Night Masks attack, and you get caught up in a three-way melee. It's not a hard fight as long as the Night Mask mage is slain first. Once all the Ebon Claws and Night Masks are dead, you'll receive another mask vision. When you awaken, a priest of Lathander will approach you and ask you to return to Obid.

Just outside Morningstar Haven, a messenger will approach and inform you that someone of great importance wishes to meet you in the Tower, Westgate's seat of power in the Market Triangle. You should speak with Obid before going to the Tower.

## Morningstar Haven

Obid will reward you generously for your help but admits he has no further leads. He recommends that you go to the Tower as the messenger asks and see what awaits you there.

## The Tower

The Tower is the central building in the Market Triangle. As you enter, the same messenger you met before will thank you for coming and direct you to the room at the far end of the corridor, on the left. A noble named Pentical Bleth awaits you here, and she will beckon you to follow her down to her secret office behind the bookcase.



## Pentical Bleth's Secret Office

Once down in the safety of her hidden office, Bleth will confide that she knows of your cursed mask, and is willing to help you remove it in exchange for your aid in bringing down the Night Masks. Her first task for you is to investigate a ship anchored outside of the harbor named the Dark Dahlia which, Bleth believes, is under the pay of the Night Masks. To do this, you will somehow need to commission another ship to take you out to the Dark Dahlia. Bleth suggests that your allies can help you. Both Obid and Altama will recommend Captain Merrig at the Black Eye.

## The Black Eye Tavern

Captain Merrig is drinking in a dark corner of the Black Eye. Speaking with him, you'll learn that he does have a ship and would be willing to take you out to the Dark Dahlia, for the princely sum of 40,000 gold pieces! It's impossible to negotiate this fee any lower, so you'll need to somehow raise the cash before you can progress.

Fortunately, Westgate holds enough adventures for you to be able to raise the 40,000 gold easily enough. Aside from the sidequests that can be taken at any time, four new quests will become available at this point: The Quivering Thumb, The Knot of Shou Lung, A Star is Born, and Head of the Pirates. Please see the sidequest walkthrough for details of all non-critical path quests. You can convince Bleth to give you 10,000 gold pieces towards the cost with a successful Persuade check.

Once you have the required gold and have paid Merrig, it's time to depart. Make sure you are well-equipped with healing potions and silver or magical weapons.

## Departing Harbor

A little way out of the harbor, the ship will begin to shake and rock violently. Suddenly, from out of the water will emerge a quelzarn, the legendary sea monster of Westgate. It will begin attacking the ship. While Merrig's crew will attack the beast with their crossbows, they are highly ineffective. Magical ammo is really needed to hurt the sea monster, so you should grab some from the barrels on the ship (if you don't have any already), load your ranged weapon, and attack the quelzarn. Its breath weapon is dangerous, but it only uses it every 3 rounds or so, so you ought to be able to defeat it without taking too much damage. Note that the quelzarn will disappear into the water and reappear on the other side throughout the fight.

## Approaching the Dark Dahlia

As soon as the Gut Cutter draws near the Dark Dahlia, the ship's mage will begin chucking fireballs at you. You are immediately thrown into a combat situation. This can be a tough fight without the proper tactics, so make sure you are well-prepared. It's best to attack the Night Mask mage first, as their area spells are damaging, and then focus on Gothos One-Eye. Once those two are dead, you should focus on the archers and then the thugs. Closing down the archers as soon as possible is a good idea, as they can prove quite deadly if left unattended.

On the corpse of Gothos is the key to the hold.



## Dark Dahlia's Hold

Make sure you rest before entering the hold, as the next battle is tough.

As you explore the hold, you will find a huge sarcophagus on a heap of earth. Buff your party before clicking on the sarcophagus, and use whatever spells Charissa has available to boost your damage-dealing capabilities. If you have potions of restoration in your inventory, place them in your quick bar. Also, get ready to use any potions of speed you might have.

As soon as you click on the sarcophagus, a vampire will leap out and attack. Latasha can cause a lot of damage and drain levels on a successful hit, so you'll want to surround her and defeat her as quickly as possible. Make sure each party member is equipped with magical or silver weapons, as normal weapons are unable to cause any significant damage. Latasha's health regenerates quickly, so sniping tactics are not a good idea. If Latasha level-drains a party member, use a potion of restoration to restore that party member's levels. Once she is defeated, she will escape in mist form. Make sure you collect the letter from Kajeel from the sarcophagus. You can then return to Merrig and tell him you want to go back to Westgate.

## Pentical Bleth's Secret Office

Pentical is shocked to learn of the Night Masks' connections with vampires. She believes she'll be able to use this information to bring them down, with her true intentions being to take over as the Faceless and use the Night Masks for her own ends. (She doesn't tell you this, of course.)

Pentical needs more evidence before she can make a move. She asks you to go to Undergate and speak with this Kajeel - the being who wrote the letter to Latasha. Kajeel is rumored to be the owner of a bizarre drinking establishment, and you'll need a special token to enter. Bleth doesn't know where this can be found, but recommends you speak with your allies once again. See the relevant section below.

## Ebon Claw Path

### Sods and Sundries

Altama informs you that she knows of a powerful lizardfolk shaman who would likely have a token. His house is in the Harbor Loop, and she marks it on your map. She advises you to be careful, as this lizardfolk is very powerful. She says that he is often out at night, so you should enter the house then to avoid a confrontation.

### Harbor Loop

Outside the shaman's house during the day is a naïve tourist named Raphy. If you are feeling mischievous (and somewhat sadistic), you can direct him to the shaman's house, claiming it's an interesting tourist spot. Raphy will disappear inside the house, and when you enter afterwards, chewing noises can be heard from the main room. Poor Raphy. On the positive side, you can now sneak into the side room and steal the token without alerting the lizardfolk, who is busy enjoying his dinner. Be warned that the trap guarding the chest which contains the token is very damaging, so you should attempt to disarm it first.



If you enter during the day without sending in Raphy to distract the lizardfolk, he will appear at the door and warn you to leave. If you don't, you have a tough fight on your hands.

If you enter at night when the lizardfolk is out hunting, you'll be able to sneak in and take the token unmolested. You'll still need to be wary of the traps, however. Go to "Arena District."

## **Lathander Path**

### **Morningstar Haven**

Obid knows little about Kajeel, but knows someone who might – a young acolyte named Beylia who used to operate in Undergate as a slaver. Obid will fetch Beylia if asked. However, the young acolyte is obviously afraid to reveal whether she still has a token in front of Obid, and the fat priest for his part is too arrogant to believe that Beylia disobeyed his orders to discard everything she possessed in her "past life."

Once Obid has dismissed her, you should go to Beylia's chambers and ask her again about the token. This time, she'll admit she has one. However, she is scared to part with it. You can persuade her, intimidate her, or bribe her, although the last option has a disastrous effect on her recovery from gambling and will send her on a rapid downward spiral.

