

Baldur's Gate: Dark Alliance Item Guide

by Lancet Jades

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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.

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BALDUR'S GATE: DARK ALLIANCE (GBA) ITEM GUIDE

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Neoseeker.com

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ABOUT

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Baldur's Gate: Dark Alliance on Gameboy Advance is a surprisingly faithful "port" of the PS2/Gamecube/Xbox game of the same name. The story, settings, items, and skills are, for the most part, the same as in the console versions, with the only difference being that everything is scaled down. Some areas are omitted, some enemies not present, and items are hard-coded rather than having variable enchantments and bonuses. Just because there's a Short Sword +5 doesn't mean there is a Short Sword +4 (and there isn't).

This guide serves as a complete list of all possible items in the game and where they can reliably be found. Items not in these lists don't exist, and most of the unused IDs between each "block" of 32 are junk data, some of which will freeze the game, as well as weapons with damage ranges such as "6-890" and "50-0". Weird stuff, dude.

As a result of the hard-coded nature of the items, there isn't really any "ultimate" weapons to be found as far as the console version's mechanics are concerned. The ultimate weapon(s) of each type are simply what the programmers chose as the strongest weapon of the type to be programmed in.

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1: WEAPON LISTS

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Unlike the console versions of the game, the GBA version only does not have actual randomized weapons and armor. All are pre-programmed and there is a rather short list of available items. Additionally, all barrels, crates, treasure chests, and even enemies have pre-determined items, with no possible random variation between playthroughs. Specific enemies drop specific items, and even bosses only have around 4-5 possible item drops, along with a few gold amounts.

Item value is based on 10 Charisma. A different Charisma value will alter the displayed value of an item. Only two copies of a specific weapon ID can be in your inventory at a time (e.g., Keen Dagger +1 x2). Up to 500 arrows can be held at a time (i.e., Arrows x500). Arrows purchased or picked up always come in bundles of 20.

The Wizard cannot use certain types of weapons, mainly two-handed ones. This includes Warhammers, Bastard Swords, Battle Axes, Great Swords, and Great Axes. These are the only restrictions on equipment the Wizard has, and no other class has any restrictions at all.

Weapon effects are as follows:

-Rusty: Damage/2 (metal weapons only)
-Worn: Damage/2 (nonmetal weapons only)
-Fine: Damage*1.5
-Masterwork: Damage*2
-Mithral: Damage*3 (metal weapons only)
-Adamantine: Damage*4 (metal weapons only)
-Darkwood: Damage*3 (nonmetal weapons only)
-Oak: Damage*4 (nonmetal weapons only)
-Serrated: Damage=Max_damage (bladed weapons only)
-Spiked: Damage=Max_damage (blunt weapons only)
-Keen: Increased critical hit rate
-Wounding: Inflicts poison on hit
-Flaming: Inflicts fire damage on hit; chance of setting target on fire
-Frost: Inflicts ice damage on hit; chance of freezing target
-Shock: Inflicts lightning damage on hit; chance of shocking target
-Flaming Burst: Flaming + bonus fire damage and burning on critical hit
-Icy Burst: Frost + bonus ice damage and freezing on critical hit
-Shocking Burst: Shock + bonus lightning damage and shock on critical hit
-of Disruption: Chance to instantly kill undead (blunt weapons only)
-of Defense: Weapon gives extra Armor. +1 gives 1, +3 gives 2, +5 gives 3
-of Speed: Weapon attacks slightly faster (difficult to even notice)
-Jeweled: Theoretically increases item value**

**Theoretically, the Jeweled bonus on weapons should increase the item value, but the hard-coded nature of the item system means the item values are arbitrary anyways, and neither of the two Jeweled weapons have a non-Jeweled variant to compare the value to, and no way to generate such a variant exists within the game.

1.1 - DAGGERS (1.0 weight, 1-handed)

Name	Damage	Value	ID
Dagger	1-4	37	OCA1
Dagger +1	2-5	70	OCA4
Rusty Dagger	1-2	14	OCA0
Fine Dagger	1-6	84	OCA2
Masterwork Dagger	2-8	187	OCA5
Keen Dagger	1-4	75	OCA2
Keen Dagger +1	2-5	188	OCA9
Serrated Dagger	4-4	287	OCA6
Serrated Dagger +1	5-5	341	OCA8
Flaming Burst Dagger	1-4	321	OCA7
Flaming Burst Dagger +1	2-5	551	OCAA
Flaming Burst Mithral Dagger	3-12	2,174	OCAC
Icy Burst Mithral Dagger	3-12	5,772	OCAD
Icy Burst Dagger of Defense +5	6-9	1,456	OCAB

1.2 - CLUBS (3.0 weight, 1-handed)

Name	Damage	Value	ID
Club	2-3	44	OCC1
Club +1	3-4	251	OCC3
Club +2	4-5	1,099	OCC6
Club +3	5-6	2,319	OCC9

Worn Club	1-2	15	0CC0
Fine Club	3-4	317	0CC4
Fine Club of Disruption	3-4	803	0CCA
Masterwork Club	4-6	1,240	0CC7
Keen Club	2-3	108	0CC2
Keen Fine Club	3-4	419	0CC5
Spiked Club	3-3	110	0CD0
Spiked Club +1	4-4	694	0CC8
Spiked Club of Disruption	3-3	148	0CCF
Spiked Fine Club of Disruption	4-4	1,765	0CCC
Spiked Fine Club of Disruption +1	6-6	1,406	0CCE
Spiked Masterwork Club	6-6	1,072	0CCB
Shock Fine Club	3-4	1,176	0CCD

1.3 - SHORT SWORDS (3.0 weight, 1-handed)

Name	Damage	Value	ID
Short Sword	1-6	137	0CE1
Short Sword +1	2-7	330	0CE4
Short Sword +2	3-8	686	0CE5
Short Sword +3	4-9	1,024	0CE6
Short Sword +5	6-11	1,706	0CE7
Rusty Short Sword	1-3	82	0CE0
Fine Short Sword	1-9	170	0CE3
Masterwork Short Sword +1	4-14	2,174	0CE9
Adamantine Short Sword +2	12-32	4,104	0CED
Keen Short Sword	1-6	102	0CE2
Keen Short Sword +2	3-8	946	0CF0
Serrated Short Sword	6-6	316	0CEA
Serrated Fine Short Sword +3	13-13	6,519	0CEE
Flaming Burst Masterwork Short Sword +1	4-14	3,180	0CEC
Frost Short Sword	1-6	1,644	0CE8
Frost Short Sword +3	4-9	4,238	0CEB
Icy Burst Masterwork Short Sword +3	8-18	8,189	0CEF

