

The Secret of Bone Hill is a two-part quest mod for the Baldur's Gate computer role-playing game. It is based on Lenard Lakofka's classic *Isle of Lendore* series of adventure modules for the AD&D game.

The mod is a valiant attempt to recreate the adventures presented in the first two modules of this series and for this the designer must be applauded. Creating a mod such as this is surely no small thing, especially where Part 2 is concerned.

Part 1 of the mod, which covers L1 – The Secret of Bone Hill, starts when you first visit the temple of Lathander just outside of Beregost after you've cleared out the Nashkel Mines.

Part 2 starts, covering L2 – The Assassin's Knot, starts when you reach the entrance to Candlekeep after you have left the Candlekeep Dungeon.

Foreward

I have become a bit of a fan of Mr. Lakofka's *Isle of Lendore* series and I was seriously looking forward to playing the mod. It therefore pains me to say that I have found it impossible to enjoy it as much I would have liked to, mainly because I ran into many, many problems. Quite a pity since the mod would be utterly brilliant without the many bugs and scripting issues I had to deal with.

That being said, I must admit that I am a bit of a Computer Age idiot, so some (or perhaps a lot) of the 'technical' problems I experienced may have been caused by the fact that I installed v275a over EasyTuTu and that I perhaps wasn't quite knowing what I was doing at the time. Let the reader be the judge of that (WeiDU.log in the Appendix). Likewise, perhaps the fact that I ran into some encounters that would definitely be too tough for parties of around 2nd to 3rd level after the Nashkel Mines (Part 1) and perhaps 6th or 7th level after the Candlekeep Dungeon (Part 2)—and that I found the amount and nature of many magical items found to be way over the top—may have been because I played the mod with four fairly high-level Specialist Mages (accompanied by Imoen and the mod's offensive NPC in Part 1 and with Skie and Shar-Teel in Part 2).

This walkthrough is the result of my attempts to approach the whole thing from a role-playing point of view first and foremost, which, in my case, means sticking to the story as presented while trying to do as much as possible on the side. It is more or less the result of the many notes I had to make while attempting to get through the mod in this fashion and may thus represent only one way of getting through it. As a matter of fact, another walkthrough which can (or could) be found on the Interweb with some difficulty suggest a slightly different approach (v. Chapter 2). At the time, I managed to get this walkthrough from some Polish site, which I can't find anymore so sorry for that.

Post scriptum: Since it should be a Free World, you are hereby allowed to do with this walkthrough whatever you like. However, I wouldn't mind people who somehow succeed in making money with it contacting me so they can send me at least half of their earnings.

As a final note: I am not a native speaker and apologize for any distress reading this walkthrough might cause those who are. Linguists are hereby invited to send me any corrected versions they might create.

Part 1 – Trouble in Restenford

Part 1 covers the adventure module L1 – The Secret of Bone Hill. It starts when you first visit the Temple of Lathander just outside of Beregost after you've cleared out the Nashkel Mines. Here, you'll meet a mage called Pelltar, who will ask you to solve some problems for him in the town of Restenford. Accept and he'll teleport you to the town and explain what is expected of you.

General and Tips

- * Enable CLUAConsole by adding `Debug Mode=1` underneath [Program Options] in the `baldur.ini` file in your main game directory.
- * Open your `baldur.ini` file and make sure that the game is pointed to the right locations in your `MAIN GAME DIRECTORY`.
- * You might want to add a *bag of holding* to your equipment—perhaps only for the duration of the adventure—which you can do by pressing Control-Space and typing `CLUAConsole:CreateItem("BAG04")`. This will add the *bag* to your MAINCHAR's inventory. Note that creating *bags of holding* may clash with similar items you may acquire later in the game or already have.
- * Save the game as `L1 pre Lathander` before you enter the Temple of Lathander to meet Pelltar.
- * Save the game as `L1 Start` after you've been teleported to Restenford.
- * Save the game as `L1 Start Marked Map` after you've explored Restenford and marked your map.
- * Save the game before you start a new quest.
- * Make sure you end each quest properly before you start the next one.
- * Note that the waylaying will continue as in BG1, even when you travel the smallest of distances between areas, with some pretty nasty encounters for low-level parties.

- * Because of developments later in the mod, role-players with non-evil parties will not want to take anything from warehouses and homes.
- * Sell your items in one shop if possible, preferably the Tavern of the West Wind (buys and sells everything), since you'll know where to find any items you may have sold and need at some later time. Use the *friends* spell when selling or buying items.

NPC

The mod's resident NPC can be found in the Tavern of the West Wind (BH0107; 746,428). His name is Fabio and he is a stupendously irritating character fuelled by the worst voice actor ever voice and with a sick sense of humor (pedophile, Nazi). Ignore him or de-equip him and then send him into fights to see how quickly he can become diseased, worse, and/or die. Here's hoping he's not essential to either part 1 or part 2.

Chapter 1 – Gathering Information

Explore the town of Restenford, talk to everybody you meet and make notes of important buildings and locations on your map. Limit your explorations to Restenford, Castle Grounds, Temple, and Graveyard and do not venture into any of the outlying areas^(A). Do not travel to Garrotten in this, Part 1 of the mod.

Like is the case with most mods, it is best not to be overly inquisitive and pervasive (don't ask questions you have no reason to ask yet even when they appear in text blocks; do not open containers; do not open secret doors you might find). You should also ignore doors, containers, blocked entrances, and locations you can 'use' when they do not open or react immediately. You'll be able to open and/or use them when required.

After you have explored the town and spoken to its inhabitants, your JOURNAL should contain notes on a number of the problems you're supposed to deal with.

^(A) **Sir BillyBob's Farm.** While exploring Sir BillyBob's Farm at this point would seem a logical thing to do since the area is actually part of Restenford, I have found that doing this and speaking to the people there will needlessly complicate things. For example, talking to Almax the druid before you actually have to (v. 2.3) will complicate things where both the storyline and some scripting issues are concerned.

1.1 – Explore the Map

1.1.1 – Castle Grounds (BH0500; via 4228,124 in BH0100). Explore the area and mark Pelltar's Tower (3574,830); Restenford Castle (3030,1320); and perhaps the 'Temple' of Phaulkon (3244,1870) on your map.

1.1.2 – Restenford (BH0100). Explore the town and mark its public buildings—i.e., those with a sign next to the entrance—on your map.

1.1.3 – Temple (BH0300). Explore the area and mark the Priest's Home (4099,2367); the Hanging Tree (2401,3479); the Abbey of Phaulkon (4265,646); and the Rectory (2898,423) on your map.

1.1.4 – Graveyard (BH0600; via 3561,65 in BH0300). Explore the area and inspect the fresh graves (574,530 and 586,235).

1.2 – Talk to People

Talk to everybody you meet and to the people below in any case.

1.2.1 – Welcar (2270,2677 in BH0100; he'll appear eventually) in Restenford. Talk to him so you know where to find him when this becomes necessary.

1.2.2 – Falco (491,376 in BH0115) in Falco's Tavern in Restenford. Introduce yourself so you won't have to do that later when his conversation becomes important. Have some drinks to hear some interesting rumors.

1.2.3 – Gelpas (1241,509 in BH0505) on the 1st floor in Restenford Castle. Talk to him so you'll know who he is when Pelltar mentions him later.

1.2.4 – Baron Grellus (552,1102 in BH0505) on the 1st floor in Restenford Castle. Talk to him—be polite—so he will tell you about 'the Duke' seemingly intent on controlling Restenford himself.

1.2.5 – Andrella (623,1293 in BH0506) on the 2nd floor in Restenford Castle. Talk to her if you decided to take the bard with you for some reason and haven't killed him yet.

1.2.7 – Yalta (372,272 in BH0306) in the Priest's Home. Introduce yourself and say "We've not been here long maybe you can suggest some things we can look in to". She'll tell you about the guard house, a girl who was bitten by rats there (be nice), and that Zahrdahl, the bait seller, should know more about the problem since he lives in that part of town. Ask her whether there are "any other problems?" and she'll tell you about the gnolls being organized. Tell her you'll look into it later.

1.2.8 – Qualton (345,325 in BH0310) in his own room in the Abbey of Phaulkon. Introduce yourself. Do not talk to Almon after you've spoken to Qualton since this will trigger an answer you shouldn't be able to give at this moment in time.

Pelltar: Talking to Pelltar before you've done any of the quests doesn't get you anything. However, you should return to him after each quest^(A)—preferably before you talk to anybody else—except in a later stage of the game as explained below. Note that Pelltar will be in his home during the day (0500-1800 hrs) and in his tower during the night (1800-0500 hrs)^(B).

Pelltar day (0500-1800 hrs) – Pelltar is in Pelltar's Home (666,322 in BH0109).

Pelltar night (1800-0500 hrs) – Pelltar is in Pelltar's Tower (102,205 in BH0504).

^(A) **Talking to Pelltar.** Listening to Pelltar's conversation throughout the game seems to suggest that you needn't talk to him after each quest and that, maybe, you can deliver all the news you have in one go. However, since events later in the game seem to require you talking to him before you talk to any one else it is perhaps best to talk to him after each quest. Note that talking to Pelltar before the Interlude and telling him "nothing, town is fine" will invoke the Interlude, which may or may not spoil your chances of tackling the quests in Chapter 2.

^(B) **Pelltar's Location.** If you want to see Pelltar during the night and don't feel like going all the way to his tower in the Castle Grounds, just enter his home in town and tap [Control-T](#) until 0500 hrs when he will pop into existence.

1.3 – Shopping

If you can afford them at this stage of the game, there are some items for sale in the various shops in town which'll make your life much easier (see below for a selection). Most shops (poor Pheldman being the only exception), taverns, and temples sell a lot of quite powerful items as well—which is a bit too much for my taste (e.g., all three *robes of the archmagi*, high-level spells), although the *blessed bolts* Perk sells are a nice touch. However, people playing heavily modded games might want to buy all emeralds, star sapphires, diamonds, rogue stones and *scrolls of protection from magic* they can get their hands on.

1.3.1 – The Tavern of the West Wind (BH0107) – Zelmar Stone (472,279). Even though he doesn't have many interesting items in stock you are advised to sell everything you find in part 1 of the mod here, not only because—as noted earlier—you'll know where to find items you've accidentally sold if you need them later but also because this will fit in more easily with the second part of the mod.