## **Arena District**

Once you have the token, you'll need to go to the Arena District and click on the broken lamppost to teleport yourself to Undergate. The portal to Kajeel's place is in the north of this dark place. Hand the token to the dao genie and he'll activate the portal for you.

## **Kajeel's**

Kajeel and his clients can be found having a meeting on the opposite side of the bar from which you enter. Kajeel will refuse to let you know the location of the Night Mask safe house mentioned in his letter, and will also refuse to give you the password.

If you managed to obtain the drow merchant's anti-psion stone, which he'll give you for taking care of the false priest of Ilmater, you can threaten to use this to scare Kajeel (by revealing his true midget-size) into giving you the details you require. If you don't have the anti-psion stone, violence is the only option.

The fight with Kajeel and his thralls can be very tough unless you kill Kajeel quickly, so focus on the illithid first. Kajeel will disappear when "killed," which your companions will comment on. On the body of one of the thralls is a key. Take this key and use it to unlock the trapdoor in the south room.

In Kajeel's hidden room is the illithid's true form: The larger Kajeel upstairs was simply a psionic projection. Panicking, Kajeel will blurt out the location and password of the safe house if he hasn't done so already. You can opt to kill him or let him live.

## **Night Mask Safe House**



In order to enter the safe house, you'll need to select the password, "Verovan's Treasure," when you click on the door. If you don't speak the password, the door will open onto a chasm.

Once inside, you'll need to avoid a handful of traps before you reach a door opening onto a large room. Inside the room is the vampire you met on the ship, together with three "business partners." After a brief conversation, they'll attack you. This is one of the most challenging fights in the game and you'll need to make sure you've buffed and prepared your party to stand a chance of winning. Try to draw Latasha and Hannah (the werewolf) out of the room and surround them. If you try to engage in a melee inside the room, Zakarus and the duergar cleric will cause huge damage with their spells. Remember to equip silver weapons to deal with Hannah and Latasha.

Once they are all dead, you should leave the safe house. On the way out, you'll notice a gaudy talisman that was dropped by Latasha, which you'll pick up automatically. You should return to Bleth at the Tower.

## **Pentical Bleth's Secret Office**

As soon as you enter Bleth's office, you'll notice that something is wrong. Pentical is dead on the floor, her body drained of blood. Rinara will freak out and leave the party. You should check Bleth's body to claim her key and unlock her desk. Inside the desk is Bleth's journal that describes weird goings-on at the Brother Tobias Winery, and 10,000 gold pieces. Your next step is to investigate the Brother Tobias Winery, which is in the Arena District.

## **Brother Tobias Winery**

The owner of the winery, Tobias Timble, will speak with you as you enter the winery. He seems a bit strange, although he lets you look around with a warning to keep clear of the cellars. He claims that the winery used to be a real monastery before the monks had a dispute and slaughtered each other. He claims to have bought the monastery and turned it into a winery, while keeping the whole monastery theme, including employees dressed as monks. As you explore the winery, you'll notice odd things that don't quite match with Tobias' story. The following evidence can be collected:

- There are an unusual number of weapon racks, and the weapons look rather well-kept, like they see a lot of use.
- The winery "monks" appear to be in some kind of stupor.
- One of the employees has blood on his habit.
- A journal written by one of the monks of the old monastery mentions weird goings-on in the catacombs beneath.
- Tobias mentions that rats infest the cellar, yet none can be heard through the door leading down.

Once you've mentioned any three of the above points to Tobias, he will admit that the whole thing is a sham. His employees are actually the old monks of the monastery who have been made into vampiric slaves, and he now has no choice but to kill you. Paladin player characters will be able to tell the monks are undead, and this will cause Tobias to own up immediately.

The fight shouldn't be that hard as long as you have some restoration potions to combat the monks' level draining. Tobias will rarely attack, instead playing bard songs, so he can be dispatched without much effort. On the corpse of the halfling is the key to the cellars.





## Winery Cellar

The winery cellar has no rats, but it is full of huge casks of blood. A little way in, a secret door is unveiled, and you should follow this down into the catacombs. Make sure you're well-stocked with potions, scrolls, and other essentials.

## The Catacombs

The catacombs are dark and winding, and recently plagued by the undead. Most of the enemies you meet here won't pose too much threat, although many of the lootable sarcophagi are trapped. The real danger comes from your third and final meeting with Latasha. This time she has another vampire in tow, along with a powerful group of Night Masks. Without Rinara to back you up, you might find the fight rather challenging. The best tactics are to buff thoroughly with Charissa and take out the mage before focusing on Kreed and Latasha. The Night Mask thugs are negligible compared to the greater threat of the vampires and the mage. Once they are all dead, you can enter the door to Kreed and Latasha's coffin room.

As you click on the coffins, you'll see the corpses of the recently-defeated vampires regenerating. At that moment, Rinara will return and hand you a couple of stakes. You should stake the two vampires, collecting the ashes and the dagger from the respective coffins, and then take one of the doors leading out of the room. Both corridors are heavily trapped.

In the next chamber is an altar with a riddle. You must first activate it by placing the ashes on the altar. The correct answer is GARLIC followed by SUNLIGHT. Once you've pricked your finger and dripped some blood onto the altar, it will create a portal. You should make sure you've finished ALL your business in the city above first, as you won't be able to return to the surface once you've stepped through the portal.

## Orbakh's Inner Sanctum

As soon as you enter the sanctum, a cutscene will play showing Orbakh seated on his throne. You should save the game, then approach to speak with him.

Orbakh will explain that you have stumbled across his hidden lair. He knows about the cursed mask, and has a duplicate mask that will remove the curse, yet he is unwilling to give this to you. He does, however, have another solution. Accept the "blessing" of vampirism and agree to serve him, and freedom from the curse is yours.

If you agree, the evil ending will play out as described below. Please see "Good Ending" for details on that path.

## Evil Ending

Agreeing to join Orbakh and become a vampire will turn all your companions against you except for Mantides if he is evil. Players who didn't turn Mantides evil will find this very hard, as they must defeat all their former companions plus Altama, who shows up as Orbakh finishes talking. With Mantides, the fight is a lot more manageable. Either way, when all your enemies are dead, you should speak with Orbakh. He will then turn you into a vampire.





After you've awakened to your new existence, Orbakh will demand that you hunt down the Ebon Claws and slay them all. He has recovered a map from Altama's corpse which shows the way to their hideout. You must meet a group of vampires just inside a section of sewer leading off Undergate and take them to the hideout. As your master vampire, Orbakh commands your obedience and cannot be disobeyed.

## The Catacombs

Just outside the portal that led into the sanctum is a statue hiding a secret door back to Undergate. You should click this to leave the area.

## Undergate

A collapsed sewer entrance within the eastern half of Undergate is your destination. You should click on the rocks and shift into mist form to slip through the cracks.