1.4 - HANDAXES (5.0 weight, 1-handed)

Name	Damage	Value	ID
Handaxe	1-6	68	0D01
Handaxe +1	2-7	305	0D03
Rusty Handaxe	1-3	25	0D00
Fine Handaxe	1-9	370	0D04
Fine Handaxe +1	3-10	550	0D05
Mithral Handaxe	3-18	2,397	0D06
Keen Handaxe	1-6	207	0D02
Keen Mithral Handaxe	3-18	3,207	0D07
Wounding Mithral Handaxe of Defense +5	18-33	4,752	0D0A
Flaming Burst Handaxe +3	4-9	3,350	0D08
Icy Burst Handaxe +2	3-8	2,854	0D09
Shock Fine Handaxe of Defense +5	9-16	7,173	0D0B
Shock Masterwork Handaxe of Defense +5	12-22	12,808	0D0C

1.5 - LT. MACES (6.0 weight, 1-handed)

Name	Damage	Value	ID
Lt. Mace	1-6	68	0D21
Lt. Mace +1	2-7	133	0D24
Lt. Mace +3	4-9	420	0D26
Lt. Mace of Disruption	1-6	148	0D23
Rusty Lt. Mace	1-3	26	0D20
Fine Lt. Mace	1-9	157	0D25
Masterwork Lt. Mace	2-12	404	0D27
Masterwork Lt. Mace of Disruption	2-12	1,618	0D29
Keen Lt. Mace	1-6	180	0D22
Keen Masterwork Lt. Mace	2-12	1,051	0D28
Spiked Lt. Mace +1	7-7	1,896	0D2B
Flaming Burst Masterwork Lt. Mace	2-12	1,087	0D2A
Flaming Burst Mithral Lt. Mace +2	9-24	6,356	0D2C
Flaming Burst Mithral Lt. Mace +5	18-33	8,170	0D2D
Shocking Burst Masterwork Lt. Mace +5	12-22	9,108	0D2E
Shocking Burst Mithral Lt. Mace +3	12-27	8,750	0D2F

1.6 - LONG SWORDS (4.0 weight, 1-handed)

Name	Damage	Value	ID
Long Sword	2-8	142	0D41
Long Sword +1	3-9	463	0D43
Rusty Long Sword	1-4	92	0D40
Fine Long Sword	3-12	319	0D44
Masterwork Long Sword +1	6-18	1,224	0D46
Mithral Long Sword	6-24	1,632	0D47
Keen Long Sword	2-8	284	0D50
Serrated Long Sword	8-8	2,189	0D49
Serrated Fine Long Sword	12-12	6,219	0D4D
Wounding Long Sword	2-8	385	0D42
Flaming Burst Long Sword +1	3-9	1,332	0D45
Flaming Burst Masterwork Long Sword +1	6-18	4,011	0D4A
Flaming Burst Masterwork Long Sword of Defense +5	14-26	8,549	0D4C
Icy Burst Mithral Long Sword +1	9-27	11,063	0D4E
Shock Fine Long Sword of Defense +3	7-16	5,951	0D4B
Shocking Burst Masterwork Long Sword of Defense +2	8-20	49,777	0D4F

1.7 - SCIMITARS (4.0 weight, 1-handed)

Name	Damage	Value	ID
Scimitar	5-7	246	0D60
Scimitar +2	7-9	976	0D61
Scimitar +3	8-10	1,464	0D63
Masterwork Scimitar of Speed	10-14	18,174	0D6D
Mithral Scimitar +2	21-27	5,279	0D69
Keen Scimitar +3	8-10	2,207	0D64
Keen Mithral Scimitar +2	21-27	7,221	0D6A
Serrated Scimitar	7-7	1,818	0D66
Serrated Scimitar +1	8-8	782	0D70
Wounding Scimitar	5-7	855	0D62

Wounding Fine Scimitar	7-10	1,474	0D67
Flaming Burst Scimitar	5-7	2,762	0D65
Flaming Burst Mithral Scimitar +5	30-36	22,803	0D6E
Frost Fine Scimitar of Defense +5	15-18	12,737	0D6C
Icy Burst Fine Scimitar	7-10	3,085	0D68
Icy Burst Adamantine Scimitar +1	24-32	22,944	0D6F
Shock Scimitar +5	10-12	10,683	0D6B

1.8 - MORNING STARS (12.0 weight, 1-handed)

Name	Damage	Value	ID
Morning Star	8-12	637	0D80
Morning Star +2	10-14	2,550	0D82
Morning Star of Disruption	8-12	859	0D81
Morning Star of Disruption +1	9-13	1,413	0D84
Fine Morning Star	12-18	1,434	0D85
Masterwork Morning Star	18-26	3,759	0D87
Masterwork Morning Star of Disruption	18-26	4,497	0D88
Masterwork Morning Star of Disruption +5	26-34	10,141	0D8A
Mithral Morning Star of Disruption	33-45	15,844	0D8C
Keen Morning Star +2	10-14	2,754	0D83
Keen Fine Morning Star	12-18	3,522	0D86
Flaming Burst Mithral Morning Star +1	27-39	13,506	0D8B
Flaming Burst Mithral Morning Star of Defense +3	33-45	17,529	0D8D
Frost Morning Star of Defense +5	13-17	7,199	0D89

1.9 - WARHAMMERS (8.0 weight, 2-handed, enables Earthquake)
!!!The Wizard class cannot equip Warhammers!!!