1.3.2 – The Magic Shop (BH0103) – Lazarus Librarian (370,404): gem bag; scroll case; potion bag; *glasses of identification*; *potions of master thievery*; *elixirs of health*; *oil of speed*; *potions of regeneration*; *potions of extra healing*; *potions of superior healing*; scrolls with *Restoration*; *scrolls of protection from undead*

1.3.3.1 – Armor, Weapons and Shields (BH0108) – Smyth (561,316): *potions of master thievery*; *potions of extra healing*; *potions of superior healing*; *glasses of identification*

1.3.3.2 – Armor, Weapons and Shields (BH0122; via stairs at 461,259) – Alton (413,351): *boots of stealth*

1.3.3.3 – Armor, Weapons and Shields (BH0122; via stairs at 461,259) – Perk (617,231): *case of plenty*; *quiver of plenty*, *bag of plenty*; *ammo belt*

Chapter 2 – Pelltar's Problems

While there's supposed to be no order in which you have to tackle the quests, it is suggested you do the quests in some kind of order anyway^(A), always taking into account that you cannot do the Message to Martin until quest after you've tackled the Gnoll Attacks quest and that you cannot do the Bandit Raids quest unless Sir BillyBob is convinced that you know enough about the problem, which requires talking to Almax first.

For several reasons—perhaps most importantly to keep the story straight—it is suggested that you tackle the quests in the order given below.

^(A) **Order.** The "Polish" walkthrough (v. "Foreward" above) gives you a different order in which you can tackle Part 1 of the mod (Bandits, Rats, Gnolls, Martin, Bone Hill). I have more or less based the order presented here on the fact that, during your later conversations with Pelltar, all quests but the Burnt Guard Station are referred to as "weird problems that keep turning up" and that both Yalta (Gnoll Attacks) and Sir BillyBob (Bandit Raids and, consequently, Message to Martin) can be told that the party wishes to "deal with Pelltar's problems first".

2.1) The Burnt Guard Station^(B) – Rats and undead have been seen in the southern part of town.

^(B) **Why?** This quest is best done first, not only because it is closest to home and thus perhaps foremost on Pelltar's mind but also because the next two quests allow you to tell the people that give them to you that "you'll look into them later because Pelltar has asked you to attend to more pressing matters first" and also because of the possibilities the Spy for the Duke sub-quest offers.

2.1.1) A Spy for the Duke – See below.

2.2) Gnoll Attacks^(C) – Gnolls raid the town in organized bands.

^(C) **Why?** This quest is best done second since Yalta spoke to you of it already and also because this'll free up the Message to Martin quest.

2.3) Bandit Raids^(D) – Bandits are attacking merchants' caravans and cattle, goods, and merchants have disappeared.

^(D) **Why?** This quest is best done third since finishing it will make sure that supplies start reaching Restenford again and that Amos will actually have something to deliver to Martin later.

2.4) Message to Martin^(E) – Find out why contact has been lost with Martin the Ranger.

^(E) **Why?** This quest is best done fourth since the conversation with Almax leads to him mentioning the fact that the gnolls must have killed his messengers. Also, now that you have dealt with both the gnolls and the bandits, the area around Restenford are 'safe' again and you actually get to Martin without being attacked.

2.5) Undead on Bone Hill^(F) – Undead are said to infest a castle on Bone Hill.

^(F) **Why?** Best done fifth because you'll have met Volcifar in the Reddy Forest while looking for Martin and because it is the last thing to do.

2.1 – The Burnt Guard Station

According to the information given to you by Yalta, you should ask Zahrdahl the bait seller about the rats near the guard house.

2.1.1 – Go to the Bait Shop and enter (861,3586; BH0116). Restrain yourself and do not explore the shop until you have to later.

2.1.2 – Talk to Zahrdahl. Be nice and polite and follow the thread until you can accept the quest (JOURNAL update).

2.1.3 – Ask him whether he has "Heard of any other problems around town", upon which he will tell you "there's rats but that's it"; ask him "Nothing at all? Pelltar..." and he will say that he likes to gossip and cannot make it to Falco's Tavern all the time "because his legs flare up".

- 2.1.4** – Exit the Bait Shop, go straight south and travel to the Burnt Guard Station area (via 735,3737 in BH0100; BH0400).
- 2.1.5** – Inspect the derelict building to your immediate right (left on screen; 114,303).
- 2.1.6** – Enter the Guard House (989,647; BH0401); kill the giant rat. Note that giant rats spread diseases (nice touch indeed!). There's nothing in the containers.
- 2.1.7** – Open the trapdoor and enter the Secret Complex (478,229; BH0402).
- 2.1.8** – Kill the skeletons (and the ghoul if your attack causes it to appear from the fog of war); click on the bones at 710,568 and the bed at 592,482. Don't waste resources on the trapped and locked containers—they are mostly empty.
- 2.1.9** – Explore the Secret Complex and fight some more undead (ghouls) and giant rats^(A).
- ^(A) **Skulls.** It is unclear why you can take the skulls from the skeletons you've killed. Perhaps because avatars Thalantyr area were used?
- 2.1.10** – After you've dealt with the rat infestation, collect the—somewhat over the top—treasure at 2464,143.
- 2.1.11** – Find—and click on—the question mark at 2995,1229.
- 2.1.12** – Exit the Secret Complex, exit the Guard House and travel to Restenford.
- 2.1.13** – Enter the Bait Shop and tell Zahrdahl you've killed all rats (600 xp; JOURNAL update).
- 2.1.14** – Talk to Zahrdahl again and tell him everything you can about everything you know: first about the bandits, then about the gnolls. Then talk to him again and tell him again about your exploits in the secret complex. Promise to return with “more gossip” and leave.
- 2.1.15** – Return to Pelltar and inform him that the rats have been killed (“weird problems” until you can tell him about the rats). He will give you some background info on the secret complex and then seems to suggest that you go and see Gelpas, the commander of the militia, at the castle about the rats but I couldn't get a sensible answer out of the latter. There is no use in talking to Pelltar any more until you've solved yet another *weird problem*.
- 2.1.16** – Return to Yalta, inform her that the rats have been dealt with and get 1,000 xp^(B).
- ^(B) **XP.** It may be possible that you only get the xp when, during your earlier conversation with Yalta, you have taken an interest in the little girl who was bitten by a giant rat.

2.1.1 – A Spy for the Duke

There seems to be no specific point in time for you to do this quest although it seems necessary to end it before you start your last quest—whatever that may be; Undead on Bone Hill in this case^(A). I haven't found a real reason to start the conversation with Falco other than that the question about Zahrdahl has appeared in the menu after you've spoken to Zahrdahl in 2.1—unless it should be that he keeps repeating that his “legs flare up”, which could lead you to think that his legs do flare up a lot. Thus, it seems that you can postpone this quest until just before you start your last quest (Undead on Bone Hill in this case)—and humor Zahrdahl by telling him what you've done after each quest—or deal with it right after the Burnt Guard Station quest to get it out of the way.

^(A) **Why?** Although you can inform Zahrdahl about the events on Bone Hill after 2.5 and deal with him then, you cannot inform Pelltar about your findings after that—not before the Interlude anyway. I do not know whether you can still deal with Zahrdahl after the Interlude—when you'll know more about the Duke of Kroten—or perhaps even at some point in Part 2 of the mod. Perhaps dealing with him after the Interlude or in Part 2 will give you a clear reason to ask Falco about Zahrdahl?

- 2.1.1.1** – To get the quest, enter Falco's Tavern, ask Falco whether you can “ask him some questions” and opt for whether “Zahrdahl spends much time at the tavern”. Choosing this option will generate a conversation that will lead to your characters finding Zahrdahl suspicious and suggesting to go and investigate him further.
- 2.1.1.2** – Get back to the Bait Shop, sneak in unnoticed and search the second floor (542,190). You cannot confront Zahrdahl properly if you haven't done this.
- 2.1.1.3** – You will now be able to access the bookcase at 67,269 you couldn't click on should you have been here earlier. Collect the key from it and open the sideboard at 187,243 next to it to find 150 gp, Zahrdahl's notebook, Zahrdahl's spellbook, and an emerald.
- 2.1.1.4** – Exit the Bait Shop unseen and bring the notebook to Pelltar, who will ask whether you've dealt with Zahrdahl. Say “no” and he'll tell you to deal with the traitor and then return to him with the notebook so he can take it to the Baron^(B).
- ^(B) **Why?** Talking to the Baron yourself immediately after you've taken the book from the Bait Shop—it was the Baron who told you about “the Duke” after all—doesn't generate an appropriate reaction.
- 2.1.1.5** – Get back to the Bait Shop and confront Zahrdahl, upon which he screams “that you won't take him alive” and attacks^(C). Deal with him and collect the goodies.
- ^(C) **Bug?** In my case, Zahrdahl's spells didn't seem to work, which makes him a bit of a pushover. Some Interweb searching informed me that this was a common bug?
- 2.1.1.6** – Get back to Pelltar and tell him the deed is done.

2.2 – Gnoll Attacks

Since Yalta told you about the gnoll attacks when you were gathering information in Restenford, it seems logical that you take on this quest next, perhaps after selling any excess gear you may have found.

- 2.2.1** – Travel to Tri-Top (BH1300)
- 2.2.2** – Explore the area. It is probably best to avoid entering the gnoll camp (via 3655,2684) before you've dealt with the wolves which start appearing around 1094,2960.
- 2.2.3** – Deal with the wolves, collect some goodies from the three corpses in the den, and enter the cave at 802,2364 (BH1302).

- 2.2.4 – Enter the gnoll camp—be prepared for quite a fight—and kill all gnolls.
- 2.2.5 – Enter the cave at 4227,982 (BH1301). Engaging the occupants should lead to the appearance of a message saying something along the lines of “now you know why the gnolls were so organized”.
- 2.2.6 – Kill the monsters—don’t miss the ogre mage—and collect the treasure.
- 2.2.7 – Return to the Temple area and inform Yalta (1,000 xp).
- 2.2.8 – Return to Restenford and inform Pelltar.
- 2.2.9 – You might want to visit Zahrdahl and spill the beans if you haven’t dealt with him yet.

