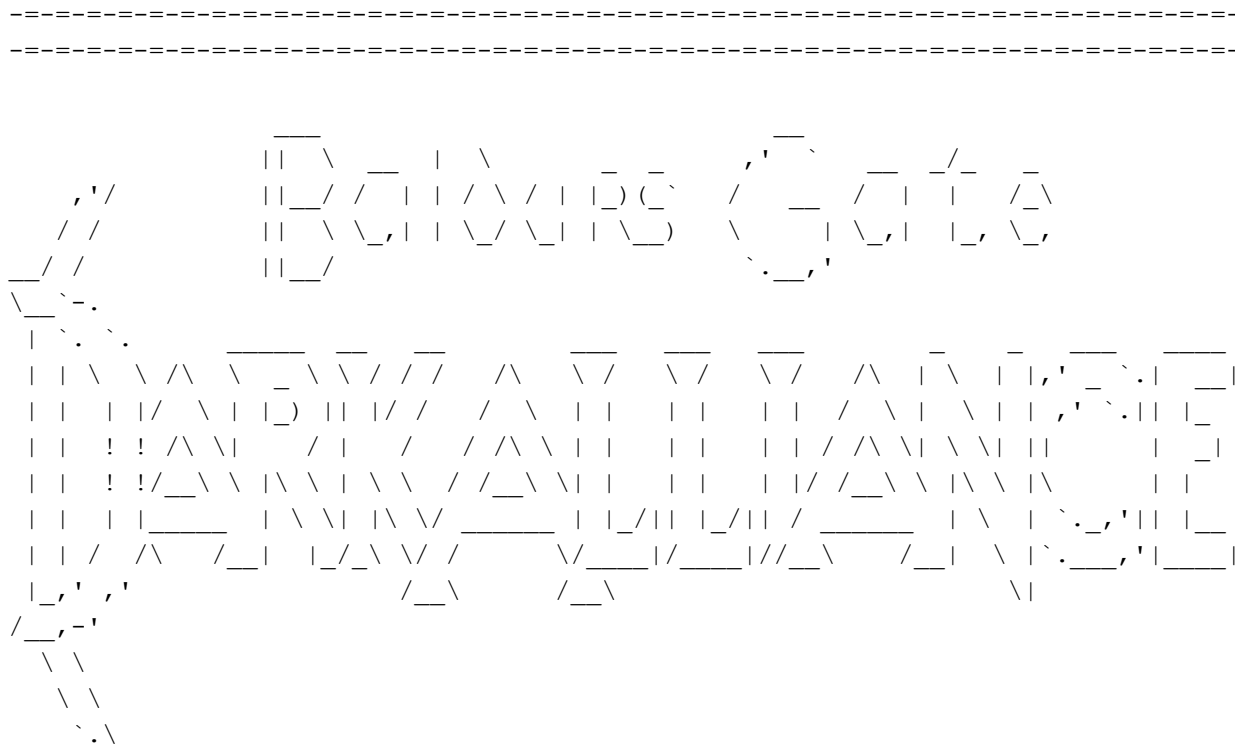


# Baldur's Gate: Dark Alliance FAQ/Walkthrough

by Da Hui

Updated to v1.1 on Jan 1, 2006

This walkthrough was originally written for Baldur's Gate: Dark Alliance on the GBA, but the walkthrough is still applicable to the PS2 version of the game.



Thanks to osrevad for this ASCII art!

## Table of Contents

1. - Version History	[BG.01.01]
2. - Controls	[BG.02.01]
3. - Walkthrough	[BG.03.01]
3.1 - Act I : Baldur's Gate	[BG.03.10]
3.2 - Act II : The Sunset Mountains	[BG.03.20]
3.3 - Act III : The Marsh of Chelimber	[BG.03.30]
4. - Bosses	[BG.04.01]
4.11 - Karne	[BG.04.11]
4.12 - Xantham	[BG.04.12]
4.2 - Ilivarra	[BG.04.20]
4.31 - Sess'sth	[BG.04.31]
4.32 - Eldrith	[BG.04.32]
5. - Strategies	[BG.05.01]
6. - Attributes	[BG.06.01]
7. - Classes	[BG.07.01]
8. - Store	[BG.08.01]

8.1 - Potions	[BG.08.10]
8.2 - Jewels	[BG.08.20]
8.3 - Armor	[BG.08.30]
8.4 - Weapons	[BG.08.40]
9. - Orb Glitch	[BG.09.01]
10. - Magic	[BG.10.01]
11. - Unlockables	[BG.11.01]
12. - Disclaimer	[BG.12.01]

If you are looking for a certain section quicker, hit ctrl+f at the same time. You can type the name of each section or you could type the ending of each section. If you would like to find Act I : Baldur's Gate, you can either type that or you can type [BG.03.10].

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## 1. - Version History [BG.01.01]

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[01/01/06] v. 1.1

-Got a new ASCII art.

[09/01/04] v. 1.0

-Finished Act III. Added everything with the Elven Fighter on the lists. I also updated a few sections, added a few sections (Orb Glitch and Bosses,) fixed a few mistakes, and added the ASC II art header.

[08/20/04] v. 0.5

-Finished Act II. Also added a lot of sections to it and more will be added as I progress. Also made it easier to find each section of each act with formatting.

[08/17/04] v. 0.2

-Started this FAQ/Walkthrough earlier today and got all the way up to the end of Act I done. I hope to get Act II done by 8/19/04.

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## 2. - Controls [BG.02.01]

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D-Pad - Move your character

A - Perform an Attack.

B - Perform an Action.

L - Protect.

R - Switch Weapon.

Start - Pauses game and goes into the in-game menu.

Select - No Use.

L+A - Use a Healing Potion.

L+B - Use a Rejuvenation Potion.

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## 3. - Walkthrough [BG.03.01]

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Baldur's Gate  
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You start off at Baldur's Gate and you get robbed. Some thieves already made away with all of your possessions. You first start by having to go to the Elfsong Tavern. You need to find shelter for the night and you are directed to this tavern.

Go talk to the man at the fireplace. He will tell you to go speak to Alyth, the barmaid. Now go to the bar and speak to the woman standing behind it. She will help you get all of your items back. You have to go down to the Tavern cellar and get into the sewers from there. But before you can get into the cellar, you must talk to Ethon. He will give you the key to the cellar. He is the person you first talked to by the fireplace. He will give you the key to the cellar and he will also give you your first weapon, a Rusty Dagger.

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Cellar  
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Now you have to go to the cellar. It is on the opposite side of the room so go there and open the door. The two books in the room before the cellar are just giving you all of the controls and equipment information. Read them if you would like to and then go down the stairs to actually enter the cellar. To go down you must press B.

Now you're in the cellar. Go and break the barrel for a lesser healing potion. Also break the vase for some gold. You don't have to go to the left and break that barrel because there is nothing in it. Now go right and continue through the cellar. When you first enter the next room, two large rats will run after you. Kill them then break all of the barrels and vases in the room for weapons and gold. Now continue through the door and into the next room. There will be three rats in there and a lot more vases and barrels. Break them and grab whatever falls out. Go down the hall and enter the next room.

Kill the rats that come out after you and break the barrel. You will get some arrows and gold. Grab those and continue through this room. Kill the rats and break the last two barrels there. Grab whatever falls out and continue through the next room. Kill the rats that come out and you don't have to break the barrel next to the doorway because there is nothing in it. Break the next barrel for a better sword and some gold. Equip that sword and now continue. Walk down the hall and break the barrels and vases you come across. Kill the last few rats and open the treasure chest. Now you get a lot of armor and potions. Once you take everything out of the chest, some gold will appear so grab it.

Go through the destroyed wall for new monsters you have to fight. Also break the vases and barrels there for random things. Go down that hall and into a large room for two more enemies to come out at you. Kill them then back off. You could let your health slowly refill so do that while hiding. Go open the treasure chest and grab the helmet and potions. Also break the vases and barrels for gold. Go down the hall and continue through the cellar. One of the enemies will have a more powerful weapons so be careful. Also, you can't take it from him so it makes this fight pretty pointless.

Go down to the end of this hall and fight the spider. There will be more

spiders that will appear from here on out. Break the barrels and the vases while you are fighting them for more items and gold. You can go through the water so don't try to avoid it. Go through the door and into the next room. Stand in the doorway and wait for the spiders to come after you. Attack them when they're near. Kill all of the spiders and break the vases. Go into the next room for more spiders. This will be the last room you can go in. Grab the last items here and then backtrack all the way back to the tavern.

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Baldur's Gate  
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You get some gold coins and experience from the barmaid but says Ethon is lost. Now you have to go and find him. You now get a good two hundred experience points and fifty gold coins. Go outside to start the next part of this act.