Name	Damage	Value	ID
Warhammer	1-8	65	0DA1
Warhammer +1	2-9	124	0DA4
Warhammer of Disruption	1-8	145	0DA3
Warhammer of Disruption +2	3-10	1,529	0DA6
Warhammer of Disruption +5	6-13	2,181	0DA7
Rusty Warhammer	1-4	42	0DA0
Fine Warhammer	1-12	147	0DA5
Fine Warhammer of Defense +1	3-13	2,470	0DA8
Masterwork Warhammer	2-16	2,374	0DA9
Keen Warhammer	1-8	191	0DA2
Keen Masterwork Warhammer	2-16	2,844	0DAA
Spiked Warhammer	8-8	249	0DAC
Spiked Warhammer of Disruption +1	9-9	5,177	0DAD
Frost Masterwork Warhammer +2	6-20	3,264	0DAB
Shock Masterwork Warhammer +3	8-22	7,949	0DAE
Shocking Burst Mithral Warhammer +3	12-33	10,740	0DAF

1.10 - BATTLE AXES (7.0 weight, 2-handed, enables Earthquake)
!!!The Wizard class cannot equip Battle Axes!!!

Name	Damage	Value	ID
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Battle Axe	4-12	228	0DC1
Battle Axe +1	5-13	516	0DC3
Battle Axe +2	6-14	912	0DC4
Rusty Battle Axe	2-6	148	0DC0
Fine Battle Axe	6-18	513	0DC5
Fine Battle Axe +2	9-21	1,614	0DC6
Keen Battle Axe	4-12	288	0DC2
Keen Fine Battle Axe +2	9-21	2,270	0DC7
Flaming Burst Battle Axe +1	5-13	1,974	0DC8
Icy Burst Masterwork Battle Axe +2	12-28	8,226	0DCA
Shock Battle Axe +3	7-15	4,296	0DC9
Shocking Burst Mithral Battle Axe +3	21-45	32,460	0DCB

1.11 - BASTARD SWORDS (10.0 weight, 2-handed)
!!!The Wizard class cannot equip Bastard Swords!!!

Name	Damage	Value	ID
Bastard Sword	8-18	643	0DE0
Adamantine Bastard Sword +2	40-80	14,445	0DE5
Keen Adamantine Bastard Sword +2	40-80	15,110	0DE7
Serrated Bastard Sword of Defense +3	21-21	4,185	0DE3
Serrated Mithral Bastard Sword +3	63-63	30,844	0DEC
Wounding Mithral Bastard Sword of Defense +3	33-63	8,851	0DE4
Flaming Burst Bastard Sword +1	9-19	1,816	0DE1
Flaming Burst Adamantine Bastard Sword +3	44-84	18,184	0DE8
Flaming Burst Adamantine Bastard Sword of Defense +5	52-92	18,184	0DE9
Frost Bastard Sword +1	9-19	4,735	0DE2
Icy Burst Adamantine Bastard Sword of Defense +3	44-84	27,440	0DEA
Shock Masterwork Bastard Sword of Defense +3	22-42	13,066	0DE6
Shocking Burst Mithral Bastard Sword +5	39-69	29,211	0DEB

1.12 - GREAT SWORDS (15.0 weight, 2-handed)
!!!The Wizard class cannot equip Great Swords!!!

Name	Damage	Value	ID
Great Sword	10-24	1,029	0E00
Great Sword +3	13-27	6,116	0E02
Masterwork Great Sword of Speed	20-48	8,841	0E06
Jeweled Great Sword +5	15-29	7,148	0E03
Keen Great Sword	10-24	2,180	0E01
Frost Adamantine Great Sword	40-96	20,951	0E04
Frost Adamantine Great Sword +5	60-116	43,396	0E07
Icy Burst Adamantine Great Sword +5	60-116	43,396	0E05

1.13 - GREAT AXES (20.0 weight, 2-handed, enables Earthquake)
!!!The Wizard class cannot equip Great Axes!!!

Name	Damage	Value	ID
Great Axe	12-16	649	0E20
Mithral Great Axe +1	39-51	8,480	0E22
Jeweled Adamantine Great Axe +2	56-72	11,744	0E24

Keen Mithral Great Axe +1	39-51	6,583	0E23
Serrated Great Axe	16-16	4,526	0E21
Flaming Mithral Great Axe +5	51-63	16,585	0E25
Shock Mithral Great Axe +3	45-57	21,888	0E26

1.14 - SHORTBOWS (2.0 weight, 2-handed, uses Arrows)

Name	Damage	Value	ID
Shortbow	4-8	173	0E41
Shortbow +1	5-9	466	0E42
Shortbow +3	7-11	1,042	0E43
Worn Shortbow	2-4	45	0E40
Fine Shortbow +1	7-13	883	0E45
Fine Shortbow +2	9-15	1,360	0E46
Masterwork Shortbow +1	10-18	1,283	0E47
Masterwork Shortbow +4	16-24	4,179	0E49
Keen Shortbow	4-8	275	0E51
Wounding Shortbow +1	5-9	1,070	0E50
Flaming Burst Shortbow	4-8	2,174	0E52
Flaming Burst Shortbow +2	6-10	2,470	0E44
Frost Fine Shortbow +3	10-16	4,418	0E48
Frost Masterwork Shortbow +2	12-20	5,099	0E53
Icy Burst Darkwood Shortbow +4	24-36	9,854	0E4B
Icy Burst Oak Shortbow +5	36-52	21,555	0E4E
Shock Masterwork Shortbow +5	18-26	15,174	0E4C
Shock Oak Shortbow of Defense +3	28-44	27,181	0E4F
Shocking Burst Darkwood Shortbow +5	27-39	17,370	0E4D

1.15 - THE ONYX SWORD (10.0 weight, 1-handed)

Name	Damage	Value	ID
Onyx Sword	90-120	66,281	E60

1.16 - ARROWS (0.1 weight, used with Bows)

Name	Value	ID
Arrows	10	70A0

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2: ARMOR LISTS
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Unlike the console versions of the game, the GBA version only does not have actual randomized weapons and armor. All are pre-programmed and there is a rather short list of available items. Additionally, all barrels, crates, treasure chests, and even enemies have pre-determined items, with no possible

random variation between playthroughs. Specific enemies drop specific items, and even bosses only have around 4-5 possible item drops, along with a few gold amounts.

Unlike weapons, armor is extremely straightforward. And further unlike the console versions, the Elven prefix (half weight) is only available on body armor. For nonmetal armor, the Worn prefix results in -1 armor. There is no Rusty prefix present for metal armors.

