

## Walkthrough for Shadows Over Soubar (SOS)

Mod name:	Shadows Over Soubar ("SOS")
Rating:	9.5 out of 10!
Compatible with:	Baldur's Gate 2 Throne of Bhaal; Baldur's Gate Trilogy
When did:	Early Chapter 6 (Protagonist had 3 million xp); played the mod in January 2017 and February 2018
Recommended to do when:	Do when Protagonist has at least 3 million xp as there are a lot of tough fights
Earliest could do:	Chapter 2; Protagonist must have a Stronghold
Difficulty:	Difficult (but do-able)
What the mod does:	Adds a large quest to BG2 SoA which is based in the town of Soubar. The mod adds: many new areas; new companions; new and duplicate items; weapons that are normally found in ToB only SOS modifies Waukeen's Promenade map; therefore must install the mod before coming out of the initial dungeon/Chateau Irenicus.
Experience:	About 1.5 - 2.5 million xp in total for the main part of the mod, depending on how completionist the play through is and if all enemies are defeated An additional 5 million xp can be gained by doing Selence's third quest (recommended to do after completing the main quest in Ch. 6)
Some of the items:	Many duplicates of SoA and ToB items; we chose to keep only a few items, mostly for the mages, such as: Belt of Inertial Barrier, Rogue's Cowl, Ring of Earth Control, and an Amulet of Power. Other items that can be found include Carsomyr +5 and +6, Robe of Vecna, Cloak of Balduran, Darksteel Shield +4, a +2 shield with 25% Magic Resistance, Gram the Sword of Grief +5, and a Ring of Gaxx! (Just to name a few of the high-powered items.)
Where to download:	<a href="http://www.shsforums.net/files/file/63-shadows-over-soubar-v113/">http://www.shsforums.net/files/file/63-shadows-over-soubar-v113/</a>
<b>Installation note:</b>	<p>To experience all the quests must install this mod before coming out of Irenicus Dungeon (the Promenade area map is changed by SOS; so is the Copper Coronet map).</p> <p>To avoid having to use the CLUAConsole commands must at a minimum install before entering the Copper Coronet.</p> <p>If you install later, during a current game, the CLUAConsole commands will need to be used. The quickest way to start the mod without missing much is to CLUAConsole the two letters which are found in the Copper Coronet (upstairs, Llynis' room). You will not miss much by skipping Selence's quests and then bringing the two letters to Umar Hills once you have a Stronghold; this begins the main part of the mod (90% of the mod content).</p>
<b>Bug note:</b>	Generally the SOS quest/mod can be finicky and will probably crash at one point; the walkthrough provided with the mod is not detailed enough at times so this walkthrough attempts to address the finicky parts more concisely.

### **Conflict with the De'Arnise Stronghold quest**

Upon completing SOS quests the Keep Messenger would not show-up to inform of the fourth fighter stronghold quest (IV). In this quest Lord Farthington Roenall wants the Keep; do not give it!

To spawn use Shadowkeeper to change the variable KPRUNNERSPAWN to 0 (from 1); or, use the CLUAConsole command: CLUAConsole:CreateCreature("KPRUNNERSPAWN")

I think the messenger probably spawned during SOS but the party did not notice him or see him, thus we missed his message.  
However, you can probably just go to De'Arnise and speak with

Major Domo to initiate the stronghold quest.

CLUAConsole:

The Console might be needed but is not required. To activate:  
- Open the file baldur.ini in the root of your Baldur's Gate II directory with Notepad.  
- Add the line to the **Baldur's Gate 2 ini file**: Debug Mode=1 under [Program Options].  
You may wish to make a copy of baldur.ini before you change it, because Baldur's Gate II may no longer run properly if there is an error in this file.  
- When you are playing Baldur's Gate II, press CTRL-SPACE to open the console, a two-line window will then open at the bottom of the screen, and then type the command:

**CLUAConsole:MoveToArea("x")** - Teleports selected characters to the area x. x must be in quotation marks

**CLUAConsole:CreateItem("x")** - Puts item x into your inventory. x must be in quotation marks



## Shadows Over Soubar Walkthrough

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Latest version available for download at [scribd.com](https://www.scribd.com) and <http://www.shsforums.net>

SOS Walkthrough v. 1.55, November 5, 2022 By: bg2mez © 2017-2022, All Rights Reserved.

## New NPC's from Shadows Over Soubar

			Encounters or Quests?	How many? When?
Slums:	Copper Coronet:	Bolivar is near the small tables near the bar: chaotic good fighter	no	-
Umar Hills:	Near the Tavern:	Tomas is outside, just east of the tavern: neutral swashbuckler	yes	1; bring him to the Bridge District
River Chionthar:	South-east:	Charlotte is outside: stalker, with "fallen" status	yes	1; within 7 days after she initially joins the party

## Walkthrough for SOS

## Notes/Items

### **Step 1**

1a.1a: Copper Coronet:

### **Method 1 (skipping Selence's quests):**

OPTION A: Copper Coronet back rooms, upstairs in "Llynis' room": Nalia can open the chest with the 2 letters using Potion of Master Thievery (-> skill 60 + 40 = 100) or cast Knock; Jan can open with his skill level (95). The chest will not contain the usual Emerald or scrolls (Resist Fear, Luck).

Get the two letters (Invitation and Sealed Letter), do not Identify the Sealed Letter; bring them to Umar Hills after acquiring a Stronghold to continue SOS.



*"Selence's room" in the Copper Coronet back rooms, upstairs*

1a.1b: South Promenade:

OPTION B: Jan pick pocket the key from Selence in the Promenade. Keldorn or a mage can cast Dispel if she goes into the shadows. Use the key to open the chest located upstairs in the Copper Coronet back rooms (Llynis' room). Use the key to open the chest located upstairs in the Copper Coronet back rooms (Llynis' room). Get the two letters, do not Identify the Sealed Letter; bring them to Umar Hills after acquiring a Stronghold.