## Old Sewer Section

When you enter this area, a group of three vampires will join you and brief you on what must be done. They will follow you around but cannot be directly controlled. If they take damage in combat they will regenerate, but won't get up if killed, so you should take care not to let any of them perish at this point.

A little way into the sewer section is a wooden plank spanning a section of water. On a platform to one side of this is a huge group of wererat archers. If you attempt to run over the platform, you'll be struck by a great many arrows and risk losing one or more of your followers. Instead, click on a useable pipe just before the plank and shift into mist form, drifting through the pipe. The pipe opens onto the platform where the wererats are standing. You and your three vampire allies should make short work of the weaker creatures. You can then go back through the pipe and safely over the plank bridge.

The next major obstacle is a section of running water. Vampires can't cross running water, so you'll need to find another way across. A little further on is an open chasm. Walk up to the edge and change into bat form. This will allow you to fly across.

Before stepping down off the wooden steps at the other side of the chasm, you should pull the lever on the platform. This will release a huge quelzarn that will proceed to tear apart another huge group of wererats a little further in. The quelzarn will disappear after the wererats are all dead. If you don't pull the lever, it will jam once you step off the stairs and you'll have to fight the large group of wererats.

Finally, you'll come to a gate. Behind the gate is a wererat named Nubbin. He'll taunt you, saying that the gate is hung with garlic and you won't be able to pass it. If you have a very good Will save, you might be able to overcome the garlic and break down the door. If not, you'll need to dominate Nubbin and get him to unlock the door and then remove the garlic. You can then opt to kill him or let him run off.

## Ebon Claw Hideout

Make sure you and your vampire followers are all fully healed before entering the hideout.



Once you reach the closed door, a cutscene will play where Zymena flees and Tasheni orders her Ebon Claws to attack. This can be hard if not managed correctly. Assuming your vampiric followers are still alive, you might want to move behind them and let them bear the brunt of the assault. You should instead concentrate on dominating the three Fire Knives. With these on your side, the battle will be much, much easier.

The real danger is Tasheni, so you'll want to focus on her as much as possible. The wererat lieutenants are a little dangerous, but if you can dominate a Fire Knife or two, these will be able to handle them, plus the other wererats that emerge through the side rooms. You might want to change to mist form if you take too much damage. Remember that Tasheni is the only enemy that can regenerate, so feel free to withdraw and take a breather if you receive too much damage.

Once all the Ebon Claws are vanquished, Orbakh will appear and congratulate you on your success. The evil end scene then plays.

## Good Ending

If you refuse to join Orbakh, Altama and a couple of lieutenants will show up, thanking you for leading them to the hidden lair of the Faceless. It seems you have some unexpected allies for this battle. Orbakh will show his displeasure for a moment before launching into an attack. He's a tough opponent, even with so many against him, and will buff himself before teleporting around his chamber frequently. You should attempt to stick on him as closely as possible, as he regenerates like all other vampires. Once he's taken enough damage he'll flee in mist form.

If Altama is still alive, she will thank you for your help but claim that she must end your life now, as you know too much. You can attempt to talk her out of it. If you are successful, she will leave. If you fail, you must fight her and her remaining wererats. As long as you have silver weaponry, she ought to fall fairly quickly.

Your next goal is to follow Orbakh's mist form and stake him once and for all. His coffin is in the room behind the stone door. You'll need to break the candlesticks and fashion some stakes before you can stake his prone figure. Doing so apparently destroys him, yet reveals no sign of the duplicate domino mask he mentioned.

At this point, Tasheni will emerge from the shadows. She introduces herself as the true leader of the Ebon Claws. If Mantides is in the party, they will engage in some back-and-forth. Eventually, Tasheni will call her Fire Knife allies and attack.

This fight can be pretty hard. The best approach is to slay the Fire Knives as quickly as possible and then focus the party on Tasheni. She has a habit of running away and shooting rapidly from a distance, so you'll need to try and close in on her. Once she's been cornered she'll eventually fall to a concerted assault, although you'll want to make sure you have curative potions at the ready.

Defeating Tasheni will show a cutscene where you reach down to pick up the mask she dropped. Alas, it has no effect. It appears Orbakh duped you. On your way out of the sanctum, however, the spirit of the mask will show again and implore you to go to Undergate. To find the way, you must see with her eyes (i.e., wear the mask).



## The Catacombs

Wearing the mask will reveal a hidden portal to Undergate right outside the portal you entered Orbakh's chamber by. Take this portal to Undergate.

## Undergate

Keeping the mask on, you must follow the ghostly footprints to a barricaded passageway. Squeezing through this, you leave Undergate and come to the human cattle factory.

## Human Cattle Factory

This nightmarish place is where Orbakh and his minions conduct their horrific blood-farming experiments. A short way in, you'll witness human cattle being prodded by what appears to be a gnome. This gnome is soon revealed to be a vampire, who changes into wolf form and attacks. The rest of the vampires follow suit. These shouldn't prove too tough as long as you're suitably prepared for vampire encounters.

Further in, you'll come across Sir Peregrim, a death knight. He reveals the history of the place, and finally fills you in on the nature of the spirit tied to the mask. He is now her guardian, cursed to an undeath protecting the one he failed in life. If Mantides is in the party and still good, he will challenge Peregrim to a duel. With Lathander's blessings, you should be able to guide Mantides to victory. If not, you'll need to fight Peregrim and his skeleton minions. This can be tough, as Peregrim is completely healed following his fight with Mantides. Once Peregrim is killed, the door beyond him will fly open.

In the chamber beyond is the spirit of the mask, Elandra, a banshee. She will implore you to don the mask to protect yourself from her uncontrollable rage, and then she will attack. As long as you have the mask on, her scream won't affect you and you should be able to lay her to rest fairly easily. You'll want to finish her quickly as the mask wraiths that leech your life when you wear the mask are now four in number.

You hardly have time to recover after Elandra falls before Zymena shows up and reveals her true nature. She will reveal her diabolical plot and summon a couple of erinyes. However, her portal is seemingly undone by Orbakh. Believing you to be responsible for that trick (she can't believe Orbakh could still be alive), Zymena changes into her true, horrific form and attacks.

Your first action should be to slay the erinyes before they can charm any of your party. Once this is done, you'll want to focus everyone on Zymena. If Mantides reclaimed his paladinhood, he can inflict major damage on her with his sword, Dawnbringer. If you don't have this, you'll need to use silver weapons. Any other weapon will do well to even put a scratch on Zymena. It might be a good idea to keep Charissa on hand as a focused healer throughout this fight, as Zymena can do huge damage with her meteor swarm. Her melee attacks are also quite powerful. Once she is defeated, Elandra will show up again and the final good ending scene will play.



## Sidequests

### A Star is Born

*\*Note\*: This quest can only be taken once you have met with Pentical Bleth for the first time.*

To begin the quest, you must speak with Mintassan the Magnificent in his magic shop on west side of the Market Triangle. He will inform you that he recently lost a valuable diamond, which fell down a grate in his shop. He believes the diamond probably ended up in Undergate, a section of which is directly below his shop. You must use the broken lamppost in the Arena District to access Undergate, and then enter the Troll Lair in the southwest corner.

