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Bg2 watchers keep deck of many things

Items Magic Objects Name Use of The Found Celebration Bag Contains a large number of items In the 1st area of the maze below Spellhold, Lazarus in Saradush Bag of Abundance +1 Contians Unlimited Bullets +1 Under Yaga-Shura's Bed on the second floor of Yaga Shura's Lair Bag of Abundance +2 Unlimited Bullets of Contians +2 Give Bag of a King's Tear , and 10000 gold to cespennar black spider figure summons a huge spider for 5 minutes once a day PaI'Na in the spider's nest in the lower tombs Infinite spellbook Anyone can cast a spell a day Perth the Adept in Brynnlaw Case of Plenty +1 Unlimited Contians bolts +1 At the 1st level of Watcher's Keep Case of Abundance +2 Contians Unlimited Bolts +2 Give Case of Abundance +1 and 5000 Gold to Cespennar Clay Golem Manual Summon a clay golem for 10 rounds once a day Bring Golem Manual, Clay Golem Page, and 5000 Gold to Cespennar Deck of Many Things Random Effect Aesgareth at 3rd Level Watcher's Keep Efreeti Bottle Summons an efreeti Once a Day Taquee the Gennie in Trademeet Glasses Identifies Three Items Per Day Sold by Arledrian in the Golden Lion Figure of the Slums Summon a Lion for 5 minutes once a day Rescue Loren for the Spirit of the Grove Golem Manual Summon a flesh golem for 10 rounds eleven per per per day In Watcher's 1st Level Library Keep Moon Dog Figurine Summons CerEbus the moon dog for 5 minutes Mairyn in the temple ruins area after defeating Umar Quiver of Plenty +1 Contians unlimited arrows +1 On the 1st level of Watcher's Keep Quiver of Plenty +2 Contians unlimited arrows +2 Dar Quiver's , and 10000 gold to Cespennar Shakti Figurine Transforms wielder in magic short sword wrestler once a day Kiser at his home in Saradush Baldur's Gate Walkthrough: Shadows of Amn Baldur's Gate Walkthrough: Throne of Bhaal CRPG Homepage Watcher's Keep is an add-on - capable of being played from the shadows of Amn or the throne of the Bhaal team - and feels safe. It's a perfectly thin dungeon, but it exists in a total void, it's independent, linear and inorganic, it grants huge XP bonuses every time you scratch your back, and you rehashes BG2 motifs only with painfully minor variations for the sake of having something new. (All other dungeons in the area have +2 arrows, but this dungeon has +3 arrows. In every chest. That kind of thing.) Sponsored links This does not mean that it is not fun, or that it is worth playing. It's both. Take Keep Watchers for what it is, and you won't be disappointed. Don't come in waiting, say, Ust Natha. Watcher's Keep has little in the way of ambient or character interaction and few options for you to take. Because of this strict linear path, there's a lot in this dungeon that you're in danger of missing - if you don't complete every task, you'll never get to the next one, and never finish the tower. This means that not so much for me to tell them to keep their eye out for, so this page is very short. Don't be fooled by that--Watcher's Keep takes a little time to work through, both in game time and in real time. It's all part of the same long, linear quest, and I don't want to spoil it for you. If you get stuck, there's a more explicit Watcher Keep tutorial here that will detail each step in the path for you. As with the rest of my Low-Spoiler Tutorials, I'm sticking to things that might happen accidentally or not realizing that I may have had more than one solution for. An important note: I highly recommend that you play the add-on from the toB side. For some reason, Watchers Keep is set up so that your NPCs only comment on anything on it if you're Chapter Seven. There are relatively few conversations between your NPCs in this area anyway, and it would be a shame to miss the ones that were there, wouldn't it? Keep:The Quest When you enter this map, you will immediately be offered the only long mission I talked about: enter Vigilante's Keep, go down through all the strange levels and out of place of the tower, get to the basement, break the seal you hold on a mysterious dangerous entity, and use a special scroll to imprison you again. Accept the mission and you'll be teleported to the roof to begin your descent. The only thing of interest outside Watchers Keep is that one of the Helmites is a woman who will sell you goods and services. Once you're done Watcher's Keep will no longer have access to it, so buy or steal any of the things from your inventory you want before that happens, and don't sell it anything you want to see again. There are a couple of undead spirits lurking this level; talk to them, find out what they want (there are clues everywhere), and give them their desires for XP rewards and the means to move on to level two. There's a bell, book and candle routine you need to baffle (a tip of Zork's hat, I think), a fight going on, and a bunch of strange scribbled messages from someone named Lum the Mad to pick up. You'll use them later. Continue. Level two houses four elementary laboratories. There is only one possible order in which to unlock these doors; you have no choice but to start in the air lab, and conveniently, there is a little imp there that will tell you all about the level. You have some fun conversation options possible with this imp, but be relatively civilized and he will tell you almost everything you need to know. (Notes in the four libraries will tell you the rest.) Once you have all four wands, the chromatic demon will