Go to the shop and buy all of the top of the line things. Armor and Weaponry is important. You will find the shop by running around the fountain. Don't bother talking to the guard there because all he will say is that he can't open the gate until tomorrow morning. Sell all of you're doubles and whatever else you know you won't want back to Bartley. When you buy everything get out of the shop. Look around and talk to the old woman. She will tell you that her house is infested with spiders, so go help her out.□

Go in and immediately kill the spider in front of you. If you get hurt, just back off and slowly refill your health. You can also go back outside because once you kill a spider, it won't come back no matter what. Travel further into the house and kill the next spider. Go up to the doorway and go in the next room by just a step. Wait for the spiders to come towards you and back off. Stand a far enough away so you can attack them but they can't attack you. Just keep using that strategy until they all die. Once you have killed all of them go back outside and talk to the old woman. She will give you fifty gold coins and one hundred experience points.

Now go talk to the other person that is standing next to the house with the old woman in front of it. He will say he was robbed so you can help him now. Go up the road he is standing on and follow this path. Go into the grass and a thief will appear. Kill him and you will get the Traveler's Bundle. Return that to him. He will give you fifty gold coins and one hundred experience. He also saw some thieves carrying Ethon away. He saw the sewer key that Ethon dropped and took it. He gave it to you also as a reward.

Now go back to the tavern and talk to Alyth. She will tell you that Ethon has been kidnapped and brought into the sewers. Now go back down to the cellar and go down to the very end of the path. Open the locked door that you couldn't open before and that is where you stopped in the cellar. Be careful though because there will still be a few enemies down there. Not nearly as many as before but there will still be a few.

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Sewers  
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You will be in the next part of the sewers that you haven't been in before. Break the barrels and grab the gold coins and the potion. Go into the next room and kill the enemies in there. Break the barrels for some arrows and gold. Go around the corner for another enemy and two barrels. Just break the barrel closer to you for a potion. The other barrel won't have anything in it. Go into the next room for some annoying enemies that will throw spears at you. Kill all of them and let your health refill. Break all of the barrels while you are waiting for your health to refill.

Go to the right and look for a hole in the wall. There will be green slime

monsters in there so be careful. They will run after you and attack you and will also shoot little green slimes at you. Once you have killed them all, run to the back wall. Break the barrels back there for potions. You should also get a shield from one of them that you kill. Grab it and have it equipped. Now get out of this room and go left all the way to the end of the tunnel and through the next entryway.

Go into that huge room. This is just like a huge treasure hunt now. Kill all of the enemies in there. They will all be the same enemies except some are hand to hand combat and others throw spears. Kill all of them and they will drop a few things. Now break the barrels and grab everything that falls out. Now go to the right side of the room and kill the two spear throwers over there. Go past the broken pipes but make sure your don't touch the steam because it will hurt you. Go to the left and open the treasure chest. You will get a nice piece of armor and some gold coins from it.

Get out of the room and go to the other route that you still didn't take yet. Go through the path until you enter a big room. There will be mainly spear throwing enemies but there will also be one that attacks you with hand to hand combat. There will be two different routes you can take here and they will both lead you to the same area. I suggest the route to the right though because there is less chance of getting hurt. Break the barrels and kill the enemies there until you get a key. Go in the room to the right and break the barrels. Take the things there then backtrack to the part where you had to choose a route.

Take the route on the left and avoid the pipes with steam there. Go through the first door you see. Kill the enemies in there and grab the items. Go through the next door and kill the enemies there. Also break the barrels there to get the items. After you have killed everybody in that big room. Go into the next room through the doorway. There will be a huge rat over there that will do a lot more damage than the others and will take longer to kill. When you kill that huge rat, it will drop a key. Break the barrels and get the treasure chest. Now that you got all of the armor, update what you have equipped. Now backtrack to where the pipes with steam were.

Now go left and open up the next door. Go in for a few enemies and a new enemy which you haven't seen at all yet. Try to drag him to the door and attack him while he can't reach you but you can reach him. You will get the jail key from it when you finally kill it. Collect the items around and go to the jail cell. Ethon will be there so go save him. Talk to him and he will tell you to talk to him at the tavern. Go up and open the door. Go up the stairs and you will be near the tavern. Before you go back to the tavern, go to the shop and sell what ever you won't use to get some gold and also to get the weight off.

Go back down to the cellar of the tavern. Go through the cellar all the way killing the enemies along the way. Go up to the part with water in the middle of a small open room. There will be a crack in the hall just before that. Use the dagger key there to get in. Exit the cellar and you are now in the southern part of the town. Go along this part of the town exploring. Break the barrels and they will make a path towards the next sewer you have to go in. Go in the sewer and kill the enemies that attack you.

Go to the hallway and go up the first chance you get. Kill the enemies and break the barrels for gold. One of the enemies will be carrying a jail key. Take that and open up the jail cells there. Get the treasure chest and then go back and go on the route you didn't go on yet. Kill the enemies there. Go through the open door and killed the green slimes over there. Go to the left and down through a path that will lead you to an enemy carrying a key. Kill it and grab the key. Now go back and go through the door at the top of the room.

There will be more slime enemies in there so be careful. You will get more experience and gold. There will also be more barrels to break. Now go back to the room with an open doorway and a closed door. You will now be able to open it with the key you got. Kill the enemies in the large room only to find a door that you will need a key for. To get the key. Go to the left side of the room and look for a path. There will be green slime enemies in there so be careful. Go down until you see a hole in the wall and go through it.

Kill the enemies in this room and collect all of the items around here. There are a lot of items there so you could gain some defensive power. You will also get the key from one of the enemies down there. Now go back to that locked door and open it. The next room will be pretty much just like the last. Just go through the path on the upper left part of the room. Go all the way down this path and you will reach a fork in the road and both paths will have steam pipes in them. Go right and avoid the steam. You will eventually reach an area with two huge monsters running around. If you stay behind the pipe, you can kill them with the arrows, that is if you were collecting the arrows and bows along the way. Just keep shooting at them because they won't go into the steam. Keep shooting at them until you kill both of them. Now go back to the locked door and open it.

Go into the room and kill the two huge enemies. Continue through this path for a lot of these enemies. Just be careful. One of the last of these you have to fight will be carrying a key. The door this key goes to will be at the end of this path. After the door, talk to the wounded man. He got stabbed in the back and is dieing and there is nothing you can do about it. He gave you his lucky charm and also gave you his last request, to return the charm back to his wife.

\*\*\*\*\*NOTE\*\*\*\*\*

At this point go down to the Orb Glitch section of the FAQ/Walkthrough BEFORE you go any further! It will tell you in a specific order of what you MUST do before fighting the orb or else your game will have an error that won't let you go any further in the game!!!!

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Baldur's Gate  
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Go up the stairs there. Now the whole city is infested with zombies and you have to break the orb that revived them all. Go up and kill the first two zombies. When you reach a fork in the road, go down. Before you go into the cemetary, you can keep going down. There will be a house that you can go in with a lot of rats in there. You can kill them for gaining experience. Look for a thief. There will be two in the southern part of the city but one will have the gate key. Open the gate that seperates the two parts of the city and go to the tavern. Talk to the woman sitting at the table and you will give her the charm. In return, she will give you a shield.

Now go into the cemetary and kill ALL of the zombies. There will be the orb in the middle shooting a shockwave around in all directions. Go and attack it either close with the sword for a faster defeat or you could shoot at it with arrows. I suggest attacking it with the sword until you are almost dead, then backing away and shooting at it with arrows. Once you have destroyed the orb, explore the city. Explore the city and kill the rest of the zombies and thieves. When everybody is dead, go back to the priest. Go back and talk to Ethon. Go back through the door and talk to the person near the large gate.

When you go bring the letter, go through the quickest route possible where you will walk under some roofs. Talk to the person there and he will give you two hundred gold coins. Now go talk to the old woman standing in front of a house.

You will return her purse to her that you got from a thief. She will give you a mere gold coin but it may come in handy. Go in the building and talk to the person by the fireplace. He will give you a key. Now you have to go to the southern sewers. It will be as far south-west from the house. It is NOT the sewer jst south of the house.

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Thieves' Guild  
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Go in and through the large crack in the wall for the last dungeon of this act. Go and kill the first enemy. Pick up the gold it drops. Dodge the automatic dart shooter and break the barrels. Kill the more people that come out. Continue on through this hallway doing the same thing. Go through the first door you can. Explore here and collect all of the items and gold. Also kill people to gain experience. Keep following through this path and when you get to a dart shooter shooting in all directions, go to the bottom right. It will be a bridge that leads you to some stairs. Go down the stairs.

Go to the right and kill everybody you come across. You will eventually reach a bridge, go across it. At the end of the bridge will be a dart shooter. Try and avoid it as much as possible but you will run into four other enemies when you do avoid it. When your health is refilled, continue on. There will be a bridge to the left that as being guarded by an automatic dart shooter. Cross that bridge and kill the people at the end of it. Let your health refill and break the barrels at the same time. Cross the next bridge.