Note: the Adventure Mart will be locked and inaccessible at night from 21:30 to 08:00, even though a thief can "unlock" the door for bonus xp's.

You could use the Console to get the letters:

[CLUAConsole:CreateItem\("CBLT CNT1"\)](#) and ["CBLT CNT2"](#) which are the [Introduction Letter](#) and [Sealed Letter](#) (do not identify!)



*Selence in the Promenade (south)*

**Step 1 (1b)**

**Method 2 (the complete sequence):**

*Note: this method is written throughout the BG2 walk through as well*  
Do Selence's two (optional) quests; they cannot be completed until Chapter 6 as the first quest requires a visit to Brynnlaw (the mod is intended for level 15 characters at a minimum). You do not have to pay Gaelan Bayle anything to complete the quests. If you pay him 100k gp, he gives you the key which can be pick pocketed by Jan from Selence, or given to you after completing Selence's first two quests! That's all you get from Gaelan! If you pay 10k gp, he will tell you to go talk to someone (Ceeb Isson) in the Trademeet tavern; Ceeb will be there regardless!

1b.1: South Promenade:

Talk to Selence Hillstar: she will go invisible and refuse to talk with you again until Chapter 6, or until you have spoken with Ceeb Isson in Trademeet.

1b.1a1:

ENCOUNTER Gaelan Bayle:  
OPTION A: hear him out, but there is no need to pay him the 10k gp

1b.1a2: Trademeet:

*Selence's 1st Quest (part 1)*  
Vyatri's Pub: talk to Ceeb Isson (can pick pocket for chance of getting a high level scroll!) -> cut scene with Soldiers who fire a couple of arrows at "gold" soldiers: "Soldier... hush yourself. I hear noises yonder!..."  
Talk to Ceeb Isson again

1b.1a3: South Promenade:

Selence Hillstar is now visible! Talk to her, she gives the first Quest (Owed Money); continue to step 1c

1b.1b1:

OPTION B: optionally, pay Gaelan Bayle the 10k gp to avoid having to travel to Trademeet -> cut scene with Soldiers who fire a couple of arrows at "gold" soldiers: "Soldier... hush yourself. I hear noises yonder!..."

1b.1b2:

Then, to get Selence to become visible and talk to us:  
A) travel or rest for 24 hours and she will talk "Err there...psssst. This way." and then give Quest 1 (Owed Money)  
or B) Aerie or Keldorn cast Dispel and she will talk to us as well!

1c: Government:

Deril Estate: talk to the Butler (Servant): "I am Sir William's butler..."  
talk 1, 2, 1 (Brynnlaw), 2 (He forgot to give me a key!), 1, 1. We



need to locate Sir William in Brynnlaw for the key for his safe which contains the gold that Selence is looking for. Talk to the Butler again; he must tell you that Sir William is in Brynnlaw otherwise will not be there!

Talk to Selence again if you wish, but basically that's all we are to do for now!

In Chapter 6 we will use the key and give her the owed gold. She then will give her 2nd quest (rob the Adventure Mart at night and bring the ten items to her in the Five Flagons), after which she rewards us with the key to the chest upstairs in the Copper Coronet back rooms (Llynis' room). The chest contains two letters that are to be brought to Umar Hills once you have a Stronghold.

Brynnlaw  
(Chapter 4):

*Selence's 1st Quest (part 2)*

*Note: it must be daytime to continue the SOS mod. Rest in the Guildhouse hallway or in the "dungeon" at the north end of the hallway, to bring the clock to daytime, to be able to speak to Sir William in Lady Galvena's bedroom and acquire the Safe Key*

Sir William is in Lady Galvena's bedroom next to the bed! Daytime only (may need to rest): speak to him (2, 1; and then talk again 5x1, 2, 1, 1, 1, 3, 1) and he admits to having an affair with Bylanna! He gives you the safe key! Item is Sir William's Safe Key "CBWLKEY1" which enables you to open the safe in Deril's Estate for the gold to pay Selence.

\*Sir William's Safe Key

Athkatla (Chapter 6):

*Selence's 1st Quest (part 3)*

Deril Estate, Government District: use the Safe Key (from Brynnlaw) to open the safe in for the gold to pay Selence, 12k xp

[Or, use the Console to get the key:

`CLUAConsole:CreateItem("CBWLKEY")` which is called "Sir William's Safe Key"]

[Or, use the Console to get Sir William's gold:

`CLUAConsole:CreateItem("CBSHGOLD")` which is called "Gold"]

Finalize the quest and her inventory becomes available (we buy nothing; Mithran's Cloak for 9576 gp is tempting, though!)  
Talk to her 2x to get the next quest

**Step 1.2**

*Selence's 2nd Quest*

Promenade: the stairs are located in the south at the scone beside the second lion statue and will only be present at night after receiving Selence's 2nd quest (it will be in Chapter 6). However, you won't really miss anything by not doing the quest.



Stairs to beneath the Adventure Mart at night, through the scone at the 2nd south lion statue

Enter the scone/lion statue into a labyrinth maze (area AR4201)

Underground maze: Ken the Baker (optional): talk 2 for REP +1

REP +1

De-trap one trap on the way north to the "large" room, which also has a trap. Take the north passage: immediate trap; next traps (two) are in the final hallway in the north-west.

*Note: only a Thief with sufficient carrying capacity needs to be sent into the Adventure Mart to get Selence's items.  
Find traps skill must be higher than 115 (Imoen drink 2x Potion of Perception)*

Consider to use Invisibility to get past the Greater Werewolves, or defeat them with two strong, buffed fighter-types, and summoned creatures for fodder.

North-west: must kill the final Werewolf to be able to enter through the "back door" of the Adventure Mart. Use summons as fodder, and Magic Missiles, Skull Trap, Cloudkill, Lower Resistance, Doom; and can summon an Efreeti to cast magic as well!

