

ACCEPTING THE QUESTLINE

This mod is designed to be accepted in late Chapter 1/early Chapter 2, and played throughout the end-of-Chapter-5. While you could do everything in Chapter 6, it is not advised.

In order to accept the questline, Bassilus must be dead. You do not have to collect his bounty—he's just gotta be dead. Once he is, talk to Eloran.

There are a few RP options here that can help explain why Charname is working with a Lathanderite. She has a different sales pitch for evil characters than good characters as well, and gives justification for both necromancers and Sharrans to work with her.

AN ORDINARY HAUNTING

The first quest Eloran sends you on is to remove a ghost from Firebead's neighbor's house.

The ghost and homeowner will not appear until the quest has started. This is because I feel like it cuts down on idiosyncrasies and lessens bug potential.

Anyway, go to the house and speak with the homeowner. You'll find out that the widow is at the Red Sheaf Inn.

Go talk to the widow to get the ghost's coin collection. Then go back to the ghost to give him the coin collection. He will then disappear, and the haunting is over.

Return to Eloran for your reward.

HUNTING THE HUNTSMAN

Eloran now sends you on something more dangerous—to kill a Malarite Shadow Druid. She says that the Druid is somewhere between the Friendly Arm Inn and Beregost. Specifically, he's near the LOWER of the two X's in this screenshot:



He's outside because I didn't want to make a new interior area to put him in. But you can pretend he has a hideout nearby. Anyway, kill him, loot the place, and then return to Eloran.

ERRANT FUNERAL

Next, Eloran sends you to Nashkel. If your Charname wasn't already interested in investigating the mines, here's a convenient excuse to go to Nashkel.

Anyway, the gravekeeper is in the Helmite Temple. You don't have to talk to him at first, but he does have some dialogue.

The lost corpse is a friendly zombie, hanging out around here:



He's mad because he got the wrong funeral. Talk to the zombie, then go to the gravekeeper to explain the situation. Then return to Eloran.

THE RAT KING

Did you think Reeve was the only one with a rat problem? Eloran sends you to a particular house with straightforward rat-exterminating instructions. Go to House 23:



But it turns out that the rats are led by the Rat King, a lycanthrope! You can convince him to leave peacefully for the Warrens (the ones the Shadow Druid used to be in) if your Charisma is 16 or higher OR your Intelligence is 16 or higher OR your Strength is 16 or higher, otherwise you'll have to fight him. If you go to Eloran, she will give you a silver dagger.

After the lycanthrope is dealt with, one way or another, return to Eloran.

THE ZHENT AGENT

Eloran tells you that there is a Zhent agent on his way from the Friendly Arm Inn to Beregost, and she wants you to kill him.

You can find him near the UPPER of the two X's on this screenshot:



Kill him, and then return to Eloran.

THE HUNGRY HALFLING

A cannibal halfling lives in the Lonely Peaks, but has been raiding the main roads and Gullykin for victims. Go to the Lonely Peaks, find her, and kill her.

She should be around here:



Kill her and return to Eloran.

BANDITS AND THIEVES

A Shadow Thief has been discovered trying to make contact with the bandits! Track him down, and find out what he's up to. Of course, you'll need to know where the Bandit Camp even is first, so you'll have to do some Main Questing here, if you haven't already.

Go to the Bandit Camp. The Shadow Thief (or rather, ex-Shadow Thief) is hereabouts:



Decide what you want to do, do it, and then return to Eloran.

THE ULCASTER RUINS

Eloran sends you on a straightforward kill quest to defeat a necromancer who's taken up residence in the Ulcaster Ruins. Note that if you have SCS installed with the Ulcaster Ruins component, this could be very tough since the necromancer is at the end where SCS's greater vampire wolf (or whatever it was) is. This is also the same spot where Skitia put Recorder's quest's necromancer, so if you have that mod, this fight will be tougher still.

Eloran gives you some Arrows of Biting though, which should help, assuming you have an archer with good aim.

Fight your way through the ruins, kill the necromancer, and return to Eloran.

JUDGE AND JURY

When you return, you'll find Eloran arguing with a Flaming Fist officer regarding a bandit seeking sanctuary at the Temple. The bandit claims to be repentant, and so Eloran wants to shelter him. But the Flaming Fist officer argues that he still needs to pay for his crimes and is still a threat.

You have been chosen to make the final decision. Decide, and then talk to Eloran for your next quest.

THE RENEGADE ZHENT

Eloran has received reports of a renegade Zhent agent hiding out in Cloakwood. She says he's deep enough in the forest to avoid civilized people, but not deep enough to run into Shadow Druids. In other words, he's in the spidery area. Specifically, hereabouts on that peninsula:



But you aren't the only one looking for him! When you get there, you'll find two Zhentarim agents there to kill him. They will attack you. Kill them, talk to the renegade, and return to Eloran.

If you kill the renegade Zhent agent, you will fail the questline. Furious, Eloran will give you no more quests.

PAPERS, PLEASE

Eloran sends you to the Temple of Helm in Baldur's Gate to speak with Arteger and get some papers.

She looks over the papers when you return, and decides to go to the city's Temple of Helm herself, where she will be for the rest of the questline.

THE LOVIATAN

Eloran wants you to deliver potions to a Loviatan hiding somewhere in the Gate. The Loviatan is in the Shop of Silence. Go there, give him the potions, and then return to Eloran.

THE DOPPELGANGER

Eloran wants you to check out what's up with a doppelganger hanging out in the sewers beneath Baldur's Gate. You can find him in the sewers beneath the Elfsong Tavern. Talk to him and return to Eloran.

BLOOD OR FAITH

Eloran tells you that a high ranking Zhent assassin has come for her, and he's currently in the Undercellar beneath the Blushing Mermaid. Go kill him and return to Eloran for the finale.

KEEPING ELORAN ALIVE

There are a few ways to keep Eloran alive.

1. If you are Evil and have 4 or more Respect points, you can convince her to live
2. If you are Evil, you can bully her into living
3. If you have 4 or more Redemption Points, you can change alignments towards Good and convince her to live (ie-a Chaotic Evil character will turn Chaotic Neutral)
4. If you are Good have 4 or more Damnation Points, you can change alignments towards Evil and bully her into living (ie- a Lawful Good character will turn Lawful Neutral)
5. If you are Neutral, you can bully her into living without points but you shift Evil
6. If you are NOT evil, you can remind her of Lathander's tenets

Otherwise, she dies.

HOW TO GET RESPECT POINTS

1. After killing the Malarite druid, tell her you feel fine.
2. After Errant Funeral, reply with "Well, I'm working with you, aren't I?"
3. Spare the Rat King because of he was being nonviolent
4. Spare the ex-Shadow Thief because you didn't want to be judge, jury, and executioner
OR because you didn't want to fight him with so many bandits around OR kill him
because you thought he might be lying
5. In Judge and Jury, send the bandit to jail
6. Save the Loviatan because Eloran seems unusually invested

HOW TO GET REDEMPTION POINTS

1. Spare the Rat King because he doesn't deserve to die for being a Lycanthrope
2. Spare the ex-Shadow Thief to give him a second chance
3. In Judge and Jury, spare the bandit
4. Believe the Loviatan should get a second chance
5. Spare the doppelganger

HOW TO GET DAMNATION POINTS

1. After killing the Malarite druid, tell her you feel great.
2. After Errant Funeral, tell her you'd smite someone disagreeing with you or that such a meeting would lead to violence.
3. Kill the Rat King on purpose
4. Kill the ex-Shadow Thief because you wanted to
5. In Judge and Jury, have the bandit be executed
6. Kill the doppelganger