On the other side will be another automatic dart shooter. Kill all of the different types of enemies and break the barrels. Go to the door to the left. Go in the door to the right and kill the enemy there for a key. Go in the next room and kill all of the enemies there. Go to the left in this large room and go to the left of the door you came in. Go down this hallway and kill all of the people. Go through the darts and continue through the path. Go both ways and kill everybody in your way. Get the key from an enemy you killed and get all of the treasure chests items. Now backtrack to the large room.

Go to the right of that room and open the door that was locked before you got the key. Open the door and go down the hall for a large open room. Kill everybody in it and then go in the first room you can. Open the door and go in. Go into the large room and go up and get the treasure chest. Keep going left and open the door. Go through it for a short cut and go to the left. Keep following this path killing all of the enemies that come across your path. Go in the next door you get a chance to go in if you want to. There will be two people in there that you don't have to fight. Keep going through the path.

Keep following this path and get past the automatic dart shooters. Go through the doorway at the end of this path. This large room will have the first boss of the game that you have to face. Karne, he is the one that robbed you at the beginning of the game and spared your life, don't spare his. This is actually an easy fight. Just kill him and you get the key.

Go through the next door for the last boss fight of this act. Save your game before you start the fight with the book before the entrance. You will now have to fight Xantham. This fight is hard and weird. I mean, just look at it. Xantham's attacks are shooting fire balls in all directions in front of it. Just keep attacking it and when you are almost dead, either use a potion or run around to let your house refill. It will also try and bite you and shoot homing things at you. Don't try to use your shield to protect you either because it will attack you through that. You can also just keep shooting at it with arrows and keep using potions when needed. The more damage you do to Xantham, the more powerful its attacks will be. Once you beat it go through the door and talk to

the person there. He will give you A LOT of stuff that will help you on your journey. After that, go through the portal for Act II.

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3.2 - Act II : The Sunset Mountains [BG.03.10]  
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Dwarves' Mining Camp  
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You will start off in the Dwarves' Mining Camp. Go forward on the path and talk to Torrgeir of Bruenghor's Clan. He will be the dwarf in the middle of the road. Look for the person standing in front of a small building. He will be a shop. Sell all of your equipment you don't need. Explore the camp talking to people and breaking barrels at the same time. Go along to the path at the end and when the road runs out, go right and into the Dark Forest.

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Dark Forest  
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This forest a a confusing maze that is very easy to get lost in. Don't worry if you get lost though because the end of each path will have some treasure chest with some valuables in it so if you want, you can just explore until you find those. If you don't want to explore and get goodies, just go right into the first large open area. Kill everybody there and then go to the down and to the left. This will lead you to a small area with another fork in the road. Go down here. Follow this path for a while, you will reach another fork in the road, one path goes down right and the other goes up left. Go up left and there will be a narrow path leading to a new area.

Kill the gnolls in there and break the barrels. You will go into the path covered by leaves so go right. Kill the gnolls in the next open area. Go to the top of this area and you can go under some leaves to the right. There will be another large open area with a lot of gnolls in there. Kill all of those gnolls. This whole area will be huge but before you start going through it and exploring, there is a path going up with three enemies there, take that path and kill the enemies there to get a key. Now go back to the gnoll camp and open the jail cell to free the two dwarves. Once you have saved the dwarves and you are done exploring, go back to the Dwarve's Mining Camp.

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Dwarve's Mining Camp  
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Go to the shop and sell everything you don't want/need. Go talk to Torrgeir, the dwarf you talked to at the beginning of this act. He will tell you that the clan leader and three other members went up to Burning Eye and got ambushed along the way. Now you have to go there and save them from the grasps of evil. Now go back up the path and at the end go to the left instead of going right like you just did. You don't go in that door so don't try to, keep going left from there to get to Mount Burning Eye.

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Mount Burning Eye  
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Go along the path and break the barrels for arrows and a potion. Once you break the first barrel, an enemy will run after you. When you reach the next enemy, kill it and another enemy will come out after that. Now keep following the path. Just keep following along the path killing people and breaking barrels for stuff. You will reach a large area after a while. There will be a lot of spiders in there so be careful. Break the barrels for some stuff. Now exit this



area and when you go back on path, you will see a crack in the wall. You can go in there. There will be a treasure chest with a Ring of Strength +2 and a Fine Long Sword. Take them and get back on path.

Keep going for a new strong enemy. Grab its attention and avoid the rock it throws. Kill it as quickly and as cautiously as possible. You will reach another huge open areas with trees everywhere. Kill everybody in this area and break all of the barrels. Look around this area for a wounded dwarf. He will tell you that it is your job to start the signal, however instead of with a normal fire, you need to collect four magic stones that will start a fire. Now your missions is to start the fire rather than to save the dwarves.

Now go in the next path and into the next area. Kill the enemies there and break the barrels. If you go left, you will only fight an enemy and break a barrel. If you don't want to go that way, then go right and continue on with the main path. Kill the spiders in the path and break the barrels. Follow the path to a large open area with one huge enemy. This enemy is very strong but it will give you a nice load of gold and a good weapon. After that continue through the path. Go down and left for the next path. Go down it and there will be a fork in the road. Go left first for a stone. You do however have to go all the way to the end of this path and it has a lot of enemies in it so be careful. Now that you have the second stone, go back to the fork in the road. Now go left for the next pat of Mount Burning Eye.

Go through the path and break the barrels. Kill the people and follow the path. You will eventually reach another of those huge enemies. This one is easier to kill though, especially if you use the weapon dropped by the first enemy you encountered like this one. This one, however, won't drop anything at all. Just continue along the path but break the barrels before you do that. You will reach a fork in the road after a while, go up left for a path or down. You don't have to go down but you can if you want. There will be a few barrels down there and another huge enemy. This one will drop a nice weapon for you. Next go to the path.

Go along the path and you can go on a narrow ledge to the left. Go down there and break the barrel for a potion and some gold. Now just continue making your way through the path. The next area will have another huge enemy there. Just make quick work of him and break the barrels. However don't advance too far here for there are more enemies. Keep going up and there will be a path that is pretty much a bridge. Cross that and there will be a lot of enemies there. Kill them but be careful. Make your way to the right and down and go to the end of that path for the third stone. Go back to the huge area and go up.

When you reach the fork in the road, go right. You will reach another fork in the road, this time go right, you can go left for some battles and items but it's not necessary. Go down to the next huge area which will have two huge enemies there. Break the rest of the barrels there and go up. The last dwarf will be there. Talk to him because he has the last stone. You two will start the fire as the signal. Talk to him again and he will give you the key to the mine. Now you have to backtrack back to the Dwarves' Mining Camp.

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Mines  
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Go and sell all of the unneeded equipment you need. Go into the mines and this is the last dungeon of this act. Go along the path and you only have to kill rats and barrels at the beginning. There will eventually be a path going to the right. You do not have to take this path but you can for some experience and some goodies. There will also be a path going to the left. This one, you will have to take. Go deep into this path and one of the spiders will be carrying a

gear. Once you get the gear, go back to the main path and continue through the mine.

There will be another path going right, do not take that path. There is nothing down there and it's just a waste of time. Go into the big area right after the second path to the right. Kill the two enemies here and go up through a little entrance. There will be a few enemies here but the archer is carrying another gear. Kill the archer for it. Now go back to the last area and go left. Kill the people down there and break the barrels. Continue through the path. Go into the next big area and kill everybody there. Go down and left for some barrels from this huge area. Now go through a little doorway going up and left for the next area.

This will lead to a path with a bunch of different paths. The first path to the left leads to a dead end. The next fork in the road will be a path going to the left and to the right. The left path will lead to a room with about five enemies in it and a few barrels. Go right and through the first area with a few enemies in it. Go to the next area. One of the enemies will be carrying a gear. Go back to the area that you just came from, you see that weird thing in the middle? Well that's the elevator. Go up to it and use it to get to the next part of the dungeon.

Go down the path that's right in front of you. Skip the first path you come across and you will reach a fork in the road going in three different directions. Take the path going down and go left. Take the second path you reach going right here. Stay on this path and go up right on the next path you see. Go all the way up until you reach a large area with a huge enemy there. Kill this enemy quickly. There will be another enemy like that so kill it for a key. You don't have to kill the rest of the enemies in that area but you could if you would like to.

Now go back to the part where there are three different paths you can take. Go down and right and follow this path for another area. In this area, there is a hidden path on the right wall. Just run against it and you will enter it for a chest of valuables. Now go back to the last area you were just in and open the locked door for some goodies. Go back to the fork in the road going in three different directions. Go to the path when you went right to the two huge enemies you got the key from, and go left. Go to the part when you can take three different routes. Go right and follow this path until you see an indent in the right wall. Go through it because it is a pathway.