**Tip**

Must send-in one character at a time (glitch)

Adventure Mart (area AR4202): Traps! De-trap east carpet, west stairs, east stairs at the bottom, and two floor traps by the front door; de-trap the long table near the front of the store and take the ten items. Bring them all to Selence.

**Optional side quest**

Labyrinth maze: take the south exit through a "sewer pipe" into the basement of a mansion; speak with Lord Hammerhand Backo for a Quest (save his daughter; kill the beasties)

**Tip**

At night there will only be enemies on the top floor of the mansion!

Top floor: defeat the Greater Werewolves with melee  
Defeat the Master Werewolf with two mages using magic; must be quick due to his regeneration:  
Cast Pierce Shield (lowers his resistance), Lower Resistance, followed by Horrid Wilting x4 and Magic Missiles x8!

Let him chase a character wearing Boots of Speed and the Ring of Gaxx to distract the Master Werewolf from the mages; can also summon creatures as fodder (Skeleton Warriors or Mordenkainen's Sword are good here); 140k xp for the kill!

Another option is Doom or Greater Malison to lower his saving throws, and perhaps Finger of Death for the kill.

Note: Maze and Dire Charm spells work on the Master Werewolf but are not sufficient to enable finalizing the quest with Betra Bucko.

Talk to Betra Bucko to finalize and she returns downstairs; finalize downstairs with Lord Bucko **10k xp all!** 16k gp awarded as well.

**Step 1.3**

Five Flagons, upstairs: give the ten items to Selence for lots of gold, or keep them (we do not want the gold). Aerie will try the Argent Shield (AC+3 and +25% Magic Resistance!)

\*Argent Shield +2

Sea's Bounty, downstairs: finalize the 2nd quest with Selence 0 xp (no need to wait two hours) and she gives the Key to the locked chest in the Copper Coronet upstairs (Llynis' room). Do not buy or use Selence's overpowered items!

\*Key

Copper Coronet upstairs (Llynis' room): get the two Letters from the locked chest of drawers; do not identify the Sealed Letter

\*Introduction Letter

\*Sealed letter

## Step 2

Umar Hills: once you have your Stronghold, bring the two letters (Invitation and Sealed Letter) to Umar Hills. A message will appear (after about 5 seconds) followed by a cut scene with Mayor Melandor, Gaius and Arvin, and another cut scene with Rolf Sureblade and a large army.  
Tomas Tamalson, swashbuckler, is here (joinable NPC)

Umar Inn: enter the Umar Inn to meet Lord Arvin Kothonos (mage) and Gaius Varros (paladin) and show them the letters. There is a cutscene with Willet the Stableboy and Vincenzo the Innkeep.

After the explanation, talk to Gaius and then Arvin -> forced Rest of 24 hours and we all become fatigued!

The Inn is reset! De-trap and unlock the north Cabinet and unlock the south cabinet (410 gp and a chance of a Level 7 scroll)

Leave by the south door to go outside and speak with Arvin and then Gaius; the worldmap is updated with River Chionthar, located south of Soubar and east of Baldur's Gate. Take the carriage or travel by foot (4 days) and get waylaid by bandits and trolls for 10600 xp.

### Conflict with stronghold quests (timed quests)

It takes nearly three days to get to the next map, and four days to return e.g. to de'Arnise Hold; plan Stronghold quests accordingly. The Keep Messenger will not show-up in the Soubar areas, but simply go to de'Arnise at the appropriate time and speak with Major Domo for the quest

## Step 3

3a:

### Method 1 (the complete sequence):

River Chionthar (a new map on the worldmap, AR4220): Charlotte is here, wearing a Ring of Earth Control, but she is not plot critical

Proceed to the north-west and exit the map to the River map, or talk to Charlotte for a Quest (poisoned river). Walk south and observe an Ogre named Narulf. It is possible to solve the quest peacefully (for a lot of xp's) but you can also just come to blows, 2550 xp, and loot the Belladonna Potion (juice) and a Club +3.

### Peaceful solution

Talk to Narulf (be peaceful) -> Charlotte -> Narulf (receive a Belladonna Potion and show it to Charlotte. Ask Narulf to stop poisoning the river and he leaves! Finalize with Charlotte for **45k xp all!**

### Fight the Ogre alternative

Fight Narulf and loot the Belladonna Potion. Talk to Charlotte again, tell her that the Ogre is the violent type; follow her south and then talk to her once more, **Charlotte joins!**

\*Ring of Earth Control

We leave her here! At some point during the next seven days, after the water has purified itself of the poison, can ask Charlotte to re-join again; bring her across the south-east bridge for a bonus reward of **50k xp all!** And, Charlotte gets an additional 100k xp.

River map: you must cross the river, which is a "raging river." Cross one character at a time, from the river bank just north of the tree. Once your party is ready, save the game, exit the map at the north-west corner, watch the full motion video and then immediately hit Quicksave to avoid the game from crashing.

NEW NOTE (2022): in version 1.16 (for BG2 and EE, at shsforums.net), send one person across the river, pick-up the Hemp Rope, click on the trees across the river from each other for 12k xp so as to create a safer method to cross the river.  
You still have to cross only one character at a time, from the river bank just north of the tree.