Item value is based on 10 Charisma. A different Charisma value will alter the displayed value of an item. Only two copies of a specific armor ID can be in your inventory at a time (e.g., Padded Helmet +2 x2).

The Gold armor set is found in the Black Forge, and can only be accessed after speaking with the ghost prior to the final boss. The Gold Shield exists in the game's data, but has no known location in the game. If it exists anywhere, it is most likely a (very) rare drop from the Gold Golems within the Onyx Tower.

2.1 - SHIELDS

Name	Def	Value	ID
-----Wooden: 5.0 weight-----			
Worn Wooden Shield	1	14	4B20
Wooden Shield	2	26	4B21
Wooden Shield +1	3	187	4B22
Wooden Shield +2	4	305	4B23
Wooden Shield +3	5	511	4B24
Wooden Shield +4	6	673	4B25
Wooden Shield +5	7	835	4B26
-----Iron: 15.0 weight-----			
Iron Shield	4	200	4B40
Iron Shield +1	5	363	4B41
Iron Shield +2	6	574	4B42
Iron Shield +3	7	806	4B43
Iron Shield +4	8	1,038	4B44
Iron Shield +5	9	1,360	4B45
-----Gold: 10.0 weight-----			
Gold Shield	10	1,708	4B60 (no known location)

2.2 - HELMETS

Name	Def	Value	ID
-----Padded: 1.0 weight-----			
Worn Padded Helmet	0	24	3EC0
Padded Helmet	1	40	3EC1
Padded Helmet +1	2	152	3EC2
Padded Helmet +2	3	326	3EC3
Padded Helmet +3	4	668	3EC4
Padded Helmet +4	5	866	3EC5
Padded Helmet +5	6	1,033	3EC6

----Leather: 1.0 weight-----

Worn Leather Helmet	1	58	3EE0
Leather Helmet	2	116	3EE1
Leather Helmet +1	3	254	3EE2
Leather Helmet +2	4	437	3EE3
Leather Helmet +3	5	668	3EE4
Leather Helmet +4	6	851	3EE5
Leather Helmet +5	7	1,035	3EE6

----Studded Leather: 2.0 weight-----

Worn Studded Leather Helmet	2	129	3F00
Studded Leather Helmet	3	216	3F01
Studded Leather Helmet +1	4	386	3F02
Studded Leather Helmet +2	5	556	3F03
Studded Leather Helmet +3	6	726	3F04
Studded Leather Helmet +4	7	896	3F05
Studded Leather Helmet +5	8	1,066	3F06

----Scale: 3.0 weight-----

Scale Helmet	5	483	3F20
Scale Helmet +1	6	737	3F21
Scale Helmet +2	7	992	3F22
Scale Helmet +3	8	1,246	3F23
Scale Helmet +4	9	1,500	3F24
Scale Helmet +5	10	1,755	3F25

----Chain: 4.0 weight-----

Chain Helmet	7	1,000	3F40
Chain Helmet +1	8	1,419	3F41
Chain Helmet +2	9	1,839	3F42
Chain Helmet +3	10	2,259	3F43
Chain Helmet +4	11	2,678	3F44
Chain Helmet +5	12	3,098	3F45

----Half Plate: 7.0 weight-----

Half Plate Helmet	9	1,100	3F60
Half Plate Helmet +1	10	1,400	3F61
Half Plate Helmet +2	11	1,700	3F62
Half Plate Helmet +3	12	2,000	3F63
Half Plate Helmet +4	13	2,300	3F64
Half Plate Helmet +5	14	2,600	3F65

----Full Plate: 8.0 weight-----

Full Plate Helmet	12	1,000	3F80
Full Plate Helmet +1	13	1,399	3F81
Full Plate Helmet +2	14	1,799	3F82
Full Plate Helmet +3	15	2,199	3F83
Full Plate Helmet +4	16	2,598	3F84
Full Plate Helmet +5	17	2,999	3F85

----Gold: 6.0 weight-----

Gold Helmet	20	4,152	3FA0
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2.3 - BODY ARMOR

Name	Def	Value	ID
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----Padded: 12.0 weight-----

Worn Padded Armour	5	65	1960
Padded Armour	6	133	1961
Padded Armour +1	7	250	1962
Padded Armour +2	8	438	1963
Padded Armour +3	9	697	1964
Padded Armour +4	10	885	1965
Padded Armour +5	11	1,073	1966

----Leather: 15.0 weight-----

Worn Leather Armour	7	240	1980
Leather Armour	9	400	1981
Leather Armour +1	10	627	1982
Leather Armour +2	11	892	1983
Leather Armour +3	12	1,156	1984
Leather Armour +4	13	1,457	1985
Leather Armour +5	14	1,722	1986

----Studded Leather: 17.0 weight (Elven 9.0)-----

Worn Studded Leather Armour	9	366	19A0
Studded Leather Armour	12	733	19A1
Studded Leather Armour +1	13	1,067	19A2
Studded Leather Armour +2	14	1,402	19A3
Studded Leather Armour +3	15	1,736	19A4
Studded Leather Armour +4	16	2,070	19A5
Studded Leather Armour +5	17	2,405	19A6
Elven Studded Leather Armour +3	15	2,284	19A7

----Scale: 30.0 weight (Elven 15.0)-----

Scale Mail	21	1,666	19C0
Scale Mail +1	22	2,299	19C1
Scale Mail +2	23	2,966	19C2
Scale Mail +3	24	3,632	19C3
Scale Mail +4	25	4,299	19C4
Scale Mail +5	26	4,966	19C5
Elven Scale Mail	21	2,448	19C6
Elven Scale Mail +2	23	4,275	19C7

----Chain: 40.0 weight (Elven 20.0)-----

Chainmail	24	3,333	19E0
Chainmail +1	25	4,385	19E1
Chainmail +2	26	5,436	19E2
Chainmail +3	27	6,488	19E3
Chainmail +4	28	7,540	19E4
Chainmail +5	29	8,591	19E5
Elven Chainmail +1	25	5,951	19E6
Elven Chainmail +2	26	7,103	19E7