You will next have to fight the boss. Save the game before the fight though so you won't get messed up if you die. This boss takes a while to beat but is actually easier than "Xantham" (boss of Act I.) She teleports when you attack her so get ready to move. Her attacks will be with her melee weapon and with some spells. They will all pretty much be the same so just avoid them. Just keep doing this and be patient because it will take a while. A great strategy to use for this battle is to go after her with your melee weapon. Just run through her magic attacks and take the damage, don't do this later in the battle because her magic is stronger then. Get up to her and just stand in front of her in protect mode. Let your health refill completely then start attacking. Keep doing that until she dies.

After killing her, you will get a key. break the rest of the barrels in this area and take whatever you want. Go through the door and break the barrels in there for potions. Talk to the dwarf now. When you're done, go through the portal and on to Act III.

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Adderspine Road  
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Go to the bottom left and you will enter a village. Though these people look like monsters, they will not fight you. They want peace with you and you should obviously want peace with them. The first building to the left will be a store. Now is the perfect opportunity to get rid of your useless equipment. Go forward after that shop and go speak to Sleyvas. Sleyvas is the only lizardman in the area so it shouldn't be hard to find him. He will tell you about the huge predicament that the lizardmen are in. He will also give you a key to the western door hoping you can kill Sses'sth. Now go down and open the left door.

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Adderspine Camp  
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Right away, go up onto the docks because the other routes have nothing on them. Talk to the person at the end of this short path to know what to do. Also break the barrel right next to him for a larger healing potion. Explore the docks and talk to everybody. Some people will just say random things that don't really matter but some will say something about helping you. Remember those people for when you kill all of the lizardmen. Also break all of the barrels for items. Don't worry when on the docks though because the lizardmen won't go onto the docks. Now before you start to kill all of the lizardmen, go sell all of the useless items you got exploring the camp.

When you decide to start fighting the lizardmen, then go to the western most dock exit. Start off by killing the lizardman right in front of you. Go to the west a little more for another dock. Break the barrel for an extra healing potion and get off. You won't after to talk to the person there either because he doesn't say anything special. Now just explore the whole camp for all of the lizardmen and kill them all. You will eventually reach one that shoots fire balls at you so be careful. The lizardman near the first one of those fire ball shooters will be carrying a key so kill him to get it. Also explore and you will eventually find a really useful weapon in a barrel.

After you have killed all of the lizardmen and are done exploring, go to the far right. The jail cell will be here and it will have a few prisoners in it. Talk to the people in there. One will give you an Amulet of Strength +4 and the other won't really say anything special. Now when you are certain you have killed all of the lizardmen, go talk to the people that said they would help you. The woman by the northern part of the city will give you a Ring of Rejuvenation +4, 200 Gold Coins, and 2,000 XP. Now go back and talk to the first person you talked to in the camp. He will give you 200 Gold Coins and 2,000 XP also. Now you can go back to Sleyvas' shop and sell your useless equipment. When you are done, go all the way to the northern most part of the camp and enter the Chelimber Interior (1.)

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Chelimber Interior  
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Start off by breaking all of the barrels. Once you have done that, go to the upper right path. Kill the spider and get the items in the barrels. Just continue through this path killing all of the spiders and breaking all of the barrels for items. The large hole in the walls with light coming out of them are not entrances you can go in so don't bother trying to get in there. You will eventually reach a door going into a large room. Skip that door and continue through the path killing enemies and breaking barrels. At the end of the path will be a lizardman carrying the key to get into that door. Also in

one of the barrels will be a useful piece of armor.

Go back to the door and use the key you just got to open it. Kill the enemies in it and break the barrels. The lizardman using magic will be carrying about seventy pieces of gold if you're running low on it. Go into the next room and there will be two lizardmen in it. There will also be two different routes you can take from here. You can take either route because they will both lead to the same place. The right path has more powerful enemies, so if you're worried about your health, go left. One of these lizardmen using magic will be carrying a key. One of the rooms by the lizardman will have a locked door. Open it and there will be a huge enemy in there. Kill it by dragging it towards the door. There will also be some lizardmen in there so be careful with them while fighting the huge enemy. Now break the barrels and go up the stairs.

Kill the only lizardman that is in the first area and break the barrels for some equipment and gold. Continue through the path to the bottom left and break the barrels in this path. There will also be a few spiders on this route so be careful. There will be a useful but heavy piece of armor in one of the barrels so grab it if you need it. When you reach the next lizardman after the spiders, that's when this dungeon gets hard. You will reach a fork in the road but first I suggest you kill all of the enemies around here. Now you have to find a key. Go to the right and go left and up when you have to. Keep going straight until you have to go up. Now go left when you have to and kill the lizardman using a melee weapon, you don't have to kill the one using magic but you can if you want to. Now you got two choices. Go open the door you passed or just explore, there are quite a few valuable items around here so take them if you want to. When you're done exploring go all the way to the bottom right and open the door.

There will be a lizardman using a melee weapon that is stronger than usual and also two lizardmen shooting fireballs. Kill them all before you go into the next room. Go to the right and in this huge area will be a lot of different kind of enemies. The first room in the right won't have anything too important so only go in there if you want to. Go in the second door to the left on the upper part of the area. Kill the enemies in there and one will be carrying a key. Go back to where you were at the beginning of this paragraph. This time go left. The first room to the right will only have a few magic lizardmen so don't go in if you don't want to. There won't even be any items in there, just some more experience for kills. Go all the way down this path and open the door. The other room you pass will have nothing in it either so just avoid it.

Kill the two lizardmen in this first area. You can avoid the first room to the left since there is only a spider in there. Continue going left. There will be a few more enemies in there so kill them so you can get a key. When you get to that key, go back to that large area explained in the last paragraph. Go to the door all the way to the left. Kill the magic lizardman in there. You should save now. Now you will have to fight Sess'sth. This boss likes to run a lot so use that to your advantage. He's just like the enemies that should arrows. Try and just get in his path and he will keep running towards you. Like all enemies they are programmed with a few mistakes. This mistake is when they keep running until they get to a certain point. You can block him and he will continuously run after you. He won't make any attacks and he won't until he gets to the spot he was targeted to reach. Just keep attacking him like this and he might not even give you a scratch. Now go through the door and through the exit for a quick exit out of the dungeon. Go back to Sleyvas and talk to him, also sell your useless possessions.

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Adderspine Road  
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Go sell all of your useless equipment and talk to Sleyvas. He will give you a key for the right door. Go through it and break the barrels. Grab the weapon and sell it if you don't want it but by now you should have much more powerful weapons than it anyways so it shouldn't matter. Now continue through that path. There will be some zombies and then those measely rats you encountered in Act I in the cellar. Just follow the water since it's the perfect path. Kill all of the zombies and the rats around here. You will eventually reach a dock. Go on it and unlike the docks in the camp, the enemies will be on them so be careful.

You will reach a fork in the road on these docks. One going up right and the other going down right. You can go either way here. The upper path will have less enemies so if you're worried about your health, go this way. If you want some experience, go to the lower path. Either way they will both lead you to the next area. Go in there and off the dock at the end. Kill the zombies around here. Go down at the end of the docks to continue to the next part of the road. There will be a small area with a lake in it, there isn't anything here so just continue to the right. There will be two large rats in there that takes a while to kill so be careful since there are still zombies around you. You will reach another dock, go on it to continue through this dungeon.

There will be some more zombies on this bridge but they shouldn't bother you too much. Just follow this dock all the way to the end. At the end will be a lot of zombies that will all attack together. When you're done with them, go to the left. Go on the next dock that you see and follow it. At the end will be a lot of enemies, you should just play it safe and avoid these. Go around them all and go to the right just a little bit for another dock. Follow this dock to the end. There will be a lot of enemies here too so you should just avoid them and go into the Sinking Temple which will look like a cave to the top right of you.

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Sinking Temple  
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Go talk to the lizardman in this temple. Don't worry because he is a friendly lizardman and you won't have to fight him. He will talk about Sleyvas and say that Sleyvas has made a magical item that lets you breathe underwater which gives you enough time to enter the tower. Go into the water portal in the middle of the temple and continue on through the story.