**Bug / Crash**

EXITING THE RIVER MAP BUG: if the game crashes while trying to enter Soubar (AR4230): this should work: restart BG2, **load the autosave** and click the exit point in the north-west to exit the map -> Soubar! Immediate Quicksave! It works!  
The error message we got was: An assertion failed in CGameArea.cpp at line number 1180

**Tip**

RETURNING TO ATHKATLA: in case you want to return to Athkatla, the exit from the "raging river" map is on the **north edge of the north-east (top-right) corner**. The party has to cross the raging river to get back to Charlotte's map/Athkatla



Exit location (north-east corner) from the "raging river" map back to Charlotte's river map

3b:

**Method 2 (short-cut to Soubar):**

You won't miss anything much except Charlotte by using the Console command to quickly get to Soubar:  
[CLUAConsole:MoveToArea\("AR4230"\)](#) or the [Town Hall AR4289](#)

**Step 4**

Soubar Town Hall (mid-map): talk to Sirrus Melandor: Mayor of Soubar to get the main Quest (Bandits; Rolf Sureblade; Lyrar's Hold): we are to go and meet the Major in the Barracks

*Note: can save game inside the buildings but not on the streets of Soubar*

Splintered Stair (inn in the north-west): optionally speak with Ludwig Kross, talk 2, 2, 1 or 2 to get access to Jill Ann Kross' inventory of "clothing". Jill can be found on the first floor, east side.  
We buy only the Gauntlets of Weapon Skill (+1 THAC0)

Top floor: in a trapped cabinet can find some over-powered cloaks (most unidentified) and robes that we do not use (although the Cloak of the Shield would be quite useful for this mod)



*Spell selection should include significant healing spells such as Heal (x3), Cure Medium Wounds (x3), Cure Serious Wounds (x3); also select Free Action (x3), several Magic Missiles, Invisibility, Web, Slow, Confusion, Greater Malison, Chaos, Animate Dead; and several Horrid Wilting or Fireball or Cloudkill, etc. Chaotic Commands is not needed throughout SOS.*

**Step 5** Rest and memorize spells and then speak to the Mayor again to get the main Quest (join the Militia)

Chaunteau Science Reading Room: can buy scrolls of protection; has containers for convenient storage of gear and loot; can loot a Tome of Clear Thought (INT +1), Ring of Invisibility (can be a life saver for mages later on), and Periapt Amulet of Life Protection (+3 bonus to saves vs. death)

\*Ring of Invisibility

**Tip** Consider to store your gear now somewhere convenient because the Militia will take all of your inventory and equipped items away from you when you begin their quest. You can get and wear your gear later, despite what the Militia will say, with no consequence.

**Step 6** (the main quests) Soubar Guard Barracks: talk to the Soubar Major for the main Quest (Enlisted). Put any equipment you might still be wearing in the Foot Locker (bag of holding) that he supplies, otherwise you will lose it for good! It is returned intact at the end of the quest.

**Tip** Do not block the doorway with the party, and then talk to the Major again to give him the Footlocker. The Soubar Sergeant gives the party uniforms and papers

Quest 1 Talk to the Soubar Major again for the first quest (Patrol) Get your gear now (from where you stored it) if desired; we only get the Ring of Gaxx, Jaheira's Harper Pin and a Girdle of STR 21 (and we will survive just fine)

North-west road: ENCOUNTER Soubar Sergeant: the objective of the quest is simply to survive; help as able. The Soubar Sergeant must survive! 10k xp awarded and 1400 xp per Bandit killed The bandits drop 2k gp!

Soubar Guard Barracks: finalize the quest with the Major and get another quest (Burning Farms); Travel Bag given with a Ring of Regeneration, Potions of Superior Healing and a Telescope.

\*Bag of Holding (Travel Bag)  
\*Ring of Regeneration

*Make sure the party has their spells memorized (Heal spell) for the next quest (tough fight!)*

Quest 2 Talk to Soubar Sergeant to get transported to the farm.

Farm: this is a new area/map (AR4232). Talk to Soubar Sergeant; prepare for a big battle including vs missiles, and use summoned creatures. Fight all but do not immediately talk with the Sergeant

**Tip** After all enemies have been defeated (84k xp) click on the four dead bodies (stand on them) that are laying on the ground near the building and windmill. Then, move to just north of the windmill, near a white tree and Charlie will appear

ENCOUNTER Charlie, REP+1

REP +1

Invite the boy to come with us, bring him to the Soubar Sergeant; finalize the quest with the Sergeant (talk 1, 1, 1) -> farm quest is now completed and we are back in Soubar; 20k xp awarded

Soubar Guard Barracks: talk to the Soubar Sergeant; he says to Rest but you do not have to (just leave the building and return 2x). Talk to the Sergeant and then the Major -> **Promotion to Sergeant!** 30k xp

Quest 3 Talk to the Major to get the next Quest (Displaced Villagers/Narwhal Tavern: keep the peace and arrest troublemakers)

**IMPORTANT NOTE:** save game here, in case one Triel Villager is killed in the Narwhal, which can cause a bug when trying to finalize the quest with the Major (although four killed is ok!)

Outside the Narwhal: five Soubar Guards follow you to the tavern; wait a few seconds outside the entrance for all guards to arrive (or talk to one of them) and you are given 10x Manacles. Equip the manacles in the gloves/bracers slot of each party member.

**Tip**

Narwhal: enter the tavern with a manacle equipped in the gloves/gauntlets slot, using all your party members so the arrests can be made quickly. Wait for the fighting to actually begin and then click on "use item" and use on a Triel villager to arrest them. After each villager is manacled/arrested quickly talk to them to send them to the Barracks' jail/gaol, 1k xp each.

Repeat with the 10 Triel Villagers until they are all arrested (or dead?) for 1k xp each. We arrested 6 of them and the quests worked; current play through had one die, and we encountered a bug:

**Bug**

Arresting 9 will give a bug! If one (only) of the Triel villagers gets killed, you will not be able to finalize the next quest (training the Triel men) with the Major. The variable "CbPartyTrainedOneNewGuard" must not equal 9; 6 or 10 are verified to work!