----Half Plate: 46.0 weight (Elven 23.0)-----

Half Platemail	30	5,333	1A00
Half Platemail +1	31	7,333	1A01
Half Platemail +2	32	8,000	1A02
Half Platemail +3	33	8,666	1A03
Half Platemail +4	34	9,333	1A04
Half Platemail +5	35	10,000	1A05
Elven Half Platemail +1	31	8,666	1A06
Elven Half Platemail +5	35	11,333	1A07

----Full Plate: 50.0 weight (Elven 25.0)-----

Full Platemail	39	8,333	1A20
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Full Platemail +1	40	10,269	1A21
Full Platemail +2	41	12,206	1A22
Full Platemail +3	42	14,974	1A23
Full Platemail +4	43	16,910	1A24
Full Platemail +5	44	18,015	1A25
Elven Full Platemail	39	10,818	1A26
Elven Full Platemail +4	43	19,374	1A27

----Gold: 40.0 weight-----

Gold Armour	50	27,150	1A40
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2.4 - GLOVES

Name	Def	Value	ID
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----Padded: 1.0 weight-----

Worn Padded Gloves	0	22	3260
Padded Gloves	1	36	3261
Padded Gloves +1	2	148	3262
Padded Gloves +2	3	260	3263
Padded Gloves +3	4	371	3264
Padded Gloves +4	5	483	3265
Padded Gloves +5	6	595	3266

----Leather: 1.0 weight-----

Worn Leather Gloves	1	70	3280
Leather Gloves	2	116	3281
Leather Gloves +1	3	253	3282
Leather Gloves +2	4	445	3283
Leather Gloves +3	5	609	3284
Leather Gloves +4	6	773	3285
Leather Gloves +5	7	937	3286

----Studded Leather: 2.0 weight-----

Worn Studded Leather Gloves	2	129	32A0
Studded Leather Gloves	3	216	32A1
Studded Leather Gloves +1	4	386	32A2
Studded Leather Gloves +2	5	602	32A3
Studded Leather Gloves +3	6	818	32A4
Studded Leather Gloves +4	7	1,034	32A5
Studded Leather Gloves +5	8	1,250	32A6

----Scale: 2.0 weight-----

Scale Gloves	5	450	32C0
Scale Gloves +1	6	693	32C1
Scale Gloves +2	7	959	32C2
Scale Gloves +3	8	1,248	32C3
Scale Gloves +4	9	1,514	32C4
Scale Gloves +5	10	1,780	32C5

----Chain: 2.0 weight-----

Chain Gloves	7	1,150	32E0
Chain Gloves +1	8	1,617	32E1
Chain Gloves +2	9	2,056	32E2
Chain Gloves +3	10	2,467	32E3
Chain Gloves +4	11	2,906	32E4
Chain Gloves +5	12	3,345	32E5

----Half Plate: 4.0 weight-----

Half Plate Gloves	9	1,266	3300
Half Plate Gloves +1	10	1,722	3301
Half Plate Gloves +2	11	2,178	3302
Half Plate Gloves +3	12	2,670	3303
Half Plate Gloves +4	13	3,126	3304
Half Plate Gloves +5	14	3,545	3305

----Full Plate: 4.0 weight-----

Full Plate Gloves	12	1,233	3320
Full Plate Gloves +1	13	1,682	3321
Full Plate Gloves +2	14	2,130	3322
Full Plate Gloves +3	15	2,612	3323
Full Plate Gloves +4	16	3,061	3324
Full Plate Gloves +5	17	3,477	3325

----Gold: 4.0 weight-----

Gold Gloves	20	3,500	3340
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2.5 - LEGGINGS

Name	Def	Value	ID
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----Padded: 2.0 weight-----

Worn Padded Boots	0	20	25E0
Padded Boots	1	33	25E1
Padded Boots +1	2	214	25E2
Padded Boots +2	3	315	25E3
Padded Boots +3	4	497	25E4
Padded Boots +4	5	759	25E5
Padded Boots +5	6	940	25E6

----Leather: 2.0 weight-----

Worn Leather Boots	1	50	2600
Leather Boots	2	100	2601
Leather Boots +1	3	232	2602
Leather Boots +2	4	418	2603
Leather Boots +3	5	651	2604
Leather Boots +4	6	829	2605
Leather Boots +5	7	1,040	2606

----Studded Leather: 3.0 weight-----

Worn Studded Leather Boots	2	130	2620
Studded Leather Boots	3	216	2621
Studded Leather Boots +1	4	386	2622
Studded Leather Boots +2	5	621	2623
Studded Leather Boots +3	6	856	2624
Studded Leather Boots +4	7	1,092	2625
Studded Leather Boots +5	8	1,394	2626

----Scale: 3.0 weight-----

Scale Boots	5	483	2640
Scale Boots +1	6	737	2641
Scale Boots +2	7	992	2642
Scale Boots +3	8	1,246	2643
Scale Boots +4	9	1,500	2644

Scale Boots +5 10 1,755 2645

----Chain: 4.0 weight-----

Chain Boots	7	1,000	2660
Chain Boots +1	8	1,407	2661
Chain Boots +2	9	1,815	2662
Chain Boots +3	10	2,223	2663
Chain Boots +4	11	2,631	2664
Chain Boots +5	12	3,038	2665

----Half Plate: 5.0 weight-----

Half Plate Boots	9	1,166	2680
Half Plate Boots +1	10	1,604	2681
Half Plate Boots +2	11	2,041	2682
Half Plate Boots +3	12	2,478	2683
Half Plate Boots +4	13	2,917	2684
Half Plate Boots +5	14	3,354	2685

----Full Plate: 6.0 weight-----

Full Plate Boots	12	1,145	26A0
Full Plate Boots +1	13	1,556	26A1
Full Plate Boots +2	14	1,968	26A2
Full Plate Boots +3	15	2,380	26A3
Full Plate Boots +4	16	2,792	26A4
Full Plate Boots +5	17	3,203	26A5

----Gold: 5.0 weight-----

Gold Boots	20	4,176	26C0
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3: ACCESSORY AND ITEM LISTS

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Item value is based on 10 Charisma. A different Charisma value will alter the displayed value of an item. Only four copies of a specific ring, amulet, or gemstone ID can be in your inventory at a time (e.g., Emerald x4, or Ring of Regeneration +3 x4). Up to 99 of a specific potion ID can be in your inventory at a time (e.g., Lesser Healing Potion x99).