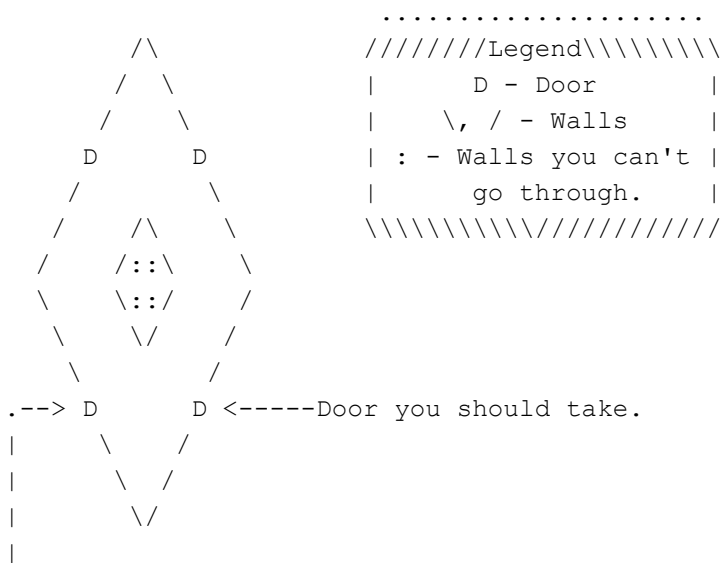
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Onyx Tower  
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You will enter a huge room. There will be two spiders in here to kill and there will be a lot of treasures in this room. Here's another one of those routes you can take either way because they will both lead to the same locked door. All you have to do is to kill all of the enemies around you and you will eventually reach an enemy carrying the key to the door. The enemy carrying the key will be the large enemy with the large sword, don't worry, he's easier to kill than he looks. The door the key unlocks will be to the left. Open the door and go through it.

There will be two huge enemies in here too and also an archer. Kill them and there will be two different paths you can take. It will be just like the last fork in the road and you can take either route. At the end of the routes where they meet, will be a locked door. You will have to key by then though since you should have killed all of the enemies in the area. An archer will be carrying the key, kill the archer to get it and go to the door that you either passed or haven't come to yet, depending on which route you took. Go and open the door and go through it. Kill the huge enemy and open the next door.

Now you will reach another locked door. Go to the left and kill all of the enemies until you get the key. The enemy holding the key will be at the end of this path so you can do one of two things. You can either kill them all and take your time, or you can just run past all of them and only fight the enemies at the end. Do either until you get the key and go back to the locked door and open it. There will also be a few valuables in the chests so grab them all before you go any further. The enemy carrying the key will also be one of those huge enemies. Go open the door and kill all of the enemies in there. Also gather all of the treasures around here and when this room is cleared out, go up the stairs.

Break the vases around you and go to the upper right path and kill the enemies there. There will be a fork in the road, go to the right and enter the large area. Kill the large enemy in there and break the barrel and vases. When you are done clearing the area out, go through the door. Now you will be bombarded by enemies. Kill them all as soon as possible and you will be in another fork in the road. Go to the right and through the door going to the bottom right. Here is a small map of the room you should be in :



Door you  
came in through.

Now you will have to fight a large enemy so be careful. Once you kill him go through the door to the upper right. Kill the enemies you see right away and then dodge the fire shooter. Continue through this path killing all of the enemies and avoid the fire shooters. At the end will be a lot of enemies, kill them and one of the huge enemies will drop a key. When you get the key, turn around and go through the door, go back through the room in the map above. Now go back through the door you came in through to begin with and go back to the fork in the road. This time go to the left where you went right. Go to the end of this path and kill the enemies. Go into the door and you will fight a large enemy in there. Go through the other door, the one you didn't go in yet.

Go through this path and kill all of the enemies. There will be more fire shooters like the ones you saw before. This time however, there will be a lot less space so timing is crucial if you don't want to get hurt. You will reach a door after the fire shooters and there will be more enemies in there. Go through the next door and continue through the path. There will be a lot of large enemies and barrels around here. Now you will reach the first fork in the road in this area. Go to the right and go through the door. Kill the enemies in this room and go up the stairs when you are ready.

Go down and through this path. Follow the path killing enemies and breaking vases. Pay attention to the left wall for the white walls that have letters on

them. These are walls you can walk through but not all of them will lead to anything. Go through the second one of these for a nice piece of armor. Now continue through the path. Now when you start going right, go in the first one of these walls. This one you will HAVE to go into to kill the spider for a key. Now go back onto the path and continue through it. Kill everybody in the next area and open the door.

Go down and left because the right path will lead to a quick dead end. Go into the large area and kill everybody there. There will be a long path going down and left with a lot of enemies in it. To avoid it, go in the first one of those walk-through walls. You can take this path all the way down to the end of the last wall. This will help you skip a few enemies. Now just continue through the path like you usually would. Kill the large enemy in this area for a key. Open the door for another area.

Kill the enemies in there and continue through the path. You will reach another one of those fountains that you used to get in the Onyx Tower except now it has fire in it. Now you can go two routes, up and right, or down and left. You can go either way again since they will both lead to the same place. Go through that path that the two paths will meet at. Kill the large enemy there for the most powerful weapon of the game, the onyx sword! You don't have to take either of those paths just yet though. Go to the middle of the right wall. There will be a small part you can walk through.

Go through it and kill the large enemy in there. Kill the one that you will first see for a key. You can go out of this room now or you can explore the room. There will be another one of those large enemies and a skeleton. On the left wall that you can walk through on the upper right wall will be a path to some treasures. When you're done here go out of the wall you came in from. Go through the door to the upper right.

Go through the door and continue through the path until you reach a large room. This will be a weird room that may confuse you when you enter it. There will be no enemies in there and a locked door. What you have to do is to go through those walk-through walls. Go through the left door and go to the ghost. Talk to Keledon and he will explain about his life a little bit. Remember him? He was the dying person in the sewers in Act I that gave you the charm.

Now before you continue to the last boss, go back through the doorway that you came in through. Go all the way to the bottom left until you reach a dead end, stay at that dead end. Go to the upper left part of this room and there will be a wall you can go through. You will also have to press the B button to get through here. There will be two spiders you have to fight right away and then a skeleton coming out of a wall. Open all of the treasure chests for the gold armor. This will really help you fight Eldrith. Now go open the locked door in the room before you talked to Keledon. Go save the game and go up the stairs for the last boss fight of the game.

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Eldrith's Watch  
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Go and talk to Eldrith. You will now have to fight Eldrith. This is a hard fight. You need a lot of arrows and a lot of potions. Just attack her either with arrows, spells, or the onyx sword. When you must, use a potion and take your time. She will attack with her sword and with electricity. She will throw her sword and will also shoot electric bolts at you. Just keep attacking her until she finally falls.

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Congratulations! You have just beaten Baldur's Gate : Dark Alliance!

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4.11 - Karne[BG.04.11]  
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## Act I (Sub-Boss)

Level of Difficulty : \*\*

Attacks : Just tries to stab you with his daggers.

Strategy to use : This boss likes to run a lot so use that to your advantage.

He's just like the enemies that shoot arrows. Try and just get in his path and he will keep running towards you. Like all enemies they are programmed with a few mistakes. This mistake is when they keep running until they get to a certain point. You can block him and he will continuously run into you. He won't make any attacks and he won't until he gets to the spot he has targeted to reach. Just keep attacking him like this and he might not even give you a scratch.

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4.12 - Xantham[BG.04.12]  
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## Act I (Boss)

Level of Difficulty : \*\*\*\*

Attacks : Shoots fireballs and homing magic spells at you. Don't worry, the homing spells will wear out after a while so run around to dodge them. It will also try to bite you when you are very close.

Strategy to use : This boss battle is a very hard one. A little odd since this is the first real boss you came across in the game. The best strategy is to collect as much arrows and potions as possible. That is the main trick to beating this fight, don't worry if you run out of potions or arrows because there will be some barrels with that stuff in the room. Just keep shooting at it with arrows and spells if you have any. When you think you are about to die, then use your potions. When you run out of potions it will be a very hard fight since you will have to run around and dodge its attacks. Also try to position yourself so you will be in between the fireballs it shoots. It may be hard to do but when you do it, you will only use half the potions you would have used had you not positioned yourself.

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4.2 - Ilivarra[BG.04.20]  
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## Act II (Boss)

Level of Difficulty : \*

Attacks : Shoots homing and fireballs at you. She will also attack you with her sword when you are close enough.

Strategy to use : This is probably the easiest boss fight in the game, you don't even need a single potion as long as you can use protect. Just let her hit you with her magic spells. It won't do too much damage and run towards her. When you are close to her, she will start attacking you with her sword. Now all you have to do is go into protect. Let your health refill and she will keep trying to hit you but she won't do any damage. Refill your health completely and then start attacking her. After a few hits, she will teleport away from you. Do the same thing by running towards her, protect, and attack. Keep doing that until she finally dies.

  
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4.31 - Sess'sth [BG.04.31]

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Act III (Sub-Boss)

Level of Difficulty : \*

Attacks : Only uses melee attacks.

Strategy to use : This is probably easier than the Act II boss fight. All Sess'sth does is attack you two times then pause, two times then pause, etc. Every time that's what will happen. Protect during the attacks and attack back when Sess'sth pauses.

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4.32 - Eldrith [BG.04.32]

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Act III (Boss)

Level of Difficulty : \*\*\*\*

Attacks : Uses melee attacks. Will also attack by throwing her sword which homes in on you and will also shoot an electrical bolt around in all directions.