As you might expect, the lair is full of hideous trolls, so make sure you bring plenty of fire and acid. This is needed to kill them permanently. Eventually you'll reach the chieftain's hut. However, the chieftain has already been slain and the diamond taken by a rival group of adventurers known as the Westblades. After a bit of banter, they will teleport away. You should return to Mintassan to report these events, who then suggests that you speak with the gossip-mongerer Salty Jack in the Harbor Loop to find out where the Westblades are based.

Jack will direct you to the Westblades' hideout in the Market Triangle and give you the password needed to enter. This proves to be incorrect and will infuriate the ogre on guard duty, who'll open the door to get at you. Once he's dead you can enter the building. The Westblades are inside and armed, and you must defeat them in order to claim Mintassan's diamond, which should be returned to the mage to complete the quest.

### Cloak of Mysteries

A treasure hunter named Garrett can be found loitering in the center of the Arena District. Upon speaking with him, you'll learn that he's discovered how to gain entrance to a hidden and abandoned temple of Leira, the dead goddess of illusions, by way of a ritual. He needs your help to explore and loot the place, just in case it proves to be dangerous. If you agree, he'll walk off to the ritual spot. You should follow him and speak with him again, and he'll perform the ritual that will jump the party to the abandoned temple.

Once inside the temple, you'll immediately bump into what appears to be a tortured spirit. She warns you to leave. Garrett will tell you that he's really after a powerful cloak. He asks that you leave it to him in exchange for all the other treasures you may find. You can agree or disagree. You must then use the pools of mist throughout the temple to move from one section to another. Eventually, you'll meet the ghost again.

If you agree to leave at this point, Garrett will run off and you'll hear his dying scream. You can then investigate. If you don't agree to leave, Garrett will remain with you. Either way, to complete the quest you need to enter the main chamber. Inside are an ogre mage and its cronies. The ogre mage will admit to using the Cloak of Mysteries to create the illusion of a spirit in order to chase you away. It will then attack. After it's dead, you can either claim the cloak for yourself or hand it to Garrett. If you refuse to hand it to Garrett, you'll have to fight him. If Garrett is already dead (killed by the ogre mage), the cloak is yours by default. Use the exit to Undergate to leave the temple.

### Cult of the Faceless

When you first enter Undergate, you'll be approached by a masked figure named Omadon who will speak cryptically about a being known as the Faceless. He or she will then disappear.



Omadon will appear again once the player has met Bleth, and then a third time when the player has the token needed to enter Kajeel's. Omadon states that you must speak your name into your reflection in order to enter the temple of the Faceless. The reflection in question is a mirror in one of Undergate's dark corners (the south end of the area). You must speak your name when prompted after clicking on the mirror.

Inside the temple, you'll meet Omadon and his or her apparent twin, Kriox. These two form a strange cult that worships the Faceless - not the occupier of the title, but the title itself. They promise to tell you more about the current Faceless in exchange for the delivery of a cloak worn by one Vander Malavhan.

Vander can be found in Kajeel's bar. In order to obtain his cloak, you must agree to share a tankard of Elder Brew with the man. You can then take the cloak off him while he's passed out. Returning this to Kriox/Omadon will result in them giving you more information about the Faceless. However, when leaving the temple, Vander will approach you and warn you about the nature of those two. If you go back inside the temple, you'll see that they've taken your identity. You can allow them to keep it or else kill them. They ultimately turn out to be doppelgangers.

## **Dimples the Dancer**

This is a fairly simple quest. Little Davey in the Black Eye tavern tells you that his dancer, Dimples, has gone missing. He says to speak with his brother Marv about it, who is standing near the front door. Marv confirms that Dimples has gone missing and asks you to keep an eye out for her.

In the City Watch barracks, in the north part of the Arena District, you'll come across an officer attempting to dance, but giving up in pain. When spoken with, she'll admit that she's Dimples. She hurt her ankle chasing down criminals and hasn't been able to return to work in the tavern as a result. At this point, you can go and report the bad news to Marv or else attempt to heal Dimples' ankle. To do this, you'll need some healing kits. The higher the bonus, the more chance you have of healing Dimples' ankle. If you are successful, you can go and report this news to Marv in the Black Eye.

## **Head of the Pirates**

*\*Note\*: This quest can only be taken once you have met with Pentical Bleth for the first time.*

A group has gathered outside the Bent Mermaid inn. Rumor has it that a sailor named Alosther Drake has slain the feared pirate captain, Galandaro, and has returned to Westgate with his head to collect the bounty. Drake is apparently staying at the Mermaid right now. Entering the inn, you'll find that Alosther Drake refuses to open his door and speak with anyone. He tells you to go speak with the harbormaster.

The harbormaster, whose office is in the Harbor Loop, is a busy man. However, he will perk up when you mention Galandaro and admit that Drake has, indeed, recently brought him what he claims to be the pirate's head. Problem is, nobody has seen Galandaro and thus the harbormaster is unable to confirm it.

Back in the Bent Mermaid inn, you will find a gnome by the name of Sami Horngold who claims to have sailed with Galandaro. She's willing to confirm whether or not it truly is Galandaro's head, and will accompany you back to the harbormaster's office. Alosther will also come along to collect his bounty.



Sami confirms that it is indeed Galandaro's head. However, Aloster then confides in you that everything is not as it appears. Rabid Red, Galandaro's first mate, actually killed the pirate captain during a mutiny. Red is now in Westgate and has Drake's crew captive, threatening to kill them all unless Drake collects the bounty for him. Aloster asks you not to mention this to the harbormaster as that would result in the Watch being called in, bungling the situation, and his crew getting massacred. Instead, he asks you to go and pay Red a visit, to see if you can handle the situation.

Rabid Red's hideout is also in the Harbor Loop. His crewmates will attack you as you enter, but when you reach Red himself, the bugbear offers you a choice: let him go free or else he will have Drake's crew slain. If you choose to fight him, he and his pirates will begin killing captives; Aloster will be less than impressed when you tell him of this. If you let Red go, Aloster will be ecstatic and reward you with his magical weapon, although you'll only get half the bounty for Galandaro. Note that if you let Red go, he can be encountered in Undergate later in the game.

## Okuzo's Honor

Okuzo is the owner of Okuzo's Imports in the northwestern part of the Harbor Loop. She seems a little distracted when spoken with, and when pressed will admit that she's having trouble with a rival merchant from a powerful noble family. You can offer to go and speak with the noble, one Dallia Urdo, and this will start the quest.

Dallia's estate is in the northeast of the Market Triangle. In order to get to speak with her you'll need to talk with the guard standing outside, who'll go and fetch her when he finds out you're here on behalf of Okuzo. Dallia is completely unwilling to listen to reason and all attempts to persuade her to leave Okuzo alone will prove fruitless. You have no choice but to report this bad news to Okuzo, who is grateful to you for at least making the effort.

