

BG1 NPC in SoA&ToB

(by *Smiling Imp*)



Installation

To install, simply run the installer (setup-BG1NPC.exe) in your main Baldur's Gate 2 folder and follow the instructions. To uninstall, run the installer again and choose the "Uninstall" option. This mod is designed to work with Baldur's Gate II: Shadows of Amn with the Throne of Bhaal expansion pack.

Compatibility:

If your game has any mods installed on the same NPCs (for example, the Lava's «Quayle in BG2» mod), then the installation of this mod must be done **AFTER** all other mods! In this case, those NPCs that have already been installed will be skipped in order to avoid the appearance of two identical characters.

This MOD has several components. Here is a list of the most important ones.

Water Gardens. Additional district of Athkatla & new quests

You can visit a new city area, the Water Gardens, which can be located by talking to a new character, Olswick, in the Slums. It has a few quests, new stores and a bonus NPC. Amber and Calandra from Eye of The Beholder 2 make a cameo, adding an extra store with new items and a special quest. Calandra will have a quest for you, involving Dran Draggore, the main villain from Eye of the Beholder 2. A few of the gladiators around the battle pits of the Copper Coronet will also have some quests for

you.

Shar-Teel NPC in BG2. "Nightbringer of Shar" (SoA)

Shar-Teel is found near the fighting pits in the back of the Copper Coronet. She has a huge amount of dialogue with other NPCs and with the player throughout the game.

If you have her in your party, a certain guildmaster that will talk to you in Water Gardens about fighting in the battle pits against some of the famous gladiators from Hillsfar.

Yeslick Orothiar NPC in BG2 (SoA)

Yeslick is found in the Bridge District. He will also meet with one of his old clan members at the city gates.

Brave Sir Garrick NPC in BG2 (SoA)

Garrick can be found in the tavern of the docks after his episode with Lady Irlana. Garrick has an encounter with a famous actress, on the second floor of the Five Flagons.

If your party also has Nalia, then Garrick may start a romance with her (at the same time, if another mod is installed that adds a romance with Nalia for the protagonist himself and this romance is active, then the Nalia-Garrick romance will not start). The texts of the Garrick-Nalia romance are written by Alisia.

Skie & Eldoth NPCs in BG2 (SoA)

Skie is found in the Bridge District. Eldoth will be found in the Graveyard at night if you have Skie with you.

Branwen NPC in BG2 (SoA)

Branwen is found in the Temple District. She will also meet an old nemesis in the sewers.

Shar-Teel, Garrick, Branwen, Yeslick, Skie & Eldoth NPC (ToB)

For this component to work properly, you must have the SoA version any of these NPCs installed. Dialogues will be added only for those NPCs that are installed in SoA, and others will not appear in the game if they were not installed.

If you have Shar-Teel with you in the Marching Mountains, you will have a deadly encounter with the Seven Sisters of Shar. In Amkethran, you will meet an imp that has a demonlord (portrait by Sir_Carnifex) on the look out for him and needs help. You will also meet Huzzar in Amkethran, a djinn from the Court of Ice and Steel that is selling his goods to the mercenaries there.

Coran and Safana Chronicles (SoA & ToB):

This component adds the Coran and Safana Romance. It can only be activated if Safana is killed but Coran kept alive in the original Lanfear werewolf encounter. They will be found in the Temple in the Slums District after the battle. This component also unlocks certain areas that can only be unlocked after Spellhold so that you can have the chance to get Coran and Safana beforehand. Talk to the new messenger you find at the City Gates to do this.

Safana has an encounter in the Docks District. If you have both Coran and Safana in your party, you will have an encounter with two old foes somewhere in Waukeen's Promenade. One of these quest adds a Blue Dragon and Displacer Beasts, custom creatures created by Arundor and Jaysyn.

Alora NPC (SoA & ToB):

This component adds Alora to the game as a playable NPC. She can be found inside the Weaponsmith Shop at Waukeen's Promenade.

Alora has a small chain of friendly dialogues with Edwin and two different epilogues depending on whether Edwin is in the group or not (the texts of the dialogues of Alora and Edwin are written by Scheele)

Kagain's Corner (SoA & ToB):

This component adds Kagain as both storekeep and playable NPC. He can be found in Waukeen's Promenade. This has subcomponents so that you can choose between a version of Kagain with hundreds of new magical items or one with only vanilla items.