GUIDE TO ENCHANTMENTS:

Strength: STR +X

Dexterity: DEX +X

Intellect: INT +X

Constitution: CON +X

Protection: Armor +X

Regeneration: Health regeneration rate increased

Rejuvenation: Mana regeneration rate increased

3.1 - RINGS: 0.2 weight

Name	Value	ID
Ring	105	57A0
Ring of Protection +1	340	57C0

Ring of Protection +2	807	57C1
Ring of Protection +3	1,108	57C2
Ring of Protection +4	1,575	57C3
Ring of Protection +5	2,208	57C4
Ring of Regeneration +1	600	57E0
Ring of Regeneration +2	1,421	57E1
Ring of Regeneration +3	2,242	57E2
Ring of Regeneration +4	3,064	57E3
Ring of Regeneration +5	3,885	57E4
Ring of Rejuvenation +1	610	5800
Ring of Rejuvenation +2	1,445	5801
Ring of Rejuvenation +3	2,281	5802
Ring of Rejuvenation +4	3,116	5803
Ring of Rejuvenation +5	3,952	5804
Ring of Strength +1	473	5820
Ring of Strength +2	1,189	5821
Ring of Strength +3	2,017	5822
Ring of Strength +4	2,948	5823
Ring of Strength +5	4,018	5824
Ring of Dexterity +1	620	5840
Ring of Dexterity +2	1,343	5841
Ring of Dexterity +3	2,017	5842
Ring of Dexterity +4	2,948	5843
Ring of Dexterity +5	4,018	5844
Ring of Constitution +1	546	5860
Ring of Constitution +2	1,292	5861
Ring of Constitution +3	2,038	5862
Ring of Constitution +4	2,785	5863
Ring of Constitution +5	3,532	5864
Ring of Intellect +1	331	5880
Ring of Intellect +2	720	5881
Ring of Intellect +3	1,441	5882
Ring of Intellect +4	2,104	5883
Ring of Intellect +5	2,870	5884

3.2 - AMULETS: 0.5 weight

Name	Value	ID
Amulet	99	6420
Amulet of Protection +1	324	6440
Amulet of Protection +2	646	6441
Amulet of Protection +3	1,094	6442
Amulet of Protection +4	1,542	6443
Amulet of Protection +5	2,004	6444
Amulet of Regeneration +1	571	6460
Amulet of Regeneration +2	1,286	6461
Amulet of Regeneration +3	1,857	6462
Amulet of Regeneration +4	2,716	6463

Amulet of Regeneration +5	3,700	6464
Amulet of Rejuvenation +1	581	6480
Amulet of Rejuvenation +2	1,377	6481
Amulet of Rejuvenation +3	2,172	6482
Amulet of Rejuvenation +4	2,968	6483
Amulet of Rejuvenation +5	3,764	6484
Amulet of Strength +1	591	64A0
Amulet of Strength +2	1,400	64A1
Amulet of Strength +3	2,209	64A2
Amulet of Strength +4	3,018	64A3
Amulet of Strength +5	3,827	64A4
Amulet of Dexterity +1	591	64C0
Amulet of Dexterity +2	1,178	64C1
Amulet of Dexterity +3	1,921	64C2
Amulet of Dexterity +4	2,512	64C3
Amulet of Dexterity +5	3,104	64C4
Amulet of Constitution +1	519	64E0
Amulet of Constitution +2	1,038	64E1
Amulet of Constitution +3	1,689	64E2
Amulet of Constitution +4	2,727	64E3
Amulet of Constitution +5	3,246	64E4
Amulet of Intellect +1	582	6500
Amulet of Intellect +2	841	6501
Amulet of Intellect +3	1,423	6502
Amulet of Intellect +4	2,005	6503
Amulet of Intellect +5	2,587	6504

3.3 - GEMSTONES

Name	Wgt	Value	ID
Ruby	0.5	16	89A0
Emerald	0.5	83	89C0
Sapphire	0.5	191	89E0
Diamond	1.0	518	8A00

3.4 - POTIONS

Name	Wgt	Value	ID
Lesser Healing Potion	0.5	10	7D40
Healing Potion	0.7	21	7D41
Extra Healing Potion	1.0	62	7D42
Lesser Rejuvenation Potion	1.0	10	7D60
Rejuvenation Potion	1.5	21	7D61
Extra Rejuvenation Potion	2.0	62	7D62

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4: TREASURE LISTS

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This is a list of where to find items in the game. All treasure locations, including chests and barrels, should be listed. Some enemy drops may have been missed, however. Let me know if you find an item not listed here, especially if it is a good endgame item!

Item drops from normal enemies are random and not guaranteed. Some seem quite rare. Bosses will always drop an item, but they will only drop ONE of their possible items. They also have a few different quantities of gold they can drop instead of an item, as well as a single health or rejuvenation potion. Always save before killing a boss to ensure you get a good item.

Potions, arrows, and gold are not listed, nor is the quantity of any item found.

---CELLAR-----

Padded Armour
Ruby
Rusty Dagger
Rusty Handaxe
Rusty Long Sword
Rusty Lt. Mace
Rusty Short Sword
Rusty Warhammer
Worn Club
Worn Padded Armour
Worn Padded Boots
Worn Padded Helmet
Worn Padded Helmet (drop from Kobold)
Worn Wooden Shield (drop from Kobold)

---BALDUR'S GATE (NORTH)-----

Rusty Short Sword

---BARTLEY, THE SHOPKEEPER (Baldur's Gate, Act I)-----

Dagger
Fine Club
Short Sword +2
Handaxe
Fine Lt. Mace
Masterwork Long Sword +1
Warhammer
Battle Axe
Flaming Burst Battle Axe +1
Frost Bastard Sword +1
Worn Shortbow
Shortbow
Masterwork Shortbow +1
Iron Shield
Padded Armour
Padded Boots
Padded Gloves

Padded Helmet
Leather Armour
Leather Boots
Leather Gloves
Leather Helmet
Studded Leather Armour
Studded Leather Boots
Studded Leather Gloves
Studded Leather Helmet
Scale Mail
Scale Boots
Scale Gloves
Scale Helmet
Lesser Healing Potion
Lesser Rejuvenation Potion
Ring of Protection +1
Amulet of Dexterity +1