The next time you enter Okuzo's shop, you'll find the place swarming with giant spiders. After they're all dealt with, Okuzo will reveal that Dallia didn't take kindly to you interfering and had the spiders delivered (inside crates, pretending they were merchandise) as a warning. You have two choices at this point: Tell Okuzo that you're taking the matter to the Watch, and hand the invoice pointing to Dallia as the culprit to Captain Fennesh, or agree to help her play a prank on Dallia to get her back.

If you take the invoice to Fennesh, he'll promise to look into the situation. You should return to Okuzo and give her the news.

If you agree to help Okuzo get back at Dallia, she'll give you a bottle of foul-smelling perfume to hand to the guard outside the estate, with you claiming that it's a gift from Dallia's lover. The guard will take the perfume inside, and after a time Dallia and her guards will rush out, gagging from the foul smell. She isn't at all happy to discover it's you, obviously acting on Okuzo's behalf, who is the culprit. You should report the success of this little prank to Okuzo.

The next time you walk past Okuzo's shop, you'll notice that the exterior has been vandalized. Entering the shop, you'll find that Okuzo's prized statue of Kochi - a family treasure - has been urinated upon. Okuzo is furious and sees only one answer to this crime against her honor: A duel with Dallia. She will ask you to accompany her to the estate to make sure the noble's guards don't become involved.

If you agree, you will accompany Okuzo to the estate. Dallia will arrogantly accept the duel, and quickly be dispatched by Okuzo. Furious that their source of income has been slain, Dallia's





former guards will attack you. Once they're dead, Okuzo will either return to her shop (if you earlier reported Dallia's actions to the Watch) or leave Westgate (if you agreed to help with her prank). In the latter case, she feels her position in the city has been made untenable.

If you refused to accompany Okuzo, you'll later learn that she slew Dallia before herself being slain by the three guards – a sad end to this conflict.

## Rinara's Fortune

*\*Note\*: This quest can only be completed once you enter the Arena District after meeting Pentical Bleth for the first time.*

Shortly after meeting Rinara, the half-elf will admit to being a former Night Mask. As you explore the city, you'll encounter a number of situations where NPCs recognize Rinara. You gain or lose influence with her by misdirecting (or failing to misdirect) those accusing Rinara. The encounters are as follows:

- A beggar woman who approached the PC in the Warrens. This woman is a former merchant whose business went under because she couldn't afford to pay protection money to Rinara and the Night Masks.
- A weapon merchant in the Market Triangle who recognizes the matching swords Rinara carries.
- A drow merchant in Undergate who had a few run-ins with Rinara.

The first time you enter the Arena District after meeting Bleth in the Tower, Rinara will admit the true reason for her returning to Westgate: She wishes to collect a large sum of gold that was left behind when she had to flee the city several years ago. The gold is secreted away inside the Vhammos mausoleum, on the west side of the Arena District. She will offer to share this gold with you if you help her retrieve it. She's worried that others may have gotten wind of her scheme and launched a rival bid to claim the gold. As it happens, she has the only key to the mausoleum.

If Charissa and Mantides are in the party, Rinara will state that she doesn't trust them enough to let them accompany you both – she's exceptionally paranoid about her gold. That's fine with them, as disturbing a mausoleum doesn't sit well with either. You will need to enter the mausoleum with Rinara alone. If you leave, you'll only be able to re-enter with Rinara alongside you.

Immediately after you enter, you'll be accosted by the spirit of Greely, a former alchemist who tended the corpses in the mausoleum, but who was himself brought low after Rinara made a copy of the mausoleum key while reclaiming some of the debt he owed the Night Masks for protection money. Needless to say, he's unhappy to see Rinara and raises an undead member of the Vhammos family to attack. Twice more you'll encounter him and he'll raise more corpses. In the process, you'll also learn that the true reason for Greely's spirit being restless is the sorry state of Greely's prized corpse, formerly a child known as Lilly. If you find the preservation fluid and roll of bandages scattered around the mausoleum and use them to restore Lilly's corpse, Greely's soul will be laid to rest and you'll receive extra XP.

Eventually you'll find the gold Rinara mentioned. She'll give you your promised share and suggest that it's time you both left. You should rest and save at this point.





Immediately upon leaving the mausoleum, a half-orc named Viglor will approach with a group of Night Mask cronies. He will reveal that he was once Rinara's partner in crime, and after some harsh words, will attack. This is a difficult fight. You should focus on taking out the Night Mask cronies first and then focus your attacks on Viglor. Once you've won the fight, Rinara will thank you for your help and, depending on your influence with her, reward you with some extra gold for the added trouble.

## **The Brotherhood of the Ferret**

In order to take this quest you need to speak with Ding Thrush by the obelisk in the southeast corner of the Arena District. A poorly disguised con artist, Ding will recount the tale of the legendary Minx and Bloo for a small sum of gold. Once you've listened to this tall tale, you'll be given the option to buy one of Ding's caged "hamsters" as a souvenir. You'll need to examine the cage before you can select the option of asking for a specific butterscotch hamster, the only one that actually appears to be a genuine hamster rather than a street rat.

Once you've purchased the butterscotch hamster, Ding will depart and you'll be left with your new furry friend. To communicate with your hamster, you'll need to right-click on her inventory icon and select "Activate Item." She'll give you directions to a certain location in the center of the Arena District, which turns out to be a pile of garbage. Clicking on this will reveal a hidden hole beneath the garbage. You should enter this hole.

Beneath the hole is a small cave with a strange tree and a group of hostile ferrets. You should be able to dispose of these creatures quickly. Clicking on the tree reveals that it bears edible fruit. Eating some of this fruit will cause you to blackout momentarily, and when you open your eyes a giant-sized hamster is in the room – the one that was previously tucked away in your inventory. Speaking with her, you'll learn that she's part of an organization dedicated to thwarting the evil group known as the Brotherhood of the Ferret, which is intent on summoning a great evil: the dreaded Mintak, Devourer of Rodentkind. The hamster, Reet, will tell you the location of the Brotherhood's secret hideout and implore you to put a stop to them. She also hints that you'll need black, cultist-style robes in order to gain entry.

If you refuse to help Reet, she'll disappear after the effects of the fruit wear off and you'll need to eat more to speak with her again. Once you've said you'll help, she'll thank you for your aid and promise to speak with you again once the Brotherhood has been defeated. After you blackout once more, you'll find her safely tucked away in your inventory again, apparently restored to normal proportions.

The black robes that you'll need to enter the hideout can be purchased from: the druid merchant at the south end of the Market Triangle (by the Tower), Altama at Sods and Sundries (if you're working with the Ebon Claws), the drow merchant in the center of Undergate, and Velisha in the Dark Lady's Promise (Shar's temple in the northwest of Undergate). Note that all your companions must also be wearing robes before you're allowed into the hideout – otherwise the guard will catch on to the fact that something's up and refuse to let you in.