Talk to the Soubar Guards and say to return to the barracks (optional)

Soubar Guard Barracks: finalize with the Major and he provides you with a few over-powered items in the nearby bookcase

\*Boots of Speed  
\*Ring of Protection +2  
\*Manual of Gainful Exercise (STR +1)

Outside: Bandit attack: on the streets of town bandits are attacking! Protect vs missiles and then fight some near the Town Hall (we killed about 7). Report back to the Major (talk 2, 1) after a few are killed; can finalize the quest at this time as well! The Major says to report to the Mayor. Or, if desired: fight some more bandits south of the Town Hall and north of the Narwhal, and then finalize with the Mayor

Soubar Town Hall: Mayor: talk 1

Quest 4 Soubar Guard Barracks: return to the Major for another quest (Training Militia Men; recruit and train the Triel prisoners). The Major says to talk to the men in the gaol and bring them to the practice field west of town.

Proceed downstairs to the prison/gaol and recruit the Triel men by talking to them (may need several attempts to convince them, or may need to hit them once using F2), e.g. talk 2, 1, 1, 1, 1, 500 xp each. De-trap the table for a Potion of Storm Giant Strength

\*Potion of Storm Giant Strength (STR 24)

Daytime only: leave the map at the south-west to the training area to continue Quest 4

**Tip**

Train the Triel Villagers in the **Daytime** only! Otherwise the quest could become bugged

Training area (AR4351): in the daytime walk west to mid-map and talk to the middle Soubar Guard (talk 2 "I'm supposed to get some new recruits trained...need some regulation equipment and a lot of training.") and the 8-10 minutes of training begins.  
Talk 2 to the middle Soubar Guard again -> cutscene

Keep talking 2 to the guard (8 times in total) for more training cut scenes; after, the recruits return to town.

Soubar Guard Barracks: finalize with the Major 10k xp, and another 50k xp if 10 men were trained; he gives the next quest (Spy in Soubar)

Note: consider to use Shadowkeeper or the Console if the Major will not allow finalization of the Training Militia Men quest, i.e. if you cannot tell him that the training is finished:  
SetGlobal("CbPartyTrainedOneNewGuard","GLOBAL",10)

Quest 5 Spy quest: there are several possible methods to successfully complete the quest, but just as many ways to break it! Note that the Soubar Social club is inaccessible even though it is mentioned during this quest; it is never accessible throughout the entire mod!

Spy quest "logic" includes:

- Whoever you don't ask about will be the spy
- Any of the suspects could be the spy (even the Mayor!)
- Ask each suspect one question about another suspect, never ask them about themselves and never ask two suspects about the same suspect or the quest becomes broken and you will get NO VALID LINKS OR REPLIES

The suspects are:

- 1) Winthrop (begin the quest here)
- 2) the Ranger
- 3) Charlie
- 4) the Mayor
- 5) Ceeb Isson (mage) in "Miller Place"
- 6) some fighters in a warehouse in the south-west
- and: 7) possibly someone in the Soubar Social club but it is permanently locked and inaccessible (it's a red herring)

**Tip**

Winthrop's Inn (large house/manor in north/north-east):  
Talk to Winthrop (talk 1,2, 6x1) about a spy in Soubar to learn about the possible locations, and then **wait several seconds for an encounter with the Ranger** that is standing around in the tavern.

With the Ranger talk 5x1 (ask for help), 2 (ask about business owners), 4 (stick to the list), 2 (ask about Winthrop)  
Winthrop: ask about the Ranger (talk 1, 2, 1, 1)

Save game here in case of problems with the quest.  
We've completed the quest by implicating the fighters, the Mayor or Ceeb Isson:

**THE FIGHTERS AS THE SPY:**

Note: at the end of this method you can decide to avoid any fights!

Barracks: Charlie: ask about the Social Club (talk 3x 1)

Town Hall, 2nd floor: Mayor: ask about the mage Ceeb Isson (talk 1, 1, 2, 1, 1)

North-west house: the north house is "Miller Place": four floor traps on level 1 near the hallway entrance, and two in the rooms!  
2nd floor: north and south rooms have a trapped container and possibly trapped floors  
3rd floor: trapped desks, south floor trap cannot be de-trapped

\*Wish scroll  
\*Chain Contingency  
\*Fire Tooth +3

Talk to Ceeb Isson ask about the Mayor (talk 1, 1, 2)

South-west Warehouse: Fighters: ask about Charlie; eventually she will reply that she knew his pa/father (talk 1; then 2; then 3; then 5; then finally talk 1, 1); loot 655 gp and then leave!  
Re-enter the warehouse and talk 1, 1, 2 (peaceful) or 1, 1, 1 to fight Rolf and several bandits. Note: the "fighters" whom we spoke with are invincible so do not fight them

\*Warblade +4

The peaceful method teleports us to a new area ("AR4287") which is the lower level of Soubar's Prison (or warrens).

Another spy quest solution that works:

**THE MAYOR AS THE SPY:**

*Note: even though the Mayor is implicated, the main SOS quest will be able to be successfully completed!*

Barracks: Charlie: ask about the Social Club (talk 3x 1)

Town Hall, 2nd floor: Mayor: ask about the mage Ceeb Isson (talk 1, 1, 2, 1, 1)

North-west house: the north house is "Miller Place": four floor traps on level 1 near the hallway entrance, and two in the rooms!  
2nd floor: north and south rooms have a trapped container and possibly trapped floors  
3rd floor: trapped desks, south floor trap cannot be de-trapped

\*Wish scroll  
\*Chain Contingency  
\*Fire Tooth +3

Talk to Ceeb Isson ask about the fighters in an abandoned warehouse (talk 1, 1, 4)

*Note: Ceeb Isson is invincible throughout the entire mod, even if he eventually is accused of being the spy*

South-west Warehouse: Fighters: ask about Charlie; eventually she will reply that she knew his pa/father (talk 1; then 2; then 3; then 5; then finally talk 1, 2); loot 655 gp

\*Warblade +4

Town Hall: return to the **Mayor** and talk 1, 1, and he admits guilt!  
Rolf Sureblade gates in! Focus on taking Rolf down to "Near Death" but do not fight the Mayor. Rolf and the Mayor depart! The other eight bandits that gate-in are an easy fight.