Strategy to use : This boss is a hard one and it should be since it's the last one. The only melee attack that will do damage is the Onyx Sword so be careful. Arrows will also do the trick but in half the time. Just get a lot of potions and keep attacking her. When you need to, use the potion. Just keep doing that until you finally kill her.

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5. - Strategies [BG.05.01]

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Here are all different strategies to defeating enemies easier than just going straight after them.

All enemies will only go to a certain distance. If you grab an enemy's attention, they will chase after you. After a certain distance, they will stop. You could stand just a few feet away and they still won't attack. So you can try to get closer and hit them with a melee weapon or you could shoot them with arrows.

Health and Arcane Energy will refill automatically as long as you wait somewhere.

Once you see an enemy and they don't know it's you, shoot arrows at them until they get near you.

Always try to take whatever you can, even if you won't use it. That way, you can make money by selling it to shopkeepers.

Try to use your shield as much as possible. Try for one attack, then protect, one attack, then protect, etc.

Try to make quick attacks. Attack once, then run away, attack, run away, etc. While you run away, that is when they should be doing their attack.

Try and find out the enemies attacks. They will all have different patterns such as attack, attack, attack, pause, etc. Try to find out those patterns and protect when they attack and attack when the pause. This is probably the best way to kill enemies when you want full health.

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### Strength

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The amount of Strength will give you a certain amount of damage you give during hand-to-hand combat. The higher your strength level is, the higher your attack is. You will also have better accuracy when fighting hand-to-hand. You can carry more items with the more strength you have.

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### Intelligent

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This attribute shows how your character will learn and reason. The higher your intelligence is, the better your Arcane Energy will be in many situations.

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### Wisdom

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When your character's intelligence is really high, your character will gain more experience after a fight or a completion of a quest.

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### Dexterity

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This shows how good your character is for a long range weapon.

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### Constitution

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The more constitution you have, the more health and stamina you will have. You will also regain health even quicker than usual.

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### Charisma

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This is basically looks and mental. When you have a high level at Charisma, you will not have as many problems with other people. You will also get discounts at the markets and higher trade-in prices for items you want to sell.

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## 7. - Classes

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Here is a list of all of the classes and some useful tips to them that will help you choose your character and help you learn how to play better with each class.

### Fighter:

Strength - 16  
Dexterity - 10  
Intelligence - 8  
Wisdom - 9  
Constitution - 13  
Charisma - 8

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The Fighter class is mainly just a melee class. His melee attack is great in any situation and will usually have a lot of health and defense to go along with it. He will be okay at long range weapons except you should want to go to

magic and give him the "Targeting" and "Accuracy" spells or else archery will be hard. The magic spells really don't help at all. So that means you should either never or rarely use magic spells. It will also mean you don't have to pick up or use any rejuvenation potions since you won't need them. This class will also be one of the best classes for carrying the most weight.

#### Wizard:

Strength - 11  
Dexterity - 12  
Intelligence - 15  
Wisdom - 10  
Constitution - 11  
Charisma - 13  
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The Wizard class is mainly for magic spells and can also use long range weapons. His melee attacks are very weak and can't withstand much damage. So that means basically very rarely or never use the melee weapons. The archery is pretty good with the accuracy except you will still need to get the "Targeting" and "Accuracy" spells to help even more. The magic spells are pretty much the whole package though. They are very powerful and you get a lot of different kinds of attacks. Your Arcane Energy will also refill quite quickly since your intelligence is so high. This class, however, is the worst class for carrying the most weight.

#### Archer:

Strength - 15  
Dexterity - 13  
Intelligence - 9  
Wisdom - 11  
Constitution - 12  
Charisma - 9  
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This class is the perfect class for long range weapons. His melee attacks are also quite useful and powerful, a lot more powerful than the wizard's melee attacks. The long range weapons are perfect for this class. You will automatically start with the "Targeting" and "Accuracy" spells so it will be easy to use the long range weapons right from the start. The spells will also be very helpful but it will take a while to refill your Arcane Energy so remember to bring rejuvenation potions on your travels. This class is also pretty good at carrying a lot of weight but won't be the best.

#### Elven Fighter:

Strength - 16  
Dexterity - 12  
Intelligence - 8  
Wisdom - 9  
Constitution - 11  
Charisma - 10  
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This is pretty much the "ultimate class" except the only problem is you have to beat the game once to get this class. The melee attacks will be just as powerful as the Fighter's and will become just as more useful. The long range weapons are also very useful for this class and will help you a lot in each predicament. The spells are probably the best part of this class even though the Arcane Energy isn't too good for this class. This class is also very great for carrying a lot of weight, it could carry just as much as the Fighter class could carry.

Once you start the game you must choose of one of the first three characters. When you beat the game you can use the Elven Fighter. Those are the default

attributes that all of the classes start with. You will also have an extra twelve points to give towards each attribute. You will also gain one point to add towards any attribute for every four levels.

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 8. - Store

[BG.08.01]  
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These are all of the items in the game that I have come across so far. I will add any more items when I get to them. I did not add the price of the items or the price the stores would buy it for because it depends on you Charisma level. Read the Charisma section in the attributes section for more details.

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 8.1 - Potions

[BG.08.10]  
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Healing Potions will refill your HP and Rejuvenation Potions will your MP.

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 | Healing Potion \

Name	Weight
Lesser Healing Potion	0.5
Healing Potion	0.7
Extra Healing Potion	1.0

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 | Rejuvenation Potion \

Name	Weight
Lesser Rejuvenation Potion	1.0
Rejuvenation Potion	1.5
Extra Rejuvenation Potion	2.0

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 8.2 - Jewels

[BG.08.20]  
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Here are all of the jewels and their effects and weights.

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 | Strength \

Name	Effect	Weight
Ring of Strength +1	Increases your carrying capacity by Ten and your Strength by One.	0.2
Amulet of Strength +1	Increases your carrying capacity by Ten and your Strength by One.	0.5
Amulet of Strength +2	Increases your carrying capacity by Twenty and your strength by Two.	0.5
Ring of Strength +3	Increases your carrying capacity by Thirty and your strength by Three.	0.2

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Amulet of Strength +3	Increases your carrying capacity by 30 and your strength by Three.	0.5
Amulet of Strength +4	Increases your carrying capacity by Fourty and your strength by Four.	0.5

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 | Dexterity \

Name	Effect	Weight
Amulet of Dexterity	Increases Dexterity by Zero.	0.5
Ring of Dexterity +1	Increases Dexterity by One.	0.2
Amulet of Dexterity +1	Increases Dexterity by One.	0.5
Amulet of Dexterity +2	Increases Dexterity by Two.	0.5
Ring of Dexterity +3	Increases Dexterity by Three.	0.2

-----  
 | Intelligence \

Name	Effect	Weight
Ring of Intellect +1	Increases Intellect by One.	0.2
Ring of Intellect +2	Increases Intellect by Two.	0.2
Amulet of Intellect +2	Increases Intellect by Two.	0.5
Ring of Intellect +3	Increases Intellect by Two	0.2
Amulet of Intellect +3	Increases Intellect by Three.	0.5
Amulet of Intellect +4	Increases Intellect by Four.	0.5

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 | Rejuvenation \

Name	Effect	Weight
Ring of Rejuvenation +1	Makes mana regeneration faster.	0.2
Amulet of Rejuvenation +1	Makes mana regeneration faster.	0.5
Amulet of Rejuvenation +2	Makes mana regeneration faster.	0.5
Ring of Rejuvenation +2	Makes mana regeneration faster.	0.5
Ring of Rejuvenation +3	Makes mana regeneration faster.	0.5
Ring of Rejuvenation +4	Makes mana regeneration faster.	0.2

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 | Constitution \

Name	Effect	Weight
Ring of Constitution +1	Increases Constitution by One point.	0.2
Amulet of Constitution +2	Increases Constitution by Two points.	0.2
Ring of Constitution +2	Increases Constitution by Two points.	0.2

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 | Regeneration \

Name	Effect	Weight
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Ring of Regeneration +1	Makes health regeneration faster.	0.2
Amulet of Regeneration +2	Makes health regeneration faster.	0.5
Ring of Regeneration +2	Makes health regeneration faster.	0.2
Amulet of Regeneration +3	Makes health regeneration faster.	0.5
Ring of Regeneration +3	Makes health regeneration faster.	0.2
Ring of Regeneration +4	Makes health regeneration faster.	0.2
_____	_____	_____

Protection \

Name	Effect	Weight
Ring of Protection +1	Increases Defense by One point.	0.5
Amulet of Protection +2	Increases Defense by Two points.	0.5
Ring of Protection +2	Increases Defense by Two points.	0.2
Ring of Protection +3	Increases Defense by Three points.	0.2
Ring of Protection +4	Increases Defense by Four points.	0.2
_____	_____	_____

These, I am not sure what they do, I usually just sell it for some quick gold.