2.3 – Bandit Raids

Since there is now ‘nothing left to do’ in Restenford itself, the time seems to have come to see what the fuss with the bandits is all about. In order to ‘get’ this quest, you will have to talk to Sir BillyBob, who will tell you to get lost when he finds that you know too little about the bandits to his liking. Talking to Almax solves this problem—even though you’ll answer to Sir BillyBob’s questions concerning the matter will be that “you’ve heard the townspeople speak of it” after you’ve spoken to Almax. Then again, I suppose that Almax is ‘townspeople’ as much as anyone.

- 2.3.1 – Travel to Sir BillyBob’s Farm (BH0200).
- 2.3.2 – Talk to Amos (1615,2331), who will tell you to “get up these stairs” to talk to Almax.
- 2.3.3 – Climb the stairs (1482,2236).
- 2.3.4 – Talk to Almax (868,1491) and tell him you want to ask a few questions, then “Since you know...”. Then ask about “North of Restenford” and follow the thread until you get to “Since you know...” again. Ask him about “Any other locations...” and get information on Reddy Forest, Bone Hill, and the missing ranger Martin.
- 2.3.5 – Enter the Druid’s Home (BH0201; via 971,1379 in BH0200) and talk to Felwin about “problems” twice to learn that she and Amos are waiting for potion ingredients but that there is a delay.
- 2.3.6 – Exit the Druid’s Home and get back down the stairs (1220,1646) again.
- 2.3.8 – Continue due east, northeast to meet Sir BillyBob (2633,1356). Talk to him and follow the thread to get your quest.
- 2.3.9 – Travel to Bald Hill (BH1100)
- 2.3.10 – Continue due north (veering slightly to the east) until you run into one Krellus, the half-orc leader of the bandits. He has a speech so you should probably allow him that, even though this means you’ve walked into an ambush. When he’s finished, some orc archers appear—as well as an invisible assassin called Gorharg, who will attempt to backstab one of your characters, which can be tricky. Note that Krellus is a formidable opponent.
- 2.3.8 – Explore the area and clear it of all bandits—they have taken up tactical positions all over the valley^(A). It is probably best to get all of the bandits so poor Amos won’t get shot in the back when he must bring supplies to Martin later.
- ^(A) Nice. Nice touch and it is almost a shame that the archers high up on the cliffs can’t be ‘seen’, which would mean you’d have to fight them with missiles. Another nice one is that one of the orcs is wearing a broken armor.
- 2.3.9 – Enter the Cave Lair (BH1101; via 356,1678), upon which a message saying something along the lines of “now you know where the orcs stashed the missing wagons” will appear.
- 2.3.10 – Kill the orcs and collect the goodies—don’t forget the hole in the wall at 807,297.
- 2.3.11 – Report back to Sir BillyBob^(B). Do not talk to Almax or Felwin since they seem to have ‘an active role’ in the Martin quest only.
- ^(B) Huh? When speaking to Sir BillyBob at this point, you can talk to him about his age and suggest that he should rule Restenford. I haven’t been able to determine how and where you can get the information about his age.
- 2.3.13 – Report back to Pelltar.
- 2.3.14 – You might want to visit Zahrdahl and spill the beans if you haven’t dealt with him yet.

2.4 – Message to Martin

Since you already know about Martin, the time seems to have come for you to find out what has happened to him.

- 2.4.1 – Travel to Reddy Forest (BH1400)
- 2.4.2 – Turn left (west) after you have arrived and continue walking until a woman called Locinda (991,3172) approaches and addresses you. You can either help her or not—helping her involves being nice to her, giving her a *potion of extra-healing*, and pointing her in the right direction when she asks how to get to Garrotten, all of which nets you 1,000 xp^(A).
- ^(A) Pity. As far as I know, you’ll never see her again, which seems a bit of a shame since you’ll get to Garrotten in Part 2 of the mod.
- 2.4.3 – Continue traveling west until you reach the corner of the map, where you should turn north and keep going until you run into Tolvar (785,517). Talk to him twice and be nice to him. You can send him to Pelltar or Sir BillyBob—either will net you 2,000 xp^(B).
- ^(B) Whereto? I sent him to Pelltar and, when I spoke to him there later in the game, he said that Sir BillyBob and Pelltar were now working together to help him conquer his fears. Perhaps sending him to Sir BillyBob will elicit a similar reply when you should talk to him when you get back to Sir BillyBob.
- 2.4.4 – Explore the rest of the forest—avoiding the northeast corner until after you’ve met Volcifar at 2583,1338 and spoken to him. He’ll tell you that Bone Hill castle also contains hobgoblins.
- 2.4.5 – Explore the northeast corner of the area until Martin (at 4309,818) sees you, talks to you, and gives you a message for Almax.
- 2.4.6 – Return to Sir BillyBob’s Farm and deliver the message to Almax^(C).
- ^(C) Felwin. Talking to Felwin elicits no useful reaction. Neither does reporting back to Pelltar at this point.

2.4.7 – Return to Reddy Forest and deliver Almax' (verbal) message to Martin, which will net you a *cloak of elvenkind* and a massive 6,000 xp and seems to end the quest—talking to Almax, Felwin, Pelltar, and even Zahrdahl^(D) after this elicits no useful reactions.

^(D) **When?** Although Zahrdahl's disinterest in Martin's adventures could be seen as an indication that you should, perhaps, have dealt with Zahrdahl before this (or perhaps even that the Message to Martin quest should be part of the Gnoll Attacks quest), it is possible to talk to Zahrdahl about the events on Bone Hill, which would contradict this.

2.5 – Undead on Bone Hill

Now, the only thing left seems to be the exploration of Bone Hill. Note that it appears that you must have exposed Zahrdahl (v. "A Spy for the Duke" above) before you start this quest. Also note that many hobgoblin elite (archers) re-spawn, which can be a pain.

2.5.1 – Travel to Bone Hill (BH1000)

2.5.2 – Clear the area (Dead Forest) around the castle before you enter the courtyard proper. Note that you may encounter some stiff opposition, especially in the vicinity of the catapult at 4666,666 and the siege camp (753,3305).

2.5.2.1 – In a container at 768,3339 in the siege camp you will find—among other things—a dented and bent *bronze horn of Valhalla*. This is an item which the 'guardian of the keep', a wizard named Telvar who is behind a locked and trapped door in the inner sanctum of the castle, is looking for.

2.5.3 – Cross the bridge and enter the castle's courtyard. Note that an alarm bell will ring when you enter the gatehouse—I haven't found a way around that one, even after sending in summoned monsters to kill the hobgoblins on the parapets. Kill the hobgoblins in the courtyard and those on the walls (and roof; access via 2453,1179)—which must be the richest hobgoblins in the history of ever.

2.5.4 – Enter the castle proper—either via one of the doors in the courtyard (1700,1760 or 2325,1494) to end up on the 1st floor (BH1002) or via the roof (via 2453,1179 and then 1771,1220 on the roof) to end up on the 2nd floor (BH1003). Explore the castle, deal with the hobgoblins, make sure that you find the keep key at 1637,1355, and end up in the inner sanctum, where you'll meet Telvar, the self-appointed 'guardian of the keep'. He will explain what he is doing here and demand that you either start looking for the *bronze horn of Valhalla* or that you give it to him depending on your answers. In the latter case it doesn't matter what you say to him, he'll always attack—after using the *horn* to call forth a hobgoblin captain if you gave it to him. Deal with all enemies, collect the goodies, read (and keep) Telvar's diary to learn about 'the elven overlords' plotting to attack Restenford and proceed to the stairs at 1230,865, using the keep key to open the door to 'Nalia's aunt's room' if you haven't been there before.

2.5.5 – Climb down the stairs to end up in the Castle Basement (BH1001). Explore the first two rooms and deal with the monsters. When you get to the third room, be sure to pick up the *arrows of dispelling* from one of the skeletons and a number of anti-undead items in various chests. Open the northeast door, let the 'master of the undead' have his say, deal with him and collect the goodies.

2.5.6 – Explore the cell block and end up at the farthest cell to the left (857,1276). Enter the cell and deal with the ... uhm ... fire giant??—who will drop 100 gp and eight boulders you can hurl should you happen to have Strength 19—which one of your party should have after looting Krellus' body in 2.3.

2.5.7 – Take the stairs at 207,984 and travel to the Castle Lower Level (BH1004)...

2.5.8 – ...where some undead appear to be battling each other ... some of which seem to be on your side since you get xp when they win fights.

2.5.9 – Explore the area—going west first and then gradually moving east—and deal with the enemies you encounter. Note that some undead will re-spawn—although it may be that talking to the winged statue at 91,750 will stop that. There are some nice encounters in the dungeon, most of which you'll be able to handle with some thought—even the *beholder* can be defeated in a rather unconventional way^(A).

^(A) **Nice.** Don't miss some rather interesting items you can find in this dungeon, such as the *blue dragon staff* (pity it had to be the Cult of the Dragon, which is the worst invention of ever) and the utterly brilliant *sword of flame* (lost count of the times that it got me *again* during an intense fight; turn up the volume!).

2.5.10 – Exit the Castle Lower Level at 3020,373 to end up outside of the castle.

2.5.11 – Travel to Reddy Forest via 5091,2852^(B).

^(B) **Exits.** In my case, the exits marked on the map did not work.

2.5.12 – Report back to Volcifar at 2583,1338. He'll thank you and depart.

2.5.13 – Travel to Restenford

2.5.14 – Report to Pelltar for 1,000 xp. He'll take Telvar's diary off your hands and tell you he'll inform the Baron about the affair.

2.5.15 – Talk to Tolvar at 256,262 if you sent him to Pelltar.

Chapter 3 – Interlude

3.1 – Visit the stores, taverns, and temples. Sell excess items and spend some of the money you've now got—perhaps on some *blessed bolts* to see whether they'll work in Suldanessellar.