open the door and you can move on to level three. (Well, first you'll have to fight the devil. Technically I guess it's a spoiler, actually not only does the devil make his intentions quite obvious, but the instructions on exactly how to kill this one demon are in every lab. By now you've probably discovered that no one leaves a note anywhere in Watcher's Keep unless you have to do what they talk about at some point.) Now you're in a maze of small rooms with magical portals at every point of the compass. The trap is that the portals are all one way... entering the portal you just went through doesn't necessarily take you back to where you came from. You could get through this level by simply mapping it and annotating which portal leads to where, but as the game has to load a new area every time you use a portal, this would take forever. Save yourself some time and follow the little one screaming called Yakman through the southern portal. He'll tell you about this level if you approach him with someone charismatic, and if you find his diary, he tells you exactly the way to go through the maze, making life much easier. You're looking for three scepter gems to move to the next level. There are several things to note at this level: 1) It is possible to help poor Yakman regain his sanity. Try talking to him with a character with great wisdom if you can't figure out how. Aerie, Keldorn and Viconia will also talk to him a little if chapter 7 is passed. 2) Some of these rooms are wild magical areas and others are dead magical areas. Wild magic zones are basically an excuse to show wild magic, which your characters might not otherwise throw unless you restart the game on Bhaal's Throne with a wild wizard. If someone casts a spell in one of these areas (which is announced by a note from the narrator telling you that you're in a place of unusual energy or something,) there will be a wild wave and funky things will happen to you and your opponents. Dead magic zones are announced by the narrator who tells you that you are in a place that seems to suck energy directly from you, and will dispel any magic you have on your characters and prevent you (or any demon in the area) from casting new spells. 3) In the room with the great ply stone stain in the center -- the one you have I hid my artifact where evil can never find it! enrolled in it-- it's * possible to do something with this stain, even if clicking on it gives you an answer 'nothing happens' the first time. Try it with different characters, just being good alignment is not enough. 4) Two of these rooms are inhabited by war demons called Tahazzar and Karashur. If you're not good or lawful neutral, you can side with one faction by bringing its leader the heart of the other in exchange for its scepter gem and a special magic item, the Hood of Thieves. If you're a lawful or neutral good, you'll have to kill both demonic factions (get both hearts to chimney, as well as scepter gems, but not the Hood of thieves). 5) There is a succubus in one of these rooms that will offer you to skip skipping the end of the labyrinth if you kiss her. Obviously this will have some negative effects on you, and if you're following Yakman's instructions you won't have the three gems you need to get out of the maze yet anyway, but if you've always wanted to kiss a succubus you can give it a try. 6) Of course, there are people from Planescape:Torment in this maze. (One of the big flaws of this add-on is that Watchers Keep designers obviously thought the only way to make it interesting would be to reuse everything that existed in Baldur's Gate 2. I thought Sigil's lost acting company was a nice and pretty discreet reference, but they just couldn't resist hitting her with more useless tiefling cameos on Watcher's Keep). The first group you'll find only attacks you; the second will bet with you, however. If you're lucky you can earn some magical items, if you're unlucky you can lose some experience points. It's a fun game (a simplified deck of many things), but the possible results are extremely limited. In each draw, there are only two cards you can choose from (Plague or Strife the first time, Guile or Strength the second time, and Priestess or Emperor the third time.) The first two games you can win or lose, depending on how the cards fall, but the third and final draw is pre-ordered (your opponent will win), so don't waste your time repeating over and over again, as the result will be the same each time. You can also ignore the game and kill the tieflings, although it doesn't make sense. Haerdalis, by the way, knows this game change, although it will only contribute some of its information unless it is the last chapter seven. None of the other tieflings will change their comments at all if Haerdalis is in his party, continuing to call them all primes. At this level you face a large, strange-looking machine. You'll have to get into it, not only to continue your way forward, but also because, if you've been reading all the Lum the Mad notes as you've gone, you probably have some idea of the things you're going to be able to get from this machine. There are several different rooms on this level, and by now it's going to be very clear to you from the first look who lives on each other, so I'm not even going to consider it another spoiler. (Wouldn't it be nice, just once, to start with one of those huge stairs, cast all your dragon-buffing spells, and find the imp with the riddles at the bottom instead? Or to enter those circular rooms and find litches instead of illithids? Anyway, it doesn't matter in the least in what order you make these rooms as long as you pick up every mission item in each area, so whatever you want and start erasing them. Things to note at this level: 1) In the master bedroom you can talk to Carston, but he won't answer any of his questions anyway. 