The hideout is in the northeast of the Arena District. After an oddly amusing conversation with the door guard, you'll be allowed in. Inside is the Brotherhood ritual chamber, where the leader of the cultists, the Grand Whisker, is about to perform a ceremony. You should speak with him to learn of his villainous scheme. Eventually, he'll ask you to eat the sacred fruit as part of the ceremony, so that you can witness Mintak in all his true glory.



If you refuse, the cultists will attack. The Grand Whisker is a notable sorcerer, but the other cultists are all rather pathetic. Once they're all dead, you'll need to return to the strange cave and eat another fruit. Reet will show up once more in giant-sized form and thank you for your help in ending the threat of the Brotherhood. Once the effects of the fruit wear off, you'll find that Reet is gone from your inventory for good.

If you agreed to eat the fruit in the Brotherhood chamber, both Reet and Mintak will show up in their giant forms. Reet will slay Mintak and, apparently, the rest of the cultists, although their bodies are strangely untouched. Reet will thank you for your help and disappear as the effects of the fruit wear off.

You are left to reflect on exactly how much of this quest was real and how much was simply surreal dreams brought on by your (and the cultists') consumption of the strange fruit.

## **The Deathtrap**

The first time you enter the Market Triangle, a beggar named Slicker will approach and begin his spiel in an attempt to get you to hand over some gold. However, a huge explosion at a nearby house will interrupt him and send him scurrying for the safety of some nearby crates. If spoken with again, Slicker will reveal that the house which exploded was being watched by a group earlier the same day.

If you attempt to enter the house too soon, you'll find that the flames are too fierce. You'll need to wait until they've died down first. If you leave the district and return, they'll have cooled down enough for you to enter.

Once inside the gutted house, you'll find an unconscious man who's been badly wounded. To wake him up, you'll need to use clerical healing or a healing kit on him. Once awake, the strange man will admit that he doesn't know who he is or how he got here. However, he does have a key on him that unlocks a hidden door on the statue in the center of the room. The strange man insists on traveling with you, so you'll need to take him along if you want to unlock the statue and progress the quest.

After descending through the statue, you find yourself in a large underground complex. Before you is a section of water from which emerges the giant heads of two quelzarn. This is actually all one grand illusion designed to scare off intruders, and you can walk over the illusionary water to the other side without incident.

A little further on, you'll encounter an odd albino dwarf named Rupert who'll run off at the sight of you. If you follow and speak with him, you'll learn that this is the secret stronghold of his master, Uzalimon. In order to progress, you'll need to convince Rupert to tell you the location of the key that will unlock the door leading to Uzalimon's study. This is rather easy, as Rupert is something of a coward. The key itself is hidden in a pot.

Inside the study, you'll note a large magical portal leading to some misty mountain top, where Uzalimon can be seen together with some other wizards. You can explore the rest of the laboratory, but eventually you'll want to step through the portal.

You arrive to find the wizards surrounding an undead lich named Kokrulobis. Apparently the wizards are out to destroy the imprisoned evil creature once and for all. However, upon seeing the strange man (who's name is revealed to be Maliando), the lich will hiss in delight. Maliando, his memory restored, will speak the password to free the lich from its binding. It turns out that



the strange man was actually part of a cult seeking to free Kokrulobis, and upon seeing his dark master, regained his memory. Maliando then attacks you as the wizards, led by Uzalimon, struggle to defeat the freed lich. Maliando isn't much of a threat, but Kokrulobis is very powerful indeed. Even with the help of the wizards, it's a tough fight. Some form of magical protection is strongly advised here.

What happens next depends on the outcome of the fight. If the wizards survive, Uzalimon will reveal that they sought to destroy the lich once and for all before its cultists could free it. This has now been achieved. He thanks you for your help but, once back in his laboratory, doesn't hesitate in asking you to leave. You can incite a fight with the wizards, who once slain can be looted. This causes Rupert to attack when you return to the laboratory - he saw what happened through the scrying pool.

If the wizards died, you're free to loot their corpses regardless. Rupert will be distraught.

If you fled through the portal rather than involve yourself in the fight with Kokrulobis, the wizards will fall to the lich. If you loiter around in the laboratory far too long, the lich will follow you through the portal, remaining hostile. You'll either have to flee (it won't follow you into the city) or fight.

## **The Fate of Mantides**

*\*Note\*: This quest can only be completed once you enter the Quivering Thumb competition, which can only be done after meeting Pentical Bleth for the first time.*

Mantides is an ex-paladin of the god Lathander. While he no longer worships the deity after being cast out of the faith, he still struggles to live a (largely) virtuous life... although he's taken to drinking too much recently. His conflicted state means that he is very open to influence from the player. If you set a good example, he'll remain true to his path, but acting in a selfish or unlawful manner will cause him to question the value of caring about morality. You will gain and lose "influence" with Mantides depending on the decisions you make as the adventure unfolds. This comes to a head following your first fight in the Quivering Thumb in the Arena District.

If Mantides is in the party, a large warrior named Dorn will approach and address the ex-paladin. It turns out that Dorn's son was slain by Mantides, during the Night Mask massacre that led to Mantides being stripped of his paladinhood. Dorn is still extremely bitter and wishes to settle his score with Mantides in the arena once and for all. Mantides sees that he has no choice but to comply. The fallen paladin will win the duel, and Dorn will beg Mantides to kill him. You can either encourage Mantides towards this evil deed, or you can convince him to spare the man. It's not guaranteed that he'll listen to you - it depends on what your influence is before this point. If Mantides spares Dorn, he has the opportunity to regain his paladinhood during his duel with Sir Peregrin in the human cattle factory (see page 13 of the Critical Path Walkthrough).

If Mantides slays Dorn, a priestess of Shar will approach and claim that she knows a way to ease his tortured spirit. She requests that Mantides goes to the Dark Lady's Promise, the temple of Shar in the northwest end of Undergate, and speaks with the high priestess there. You'll need to accompany Mantides to the temple.

High Priestess Velisha will attempt to play on Mantides' sense of injustice, claiming that by converting to Shar, he can wipe the slate clean and start again. She wishes him to convert to the goddess, but what she doesn't explicitly tell (but what is rather obvious) is that this involves



sacrificing a part of his soul. Once again, you can encourage him to follow this course of action or attempt to talk him out of it. If Mantides converts, his alignment will change to evil and he'll be given a new sword and set of armor. However, he'll never have the chance to regain his paladinhood. He will still travel with you, however.

If Mantides refuses the offer, he still has a (slim) chance of reclaiming his paladinhood later, but you'll need to make sure that your deeds from this point on are consistently good in order to keep his influence high enough. Otherwise, even though he's not an evil follower of Shar, he'll still be too disinclined towards goodness to interject in the Peregrim conversation.

