

## Baldur's Gate - Entar's Estate



1. The Helm and Cloak Inn : [Gorpel Hind](#) and his band of adventurers. Friendly bunch who will help out against Gretek if you share a tale with them.  
Talking to Gorpel Hind triggers the entry of [Gretek](#) and his band of adventurers (five in total.) Mouthy bunch of psychos, attack you as soon as look at you. There is a magic user type, a cleric, a thief and two fighter types, this is a pretty tough encounter. There is a Battle Axe +2 and Bracers AC 7 amongst the spoils.  
There is a chest with a fair amount of treasure in the kitchen.  
Up the back stairs behind the painting in the north east corner is the Balduran Helm that Degrodel is after, one of the best items in the game (+5hp, +1 AC, +1 Saves, +1 To Hit) beware the fireball trap on it.
2. [Quinn](#) : A Gnome who, along with his friend Nester was ambushed by a group of [Ankhegs](#) near Baldurs Gate, he wants you to retrieve something of Nester's so he can bury it. The reward is a Shandon Gem and 950xp.
3. The twins [Louise and Laerta](#) : They tell you about a bogeyman peeping in on them at night. [Gervisse](#) then enters and tells you about Voltine a druid who wants to abduct the twins. [Voltine](#) then enters and tells you Gervisse is the peeping tom. Gervisse is evil, kill him and you get a Wand of Polymorphing off Voltine and a Scroll of Protection and 1000xp off the twins. On the other hand if you kill Voltine, you get the Wand of Polymorphing, nothing from Gervisse, 1000xp and the scroll off the twins. There is a set of Splint Mail +1 in the cupboard.
4. [Degrodel](#) : There are **3 Invisible Stalkers**, **2 Doom Guards** and **2 Helmed Horrors** guarding the house. After you kill them Degrodel tells you about a group of statues that are actually petrified adventurers, one of whom has a Helm of Balduran. He offers you 5000gp to retrieve it. The statues are in an [Felonius Gist's Manor](#). Unfortunately the Helm isn't there, it was hidden by it's owner in The Helm and Cloak Inn. If you return the Helm to Degrodel he gives you the 5000gp, summons another four guards then tries to leg it. Since the 5000gp isn't on him if you just kill him, the best course of action is to give him the helm, kill him quickly before he escapes, kill the guards and then retrieve the Helm off his body. There is a set of Splint Mail +1 in this Cupboard as well, maybe it grows on a tree hereabouts.
5. There is an Amulet of Protection +1 in the kitchen cupboard.
6. [Pheirkas](#) : A Dwarf who wants you to steal a Nymph Cloak off Algernon at [Feldepost's Inn](#) in Beregost. You get 200xp and 150gp.
7. Entar Silvershield's Estate : If you have Eldoth Kron in your party you will find [Skie](#) (NPC Thief, Neutral) willing to

join up with you. If you don't she will call the guards no matter what. If you want Skie but not Eldoth it's a bit of a chore but here's how. Drop two of your characters you are on good terms with (they will then wait about to rejoin you later.) Traipse over to the Cloakwood and pickup Eldoth. Return to Entar's estate and pick up Skie. Arrange a little accident for Eldoth (take his weapons and armour and pick a fight with him on his own - Well he is evil after all) and pick up the two charcters you dropped previously. If Imoen is still alive and with you she's probably a better bet though.