3.2 – When you have done everything you want, report back to Pelltar and inform him that you're done. He'll thank you and start preparing to get you back to Beregost—only to be brutally interrupted by Gelpas who accuses you and yours of murdering several civilians, breaking into numerous homes (even if you didn't) and stealing items from Welcar's warehouses (including a black pearl). Deny and Gelpas will change his tune and ask you to stay and help

him (again), upon which he more or less says that you should talk to Welcar at the warehouses, take it from there and report to Pelltar when you're done.

Almost immediately after this, a guard arrives, who says that there are bandits just north of town and that they seem to be looking for *something*. The conversation leads to you promising to look into that as well

Chapter 4 – Accused!

Is it me or is this part of the mod a complete and utter mess? It took me many, many, many attempts to make sense of the whole thing and, even now, the below isn't quite how I would have liked it to be.

Being able to end this part seems to hinge on some sort of event or action that will allow you to consult Pelltar's library at some point but it remains unclear what that event or action might be and what you should and shouldn't do before and/or after that event or action. I have tried to replicate the process at the end of this part of the walkthrough so that the informed reader can see for himself where I went wrong.

4.1 – Talk to Welcar (he is strolling up and down by the warehouses) and get some information on the theft, the thief, the sewers, and the guards at the Hanging Tree. He'll go on to tell you that there are two entrances to the sewers, one via the Graveyard (389,78) and one near the guard house you've been before (JOURNAL update). Since your JOURNAL now seems to suggest you take the latter, head south^(A)...

^(A) Why? Talking to the guards at the Hanging Tree at this point—as Welcar suggests—is useless since they'll only tell you that they'll come down heavily on all criminals. A pity, since getting some answers at this point would, perhaps, have made the whole thing a lot easier.

4.2 – ... to find no sewer entrances but that you can now enter the Derelict Building via a window at 28,327. Climb through the window (BH0403); deal with the rogues, enter the sewers (BH0700) at 356,117; explore the area and find the secret door at 2137,550. Inspect the room behind it carefully (especially the corpse, click on question mark at 2242,259 or 2203,239— it'll help explain your comments to Pelltar later) and you'll find a *strange note* (which will trigger a conversation from the bard—if you haven't killed him yet—who'll suggest you show it to Welcar). Don't forget to collect the stolen goods (*equipment and weapons*) on the shelf at 2233,166.

4.3 – Exit the Sewers via the stairs at 113,452 to end up in the Graveyard area (BH0600).

4.4 – Travel to the Temple area (BH0300).

4.5 – Travel back to Restenford (BH0100).

4.6 – Talk to Welcar near the warehouses and show him the *strange note*, upon which he'll give you some information and suggests you speak to Zelmar at the Tavern of the West Wind

4.7 – Talk to Welcar again and return the stolen items for 500xp. He'll ask you about the black pearl and that he 'fears for his life' if you shouldn't find it for him

4.8 – Talk to Pelltar (BH0109) and show him the *strange note*. He'll figure out what it is and then suggest you speak to Welcar and Zelmar, "who was robbed as well" and wonder why the lighthouse is marked on the map, followed by some info on its elusive inhabitant, Bomarc the gnome, upon which you'll promise him to check it out.

4.9 – Talk to Zelmar at the Tavern of the West Wind (BH0107) and tell him you'll return his money and some small gems when you find them. Zelmar also has some info on Bomarc and the lighthouse and says that Smyth might know more.

4.10 – Talk to Smyth at Armor, Weapons, and Shields (BH0108) to learn even more about the strange goings on at the lighthouse^(B).

^(B) Now what? This is where you'll get if you follow the storyline more or less to the letter. It seems that the next logical step would be to check out the lighthouse, although this'll probably lead to some serious malfunctions.

4.11 – Go to the lighthouse in the southeast corner of the town to find that you can now open the door.

4.12 – Enter the lighthouse (4940,3639; BH0125) and deal with Sirius on the 2nd floor (BH0126). Note that he can be dangerous for low-level parties. Loot his corpse to find his journal (read it and keep it), the black pearl (which is white), and a mysterious severed hand.

4.13 – Return to Zelmar in the Tavern of the West Wind and give him his money back for 1,000 xp.

4.14 – Return to Welcar near the warehouses and give him the black pearl for another 1,500 xp^(C).

^(C) Now what? While one would assume that returning to Pelltar would be the next step, talking to him at this point in time only makes him say that he's from Barcelona. The reason for this seems to be that you must have the note you take from the Hand Leader in Thief's Den (but you can't because you haven't been there yet because you decided to clear your name first and then followed the advice given to you by the people you spoke to)—not having it will cause Pelltar to not recognize the mysterious severed hand. Furthermore, going to Smyth to tell him of his friend's fate at this moment will only allow you to tell him that Bomarc has disappeared—and not that he died after you've eventually found his corpse.

As such, the only thing left to do seems to be to go after the bandits on the off chance that they can shed some light on the whole thing.

4.16 – Travel to Thief's Den (BH1200).

4.17 – Explore the area and deal with some bandits until you run into a strange man on the bridge at 2992,948.

4.18 – Talk to the strange man to have him tell you that he "must find the Hand", after which he and his men (hidden until then) attack. Note that this can be a tough battle for low-level parties (*potions of speed* and *invisibility* galore). Kill all attackers.

4.19 – Loot the corpses and make sure you find, read and keep the note with word "Glorious Hand" you'll find on the Hand Leader's corpse. When you have read the note, the bard—if you still haven't killed him yet for some strange reason—will babble something about a song and suggest you take the note to Pelltar, which you probably would have done anyway.

4.20 – Travel back to Restenford (BH0100).

4.21 – Report back to Pelltar and tell him you've found a *strange note*. DO NOT opt for the Sirius remark since this won't trigger the right response from either Pelltar or the obnoxious bard. Pelltar's—rather curt—answer will be that he

doesn't know what you are talking about, upon which, in my game, the bard will suggest the party be allowed to look through Pelltar's books to see what they can find out.

Pelltar will agree to this and then you will spend the night looking through his books (sleeping and healing as well), which will tell you much about the burglaries, an ancient Thieves' Guild, the sewers, a notorious highwayman by the name of Reynard who was hanged in town some time ago, that the "Glorious Hand" is made from the hand of a hanged thief, and then some^(D).

^(D) I hate that bard. When I tried to do the whole mission the other way around—i.e., bandits first, talk to Pelltar with leader's note in my pack—I didn't get the bard's reaction to Pelltar saying 'he didn't know what the party was on about'. When I reloaded the same game after some web searching, the bard suddenly DID react.

Anyway. It seems to be this research that will enable the guards at the Hanging Tree to tell you what you want to know.

4.22 – Talk to Pelltar after your research and hope that he'll ask you "whether you've found something" (he didn't do this in all cases). Tell him what you've learned and he'll tell you he knows about the sewers but forgot how to get into them but that Welcar will be able to help you there. I'm not sure whether you should talk to Welcar again at this point. Since you already know about the sewers, it seems unnecessary and is best avoided to avoid any more mishaps.

4.23 – Travel to the Temple area (BH0300).

4.24 – Talk to the guards at the west gate near the Hanging Tree (2401,3479). Keep the conversation going until you learn that you'll have to speak to a guard called Ravella and that she'll "return to duty later"^(E).

^(E) ¿Que? Frustratingly, I found that, when you talk to Pelltar after this—which you shouldn't—there is an option to tell him that you have spoken to the guards and that you'll have to wait for some Ravella to return to duty. Hmm... Since Ravella takes 24 hrs to get back to her post, maybe you could use this to solve the thefts and murders you're accused of if you did the bandits first?

Anyway. Ravella won't return to duty for another 24 hrs so either press Control-T 24 times to speed things up or do something else, such as selling items or something. Despite the above, it is probably better not to talk to Pelltar in the meantime. I sure as Hell didn't because I was getting real tired of the mod by now and didn't want to start the whole thing all over again for the zillionth time.

4.25 – Talk to Ravella when she returns to duty 24 hours later and keep the conversation going until she agrees to take you to the graveyard. Here, you'll find that the grave you're standing next to not only contains the corpse Reynard but also that of Bomarc the gnome from the lighthouse. The conversation with Ravella will make you say that you've already 'done' the lighthouse and that you'll go to Pelltar to tell him what you've found.

4.26 – Travel back to the Temple area (BH0300).

4.27 – Travel back to Restenford (BH0100).

4.28 – Visit Smyth at Armor, Weapons, and Shields (BH0108) and tell him that you've found out that Bomarc is dead.

Chapter 5 – Ending the Adventure

5.1 – Visit stores, taverns, and temples and buy and sell whatever you want to buy and sell.

5.2 – Report back to Pelltar, who'll give you some strange answers to choose from. Say you've killed Sirius and he'll send you back to the Temple of Lathander.

Appendix L1-A – Item List

This list does not pretend to be complete.

Restenford (BH0100)

BH0101 – Northwest Guardpost (1858,282 in BH0100)

Locked chest at 235,425: 25 gp; *potion of agility*

Locked chest at 175,406: 4 gp; *dagger +1*

Locked chest at 304,328: 3 throwing daggers; 6 gp

Locked chest at 523,469: 16 gp

Locked chest at 359,537: *short sword +1*; 3 gp

The locked chest at 450,524 “requires a special key” (*knock* works) and is empty

BH0102 – Pheldman’s Store (1262,691 in BH0100)

Shelf at 256,350: 5 gp

BH0103 – The Magic Shop (2568,591 in BH0100)

Bookcase at 109,372: book

Bookcase at 248,273: book

Bookcase at 388,156: book

Bookcase at 582,129: *scroll of protection from magic*

Bookcase at 727,265: book

Trapped table at 472,300: 20 gp; *potion of invisibility*

BH0104 – Distillery (1741,958 in BH0100)

Chest of drawers at 192,206: bottle of wine

Locked chest at 306,204: 17 gp; flamedance ring

BH0105 – Clothier (2145,1293 in BH0100)

Chest of drawers at 192,206: broken armor

Locked chest at 306,204: 40 gp; onyx ring

BH0106 – Cobbler (2639,1038 in BH0100)

Locked chest at 190,253: 11 gp

Locked chest at 663,318: 2 throwing axes; 2 gp

BH0107 – Tavern of the West Wind 1st Floor (2275,1889 in BH0100)

The barrel at 595,148 is empty

BH0108 – Armor, Weapons, and Shields 1st Floor (3139,1882 in BH0100)