## The King of Spiders

As you pass by an abandoned house in the eastern end of the Market Triangle, you'll get the eerie feeling you're being watched. For a split second, you catch a glimpse of what looks like a ghostly child gazing out at you through a window. This should be your cue to investigate.

The main floor of the house is creepy, but there's nothing overtly hostile there. However, on the upper floor you'll find a journal belonging to the father of the house, Peter, describing a recent spider infestation. Further inspection of this floor will reveal the bodies of a woman and a boy - the same boy you saw looking at you through the window of the house. As you make this ghastly discovery, a man drops from the ceiling and introduces himself as Sirachna, King of Spiders. He proceeds to summon a group of arachnids and then attacks. Once his health has almost been depleted, Sirachna will flee, dropping a key as he does so. You should collect the basement key.

The basement leads off the ground floor. The place is packed with spiders of varying types, so you'll want to make sure you have plenty of potions of antidote. You'll find Sirachna lurking in the furthest corner of the area. He's surrounded himself with a group of queen spiders. Once you've killed him, you can loot his equipment, including a ring engraved with "Peter." You should make your way back to the ground floor.

As you enter the ground floor, the spirits of Peter and his wife and child will appear and thank you for granting them peace by slaying their killer.

## The Knot of Shou Lung

*\*Note\*: This quest can only be taken once you have met with Pentical Bleth for the first time.*

As you leave Pentical Bleth's office, you'll notice a representative of the Confederation of Guilds (CoG) standing in front of a door. A bystander will comment, "Who could have done such a thing?" as you draw near, alerting you to the fact something's up. Speaking to the CoG member, you'll learn that a theft has occurred: the prized chalice that is reserved for whoever solves the riddle of the Knot of Shou Lung has been stolen! The CoG representative asks you to enter and speak with the CoG president to find out more.

The CoG president will reveal that the case holding the chalice was emptied without any glass being smashed or any of the traps being tripped. A note was somehow left inside the case, but it's in some strange magical language. The CoG president has sent for a wizard to come and investigate, but in the meantime you're free to take a look. If you have high enough Lore and Intelligence scores, you'll be able to recognize the language as androsphinx and decipher the riddle. Doing this gets you an extra XP bonus. Otherwise the wizard will appear and decipher the riddle for you.



You can solve the issue of the missing chalice at this point by clicking on a pewter cup near the case. If you have a high enough Spellcraft rank, you'll find that the pewter cup is actually an illusion: The chalice is right there, only a couple of feet from the case! That still leaves the identity of the "thief" to discern, though, and the odd riddle they left behind.

Your first step should be to "follow the trail of red." You can go to Mintassan's shop in the Market Triangle and purchase a potion of blood-revealing, or if you've completed the Trouble at the Track quest, you can return to Tudor at the Track and ask to borrow Daleland Downs, who'll follow the scent of blood. The potion of blood-revealing can be used when you click on the door to the chalice/knot room in the Tower – the dialogue to use the potion will fire automatically.

Either way, you'll find the lair of the riddler, an unremarkable-looking house on the east side of the Market Triangle. Upon entering it, you'll be confronted by an iron golem guardian. If you don't have adamantine weapons to use against this construct, you'll find it very hard to damage. Once the golem is destroyed, you can move to the next room.

The floor in this room is covered in tiles, some of which are colored. The door on the opposite side of the room is locked, requiring you to enter a series of numbers before it will unlock. The combination should be set to the numbers representing the number of tiles in each row leading between the doors. The correct answer is 4, 8, 11, 2.

Finally, you've found the riddler: a sphinx named Porthyria. She wishes to unravel the Knot of Shou Lung, but needs a special lubricant called the Oil of Laduguer to soften the weaves of the knot before they can even be manipulated. Unfortunately, this oil is possessed by a group of duergar in Undergate, and they're far from friendly. Porthyria planted the riddle to ensure that only the most resourceful and powerful adventurers would make it to her, ensuring they were up to the challenge of "convincing" the dwarves to hand it over. She'll let you keep the chalice once the Knot is solved – she's just in it for the challenge.

If you refuse and have already found out the location of the chalice, the quest ends here. Upon reporting to the CoG president, you get the quest reward... but nothing for failing to solve the Knot. Porthyria will disappear.

If you offer to help Porthyria, you'll find the duergar compound in Undergate. After some preliminary hostilities, the high priestess there will opt to talk instead of fighting. She will say that a rival group has stolen the oil, and if you can kill them and get it back, she'll let you have some. The location of the rival group is in the southeast end of Undergate.

After tracking down this group, which is led by a drow wizard, you'll be thrust into a combat situation. However, the chest they're guarding contains no oil, but rather a dragon egg. At this point, the duergar will show up and laughingly tell you that you've been duped. The oil was never stolen, and they were just using you to get their hands on a dragon egg. You'll need to slay these duergar, and then return to the compound to confront the high priestess. This is a tough fight.

Once you're victorious, you should take the oil from the priestess' body and return to Porthyria. You can then go to the Tower together and Porthyria will solve the knot riddle. If the missing chalice hasn't yet been solved, she'll reveal this too.



## The Quivering Thumb

As you exit the Tower after speaking with Bleth, a man named Mazzar Devali will appear and tell you that the Quivering Thumb arena is now running. He thinks you'd make a good participant. The Quivering Thumb is, unsurprisingly, in the Arena District.

To join the individual or group competitions, you'll need to speak with Benevolent Kalim or Dutiful Azram respectively. You'll need at least one companion present to enter the group competition - preferably all three, as the fights are tough.

### Individual Competition Rounds

Your first opponent in this competition is a flind cleric. It's fairly weak and shouldn't prove too much trouble; just watch out for its Hold Person spell.

The second opponent is a masked fighter/rogue/assassin. She can hit for a fair bit of damage, but can't absorb much herself. Just watch out for attacks of opportunity/sneak attack damage if you try to use potions or items during the fight.

The third opponent is a large frost giant. You have little hope of standing toe-to-toe against the creature in a straight melee, but it is very slow, so you should be able to pick it off with ranged attacks/spells.

The fourth opponent is a powerful mage. You'll need some magical protection of your own or you risk being slaughtered from a distance. A number of healing potions would be a good idea.

The fifth and final opponent is extremely tough; the dark warrior hits for a lot of damage and also regenerates. You'll need to be very well buffed and equipped to stand a chance, and might not be able to win until you're at least level 12. He's actually a vampire, so spells and abilities specifically targeting undead will work.

### Group Competition Rounds

The first set of opponents is a group of former Purple Knights of Cormyr. They're a melee-only outfit, so Charissa's spells should be able to stop them dead in their tracks.

Before the second fight, a peasant woman named Sal will approach and beg you to help save her brother, who is due to fight with a bunch of other slaves against the group of lycanthropes known as the Menagerie. You can attempt to persuade or intimidate Azram into letting you fight first, although if you fail in this attempt, the slaves will be torn to shreds. Bribing is guaranteed to work.