Faldorn's New Leaf (SoA & ToB):

This component gives Faldorn a new edited portrait in SoA and also adds her as a playable NPC. After defeating her in the Druid Grove, you will find her at the Temple Ruins near the fountain. Or you can now try and help Faldorn destroy the Trademeet using two different options.

Xzar and Monty Murder Mysteries (SoA & ToB):

This component adds Xzar and Montaron as playable NPCs. Visit Xzar's house after he is 'slain' to find them. Xzar has a quest that starts near the river in the Bridge District. Montaron has an encounter in the sewers beneath the Temple District. There is now a Montaron Romance for female PCs which also includes talks that are player initiated. Therefore, if you are a female PC, try and talk to him from time to time and you will be surprised by what you can learn about him.

WARNING: Montaron uses very foul language and makes references to lotus and other hallucinatory substances.

Gnomes is the City: Quayle & Tiax (SoA & ToB)

This component adds Quayle and Tiax into the game.

Find Tiax in front of the circus. Tiax has a lot of text and interjections throughout the game, funny texts, an epilogue, special big dialogue when meeting with Cyric in ToB, banters with all the NPCs in the game (including a small line of friendly banters with Neera), and many of his lines are voiced!

Quayle will join by surprise through his normal dialog options.

This also adds Oswald and Maralie Fiddlebender from Icewind Dale. Both are located in/near the Jansen home.

OPTIONAL: If you install an additional subcomponent, it also expands the circus quest, adding a 'new' area into the game.

Ajantis NPC (SoA & ToB):

This component adds Ajantis. He will be in one of the jail cells that Tazok guards. His character is different from Ajantis from the "Ajantis BG2 NPC" mod, here he is more flexible and kind.

UNFINISHED COMPONENTS:

Kivan NPC (SoA & ToB):

This component adds Kivan to the game. He will be found at the City Gates.

Xan NPC (SoA & ToB):

This component add Xan into the game. He is a prisoner of the slavers in the Slums.

Dynaheir (SoA):

This component adds Dynaheir back into the sequel. Find her somewhere in the Promenade.

=====

BALDUR'S GATE II: SHADOWS OF AMN Developed and © 2000 BioWare Corp. All Rights Reserved. BALDUR'S GATE II: THRONE OF BHAAL Developed and © 2001 BioWare Corp. All Rights Reserved. Baldur's Gate, Shadows of Amn, Tales of the Sword Coast, Forgotten Realms, the Forgotten Realms logo, Advanced Dungeons & Dragons, the AD&D logo, TSR and the TSR logo, and the Wizards of the Coast logo, are trademarks of the Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used by Interplay Entertainment Corp. under license. All Rights Reserved. BioWare, the BioWare Infinity Engine and the BioWare logo are the trademarks of BioWare Corp. All Rights Reserved. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. All Rights Reserved. Exclusively licensed and distributed by Interplay Entertainment Corp. All other trademarks and copyrights are property of their respective owners.

Improved NPC's portraits:

Coran and Safana's 's new portraits is done by trinit,

<https://forums.beamdog.com/discussion/6596/repainted-edited-portraits-for-coran-safana-imoen-rasa-ad-dorn-and-female-elf/p1>

Xzar's new portrait is done by Sanctifer, <https://forums.beamdog.com/profile/Sanctifer>

Branwen's new portrait is done by Katrina,

<http://www.shsforums.net/topic/17801-a-fresh-pair-of-eyes/#entry240396>

Alora's and Kagain's new portraits is done by Syntia13,

<https://forums.beamdog.com/discussion/5339/alternate-npc-and-pc-portraits-just-because-p/p1>

Faldorn's new portrait is done by Karse Soze and is ©2003 KarWal Entertainment.

http://www.karwal.dk/portraitportal/subpage/f_famke.htm

Skie's new portrait is done by yawnzealot,

<https://forums.beamdog.com/discussion/69800/edited-npc-portraits-original-bg1-style>

Tiax's new portrait is done by Plasmocat,

<https://www.gibberlings3.net/gallery/album/16-plasmocats-bg-npcs-in-bg2-style/>

Unfortunately, we were unable to contact the authors of Skie and Branwen's improved portraits (yawnzealot and Katrina), although the relevant requests were sent. If these authors get in touch and ask to remove these portraits from the mod, we will immediately do it!