*Note: if the Mayor becomes a "hostile" (red circle) just leave him; the quest will be ok*

Another spy quest solution that works:

**CEEBSOON AS THE SPY:**

Talk to Winthrop (talk 1,2, 6x1) about a spy in Soubar and then wait several seconds for an encounter with the Ranger  
With the Ranger talk 5x1 (ask for help), 2 (ask about business owners), 4 (stick to the list), 2 (ask about Winthrop)  
Winthrop: ask about the Ranger (talk 1, 2, 1, 1)

Barracks: Charlie: ask about the Social Club (talk 3x 1)

Mayor: ask about the fighters in the warehouse (talk 1, 1, 1)

South-west Warehouse: Fighters: ask about Charlie (talk 1, 2).  
Talk five more times: talk 1; then 2; then 3; then 5; then finally talk 1, 2 and she will reply that she knew his pa/father.

Ceeb Isson (house north of the town hall): ask about the Mayor (talk 1, 1, 1). Leave the house and re-enter again; prepare for a tough battle and then talk to Ceeb once more; he admits guilt! Rolf Sureblade gates in! Focus on taking Rolf down to "Near Death" but do not fight Ceeb (Ceeb is invincible); he and Ceeb depart! The other eight bandits that gate-in are an easy fight.

Soubar Guard Barracks: finalize the spy quest with the Major -> **Promotion to Captain!** 0 xp; cutscene to remove your armor; your belongings are returned (in the Foot Locker)!

**Tip** Quest 6 Talk to the Major for another quest (Captain of a Company): go outside near the Town Hall and give each soldier a duty/command by clicking on them.  
Consider to order a few soldiers to "stay put" for now; give them an order (such as "protect Minsc") later on when the town is attacked by a large number of bandits.

Quest 7 Finalize with the Major, he gives yet another quest (Messenger Boy/bring the letters to Athkatla and Trademeet); we are now allowed to use our own equipment!  
Note: Trademeet is area "AR2000"; Charlotte's map is AR4220

Since we get to use our own equipment again, now is a good time to explore the town, pick locks and de-trap for bonus xp's.

House north of Town Hall: Boomerang Dagger +2  
Merchant Eddie (just east of the Splintered Stair Inn) sells items  
North of the Splintered Stair Inn: Reyna sells a Cloak of Displacement for 2345 gp, which is useful for the rest of SOS  
Candlekeep Inn: Winthrop sells items

\*Boomerang Dagger +2

\*Cloak of Displacement

Mid-west Inn (at 760, 1660; press X to see the coordinates): can loot Gram the Sword of Grief from a trapped chest, which is a powerful Two-Handed sword useful for the remainder of SOS.

\*\*Gram the Sword of Grief

**Tip** RETURNING TO ATHKATLA: the exit from the "raging river" map to "Charlotte's river map" is on the **north edge of the north-east (top-right) corner**, to return to Athkatla, etc.

**Bug / Crash** EXITING THE RIVER MAP BUG: if your game crashes this works on my machine: restart your computer, start BG2, **load the autosave** and click the exit point in the north-east to exit the map -> Charlotte's river map! Immediate Quicksave!  
My error message once again was: An assertion failed in CGameArea.cpp at line no. 1180

Charlotte's river map: fight Bandit Orcs in the north-west 10800xp, and then leave the map to be ambushed again by bandits and trolls for 10600 xp.

Deliver the letters:  
Athkatla, Temple District: talk 2x to Prelate

Trademeet: talk 2x to High Merchant Logan Coprith

**Tip** RETURNING TO SOUBAR:  
From "Charlotte's river map" consider to use the Console command to quickly get to Soubar:  
`CLUAConsole:MoveToArea("AR4230")`

Or: River map: you must cross the river, which is a "raging river."  
Cross one character at a time; exit the map at the north-west



**Tip**

Soubar Guard Barracks: finalize with the Major 60k xp. Rest and prepare for a lengthy battle outside against about 100 Bandits for about 310k xp in total!

Important note: Do not use summoned creatures for this battle! They will likely accidentally fight an innocent villager and your reputation will be lowered by a lot. Be careful using spells like fireball which might harm innocents as well.

The battle: a good starting point is to bring your party to the north-east inn and then carefully move west to fight a horde of bandits. Web and Entangle are useful. If you use summons, ensure they do not accidentally attack a villager.

Fight the other group of bandits just east of the Narwhal Inn and just south of the Barracks.

Finalize with the Major and then with the Mayor with your full party present for 100k xp! **Promotion to Chief Lieutenant!**

Quest 8 Talk to the Mayor again; he wants to bring the fight to Rolf Sureblade himself!

Soubar Town Hall: talk to Gaius Varros; he also wants to bring the fight to Rolf Sureblade, and says to speak with the Major again

**Tip**

Soubar Guard Barracks: the Major mentions "a warren of tunnels...the warrens connect to Lyrar's Hold..." but this area is inaccessible unless you use the CLUAConsole; however, it is recommended to take the direct route (overland) to Lyrar's Hold (make sure you protect everyone vs fire!).

By going directly to Lyrar's Hold a Carsomyr +6 will be dropped by one of the opponents! Use this weapon in SOS, as the fights are difficult, but do not use after SOS is completed. Can visit the Warrens areas later, upon returning to Soubar from Lyrar's Hold.

Leave for Lyrar's Hold from the mid-northwest exit from Soubar



*Missing exit point from the Prison/Gaol (AR4288 at 1025, 700) that is supposed to lead to the Prison Storeroom (AR4287)*

**ACCESSING THE WARRENS/TUNNELS**

Note that it is preferred to visit the warrens after completing Lyrar's Hold; can do so without using the CLUAConsole.