The Menagerie is all comprised of lycanthropes, and as such are very hard to damage with non-silver weapons. If the slaves are still alive but you lose this fight, they'll automatically be gobbled up next. If you win, the owner of the slaves, Lord Rochester, will appear and furiously berate you for spoiling his fun. He promises to feed his slaves to the Menagerie as soon as the lycanthropes are healed - unless you buy the slaves from him for an outrageous sum. You can either refuse (and they'll be doomed to death) or accept, at which point the leader of the slaves will appear and thank you. There's nothing else to do with them but set them free.

The third set of opponents is perhaps the greatest challenge in the game. They have no real weaknesses, outnumber your party, and can deal and absorb a huge amount of damage. You'll need to max out your own party and use every trick in the book to win. Only true heroes need apply.





## The Tyrran Enclave

*\*Note\*: This quest can only be completed once you return to Westgate after visiting the Dark Dahlia.*

As you're making your triumphant return from the Dark Dahlia, a man named Seeker Tarmesh will appear in the Harbor Loop and, if Charissa is in the party, ask her to meet a Tyrran priest named Brother Edens in the Arena District. You can go immediately or tell him that you'll find your own way there once you have time. Charissa is very eager to go.

When you speak with Brother Edens in the Tyrran enclave in the Arena District, the old blind man will reveal that a ring of slavers has recently set up shop in Westgate. They're based in the northwest of the Harbor Loop, and Edens will mark the location on your map. Note that he'll only deal with the party if Charissa is present.

The main door to the slavers' compound leads directly into a heap of trouble. Shadows will attack immediately, and a floor alarm placed in the area will alert the duergar below to your presence if you step on it. The door at the end of the compound leads down to the cellar.

Rather than taking the direct route, there is another way into the compound basement. There's a hungry dog loitering by a barrel just outside the compound. Inside this barrel is an old piece of meat. The dog is most grateful if you feed this to it, and will dig at the ground, revealing a hidden trapdoor. This leads to the compound cellar.

What happens in the cellar depends on whether or not you tripped the alarm. If you did, the human laborers and duergar will be equipped, in position, and immediately hostile. You'll have a tough fight on your hands. If you didn't trip the alarm wire, they'll be unprepared and not immediately hostile. You can attempt to persuade the duergar to avoid a fight, or just bribe them. They're miners rather than slavers, and aren't particularly eager to die for a bunch of Thayans.

In the next room is the leader of the slavers, Falucca, and her cronies. After some banter, they'll attack. Falucca will flee before she's killed. You'll encounter her again a little further on, where she'll give you a dilemma: chase her down and slay her (and risk the slaves in the room opposite being gassed to death) or forget her and focus on freeing the slaves. If it's the latter, you can turn the gas off and open the door by using the contraption in the center of the room.

If you let Falucca go, Charissa will notice she's dropped a letter and demand to return to Edens upon reading its revelations. If you went after Falucca, you can take the letter from her corpse.

When you return to Edens' shrine, Charissa will accuse the old man of being the former pirate captain that led her family to ruin – a charge Edens will admit to. However, he claims to have put that life behind him; he's now a changed man. Edens will state that it is up to Charissa to judge him as she sees fit. She will ask you for your opinion, and depending upon your influence with her, will react to it accordingly. Once Edens' fate is dealt with, the quest is over.

## Tortured Hearts

In Kajeel's establishment in Undergate is a beautiful young woman named Gracie, who is in actuality a lizardfolk. Gracie is heartbroken because her lover's mother, a witch, disapproved of her and cast a terrible curse upon her to make her so hideous to her son that he would leave her. Gracie wishes you to speak to this witch and get her to remove the curse. The witch can be found in Undergate.





You have several options here. You can try a variety of dialogue options to convince the old lizardfolk witch to hand the cure over, or you can kill her and pry it from her corpse. You can then bring the cure to Gracie, who'll give you a magical cloak in gratitude. Alternatively, if you fail to obtain the cure through conversation with the witch and don't wish to kill her, you can tell of your failure to Gracie who'll thank you for your efforts and admit it's time she moved on.

Gracie's beau, Sarl, and his new squeeze can also be found in Undergate. You can tell Sarl about Gracie's curse and get him to convince his mother to end it, thus solving the quest, or you can simply tell Gracie that Sarl has moved on and end the quest that way, leaving Gracie heartbroken.

## **Trouble at the Track**

The second time you enter the Market Triangle, a halfling named Thurlow will run up to you and demand a moment of your time. Seeing that you're the adventuring type, he'll ask you if you're up for a little bodyguard duty, before handing you a vial of spices and asking them to be delivered to his cousin, Tudor, at the Track, in the north of the Market Triangle. He'll then run off.

As you enter the Track, one of the door guards will frisk you, checking for any illegal items such as potions of speed. He states that a lot of money is gambled here on dog races, and they need to keep an eye out for items that could be used to gain the dogs an advantage. He allows you to pass with the herbs, seeing nothing wrong with them.

Tudor is sitting at a table by himself. When you tell him why you're here, he'll fill you in on the situation. The owner of the tavern, Mordecai, has offered 5,000 gold for the owner of any dog that can beat his prized hound, Big Bruiser, in a race. Tudor is sure that Mordecai is cheating - Big Bruiser has won 147 consecutive races - and wants you to "even the field." However, before he'll speak further, you'll need to go to the bar and buy three different drinks to bring back to him. Once you have the requested drinks, Tudor will subtly use them, along with the herbs Thurlow asked you to deliver, to concoct a potion of speed. He wants you to sneak into the back and empty this potion into his dog's (Daleland Downs) bowl. The problem is getting into the back.

Your first option is to outwit the awesomely stupid guard, Grunt. You can trick him into leaving the door alone for a moment, or else try to pickpocket the key from him. Your other option is to speak with an off-duty guard in the kitchen. Buy him enough drinks and he'll fall into a stupor, allowing you to steal his uniform. Grunt will let you through if you're wearing this.

You now have two options: place the potion of speed in Daleland Down's bowl or else place an antidote in Big Bruiser's bowl. If you place the potion of speed in Daleland Down's bowl, a goblin will reveal itself and accuse you of cheating. He's a coward, however, and will run off without causing any trouble. To obtain the antidote for use in Big Bruiser's bowl, you can attempt to trick the backroom guard into handing it over, kill him, or attempt to brew one yourself.

With one of the above successfully achieved, you should go back to the bar and tell Tudor that everything's taken care of. The race will begin. Daleland Downs will win, and Mordecai will summon Tudor to his office to give him his reward. Tudor asks you to come along for insurance - he suspects Mordecai won't hand over the gold willingly. This is indeed the case.

You can attempt to talk Mordecai into being true to his word or else things can become violent. You'll find it to be a hard fight. Tudor will run off, and you'll find him outside the room after the fight, where he'll thank you for your help and give you your share of the gold.