---SEWERS (NORTH)-----

Amulet
Club
Club +1
Keen Dagger
Keen Dagger (drop from Kobold)
Keen Lt. Mace (drop from Kobold)
Keen Short Sword
Keen Warhammer
Padded Armour +2
Padded Armour +4
Padded Boots
Padded Gloves
Padded Gloves (drop from Kobold)
Padded Helmet
Padded Helmet +1
Ring of Regeneration +1 (drop from Bugbear)
Rusty Battle Axe
Rusty Short Sword
Rusty Warhammer
Scimitar
Shortbow (drop from Kobold)
Worn Padded Armour
Worn Padded Armour (drop from Slime)
Worn Padded Boots
Worn Padded Gloves
Worn Shortbow
Worn Wooden Shield

---BALDUR'S GATE (SOUTH)-----

Keen Dagger
Padded Helmet
Ring of Intellect +1 (return Purse to old lady, then talk to her again)
Ruby
Rusty Short Sword
Worn Club
Worn Padded Armour

---SEWERS (SOUTH)-----

Amulet (drop from Kobold)
Dagger +1
Fine Club of Disruption
Fine Short Sword
Keen Dagger +1
Keen Handaxe (drop from Kobold)
Keen Lt. Mace
Long Sword
Lt. Mace of Disruption
Masterwork Lt. Mace of Disruption
Padded Armour +5
Padded Gloves +2
Ring of Regeneration +1 (drop from Bugbear)
Rusty Battle Axe
Rusty Dagger (drop from Slime)
Rusty Handaxe
Rusty Long Sword (drop from Slime)
Serrated Scimitar
Short Sword +1 (drop from Bugbear)
Spiked Club
Studded Leather Boots +3 (drop from Bugbear)
Studded Leather Gloves +4 (drop from Bugbear)
Warhammer +1
Wooden Shield +1 (drop from Bugbear)
Worn Leather Boots
Worn Padded Armour (drop from Slime)
Worn Padded Gloves (drop from Slime)
Worn Studded Leather Helmet (drop from Slime)
Wounding Long Sword
Wounding Scimitar

---BALDUR'S GATE (UNDEAD ORB)-----

Keen Battle Axe (drop from Zombie)
Ring of Rejuvenation +1 (drop from Zombie)
Scimitar (drop from Skeleton)
Wooden Shield +3 (given by Keissen's wife)

---THIEVES'S GUILD-----

Amulet
Amulet (drop from Kobold)
Amulet of Constitution +1 (possible drop from boss Xantham)
Amulet of Dexterity +1 (possible drop from boss Karne)
Amulet of Intellect +1 (possible drop from boss Karne)
Amulet of Protection +1 (possible drop from boss Xantham)
Amulet of Protection +2
Amulet of Rejuvenation +1
Amulet of Strength +1 (drop from Green Thief)
Battle Axe +2 (possible drop from boss Xantham)
Club +2
Club +3
Dagger
Emerald
Emerald (drop from Brown Thief)
Fine Handaxe
Fine Lt. Mace (drop from Green Thief)
Frost Fine Shortbow +3 (given by Jherek before portal to Act II)
Handaxe
Handaxe +1

Icy Burst Fine Scimitar
Keen Handaxe (drop from Kobold)
Keen Long Sword (drop from Green Thief)
Keen Long Sword (possible drop from boss Xantham)
Keen Short Sword +2 (possible drop from boss Karne)
Leather Armour +1 (possible drop from boss Karne)
Leather Armour +2
Leather Armour +3
Leather Armour +4
Leather Armour +5
Leather Boots +2
Leather Boots +3
Leather Gloves +3
Leather Helmet +2
Long Sword
Long Sword (drop from Kobold)
Lt. Mace +1
Lt. Mace +1 (drop from Brown Thief)
Masterwork Club
Masterwork Long Sword +1 (given by Jherek before portal to Act II)
Masterwork Scimitar of Speed (drop from Brown Thief in upper-left room of 1F)
Masterwork Shortbow +1 (possible drop from boss Xantham)
Padded Boots +3
Padded Boots +4
Padded Gloves +1 (drop from Green Thief)
Padded Gloves +3
Padded Gloves +4
Padded Helmet +3
Ring
Ring (drop from Brown Thief)
Ring of Constitution +1 (drop from Brown Thief in room straight from entrance)
Ring of Dexterity +1
Ring of Strength +1
Ruby
Rusty Dagger
Rusty Lt. Mace
Rusty Short Sword
Rusty Short Sword (drop from Kobold)
Sapphire (drop from Green Thief)
Scale Boots (possible drop from boss Karne)
Scale Helmet +1 (possible drop from boss Xantham)
Scale Mail (possible drop from boss Xantham)
Scimitar +2 (possible drop from boss Karne)
Serrated Dagger
Serrated Short Sword (drop from Brown Thief)
Shortbow +1
Spiked Club (drop from Kobold)
Spiked Club +1
Spiked Fine Club of Disruption
Spiked Warhammer of Disruption +1
Studded Leather Boots +2
Studded Leather Gloves +2
Warhammer (drop from Green Thief)
Warhammer +1 (drop from Brown Thief)
Warhammer of Disruption (drop from Brown Thief)
Worn Padded Boots (drop from Kobold)
Worn Wooden Shield (drop from Kobold)

Fine Battle Axe +2 (given by a Dwarf after rescuing prisoners in Dark Forest)

Leather Boots

Studded Leather Gloves

---BRANOCH, SHOPKEEPER OF THE CAMP (Act II: The Sunset Mountains)

Icy Burst Mithral Dagger

Frost Short Sword

Mithral Handaxe

Flaming Burst Masterwork Lt. Mace

Flaming Burst Long Sword +1

Flaming Burst Masterwork Long Sword +1

Mithral Scimitar +2

Fine Morning Star

Masterwork Morning Star of Disruption +1

Frost Masterwork Warhammer +2

Fine Battle Axe

Icy Burst Masterwork Battle Axe +2

Masterwork Great Sword of Speed

Fine Shortbow +2

Frost Masterwork Shortbow +2

Iron Shield +2

Padded Armour +3

Padded Boots +2

Padded Gloves +1

Padded Helmet +2

Leather Armour +1

Leather Boots +1

Leather Gloves +2

Leather Helmet +1

Studded Leather Armour +1

Studded Leather Boots +1

Studded Leather Gloves +1

Studded Leather Helmet +1

Scale Armour

Scale Boots

Scale Gloves

Scale Helmet

Chainmail

Chain Boots

Chain Gloves

Chain Helmet

Elven Scale Mail +2

Healing Potion

Rejuvenation Potion

Ring of Protection +3

Ring of Constitution +1

Amulet of Strength +1

Amulet of Dexterity +1

Amulet of Dexterity +2

Amulet of Intellect +2

---DARK FOREST-----

Amulet (drop from Red and Purple Gnoll)