Trapped and locked crate at 684,181: antidote

All shelves are empty

BH0109 – Pelltar’s Home 1st Floor (3497,2451 in BH0100)

Locked cabinet at 358,441: 35 gp

Bookcase at 754,477: scroll with *magic missile* (Wiz 1); scroll with *chill touch* (Wiz 1); scroll with *armor* (Wiz 1);

BH0110 – Pelltar’s Home 2nd Floor (3497,2451 in BH0100; and 117,377 in BH0109)

Locked desk at 164,356: 1 gp

Bookcase at 447,90: *potion of extra healing*

Bookcase at 659,240: scroll with *cone of cold* (Wiz 5)

Chest of drawers at 518,318: *potion of invisibility*; 20 gp

Locked chest of drawers at 344,394: *potion of explosions*; 33 gp

BH0111 – North Warehouse (2351,2623 in BH0100)

Locked chest at 751,410: 250 gp

Locked desk at 843,255: 55 gp

BH0112 – Middle Warehouse (2707,3063 in BH0100)

Trapped and locked crate at 1085,302: *plate mail +1*; *leather armor +1*; 3x leather armor

Locked drawer at 1329,366: 10 gp

The trapped crate at 544,611 is empty

BH0113 – South Warehouse (2995,3481 in BH0100)

Barrel at 995,812: 5 throwing axes

Trapped and locked painting at 1252,249: *potion of healing*; aquamarine gem; tchazar gem; 40 gp

The locked crate at 1447,429 is empty

BH0114 – Felix’s Home (4727,3269 in BH0100)

Locked chest at 228,135: 84 gp

Cabinet at 378,115: *dagger +1*

BH0115 – Falco’s Tavern (294,2813 in BH0100)

Locked chest of drawers at 316,186: 7 gp

Locked chest of drawers at 568,218: 9 gp

Locked chest of drawers at 687,376: 52 gp

Locked chest of drawers at 689,132: 4 gp

Locked chest of drawers at 809,292: 80 gp

BH0116 – Bait Shop 1st Floor (853,3583 in BH0100)

Trapped and locked chest at 398,156: 2 gp

BH0117 – Bait Shop 2nd Floor (853,3583 in BH0100; and 542,190 in BH0116)

Bed stand at 538,119: 13 gp

The bed stands at 408,75, 254,298 and 306,351 are empty

Special (only accessible in “A Spy for the Duke”): Locked sideboard at 185,232: 150gp; Zahrdahl’s spellbook, containing one scroll each of: *color spray* (Wiz 1); *invisibility* (Wiz 2); *detect invisibility* (Wiz 2); *glitterdust* (Wiz 2); *spook* (Wiz 2); *identify* (Wiz 1); *mirror image* (Wiz 2); *detect illusion* (Wiz 2); *non-detection* (Wiz 3); *improved invisibility* (Wiz 4); Zahrdahl’s Notebook; emerald

Special (only accessible in “A Spy for the Duke”): Bookcase at 71,268: key to sideboard at 185,232

BH0118 – Farmer’s Home 1st Floor (166,3460 in BH0100)

Sideboard at 464,78: book

Barrel at 136,246: 41 gp

BH0119 – Farmer's Home 2nd Floor (166,3460 in BH0100; and 307,202 in BH0118)

Table at 364,324: book

Sideboard at 181,246: sphen gem; 10 gp

BH0121 – Northeast Guardpost (117,377 in BH0100)

Locked chest at 235,425: 12 gp; *potion of agility*

Locked chest at 175,406: 4 gp; dagger

Locked chest at 304,328: 5 throwing daggers; 31 gp

Locked chest at 523,469: 10 gp

Locked chest at 359,537: *Arbane's sword +2*; 37 gp

The locked chest at 450,524 "requires a special key" (*knock works*) and is empty

BH0120 – Tavern of the West Wind Basement (2275,1889 in BH0100; and 577,214 in BH0107)

Barrel at 270,438: *potion of regeneration*; 2x *potion of master thievery*

Locked chest at 142,329: 100 gp; *potion of genius*; *potion of insulation*; 2x purple antidote; *potion of storm giant strength*

Shelves at 95,238: *leather armor +3*

Locked chest at 182,213: 255 gp; *scroll of protection from cold*; *scroll of protection from acid*

BH0122 – Armor, Weapons, and Shields Basement (3139,1882 in BH0100; and 452,245 in BH0108)

Locked weapons rack at 357,381: 23 gp; *throwing axe +2* (returns to owner's hand)

Work table at 469,260: *chain mail +2*; *battle axe +3*, *frostreaver*

Locked chest at 591,155: 1 gp

Locked chest at 801,272: 15 gp

Locked chest at 822,288: emerald

BH0125 – Lighthouse 1st Floor (4940,3639 in BH0100; accessible in Chapter 4)

Locked cupboard at 205,147: 4 gp

The locked chest at 305,164 is empty

BH0126 – Lighthouse 2nd Floor (4940,3639 in BH0100; and 292,133 in BH0125; accessible in Chapter 4)

Trapped and locked cupboard door at 147,148: star sapphire; diamond; *quarterstaff +2*; *spear of the unicorn +2*

Locked coffer at 75,266: 20 bullets +1

Trapped and locked chest at 320,260: *potion of cloud giant strength*; 2x *oil of speed*; 2x *potion of superior healing*; 2x antidote

Sir BillyBob's Farm (BH0200)

BH0200 – Sir BillyBob's Farm

(*Fountain of Good Health*; *via 1482,2236*) Loose stone at 557,1001: 2x waterstar gem; shandon gem; iol gem

Log at 2082,1030: 2 gp

BH0201 – Druid's Home (971,1379 in BH0200)

Locked chest at 228,135: 85 gp

Cabinet at 378,115: 15 *darts +1*

BH0202 – Sir BillyBob's Home (2329,1015 in BH0200)

Desk at 126,279: 16 gp

Trapped and locked chest at 306,204: *large shield +1*; long sword

Locked bookcase at 617,319: gold ring

Temple (BH0300)

BH0301 – Rectory (2898,423 in BH0300)

Locked chest at 661,410: 9 gp

Trapped shelf at 588,129: 1 gp

Table at 400,293: 70 gp; *warhammer +1*

Locked chest at 173,144: 52 gp

BH0305 – Temple Guardpost (4709,1484 in BH0300)

Locked chest at 235,425: 3 gp; *potion of agility*

Locked chest at 175,406: 6 gp; 20 *arrows +2*

Locked chest at 304,328: *ring of danger sense*; 3 gp

Locked chest at 523,469: 10 bullets +1

Locked chest at 359,537: *morning star +1*; 3 gp

The locked chest at 450,524 "requires a special key" (*knock works*) and is empty

BH0306 – Priest's Home (4099,2367 in BH0300)

Chest of drawers at 192,206: *scroll of protection from undead*

Trapped and locked chest at 306,204: 40 gp; *ring of holiness*

BH0308 – Abbey of Phaulkon Treasure Room (4265,646 in BH0300; and lever at 289,298 and stairs at 531,379 in BH0302)

Trapped bookcase at 85,241: 3124 gp; 8 water opals; scroll with *Stoneskin* (Wiz 4); diamond; 2 emeralds; king's tears

Bookcase at 250,124: scroll with *Agannazar's scorcher* (Wiz 2); scroll with *lightning bolt* (Wiz 3); scroll with *invisibility, 10' radius* (Wiz 3)

Locked bookcase at 373,157: scroll with *fireball* (Wiz 3); scroll with *minor globe of invulnerability* (Wiz 4); scroll with *monster summoning II* (Wiz 4); 2x scroll with *identify* (Wiz 1)

BH0310 – Abbey of Phaulkon Qualton's Room (4265,646 in BH0300; and 399,161 in BH0302)

Table at 212,313: 23 gp

Chest of drawers at 302,264: *wand of cursing*

Bookcase at 388,176: 3 books

Locked desk drawer at 451,148: lynx eye gem

Locked chest at 518,249: 39 gp

Bed stand drawer at 629,226: 1 gp; *potion of healing*

BH 0311 – Abbey of Phaulkon Almon's Room (4265,646 in BH0300; and 794,350 in BH0302)

Trapped table at 212,313: 1 gp

Chest of drawers at 302,264: flail
Bookcase at 388,176: 3x book
Trapped and locked chest at 518,249: 55 gp
Trapped bed stand drawer at 629,226: bloodstone amulet; scroll of *cure serious wounds* (Pri 4)
The trapped and locked desk drawer at 451,148 is empty

Burnt Guard Station (BH0400)

BH0401 – Guard House (989,647 in BH0400)

The barrels at 193,302, 421,574, and 559,426 are empty

BH402 – Secret Complex (478,229 in BH0401)

Tapped and locked chest at 319,149: 5 gp

The trapped drawer at 274,314 and the trapped and locked chest at 712,506 are empty

Table at 100,1285: 3 poisoned throwing daggers; 10 throwing daggers

Treasure pile at 2464,143: *wand of fire*; *chain mail +1*; *dagger +1*; 15 *darts of stunning*; 15 *darts of wounding*; scroll with *dire charm* (Wiz 3); scroll with *ghost armor* (Wiz 3); purple antidote; *potion of cloud giant strength*; 2x *potion of magic protection*; 560 gp

BH0403 – Derelict Building (28,327 in BH0400 or 617,3137 in BH0700; accessible in Chapter 4)

Locked coffer at 130,132: *dagger +1*; 46 gp

Desk at 69, 842: *potion of regeneration*; *potion of master thievery*

Castle Grounds (BH0500)

BH0500 – Castle Grounds (via 4228,124 in BH0100)

Barrel at 981,1209: 3x *potion of extra healing*

Locked crate at 3161,707: scroll with *delayed blast fireball* (Wiz 7); scroll with *protection from evil* (Wiz 1); scroll with *cloudkill* (Wiz 5)

Locked chest at 2110,1654: gold ring; 38 gp; garnet

Bag at 1981,1793: 2 gp

BH0501 – Guardhouse 1 (1129,1591 in BH0500)

Locked chest at 228,135: 85 gp

Cabinet at 378,115: dagger

BH0502 – Guardhouse 2 (1015,1106 in BH0500)