Not recommended at this time, but if you'd like to take the warrens route now: press CTRL-SPACE to open the console window at the bottom of the screen and type:

CLUAConsole:MoveToArea("AR4320") for the Warrens I or "AR4287" for the lower level of Soubar's Prison.

Lyrar's Hold: move the party west and wait for the first catapult to fire off. Protect everyone vs fire and missiles; use Stoneskin or Iron Skins.

Prepare for battle and save game. The catapult projectiles hit very hard, so consider to move the difficulty slider until we get through the main gate (Porticus).

Send some summons first as decoys, and mages with Boots of Speed to cast Chaos, Slow and Confusion and Fireball.

The Carsomyr +6 is dropped by the first three enemies! Use it to dispel the Porticus. Once through the main gate, Mages cast Chaos, Slow and Fireball; attack the Catapult Operators first.

\*\*\*Carsomyr +6

Once inside the courtyard go to the east building ("temple" from BG1) and sneak any over-powered halberds that might be useful, or the Runehammer +5 from the east table.

\*Runehammer +5

Rest and prepare spells such as Magical Sword (really good against melee enemies and Rolf!), Finger of Death (use against Rolf!) Mass Invisibility, Horrid Wilting, Magic Missiles and Melf's Minute Meteors; Greater Malison, Lower Resistance and Slow.

### Tip

An essential weapon for taking down Rolf Sureblade is **Gram the Sword of Grief** which is located in a container/barrel in the south-east room of the "main floor of De'Arnise Hold" (only Rolf can unlock the door to the room, though) and in Soubar (in mid-west Inn at coordinates 760, 1660). This weapon can level drain the opponent and we found it essential for fighting Rolf on the second floor and the final battle.

Buff vs missiles and melee, possible use Haste, and then enter the Hold -> surrounded! ENCOUNTER Rolf Sureblade: after the dialog cast Slow and Mass Invisibility and then run south for refuge in one of the small south-west rooms!

Traps: south floor at west and east ends; south-west room floor

Main floor: carefully fight all the Bandits from the south-west room (use a doorway as a bottleneck) and then prepare to fight Rolf Sureblade (for a long time, perhaps 10 minutes at the "near death" state) until he gives-up

Do not kill him outright here or the quest will be broken! With a thief to unlock the doors, follow him to the south-east room with a staircase; only Rolf can unlock the doors! Watch him walk upstairs.

Loot the powerful Gram the Sword of Grief (at 2095, 975; press X) from the container/barrel in the south-east room -> Minsc

\*\*\*Gram the Sword of Grief

**IMPORTANT NOTE:** a very reasonable way to take down Rolf Sureblade is by using Gram the Sword of Grief which can level-drain Rolf, e.g. use Minsc, with a strength potion; however, do not kill Rolf until the final battle atop his "tower" or the quest is broken.

South-west room: two floor traps and two trapped chests! Access this room from the south-west of Lyrar's Hold main floor to find Sureblade's Journal (evidence), several Potion of Superior Healing and 9200 gp (we don't pick-up the gold found in mods).

\*Sureblade's Journal

West spiral stairs: lead to a prison; can release the prisoners for 1k xp each after Rolf has been defeated.

North room: two trapped chests, 3450 gp

Second floor: save game and then go upstairs. With Minsc wielding Gram the Sword of Grief fight Rolf Sureblade (for a long time at the "near death" state) until he speaks; do not kill him outright here or the quest will be broken!

**Tip**

Stop everyone from fighting him when he begins to speak:  
 "Besheba's Breasts! Where are my men?!? Meet me in my private quarters!" With a thief to unlock the door, follow him to the "library" room at the middle-south and watch him go up the spiral staircase. Major save game.

**Tip**

You do not have to fight all of the enemies on the second floor of Lyrar's Hold (e.g. use Invisibility); however the east side, in the room with a fireplace, has a mage (Alduvar Snowbrand) that will drop a Belt of Inertial Barrier, Ring of Gaxx & an Amulet of Power!

\*Belt of Inertial Barrier  
 \*Amulet of Power

"Library": trapped bookcase has a Tome of Understanding

South-east room: trapped chest with 26,256 gp!

Tower level 1-5: fight enemies on levels 1, 2, 3; save game on the 4th level; fight Rolf Sureblade on level 5 with Minsc wielding Gram the Sword of Grief, blessed, hasted and with strength 24. Use summoned creatures and Magical (Mordy's) Swords as decoys or Jaheira with Iron Skins and a healer behind her! Cast Doom, Lower Resistance, Greater Malison, and Finger of Death (2-3x) on Rolf as well, if necessary. Rolf eventually goes down, 28k xp! Save game!

Can explore the other areas including the Warrens if desired; or simply take the overland route back to Soubar.

- 2nd floor of Lyrar's Hold:

Central room: Cloak of Balduran in a cabinet (at 1060, 1200)

North-west bedroom: Manual of Gainful Exercise in a trapped container (at 625, 965)

Take the spiral staircase down to the basement

- Lyrar's Hold Basement: fight a few enemies; small room has two trapped chests; large room contains a trapped tomb with overpowered items (avoid the floor trap by walking along the south wall).

Exit Lyrar's Hold via a dirt tunnel at the north-west, leading to the Warrens II.

- Warrens II (AR4325): difficult fights! Use magic such as Chain Lightning and Horrid Wilting vs the Tremor Worms

- Warrens I (AR4320): difficult fights!

- Barracks basement area:

Prison Storeroom (AR4287): can loot several overpowered items from ToB in trapped containers; use the Crowbar to open crates Cannot return to this Storeroom area after exiting at the north-west, which brings us to the Soubar Prison/Barracks Basement (AR4288 is missing an exit point at 1025, 700)

**Step 7**

Return to Soubar to the Town Hall; report the success to the Mayor! 200k xp awarded plus 100k xp for the Protagonist Congratulations on completing Shadows Over Soubar! Can also speak with Gaius and Arvin. Great mod!

