

I'm not a bot



Iron throne guide bg3

The Iron Throne is a submerged prison located in the Lower City's Act Three of Baldur's Gate 3. Accessible only through a submersible from Flymm Cargo's basement, it initiates a countdown based on player difficulty. Upon completion, any unreturned party members are instantly killed, potentially failing their quests. Revived killed party members can be found after leaving the throne. Entering triggers inspiration to party members with the Outlander background. The prison consists of a central area with four tunnel exits, each leading to Sturdy or Medium Toughness Double Glasshouse Doors that can be closed by levers or ranged attacks. The cells contain various hostile Sahuagin, patrolling the corridors and spawning from deep water, which cannot be damaged. Thirteen Gondians, located throughout the prison, take no actions but can Dash quickly with their Glimpse of Freedom condition. Duke Ravengard's cell can only be saved if Gortash's coronation has been attended, especially for Wyll who was recruited. Opening his door turns him into an Attached Follower unless Wyll breaks his pact with Mizora, triggering the Fiendish Obeisance status and summons Combustion Belly Spiderlings to harm him. Duke can avoid the spiders using various methods like healing, invisibility, protection from fire, or teleporting away. However, if Wyll died before resigning their pact with Mizora, she won't appear. If Mizora is not present due to being petrified, Spiderlings will still spawn but Ravengard won't be forced to kneel down. Additionally, Mizora can't force the Duke to kneel down when Fiendish Obeisance has been removed with Greater Restoration. Omelum can only be found in the "Retrieve Omelum" quest and is unavailable if previously killed or Steal a Githyanki Egg was completed. It's located on the southern path, strapped to a chair, and must be freed using the Help command. Next to Omelum, there's a Mind Flayer Parasite Specimen on the table, and its merchant inventory can be accessed from the nearby backpack. Omelum's Teleport to Submersible allows it to teleport itself and an ally to the submersible, making escape easier for the freed party member. The prison has nine locked cells with Sturdy Glasshouse Doors that can be opened by pulling a lever or lockpicked with a DC 21-25 Sleight of Hand check. Ranged attacks or explosive blasts will also open the doors. A Flymm Cargo Submersible is available in this location, and notable items include Combustion Belly Spiderlings, Sahuagin Champions, and more. In a desperate bid to rescue prisoners at the heavily guarded prison, it's essential to conserve concentration for Haste spells. For potions, timing is crucial; quaffing a new one as a final bonus action on the turn before the Hastened condition expires allows you to continue without incurring the Lethargic condition, which could prove disastrous. Magic Missile can be used to simultaneously open multiple doors in rooms with levers, and Curriculum of Strategy: Artistry of War also offers this capability but is limited to six projectiles. When saving Gondians and Omelum in the Southern part, sealing doors with fire or an explosion keeps most Sahuagin at bay from other rescued prisoners. Omelum's teleportation ability allows it to bring itself and one character back to the submersible once per round, making it possible to seal doors at any time after a character has aided it. Depending on the chosen difficulty setting, you'll have limited turns in this Iron Throne walkthrough guide for Baldur's Gate 3. For an easy difficulty, I recommend using eight turns to save all prisoners. Before starting your first turn, make sure to save as you may need to restart the mission multiple times. Initially, focus on splitting your characters and opening far doors within the facility, ignoring inner area doors. Use movement spells like Misty Step and items like Speed Elixir to cover more distance quickly. For the next three turns, start returning to the middle, with one character teleporting back to the submersible immediately after saving Omelum. On the final two turns, focus on getting everyone on the submersible, ensuring a character guides everyone from the upper floor. In easy difficulty, it's possible to escape with all prisoners alive within eight turns; however, on higher difficulties with fewer turns, you may need to make compromises depending on your luck. You can always restart multiple times until you optimize your movement and strategy for each turn. You'll need to infiltrate Flymm's Cargo warehouse at the docks and sneak down to the basement where a submarine is waiting. Convince Redhammer to take you to the Iron Throne prison, but be aware that Gortash will threaten to blow it up if you don't leave immediately. You have six turns to rescue as many prisoners as possible, including Duke Ravengard who's crucial for continuing Wyll's quest. To free the duke, use Shadowheart to cast Sanctuary on him and then Dimension Door to teleport past Mizora's explosive spiders when he exits his cell. Get him safely onboard the submarine. For the Gondian prisoners, use levers to unlock doors, and protect them with minions while keeping enemies occupied. Grab a Mind Flayer Parasite in the operating chair room to aid your escape. The sooner you free the Gondians, the better their chances of reaching the dock before time runs out. Duke Ravenguard and other hostages are located to the east with some additional captives. Fortunately, rescuing a limited number of prisoners can prompt the Gondians in the Steel Watch Foundry to rise up, allowing you to continue your quest without much difficulty. To facilitate this process, consider the following tips: Utilize spells for speed. Casting Misty Step, Dimension Door, or Fly will help you reach the prisoners and let them out more quickly, which enables them to return to the submarine swiftly. Gale's Arcane Recovery skill can prove valuable in this regard, as it allows him to cast an additional Dimension Door. Bringing minions is also advisable. Since Sahuagin enemies continually spawn, it's better to keep them occupied instead of attempting to eliminate all of them. Minions can be used to distract enemies, such as by utilizing the Danse Macabre ability to summon six ghouls that may paralyze foes with their attacks. Don't worry excessively about companion fatalities. There are several valuable items in the Iron Throne, including a Mind Flayer Parasite. Send a character to loot these while your other character is at the submarine. Even if they do not return on time, you can revive them using Withers after reviving. The primary concern is ensuring that your main character reaches the submarine when their time expires. If searching for treasure chests, prioritize sending a character north, then west down the corridor, followed by south and west down the second corridor. Save Omelum if possible. If he is present in the Iron Throne prison, locate him in the room southwest of the central area with the operating chair and flooded corridor. Although he is far away, rescuing him should be feasible if one of your characters is already looting his location.

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