Desk at 126,279: 16 gp

Trapped and locked chest at 306,204: *large shield +1*; *long sword +2*, *Varscona*

Bookcase at 617,319: gold ring

BH0503 – ‘Temple’ of Phaulkon (3244,1870 in BH0500)

Locked desk at 666,410: *potion of healing*

BH0505 – Restenford Castle 1st Floor (3030,1320 in BH0500)

Chest of drawers at 1200,424: *wand of monster summoning*

The locked chest of drawers at 1467,575 is empty

Bookcase at 1587,233: book

Bookcase at 1647,274: book

Bookcase at 1882,438: book

Bookcase at 1940,476: book

Bookcase at 685,786: book

Locked chest at 504,935: 254 gp; moonbar gem; *potion of magic blocking*; *potion of invulnerability*

Locked chest at 379,1028: star diopside gem; gold necklace; ziose gem studded necklace; 386 gp

BH 0506 – Restenford Castle 2nd Floor (3030,1320 in BH0500; and 297,1252 or 1730,259 in BH0505)

Locked cupboard at 557,1045: Laeral's tear necklace

Locked cupboard at 469,1290: 359 gp; pearl necklace; black opal; water opal; *potion of freedom*; *elixir of health*; *oil of speed*

Locked chest of drawers at 566,1223: 308 gp; *cloak of protection +1*

Locked chest at 620,1212: 154 gp; Laeral's tear necklace

The locked cupboard at 532,1021, the locked sideboard at 601,1084, and the locked cupboard at 423,1314 are empty

Bookcase at 1286,244: book

Bookcase at 1328,217: book; scroll with *dire charm* (Wiz 4)

Cupboard at 1611,156: *wand of cloudkill*

The cupboard at 1725,238 is empty

BH0507 – Restenford Castle Lower Level (3030,1320 in BH0500; and 1546,218 in BH0505)

Trapped and locked chest at 363,982: king's tears; 9560 gp; 4x diamond; emerald; *large shield +1*; 50 *arrows +1*; 30 *arrows of dispelling* (!); 10 *bolts +2*; *efreeti bottle*

BH0511 – Pelltar's Tower 3rd Floor (3574,830 in BH0500; and 258,211 in BH0504; and 258,211 in 0510)

Bookcase at 119,259: book *History of the Fateful Coin*

Bookcase at 106,201: book *History of the Unicorn Run*

Bookcase at 157,115: book

Bookcase at 213,119: book *History of the Dead Three*

Bookcase at 295,117: book

Bookcase at 350,110: scroll with *blindness* (Wiz 1); scroll with *improved mantle* (Wiz 8); scroll with *blur* (Wiz 2); scroll with *mirror image* (Wiz 2)

Bookcase at 404,203: book

Bookcase at 387,261: book; *tome of clear thought*

Locked desk at 278,295: *wand of fire*; 395 gp; *cursed scroll of clumsiness*; *scroll of protection from magic*; *scroll of protection from poison*; 4x *elixir of health*; Pelltar's spellbook, containing one scroll each of: *identify* (Wiz 1); *charm person* (Wiz 1); *sleep* (Wiz 1); *magic missile* (Wiz 1); *burning hands* (Wiz 1); *shield* (Wiz 1); *chromatic orb* (Wiz 1); *friends* (Wiz 1); *spook* (Wiz 1); *blindness* (Wiz 1); *invisibility* (Wiz 2); *Melf's acid arrow* (Wiz 2); *knock* (Wiz 2); *web* (Wiz 2); *stinking cloud* (Wiz 2); *resist fear* (Wiz 2); *deafness* (Wiz 2); *ray of enfeeblement* (Wiz 2); *haste* (Wiz 3); *slow* (Wiz 3); *skull trap* (Wiz 3); *protection from normal missiles* (Wiz 3); *remove magic* (Wiz 3); *fireball* (Wiz 3); *Melf's minute meteors* (Wiz 3); *dispel magic* (Wiz 3); *polymorph other* (Wiz 4); *fireshield*

(red) (Wiz 4); *fireshield* (blue) (Wiz 4); *teleport field* (Wiz 4); *ice storm* (Wiz 4); *monster summoning II* (Wiz 4); *remove curse* (Wiz 4); *improved invisibility* (Wiz 4); *shadow door* (Wiz 5); *hold monster* (Wiz 5); *animate dead* (Wiz 5); *cloudkill* (Wiz 5); *conjure lesser air elemental* (Wiz 5); *conjure lesser earth elemental* (Wiz 5); *conjure lesser fire elemental* (Wiz 5); *monster summoning III* (Wiz 5); *cone of cold* (Wiz 5); *globe of invulnerability* (Wiz 6); *contingency* (Wiz 6)

Graveyard (BH0600)

BH0600 – Graveyard (via 3561,65 in BH0300)

The containers at 317,570 and at 147,700 are empty

BH0602 – Tomb 1 (339,502 in BH0600)

Locked tomb at 418,346: iol gem

Locked chest at 347,292: gold necklace; flamedance ring

BH0603 – Tomb 2 (190,645 in BH0600)

Locked tomb at 418,346: greenstone ring

Locked chest at 347,292: 73 gp; bloodstone ring

Sewers (BH0700)

BH0700 – Sewers (356,117 in BH0403 or 389,78 in BH0600; only accessible in Chapter 4)

Treasure pile at 1594,1581: 700 gp; diamond; emerald; moonbar gem; star sapphire; chain mail; long sword

The locked hatch at 1599,1403 is empty

Corpse at 2220,253: strange note

Shelf at 2447,386: silver necklace, 6 gp

Treasure pile at 2301,307: 600 gp; 2x fire agate; turquoise gem

Shelf at 2233,166: equipment and weapons

Shelf at 2208,161: *amulet of protection* +1

Bone Hill (BH1000)

BH1000 – Bone Hill

Locked container at 768,3339: *boots of elvenkind*; 10x *elixir of health*; dented and bent *bronze horn of Valhalla*

BH1001 – Castle Basement (1230,865 in BH1002)

Trapped and locked chest at 869,268: *shield amulet*; 2 gp; 40 arrows; 10 *arrows of fire*; 40 *bolts* +1; 40 *bullets* +1; 20 *darts* +1

Barrel at 1081,165: andar gem; 40 arrows; *short bow* +1

Crate at 984,514: 1 gp; 20 *darts of wounding*; 40 *arrows of fire*; 40 *acid arrows*

Iron maiden at 1151,566: *potion of absorption*

Iron maiden at 1279,469: 2x *potion of healing*

Chest at 1741,717: bloodstone gem; *studded leather armor* +2; 3x *scroll of protection from undead*

Locked chest at 1899,739: 40 *bolts of biting*; 40 *bolts* +2

Chest at 2073, 888: 1 gp; 40 *bullets* +2; 40 *bullets* +1; 3x *scroll with restoration* (Pri 7)

Crate at 1916,1002: angel skin ring; 1 gp; 10 throwing axes; *amulet of protection* +1; 20 *darts* +1

Locked pedestal at 2601,350: scroll with *feeblemind* (Wiz 5; 2126 gp; 6x bloodstone gem; bloodstone amulet (hmm... where oh where have we seen *that* before?); moonbar gem

BH1002 – Castle Ruins 1st Floor (1700,1760 or 2325,1494; or 2156,862 in BH1003)

Trapped and locked chest at 1427,1374: 450 gp; *short sword* +1; 6x antidote

Log at 1787,673: 20 *darts of stunning*

Chest at 1511,529: scroll with *protection from normal weapons* (Wiz 5); scroll with *breach* (Wiz 5)

Locked chest at 1326,416: 1 gp; silver ring

Chest at 1254,367: zircon gem

Chest at 1182,315: 40 arrows

The chests at 1251,235 and 1424,262 are empty

Toilet at 1769,505: rogue stone

Weapons rack at 503,983: spear; quarterstaff; *quarterstaff* +1; *spear* +1; halberd; 40 *arrows of fire*; 40 *bolts of biting*; 40 *bullets* +2; 40 *darts of wounding*

Weapons rack at 697,1115: *composite longbow* +1; *longbow* +1; 40 arrows; 12 *acid arrows*; 10 *arrows of fire*; 40 *bolts*; 40 *bolts* +1; *heavy crossbow* +1

Table at 844,1263: 20 *bullets* +2; scroll with *remove curse* (Wiz 4); 2x *scroll of protection from undead*; scroll with *protection from evil*, 10 *radius* (Pri 4); scroll with *cure serious wounds* (Pri 4)

Locked chest at 797,1380: 8 gp; 10 *bolts of lightning*; 10 *bolts* +2; 40 *bolts* +1; 40 *bolts*; 40 *bullets*; 40 *sunstone bullets* +1; 10 *bullets* +1; 20 *darts* +1

Chest at 938,1461: 38 gp; 10 *bullets* +1; 10 *darts* +1

Chest at 1012,1396: silver ring; sunstone gem

Crate at 340,1531: *potion of defense*; 10 *bolts of lightning*; *light crossbow* +1; *cursed studded leather of missile attraction* +2

Barrel at 536,1556: 2 *arrows of ice*; 6x *potion of extra healing*; scroll with *Agannazar's scorcher* (Wiz 2)

Chest at 556,396: scroll with *charm person* (Wiz 1); scroll with *blur* (Wiz 2); scroll with *ray of enfeeblement* (Wiz 2)

Lion statue at 965,171: 910 gp; *ring of air control*

BH1003 – Castle Ruins 2nd Floor (2357,943 in BH1002; or 2453,1179 in BH1000 and then 1771,1220 on the roof)

Locked cupboard at 2090,766: silver necklace; flamedance ring; 5 poisoned throwing daggers; 10 throwing axes; 20 throwing daggers

Crate at 1675,777: scroll with *invisible stalker* (Wiz 6)

Sideboard at 1991,1091: 18 gp

Bookcase at 1637,1355: scroll with *conjure lesser earth elemental* (Wiz 5); keep key; 20 *bolts* +1

Bookcase at 1729,1566: scroll with *minor spell turning* (Wiz 5)

Bookcase at 1893,1364: book; 2 *arrows of detonation*

Sideboard at 1418,1487: scroll with *detect illusion*; 6 gp; 20 *arrows of piercing*