At this time we rolled-back the gained experience to the pre-SOS amount by using Shadowkeeper (the Protagonist had gained 400k xp; all other party members had gained 300k xp).

On a subsequent play through, all party members had gained 406k xp, and the protagonist 506k xp!

For fun we kept only a couple of nice items from SOS: Belt of Inertial Barrier and Amulet of Power for the mages; and the Ring of Earth Control for Jaheira.

We also kept some spell scrolls that were dropped: Abi-Dalzim's Horrid Wilting, Khelben's Warding Whip, Mantle, Mordenkainen's Sword (Mordy's), Ruby Ray of Reversal, Spell Trap, Spell Trigger (level 8 spell, very rare) and Symbol Fear.

### **SELENCE'S ADDITIONAL QUEST (3RD QUEST)**

**Step 8** (optional) Can do this quest before defeating Sureblade and completing SOS, but it is recommended to wait due to the difficulty. It is good to have completed the Bodhi/main quest first before asking Selence to join your party, to clear the way for Selence's quest in the Graveyard. This quest leads to several Stronghold-like quests in which Selence cannot leave the party; we did not want to partake.

Enter the Sea's Bounty and ask Selence about a big job; she will ask to join your party outside of the tavern: she speaks about going to the Graveyard District.

Bring Gram the Sword of Grief +5 for the final battle; bring one or two Potions of Mind Focusing and of Genius to help in the final battle vs Mind Flayers; Oil of Speed and Potions of Heroism and Cloud Giant Strength x2

Graveyard, central tomb: many trapped containers; fighting enemies here is optional.  
Have a Phylactery in inventory to destroy a Banelich, cast Magic Missiles to hopefully disrupt their spell casting; consider to use Horrid Wilting as well; 20k xp each, but they are optional fights.

*Note: Resting near the exit of this level is the best place to Rest during this quest; cannot rest in the next two areas without being interrupted, even when they are cleared of foes.*

*Prepare spells for the final battle: Skeleton Warriors and Mordy's Swords are key to distract the Mind Flayers and keep them occupied while focused on Lolth!  
Consider also: Invisible Stalkers; Greater Malison, Pierce Shield, Lower Resistance, Melf's Minute Meteors, Haste, Bless, Aid, Chaotic Commands (x6) or use Greenstone Amulet; Resist Fear and Horrid Wilting (can cast at Lolth's helpers without them noticing the party!)*

2nd Area (Catacombs level 2): immediate floor trap. ENCOUNTER Avatar of Lolth at two locations; fight 115k xp and gives access to the narrow west hallway for the final, very tough battle vs Lolth and continuously spawning Mind Flayers

West passage: two traps; fight some Mind Flayers and then use Stealth or Invisibility to scope out what lies ahead but do not let Lolth see you!

Final Battle vs Mind Flayers, Lolth and her helpers: carefully take down her helper clerics and mages first, as well as the first wave of Mind Flayers BUT DO NOT let Lolth see you otherwise the room could fill with Mind Flayers. Can throw in spells such as Greater Malison and Horrid Wilting to soften-up Lolth's helpers without them detecting you.

### **Defeating Lolth**

Basically it helps a lot if Lolth is positioned such that you can walk right next to her, while invisible, and that she isn't completely surrounded by Mind Flayers (see screenshot)  
Fight with full concentration on her using Gram the Sword of Grief +5, with high strength, and Flail of Ages +3 fully buffed and hasted, having several Mordenkainen's Swords summoned as a distraction for the Mind Flayers; all others using ranged weapons or cast spells.



*Lolth in a killable position. Minsc and Protagonist approach in Stealth mode with maximum strength, hasted and fully buffed. Take her down fast (may need to use Greater Whirlwind) as the Mind Flayers can continuously spawn from the back room. Skeleton Warriors, Mordy's Swords and Invisible Stalkers are excellent distractions here for the Mind Flayers. Jaheira use Sling of Seeking; mages optionally can cast Greater Malison and Melf's Minute Meteors.*

Minsc: wield Gram the Sword of Grief +5; drink a potion of strength (STR 23 or more is recommended) and Agility; wear Boots of Speed, Ring of Gaxx; use Greater Whirlwind if have (otherwise Aerie/Imoen cast Haste) and Stealth to take position

Protagonist: Flail of Ages +3, drink a Potion of Mind Focusing and Potion of Genius to be safe; summon a Skeleton Warrior; fully buffed and hasted use Stealth to take position

Jaheira: use Sling of Seeking +2 and Sunstone Bullets if have; Creeping Doom works; keep her away from any mobs of Mind Flayers, she seems to not last very well.

Mages: summon Skeleton Warriors and Mordy's Swords; use Invisibility 10' Radius to get them an element of surprise; use Greater Malison, Melf's Minute Meteors, Haste and Horrid Wilting

Selence: keep her out of harm's way but use items to summon more fodder

If the party needs to Rest, can do so in the previous area at the west exit

Lolth goes down for **4 million xp**! Watch Intelligence levels if Mind Flayers attack Minsc or the Protagonist.  
We will roll-back the xp from this quest (using Shadowkeeper) and not use any items or loot gold from this area.

Next Area (take the north exit): talk to Te Elle for a Quest (kill a dragon)  
The dragon is in the south (no traps here), use Breach for an easy fight 68k xp, 12k gp dropped



Selence will then say "I need to go and take care of some business...Meet me on the first level in a few hours."  
She will be located in the first area in the first room in the south (AR4210 at 3000, 2000); she will want to join the party but probably cannot dismiss her until the Stronghold quests are completed.

#### ***SELENCE'S STRONGHOLD***

**Step 9** (optional) Basically she will be found in the south room (the first room) of the first area after entering from the Graveyard. Every three days or so she will have a thieving quest involving fenced goods. We chose not to partake, but what a great adventure SOS has been!

Hats off to the developers! With a little polishing this mod will be a 10 out of 10!