Other Jewels \

Name	Weight
Amulet	0.5
Ring	0.2
Ruby	0.5
Emerald	0.5
Sapphire	0.5
_____	_____

8.3 - Armor [BG.08.30]

Here is all of the armor and their bonuses and weights.

Helmets \

Name	Bonus	Weight
Worn Padded Helmet	0	2.0
Padded Helmet	1	1.0
Leather Helmet	1	1.0
Leather Helmet	2	1.0
Studded Leather Helmet	3	2.0
Padded Helmet +2	3	1.0
Leather Helmet +1	3	1.0
Studded Leather Helmet +1	4	2.0
Leather Helmet +2	4	1.0
Padded Helmet +3	4	1.0
Studded Leather Helmet +2	5	2.0
Padded Helmet +4	5	1.0
Leather Helmet +3	5	1.0
Scale Helmet	5	3.0

Scale Helmet +1	6	3.0	
Leather Helmet +4	6	1.0	
Padded Helmet +5	6	1.0	
Studded Leather Helmet +3	6	2.0	
Chain Helmet	7	4.0	
Studded Leather Helmet +5	8	2.0	
Scale Helmet +3	8	3.0	
Scale Helmet +4	9	3.0	
Chain Helmet +2	9	4.0	
Half Plate Helmet +1	10	7.0	
Scale Helmet +5	10	3.0	
Chain Helmet +3	10	4.0	
Half Plate Helmet +2	11	7.0	
Full Plate Helmet	12	8.0	
Chain Helmet +5	12	4.0	
Full Plate Helmet +5	17	8.0	
Gold Helmet	20	6.0	

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| Chest Armor \

Name	Bonus	Weight
Worn Padded Armour	6	12.0
Padded Armour	6	12.0
Padded Armour +3	9	12.0
Leather Armour	9	15.0
Worn Studded Leather Armour	9	17.0
Leather Armour +1	10	15.0
Padded Armour +5	11	12.0
Leather Armour +2	11	15.0
Leather Armour +3	12	15.0
Studded Leather Armour	12	17.0
Studded Leather Armour +1	13	17.0
Leather Armour +4	13	15.0
Leather Armour +4	14	17.0
Leather Armour +5	15	15.0
Elven Studded Leather Armour +3	15	9.0
Studded Leather Armour +5	17	17.0
Scale Mail	21	30.0
Elven Scale Mail	21	15.0
Scale Mail +1	22	30.0
Elven Scale Mail +2	23	15.0
Chain Mail	24	40.0
Chain Mail +1	25	40.0
Scale Mail +4	25	30.0
Scale Mail +5	26	30.0
Elven Chain Mail +2	26	20.0
Chain Mail +4	28	40.0
Chain Mail +5	29	40.0
Half Plate Mail	30	46.0
Half Plate Mail +1	31	46.0
Half Plate Mail +2	32	46.0
Half Plate Mail +4	34	46.0
Full Plate Mail	39	50.0
Full Plate Mail +5	44	50.0
Gold Armor	50	40.0

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| Gloves \

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Name	Bonus	Weight
Worn Padded Gloves	0	1.0
Padded Gloves	1	1.0
Leather Gloves	2	1.0
Worn Studded Leather Gloves	2	2.0
Padded Gloves +1	2	1.0
Padded Gloves +2	3	1.0
Studded Leather Gloves	3	2.0
Padded Gloves +3	4	1.0
Studded Leather Gloves +1	4	2.0
Leather Gloves +2	4	1.0
Padded Gloves +4	5	1.0
Leather Gloves +3	5	1.0
Studded Leather Gloves +2	5	1.0
Scale Gloves	5	2.0
Leather Gloves +4	6	1.0
Leather Gloves +5	7	1.0
Scale Gloves +2	7	2.0
Studded Leather Gloves +4	7	2.0
Chain Gloves	7	2.0
Scale Gloves +3	8	2.0
Studded Leather Gloves +5	8	2.0
Scale Gloves +4	9	2.0
Chain Gloves +2	9	2.0
Half Plate Gloves +1	10	4.0
Scale Gloves +5	10	2.0
Chain Gloves +3	10	2.0
Chain Gloves +4	11	2.0
Half Plate Gloves +2	11	4.0
Full Plate Gloves	12	4.0
Half Plate Gloves +3	12	4.0
Full Plate Boots +3	15	4.0
Gold Boots	20	4.0

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| Boots \

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Name	Bonus	Weight
Worn Padded Boots	0	4.0
Worn Leather Boots	1	2.0
Padded Boots	1	2.0
Leather Boots	2	2.0
Leather Boots +1	3	2.0
Studded Leather Boots	3	3.0
Padded Boots +2	3	2.0
Studded Leather Boots +1	4	2.0
Padded Boots +3	4	2.0
Leather Boots +2	4	2.0
Leather Boots +3	5	2.0
Padded Boots +4	5	2.0
Scale Boots	5	3.0
Studded Leather Boots +2	5	3.0
Leather Boots +4	6	2.0
Padded Boots +5	6	2.0

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Studded Leather Boots +3	6	3.0	
Leather Boots +5	7	2.0	
Scale Boots +2	7	3.0	
Studded Leather Boots +4	7	3.0	
Chain Boots	7	4.0	
Scale Boots +3	8	3.0	
Chain Boots +1	8	4.0	
Studded Leather Boots +5	8	3.0	
Full Plate Boots	8	6.0	
Scale Boots +4	9	3.0	
Half Plate Boots +1	10	5.0	
Scale Boots +5	10	3.0	
Chain Boots +3	10	4.0	
Half Plate Boots +2	11	5.0	
Half Plate Boots +3	12	5.0	
Chain Boots +5	12	4.0	
Full Plate Boots +5	12	6.0	
Gold Boots	20	5.0	

• \_\_\_\_\_  
| Shields \

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Name	Bonus	Weight	
-----			
Worn Wooden Shield	0	5.0	
Wooden Shield +1	3	5.0	
Iron Shield	4	15.0	
Wooden Shield +3	5	5.0	
Wooden Shield +4	6	5.0	
Iron Shield +2	6	15.0	
Wooden Shield +5	7	5.0	
Iron Shield +4	8	15.0	
Iron Shield +5	9	15.0	

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8.4 - Weapons

[BG.08.40]

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Here are all of the weapons and their bonuses and weights. The first number in the bonus is damage and the second is accuracy. Damage will obviously do more damage and accuracy will give you a better chance of hitting your enemies.

• \_\_\_\_\_  
| Daggers \

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Name	Bonus	Weight	
-----			
Rusty Dagger	1-2	2.0	
Dagger	1-4	1.0	
Keen Dagger	1-4	1.0	
Dagger +1	2-5	1.0	
Serrated Dagger	4-4	1.0	
Flaming Burst Dagger	1-4	1.0	
Keen Dagger +1	2-5	1.0	
Icy Burst Dagger of Defense +5	6-9	1.0	
Flaming Burst Mithral Dagger	3-12	1.0	
Icy Burst Mithral Dagger +1	3-12	1.0	

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 | Swords \

Name	Bonus	Weight
Rusty Short Sword	1-3	6.0
Rusty Long Sword	1-4	4.0
Frost Short Sword	1-6	3.0
Short Sword +1	2-7	3.0
Short Sword +2	3-8	3.0
Fine Short Sword	1-9	3.0
Keen Long Sword	2-8	4.0
Long Sword	2-8	4.0
Wounding Long Sword	2-8	4.0
Flaming Burst Long Sword +1	3-9	4.0
Frost Short Sword +3	4-9	3.0
Short Sword +5	6-11	3.0
Long Sword	12-12	4.0
Masterwork Long Sword +1	6-18	4.0
Flame Burst Master Long Sword +1	6-18	4.0
Mithral Long Sword	6-24	4.0
Bastard Sword	8-18	10.0
Frost Bastard Sword +1	9-19	10.0
Flaming Burst Bastard Sword +1	9-19	10.0
Great Sword	10-24	15.0
Keen Great Sword	10-24	15.0
Great Sword +3	13-27	15.0
Flame Burst Master Long Sword Def +5	14-26	4.0
Jeweled Great Sword +5	15-29	6.0
Adamantine Short Sword +2	12-32	3.0
Serrated Bastard Sword of Defense +3	21-21	10.0
Shock Master Bastard Sword Defense +3	22-42	10.0
Masterwork Great Sword of Speed	20-48	15.0
Wound Mithril Bastard Sword Def. +3	33-63	10.0
Onyx Sword	90-120	10.0