Left statue in 'golem room' at 357,507; 5x lynx eye;

Middle statue in 'golem room' at 464,437; *potion of regeneration*; 2x *potion of master thievery*

Right statue in 'golem room' at 574,364; *ring of protection +2*

Trapped hearth at 1206,522: Telvar's spellbook, containing one scroll each of: *identify* (Wiz 1); *charm person* (Wiz 1); *sleep* (Wiz 1); *magic missile* (Wiz 1); *shield* (Wiz 1); *blindness* (Wiz 1); *invisibility* (Wiz 2); *Melf's acid arrow* (Wiz 2); *knock* (Wiz 2); *web* (Wiz 2); *stinking cloud* (Wiz 2); *resist fear* (Wiz 2); *deafness* (Wiz 2); *ray of enfeeblement* (Wiz 2); *haste* (Wiz 3); *slow* (Wiz 3); *protection from normal missiles* (Wiz 3); *remove magic* (Wiz 3); *fireball* (Wiz 3); *dispel magic* (Wiz 3); *polymorph other* (Wiz 4); *improved invisibility* (Wiz 4); *animate dead* (Wiz 5)

Chest at 1199,1364: scroll of *spell thrust* (Wiz 3); 20 *acid arrows*; 20 *bolts of lightning*

Chest at 1201,1391: 2x *potion of clarity*; *potion of agility*; *potion of explosions*; 5x *potion of extra healing*; *potion of fire giant strength*; *potion of invulnerability*; *violet potion*

BH1004 – Castle Lower Level (207,984 in BH1001)

Treasure pile at 920,367: 250 gp; 3x diamond; 5x turquoise gem

Strange machine at 1803,1194: *blue dragon staff*

Table at 1965,189: journal

Cupboard at 1830,196: book

Cupboard at 1777,219: book; 4x scroll with *restoration* (Pri 7)

Treasure chest at 2705,1153: 200 gp; *tome of clear thought*; 2x scroll with *cure critical wounds* (Pri 5); *sword of flame +2*, *Meta Infernum*

Bald Hill (BH1100)

BH1102 – Bandits' Hut (via 4403,371)

Trapped and locked chest at 516,167: 4x water opal; 170 gp; *short sword +2*; scroll with *fireball* (Wiz 3); 20 *arrows +1*; 4x moonbar gem; king's tears

BH1101 – Cave Lair (356,1678)

Hole in the wall at 807,297: 106 gp; 2x pearl

Tri-Top (BH1300)

BH1300 – Tri-Top

Corpse at 945,2460: 32 gp; *splint mail +1*

Corpse at 571,2351: 5 gp; *ring of lock picks*

Corpse at 582,2574: 5 gp; *ring of invisibility*, *Sandthief's Ring*

Pile of rocks at 3374,1682: 5 gp

Log at 2996,1792: 20 gp

BH1301 – Ogre Mage Cave (4227,982 in BH1300)

Locked crate at 283,166: *battle axe +1*; 2x *potion of healing*; *large shield +1*; *wand of magic missiles*; 500 gp; 5x fire agate gem; 3x waterstar gem

Reddy Forest (BH1400)

BH1400 – Reddy Forest

Loose rock at 4403,371: 5 gp; 10 *darts +1*

Block of stone at 3859,667; 15 *bolts of lightning*; 2x star diopside gem

Appendix L1-B – Temple List

This list does not pretend to be complete. Note that some temples are best avoided until/at certain points in the game to prevent you and/or people from saying things they shouldn't or worse.

B.1 – 'Temple' of Phaulkon (via 3244,1870 in BH0500; BH0503). Acolytes.

B.2 – Rectory (via 2898,423 in BH0300; BH0301). Acolytes.

B.3 – Abbey of Phaulkon (via 4265,646 in BH0300; BH0302). Almon (569,330). Best avoided for healing purposes (see above).

B.4 – Fountain of Good Health (via 1482,2236 in BH0200). Almax (868,1491). Best avoided for healing purposes (see above).

Appendix L1-C – CLUA Area Codes

This list does not pretend to be complete.

Restenford (BH0100)

Armor, Weapons, and Shields 1st Floor (BH0108; via 3139,1882)

Armor, Weapons, and Shields Basement (BH0122; via 452,245)

Bait Shop 1st Floor (BH0116; via 853,3583)

Bait Shop 2nd Floor (BH0117; via 542,190)

Clothier (BH105; via 2145,1293)

Cobbler (BH0106; via 2639,1038)

Distillery (BH104; via 1741,958)

Falco's Tavern (BH0115; via 294,2813)

Farmer's Home 1st Floor (BH0118; via 166,3460)

Farmer's Home 2nd Floor (BH0119; via 307,202)

Felix's Home (BH0114; via 4727,3269)

Lighthouse 1st floor (BH0125; via 4940,3639; accessible in Chapter 4)

Lighthouse 2nd floor (BH0126; via 292,133; accessible in Chapter 4)

Middle Warehouse (BH0112; via 2707,3063)

North Warehouse (BH0111; via 2351,2623)

Northeast Guardpost (BH0121; via 117,377)

Northwest Guardpost (BH0101; *via* 1858,282)
 South Warehouse (BH0113; *via* 2995,3481)
 Pelltar's Home 1st Floor (BH0109; *via* 3497,2451)
 Pelltar's Home 2nd Floor (BH0510; *via* 258,211)
 Pelltar's Home 3rd Floor (BH0511; *via* 258,211)
 Pheldman's Store (BH0102; *via* 1262,691)
 Tavern of the West Wind 1st Floor (BH0107; *via* 2275,1889)
 Tavern of the West Wind Basement (BH0120; *via* 577,214)
 The Magic Shop (BH0103; *via* 2568,591)
Sir BillyBob's Farm (BH0200)
Almax and Fountain of Good Health (via stairs at 1482,2236)
 Druid's Home (BH0201; *via* 971,1379)
 Sir BillyBob's Home (BH0202; *via* 2329,1015)
Temple (BH0300)
 Abbey of Phaulkon Almon's Room (BH0311; *via* 794,350)
 Abbey of Phaulkon Church (BH0302; *via* 4265,646)
 Abbey of Phaulkon Qualton's Room (BH0310; *via* 399,161)
 Abbey of Phaulkon Treasure Room (BH0308; *via* lever at 289,298 and stairs at 531,379)
 Priest's Home (BH0306; *via* 4099,2367)
 Rectory (BH0301; *via* 2898,423)
 Temple Guardpost (BH0305; *via* 4709,1484)
Burnt Guard Station (BH0400; *via* 735,3737 in BH0100)
 Derelict Building (BH0403; *via* 28,327; accessible in Chapter 4)
 Guard House (BH0401; *via* 989,647)
 Secret Complex (BH0402; *via* 478,229)
Castle Grounds (BH0500; *via* 4228,124 in BH0100)
 Guardhouse 1 (BH0501; *via* 1129,1591)
 Guardhouse 2 (BH0502; *via* 1015,1106)
 Pelltar's Tower 1st Floor (BH0504; *via* 3574,830)
 Pelltar's Tower 2nd Floor (BH0510; *via* 258,211)
 Pelltar's Tower 3rd Floor (BH0511; *via* 258,211)
 Restenford Castle 1st Floor (BH0505; *via* 3030,1320)
 Restenford Castle 2nd Floor (BH0506; *via* 297,1252 or 1730,259)
 Restenford Castle Lower Level (BH0507; *via* 1546,218)
 'Temple' of Phaulkon (BH0503; *via* 3244,1870)
Graveyard (BH0600; *via* 3561,65 in BH0300 or *via* 105,406 in BH0700)
 Tomb 1 (BH0602; *via* 339,502)
 Tomb 2 (BH0601; *via* 190,645)
Sewers (BH0700; *via* 356,117 in BH0403 or *via* 389,78 in BH0600; accessible in Chapter 4)
Secret Room at 2137,550
Bone Hill (BH1000)
 Castle Basement (BH1001; *via* 1230,865)
 Castle Lower Level (BH1004; *via* 207,984)
 Castle Ruins 1st Floor (BH1002; *via* 1700,1760 or 2325,1494; or *via* stairs at 2156,862 in BH1003)
 Castle Ruins 2nd Floor (BH1003; *via* stairs at 2357,943 in BH1002; or *via* 2453,1179 and then 1771,1220 on the roof in BH1000)
Bald Hill (BH1100)
 Bandit Hut (BH1102; *via* 4403,371)
 Cave Lair (BH1101; *via* 356,1678)
Thief's Den (BH1200)
Tri-Top (BH1300)
 Ogre Mage Cave (BH1301; *via* 4227,982)
 Wolf Cave (BH1302; *via* 802,2364)
Reddy Forest (BH1400)

Appendix L1-D – The Road to Chapter 4

This is an attempt to recreate the process I went through to get to the final version of Chapter 4. Perhaps it is of some use to someone. I saved the game before talking to Pelltar in Chapter 3—a save which we'll call **Save 1**.

PHASE 1 (Accused→Ambush)

Decided to clear my name first since this seems the best thing to do when you don't want people to think you're a thief and a murderer when you need to ask them questions.

- ▶ **Save 1:** Loaded Save 1.
- ▶ **Talk to Welcar** (as suggested by Pelltar): Suggested talk to the guards at the Hanging Tree and then mentions entrances to sewers.
- ▶ **Talk to Guards:** Didn't have anything useful to say.
- ▶ **Find Sewers:** Entered derelict building near the burnt guard station since considered this 'known territory'; dealt with the rogues; entered the sewers; found the secret room; took everything; exited sewers via graveyard.
- ▶ **Talk to Welcar:** Back to Restenford and talked to Welcar (seems to be the one most concerned with the thefts); showed him the map and he suggested talk to Zelmar; talked to him again, returned stolen equipment for 500 xp and he asked about black pearl.
- ▶ **Talk to Pelltar:** Talked to Pelltar first since no real reason to speak to Zelmar; showed him map, which he explained; he suggested talk to Welcar and Zelmar ["robbed as well"] and wondered why the lighthouse is marked on the map, upon which the party suggested they check the lighthouse.
- ▶ **Talk to Zelmar:** Talked to Zelmar now since suggested twice; promised to return his money (which I already had since sewers?); and he said talk to Smyth about Bomarc the lighthouse keeper.
- ▶ **Talk to Smyth:** Talked to Smyth who said Bomarc behaved strangely and that he didn't like it.