Some dialogues partially use phrases from the novel «We, the Drowned» by Carsten Jensen, "Figures of Earth" by James Branch Cabell, Woody Allen's texts and Lord Dunsany's texts

=====
Cross-Mod Content:

- 1) NPC from the mod can interact with **Kulyok's Xan** if «Xan BG2» mod installed **earlier**. The texts of these banter were created by **Smiling Imp** without Kulyok 's participation (but her consent was obtained).
- 2) Also NPC from the mod can interact with **Jastey's Ajantis** if "Ajantis BG2 NPC" mod installed **earlier**. The texts of these banter were created by **Smiling Imp** without Jastey 's participation (but her consent was obtained).

=====
Resources:

Kirith Entrance -- www.kirith.com

Lady Mystique's Portrait Edits -- <http://www.freewebs.com/ladymystique/>

The Painted Jezebel -- <http://www.freewebs.com/paintedjezebel/index.htm>

Plasmocat -- <http://catalogingjunkie.net/BG1BG2style/index.htm>

Portraits alternatifs -- <http://www.baldursgateworld.fr/>

Expanded Character Sketches -- <http://forums.gibberlings3.net/index.php?showtopic=1327>

Infinitum -- <http://phrozenkeep.hugelaser.com/resources/infinitum/index-maps-bg1.html>

Dh'arlo'me's Keep -- <http://www.teambg.org/partners/Dharlome/>

Baldur's Gate Customs and RPG Sources -- <http://www.drkness.com/rpg/>

Infinity Engine Modlist -- <http://modlist.pocketplane.net/>

Fanfiction by Blue Inked Frost -- <http://www.fanfiction.net/u/674329%%Male%%>

Fanfiction by Lalaithe -- <http://www.fanfiction.net/u/1616581/Lalaithe>

Zyraen's SoA Interjections File --

http://www.shsforums.net/topic/50810-soa-interjections-file/page__p__520918&#amp;entry520918

Burning Hatred -- http://www.fanfiction.net/s/731357/1/Burning_Hatred

BG1 NPC Project -- <http://www.gibberlings3.net/bg1npc/index.php>

Mystic Item Forge -- <http://mysticsyn.tripod.com/ItemForge.htm>

Death's Eternal Junkyard -- <http://www.geocities.ws/daeth1/>

Infinity Engine Customisation and Add-Ons -- <http://www.rpgcron.karoo.net/index.htm>

Metalfan49's BG2 Customisation Site -- <http://metalfan490.tripod.com/bg2items/index.html>

David Levy Online - Baldur's Gate Links -- <http://davelevy.info/Links/bg2.html>

Death's Eternal Junkyard -- <http://www.geocities.ws/daeth1/>

Vlandriss' Shadowtower by DonPC1 -- <http://shadowtower.homestead.com/shadowtower.html>

Arundor's Abode -- http://cp8.hostable.com/~a3890hos/arundors_abode/

Bregan D'ear: the Home of the Elite Players of Baldurs Gate II --

<http://www.freewebs.com/bregandearthe/downloadsstories.htm>

Baldur's Gate Storeroom -- http://www.btinternet.com/~chris_simpson1/Main.htm

Domain of the Gelugon -- <http://gigglinggelugon.50megs.com/>

D'RAAVHEN'S TOWER -- <http://www.angelfire.com/games2/draavhen/bg2items.html>

Fell Hammer -- http://webpace.webring.com/people/uf/fell_hammer/page2.html

Game Banshee -- <http://www.gamebanshee.com/baldursgateii/walkthrough.php>

Sorcerer's Place --

<http://www.sorcerers.net/Games/BG2/Walkthrough2/SoA/chapter-2/chapter-2-overview.php>

=====

Thanks:

micbaldur and Oracle - for Play testing the mod

Thanks to **Lava Del'Vortel, Syntia13, Trinit** from BG:EE forums & **Sir_Carnifex** for helping with some art.

Thanks to everyone that helped at the CoM forum like **theacefes, Jarno Mikkola, Tervadh, Belladona, Sasha Al'Therin, MajorTomSawyer, CoM_Solaufein, Ardanis and Berelinde.**

NEW thanks (by Austin):

Alisia - for writing some new texts

Oracle - for writing some new texts

Jericho2 - for writing some new texts

Scheele - for writing some new texts

Ulpian - for writing some new texts

sarevok57 - for proofreading new texts

tipun - for technical assistance

Daxs - for Kagain's banter ideas