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 | Scimitars \

Name	Bonus	Weight
Scimitar	5-7	4.0
Wounding Scimitar	5-7	4.0
Serrated Scimitar	7-7	4.0
Serrated Scimitar +1	8-8	4.0
Scimitar +3	8-10	4.0
Icy Burst Fine Scimitar	7-10	4.0
Keen Scimitar +3	8-10	4.0
Shock Scimitar +5	10-12	4.0
Masterwork Scimitar of Speed	10-14	4.0
Mithral Scimitar +2	21-27	4.0

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 | Hammers \

Name	Bonus	Weight
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Rusty Warhammer	1-4	8.0	
Warhammer	1-8	8.0	
Keen Warhammer	1-8	8.0	
Warhammer of Disruption	1-8	8.0	
Fine Warhammer	1-12	8.0	
Warhammer +1	2-9	8.0	
Spiked Warhammer	8-8	8.0	
Spiked Warhammer of Disruption +1	9-9	8.0	
Warhammer of Disruption +5	6-13	8.0	
Masterwork Warhammer	2-16	8.0	

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| Maces \

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Name	Bonus	Weight	
-----			
Rusty Light Mace	1-3	6.0	
Light Mace	1-6	6.0	
Keen Light Mace	1-6	6.0	
Light Mace of Disruption	1-6	6.0	
Fine Light Mace	1-9	6.0	
Light Mace +1	2-7	6.0	
Spiked Light Mace +1	7-7	6.0	
Masterwork Light Mace	2-12	6.0	
Keen Masterwork Light Mace	2-12	6.0	
Masterwork Light Mace of Desruption	2-12	6.0	
Flaming Burst Masterwork Light Mace	2-12	6.0	
Morning Star	8-12	12.0	
Morning Star of Disruption	8-12	12.0	
Morning Star of Disruption +1	9-13	12.0	
Morning Star +2	10-14	12.0	
Keen Morning Star +2	10-14	12.0	
Fine Morning Star	12-18	12.0	
Keen Fine Morning Star	12-18	12.0	
Frost Morning Star of Defense +5	13-17	12.0	
Master Morning Star of Disruption +1	18-26	12.0	
Master Morning Star of Disruption +5	26-37	12.0	

• \_\_\_\_\_  
| Axes \

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Name	Bonus	Weight	
-----			
Rusty Handaxe	1-3	5.0	
Handaxe	1-6	5.0	
Keen Handaxe	1-6	5.0	
Rusty Battle Axe	2-6	7.0	
Handaxe +1	2-7	5.0	
Icy Burst Handaxe +2	3-8	5.0	
Fine Handaxe	1-9	5.0	
Flaming Burst Handaxe +3	4-9	5.0	
Battle Axe	4-12	7.0	
Mithril Handaxe	3-18	5.0	
Keen Mithril Handaxe	3-18	5.0	
Flaming Burst Battle Axe +1	5-13	7.0	
Battle Axe +1	5-13	7.0	
Battle Axe +2	6-14	7.0	
Fine Battle Axe	6-18	7.0	

Frost Masterwork Warhammer +2	6-20	8.0	
Shock Fine Handaxe of Defense +5	9-16	5.0	
Fine Battle Axe +2	9-21	7.0	
Keen Fine Battle Axe +2	9-21	5.0	
Icy Burst Masterwork Battle Axe +2	12-28	7.0	
Serrated Great Axe	16-16	20.0	
Shocking Burst Mithral Battle Axe +3	21-45	7.0	
Shock Mithral Great Axe +3	45-57	20.0	
Jeweled Adamantine Great Axe +2	56-72	20.0	

Clubs \

Name	Bonus	Weight
Worn Club	1-2	6.0
Spiked Club	3-3	6.0
Club +1	3-4	3.0
Fine Club	3-4	3.0
Fine Club of Disruption	3-4	3.0
Shock Fine Club	3-4	3.0
Spiked Club +1	4-4	3.0
Spiked Fine Club of Disruption	4-4	3.0
Club +2	4-5	3.0
Masterwork Club	4-6	3.0
Club +3	5-6	3.0

Bows \

Name	Bonus	Weight
Worn Bow	2-4	2.0
Shortbow	4-8	2.0
Shortbow +1	5-9	2.0
Wounding Shortbow +1	5-9	2.0
Flaming Burst Shortbow +2	6-10	2.0
Shortbow +3	7-11	2.0
Fine Shortbow +2	9-15	2.0
Frost Fine Shortbow +3	10-16	2.0
Masterwork Shortbow +1	10-18	2.0
Frost Masterwork Shortbow +2	12-20	2.0
Masterwork Shortbow +4	16-24	2.0
Icy Burst Darkwood Shortbow +4	24-36	2.0
Shocking Burst Darkwood Shortbow +5	27-39	2.0
Icy Burst Oak Shortbow +5	36-52	2.0
Arrows		3.8

\*NOTE - There are only a maximum of five hundred arrows if you can carry that much weight but is definately more than enough.

GilaMonster would want me to remove it, then he/she could e-mail me telling me so.\*\*

1) Play through the game until you reach the dying thief. Get the medallion from him. At this point, manually save the game. (Do NOT save again until you are certain you've beaten the glitch. Otherwise you'll have to start the game from the very beginning.)

2) Exit the sewers. Talk to the priest (Fayed) you find waiting there. He'll tell you about the Orb.

3) Make your way back to the Tavern, killing all the undead you encounter along the way.

4) Give the medallion to the woman seated at the table.

5) Talk to Ethon. He'll mention that he hears screaming. Leave the Elfsong Tavern and return to the city.

6) Kill all the undead in the southern part of the city. Make sure you get them all... a few of them are sneaky and they hide in alleyways and in corners.

7) Kill the undead in the Cemetery.

8) Kill the Orb.

9) Go back to the Tavern and talk to Ethon. If you've successfully killed all the undead, he'll tell you about Jherek. If there are still skeletons left, he'll repeat the line about hearing screaming.

10) When you've managed to kill all the undead and received the new instructions from Ethon, then go talk to Fayed again. Do not talk to him until you're sure all the skeletons are dispatched and Ethon's told you about Jherek. After that, you can continue to Jherek's house and the next part of the adventure.

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10. - Magic

[BG.10.01]  
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Here are all of the magic spells you can slowly increase power of for whatever you want.

-----  
Fighter

-----  
Combat Aura           - Gives the head a positive aura.  
Earthquake           - An earthquake hits enemies around. (Warhammer/Great Axe)

-----  
Wizard

-----  
Magic Missiles       - Darts forth a missile of magical energy which heads for targets.  
Burning Hands       - Fire a magical flamethrower emitting a cone-shaped blast.  
Melf's Acid           - Causes a magical arrow of acid to spring.  
Fireball             - Shoot a burst of flame that detonates when it hits.  
Snowblind            - Causes a cone of frost to shoot forth.  
Lightning Bolt       - Streaks a bolt of lightning, inflicting electrical damage.  
Otiluke's Ice         - Summons a sphere of intense cold to strike targets.

-----  
Archer  
-----

- Flame Arrows - Grants a flaming aura to arrows.
- Ice Arrows - Enchants arrows with an icy aura.
- Shock Arrows - Enchants arrows with an electrical aura.
- Hail of Arrows - Allows to fire multiple arrows at once.
- Exploding Arrows - Enchants arrows so that they explode when they strike a target.

-----  
Elven Fighter  
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- Ice Arrows - Enchants arrows with an icy aura.
- Shock Arrows - Enchants arrows with an electrical aura.
- Hail of Arrows - Allows to fire multiple arrows at once.
- Magic Missiles - Darts forth a missile of magical energy which heads for targets.
- Burning Hands - Fire a magical flamethrower emitting a cone-shaped blast.
- Fireball - Shoot a burst of flame that detonates when it hits.
- Combat Aura - Gives the head a positive aura.
- Earthquake - An earthquake hits enemies around. (Warhammer/Great Axe)

-----  
All Classes  
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- Accuracy - Improves the accuracy of ranged attacks.
- Targeting - Helps to aim the ranged weapon by providing a targeting line.
- Enchant Arrows - Every normal arrow fired becomes enchanted.
- Dodge - Gives a bonus to armor class.
- Endurance - Increases the carrying capacity.
- Toughness - Grants permanent hit points.
- Will Power - Grants permanent arcane energy points.
- Meditation - Increases arcane energy regeneration rate.
- Intest. Fortitude - Increases health regeneration rate.
- Death Blow - Increase the damage of critical hits.
- Improved Critical - Increases the chance of scoring a critical hit.
- Improved Block - Allows blocking with a two-handed melee weapon.
- Shield Expert - Gives an additional armor class bonus when a shield is equipped.
- Sword & Fist - Increases the chance to hit and Min/Max Damage. (Melee)

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11. - Unlockables [BG.11.01]  
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You can unlock the Elven Fighter once you have successfully beaten the game once. The Elven Fighter is pretty much all three classes combined. It has many of the attributes of each class. It will also have the spells of all of the classes.

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12. - Disclaimer [BG.12.01]  
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