- **Investigate Lighthouse:** Went to lighthouse and dealt with Sirius; found his journal, the black pearl, and the Glorious Hand
- **Return Stolen Goods (Zelmar):** Talked to Zelmar and return money for 1000 xp.
- **Return Stolen Goods (Welcar):** Talked to Welcar and return pearl for 1500 xp.
- **Report to Interested Parties (Smyth):** Talked to Smyth.
- **Report to Interested Parties (Pelitar):** Talk Pelitar; showed him journal; he thanked party and suggested go find bandits; party said they'd like to find out about Bomarc.
- **Investigate Bomarc:** Did this first since party suggested this. Led to nothing.
- **Ambush:** Went looking for bandits since Bomarc dead end; ran into ambush and kill; found note upon which bard suggested visit Pelitar.
- **Talk to Pelitar:** Back to Pelitar who said he knows nothing about a hand and 2,000 xp and then nothing.
- **Talk to Guards:** Talk to the guards since seemed only clue left but same old song about punishing criminals. Saved game (**Save 2**).
- **Went on the Interweb** and found that, at some point, Pelitar should allow you to nose through his books (which didn't happen) and also that someone did the bandits first and then got to consult Pelitar's library.

PHASE 2 (Ambush→Accused!)

- **Save 1:** Loaded Save 1
- **Ambush:** Went looking for bandits (since Bomarc dead end in PHASE 1); ran into ambush and killed all; found note upon which bard suggested visit Pelitar.
- **Talk to Pelitar:** Back to Pelitar who said he knows nothing about a hand and 2,000 xp and then nothing. Saved game (**Save 3**).
- **Went on the Interweb** again and read that it was possible to set some Global Variable to something I forgot so the guards would say the right thing. It may have been `CLUAConsole:SetGlobal("BHHandSearch","GLOBAL",2)` but I'm not sure since it's been a while.

PHASE 3 (Global Variable Hint; Accused→Ambush)

- **Save 1:** Loaded Save 1.
- **Talk to Welcar** (as suggested by Pelitar): Suggested talk to the guards at the Hanging Tree and then mentions entrances to sewers.
- **Talk to Guards:** Didn't have anything useful to say.
- **Find Sewers:** Entered derelict building near the burnt guard station since considered this 'known territory'; dealt with the rogues; entered the sewers; found the secret room; took everything; exited sewers via graveyard.
- **Talk to Welcar:** Back to Restenford and talked to Welcar (seems to be the one most concerned with the thefts); showed him the map and he suggested talk to Zelmar; talked to him again, returned stolen equipment for 500 xp and he asked about black pearl.
- **Talk to Pelitar:** Talked to Pelitar first since no real reason to speak to Zelmar; showed him map, which he explained; he suggested talk to Welcar and Zelmar ["robbed as well"] and wondered why the lighthouse is marked on the map, upon which the party suggested they check the lighthouse.
- **Talk to Zelmar:** Talked to Zelmar now since suggested twice; promised to return his money (which I already had since sewers?); and he said talk to Smyth about Bomarc the lighthouse keeper.
- **Talk to Smyth:** Talked to Smyth who said Bomarc behaved strangely and that he didn't like it.
- **Investigate Lighthouse:** Went to lighthouse and dealt with Sirius; found his journal (about elven overlords doing terrible things), the black pearl, and the Glorious Hand
- **Return Stolen Goods (Zelmar):** Talked to Zelmar and return money for 1000 xp.
- **Return Stolen Goods (Welcar):** Talked to Welcar and return pearl for 1500 xp.
- **Report to Interested Parties (Smyth):** Talked to Smyth.
- **Report to Interested Parties (Pelitar):** Talk Pelitar; showed him journal; he thanked party and suggested go find bandits; party said they'd like to find out about Bomarc.
- **Investigate Bomarc:** Did this first since party suggested this. Led to nothing.
- **Ambush:** Went looking for bandits since Bomarc dead end; ran into ambush and kill; found note upon which bard suggested visit Pelitar.
- **Talk to Pelitar:** Back to Pelitar who said he knows nothing about a hand and 2,000 xp and then nothing.
- **Set Global Variable.** Set the Global Variable (v. PHASE 2) to make the guards talk
- **Talk to Guards:** Talked to the guards at the Hanging Tree, who now said the right thing.
- **Ravella:** Tapped **Control-T** 24 times and Ravella appeared; cut-scene with graves followed by notion to see what's happening at the Lighthouse—which I had already done.
- **Blast.** So this means that you must have the note that which triggers Pelitar's library search BEFORE you know anything about the lighthouse, right?

PHASE 4 (Ambush→Accused!)

- **Save 1:** Loaded Save 1
- **Ambush:** Went looking for bandits; ran into ambush and killed all; found note; listened to that stupid bard babble about seeing Pelitar again (bard babble 1).
- **Talk to Pelitar:** Back to Pelitar who said he knows nothing about a hand and 2,000 xp and then nothing.
- **Bugger.**
- **But wait! What's that?**
- **Library Search:** All of a sudden the bard starts talking to Pelitar (bard babble 2) and—e bloody *presto!*—the rifle thru books thing happens. Info on Reynard hanged; old TG kill by Grellus; TG was in sewers; maybe thief is there? Glorious Hand made from hand hanged thief.
- **WTF?** Why now and not before? Used non-CLUAd saves each time so why now and not when I did it this way the first time? Is the bard necessary for this episode? Was he somehow not considered to be 'on screen' in PHASE 2?
- **Talk to Guards.** Anyway. Happy as a camper back to the guards, who now said the right thing.
- **Ravella:** Tapped **Control-T** 24 times and Ravella appeared; cut-scene with graves followed by notion to see what's happening at the Lighthouse.
- **However.** Realistically, now that you know Bomarc is dead and what the hand is about, you should go to the lighthouse, which'll probably make what is said when you try to solve the warehouse thefts ridiculous?
- **Question 1.** When should you (be able to) do the guard thing?
- **Question 2.** What triggers Pelitar's offer u may look thru books and when? Seems to be possible ONLY before you've been in the lighthouse (and killed Sirius?)

RETHINK 1 (Ambush→Accused!)

- **Ambush:** Traveled to Thief's Den (BH1200); explored; killed bandits; ambushed; killed all; found note; bard babble 1.
- **Talk Pelitar:** Said he had no clue and 2,000 xp; bard babble 2.
- **Library Search:** Info on Reynard hanged; old TG kill by Grellus; TG was in sewers; maybe thief is there? Glorious Hand made from hand hanged thief.
- **Talk Pelitar:** Said talk to Welcar.
- **Talk Welcar:** Said equipment and silk and black pearl stolen; that thief was one man; about sewers; that party should talk to guards at Hanging Tree.
- **Talk to Guards:** Said the right thing.
- **What Now?** Can do other things now since have to wait 24 hours? Such as the Accused! Bit and the Sewers? What would be the storyline?
- **Ravella:** Tapped **Control-T** 24 times until Ravella appeared; cut-scene with graves followed by notion to see what's happening at the Lighthouse (opens lighthouse).
- **What Now?** Can do other things now since lighthouse already open? What would be the storyline?

- **No Speak Pelltar.** Do not go to Pelltar since he says something about overlords which you can only know after Sirius
- **Investigate Lighthouse:** Did lighthouse and dealt with Sirius; found his journal (about elven overlords doing terrible things), the black pearl, and the Glorious Hand
- **Talk to Pelltar...**
- **God oh God oh God ...**to have him send the party back to the Temple of Lathander.
- **Next.** Stranded here as well but with knowledge that finding Bomarc (perhaps in combo with having done lighthouse?) spells the end of your adventures in BH so decided to try the org attempt once more but now without talking to Pelltar after the lighthouse and it worked.

Appendix L1-E – WeiDU.log

WeiDU Log

```
// Log of Currently Installed WeiDU Mods
// The top of the file is the 'oldest' mod
// ~TP2_File~ #language_number #component_number // [Subcomponent Name -> ] Component Name [ : Version]
~EASYTUTUDEGREENIFIER.TP2~ #0 #0 // EasyTutu Degreenifier
~SETUP-BONEHILLV275.TP2~ #0 #0 // Secret of BoneHill (Requires BGT or Tutu): v2.75a
~SETUP-BP-BGT-WORLDMAP.TP2~ #0 #0 // Worldmap for Baldur's Gate - including colored Baldur's Gate map icons: v9.0.1
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #110 // Icon Improvements: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1010 // More Interjections: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1060 // Breakable Iron Nonmagical Shields, Helms, and Armor: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1070 // Improved Multi-Player Kick-out Dialogues: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1080 // Add Bags of Holding: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1090 // Exotic Item Pack: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #1120 // Stores Sell Higher Stacks of Items: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2090 // Change Experience Point Cap -> Remove Experience Cap: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2240 // Un-Nerfed THAC0 Table: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2250 // Un-Nerfed Sorcerer Spell Progression Table: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2260 // Alter Mage Spell Progression Table -> Un-Nerfed Table (Blucher): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2270 // Alter Bard Spell Progression Table -> Un-Nerfed Table (Blucher): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2280 // Alter Cleric Spell Progression Table -> Un-Nerfed Table (Blucher): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #2290 // Alter Druid Spell and Level Progression Tables -> No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3000 // Higher HP on Level Up -> Maximum: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3012 // Maximum HP for NPCs (the bigg) -> For Party-Joinable NPCs Only: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3030 // Easy Spell Learning -> 100% Learn Spells: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3080 // Unlimited Ammo Stacking: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3090 // Unlimited Gem and Jewelry Stacking: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3100 // Unlimited Potion Stacking: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3110 // Unlimited Scroll Stacking: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3121 // Happy Patch (Party NPCs do not complain about reputation) -> NPCs Can Be Angry About Reputation but Never Leave (Salk): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #3200 // Sellable Items (Icelus): v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v11
~BG2_TWEAKS/SETUP-BG2_TWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v11
```