2) In the illithida lair is carston's apprentices. No matter what you tell him, he'll tell you the same story and give you the same XP prize anyway, and there's nothing you can do to help him or learn his secret. Both halves of the illithid key - they are - in this illithid lair, by the way. 3) In githyanki's lair you can talk to the captain, but he has the same answer no matter what you say. However, if you've already killed the illitos, you'll first have a fun exchange about that. 4) From the githyanki lair you can reach Saladrex's lair. Saladrex is apparently a young and very pompous dragon. You'll have all sorts of hilarious insults available to choose from, but if you resist them and flatter Saladrex instead, it will tell you how to solve the puzzles of this level. Or, you can insult him and find out for yourself, they're not very tough puzzles. Saladrex won't attack you no matter what you tell him, and unlike SoA dragons he doesn't act especially worthy of being summarily executed. If he were a human, few players would kill him (how many of you killed Yakman?) But he's a dragon, so maybe you can't resist. Your decision. 5) There is another door of the githyanki lair, one that is much easier to lose (I missed it my first time through). Behind him is another demi-lich. This really disappointed me, as I wanted Kangaxx to be unique. Apparently the programmers couldn't resist putting another one in their shiny new dungeon. It's a shame. 6) To enter the machine, you will need the vault item, and to get that, you will need to solve the colorful torch puzzle. You DO NOT need to solve this puzzle by trial and error (a long and boring perspective); there is a track for the color scheme right on the level with you. Once you've solved that you'll have to use the item inside correctly (there are two places at this level that you might have learned to do this, in case you ruined one of them). Finally, once you've succeeded, Carston will be released, and you can be nice to him, yell at him or kill him. Slight variations of XP, but it has no real effect on you of your choice, so do what you feel best. 7) The Lum machine itself is a real guilty pleasure. It's downtown Munchkin, but it's really fun. Go ahead; wasteful; get good. I like to get something for every member of my party, even those I don't like can at least have the extra charisma point or something. (-: Supposedly, this level is meant to test it to see if you are worthy of the three keys to open the seal. Apparently the only measure of dignity in Helm's eyes is combat prowess, because that's all that's going to be tested here. 1) The first key comes from a Helmita asks you to pass three tests. Two of these are direct combats, the third is an imp with a couple of simple mathematical problems that he wants you to solve. Solve. they allow you to keep guessing until you get it right, so it's really impossible to lose that game. 2) The second key comes from winning glass balloons and putting them in colored columns. There is no puzzle here, just press a button, fight the monsters, and put the prize in the column of the same color as the button and the balloon (you will get explicit instructions to do just this). Actually, you can press each button up to four times, battling increasingly tough monsters to increase amounts of experience, and you can use additional balloons to create spell effects, but the spell effects are weak (acid arrow, normal missile protection, etc.) and balloons can't be stacked, so they're pretty useless. 3) The third key can be won by playing a mind-blowingly boring text adventure game. I'm not kidding. You go down the aisle with the skull you've found and you're transported on an old-fashioned text adventure (north, east, look or fight?) that you must navigate to the end of. Clearly this was the first game one of the programmers wrote in 1978 on his Commodore 64 and they thought it would be nice to include it in some way. The lowest point in Baldur's Gate series, I'm afraid. 4) Once you have all three keys, you can go and put them on the locks (60,000 XP each just for doing this -- no one accuses Keeper of Stinting in XP rewards), then spin each one for a tough fight. Now that you've finished testing yourself, you can go through the last seal to meet the Incarcerated. Now comes the plot twist, and I'm not going to ruin it for you. I saw something like this coming from the first time I heard about the search for Watchers Keep, but the details still surprised me unprepared and left me not quite knowing how to react -- the hallmarks of a good plot twist, so congratulations to the designers on a strong ending to a dungeon without doing anything. Also, finally, you get a selection of reactions now, with three different ways to solve the ending. Click here to learn about Watcher's Keep alternative endings. Native American languages Native religion Native language revitalization Micmac Back to the Walkthrough index Back to the Computer Game Review Homepage Check out Lora's educational children's toys Sitemap Send me email

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