Amulet of Constitution +2

Amulet of Strength +2 (drop from Red and Green Gnoll)

Fine Shortbow +1 (drop from Green Gnoll)

Flaming Burst Dagger

Flaming Burst Scimitar

Great Axe (drop from Green Gnoll)
Leather Armour +3
Leather Boots +4
Leather Helmet +3
Leather Gloves +4
Long Sword +1
Morning Star
Morning Star of Disruption
Padded Gloves +5
Padded Helmet +4
Padded Boots +5
Ring of Protection +2
Ring of Regeneration +2
Scale Boots
Shortbow +3
Studded Leather Armour
Studded Leather Armour +2
Studded Leather Armour +4
Studded Leather Helmet +2
Studded Leather Boots +3
Wooden Shield (drop from Green Gnoll)
Wounding Fine Scimitar

---MOUNT BURNING EYE-----

Amulet of Protection +3 (drop from Red Gnoll)
Amulet of Regeneration +2
Amulet of Rejuvenation +2
Amulet of Strength +2 (drop from Red Gnoll)
Bastard Sword
Battle Axe +1
Elven Studded Leather Armour +3
Fine Battle Axe (drop from Yellow and Green Troll)
Fine Long Sword
Fine Shortbow +2
Flaming Burst Shortbow +2
Frost Bastard Sword +1 (drop from Yellow and Green Troll)
Frost Fine Shortbow +3 (drop from Frost Giant)
Frost Short Sword
Frost Short Sword +3
Great Sword (drop from Red Gnoll)
Iron Shield +1 (drop from Frost Giant)
Iron Shield +3
Keen Great Sword (drop from Green Troll)
Keen Masterwork Lt. Mace
Keen Masterwork Warhammer
Keen Mithral Handaxe
Keen Morning Star +2
Keen Scimitar +3
Leather Boots +5
Leather Gloves +5
Leather Helmet +4
Masterwork Lt. Mace
Masterwork Warhammer
Morning Star +2
Morning Star of Disruption +1
Padded Helmet +5
Ring of Constitution +2 (drop from Yellow and Green Troll)
Ring of Dexterity +2
Ring of Rejuvenation +2

Ring of Strength +2
Scale Boots +2
Scale Gloves +2 (drop from Yellow Troll)
Scale Helmet +1 (drop from Red Gnoll)
Scale Helmet +2 (drop from Yellow and Green Troll)
Scale Mail +2
Scale Mail +3
Scale Mail +4
Scale Mail +5
Scimitar +3
Serrated Bastard Sword of Defense +3 (drop from Frost Giant)
Serrated Dagger
Studded Leather Armour +5
Studded Leather Boots +4
Studded Leather Boots +5
Studded Leather Gloves +3
Studded Leather Gloves +4
Studded Leather Helmet +3
Warhammer of Disruption +5
Wooden Shield +3 (drop from Red Gnoll)
Wooden Shield +4
Wooden Shield +5
Wounding Shortbow +1 (drop from Red Gnoll)

---MINES-----

Amulet of Dexterity +3 (possible drop from boss Ilivarra)
Battle Axe +2
Chain Boots +1
Chain Boots +3
Chain Boots +4
Chain Gloves +2
Chain Helmet +2
Chainmail +1
Chainmail +3
Chainmail +4
Chainmail +5
Diamond (possible drop from boss Ilivarra)
Elven Chainmail +1 (drop from Drow Ranger)
Elven Full Platemail (possible drop from boss Ilivarra)
Elven Half Platemail +1 (possible drop from boss Ilivarra)
Elven Scale Mail (drop from Drow Archer)
Fine Battle Axe +2
Flaming Burst Bastard Sword +1
Flaming Burst Battle Axe +1 (drop from Drow Archer)
Flaming Burst Handaxe +3
Frost Masterwork Shortbow +2 (possible drop from boss Ilivarra)
Great Sword +3
Icy Burst Handaxe +2
Icy Burst Fine Scimitar
Iron Shield +4
Iron Shield +5
Jeweled Great Sword +5
Keen Fine Battle Axe +2
Keen Fine Morning Star
Masterwork Lt. Mace of Disruption
Ring of Constitution +3 (possible drop from boss Ilivarra)
Ring of Intellect +2
Ring of Regeneration +1
Ring of Regeneration +3

Ring of Rejuvenation +3
Ring of Strength +3
Scale Boots +3
Scale Boots +4
Scale Boots +5
Scale Gloves +3
Scale Gloves +4
Scale Helmet +3
Scale Helmet +4
Serrated Bastard Sword of Defense +3 (drop from Drow Ranger)
Serrated Fine Long Sword
Serrated Great Axe
Shocking Burst Darkwood Shortbow +5 (drop from Drow Archer on B2)
Short Sword +5
Spiked Lt. Mace +1 (drop from Drow Ranger)
Studded Leather Gloves +5
Studded Leather Helmet +5

---LIZARDMAN'S SHOP (Act III: The Marsh of Chelimer)-

Frost Short Sword +3
Adamantine Short Sword +2
Flaming Burst Mithral Lt. Mace +2
Mithral Long Sword
Icy Burst Mithral Long Sword +1
Masterwork Scimitar of Speed
Masterwork Morning Star +1
Flaming Burst Mithral Morning Star +1
Mithral Morning Star of Disruption +3
Shock Masterwork Warhammer +3
Icy Burst Masterwork Battle Axe +2
Shocking Burst Mithral Battle Axe +3
Adamantine Bastard Sword +2
Mithral Great Axe +1
Masterwork Shortbow +4
Icy Burst Darkwood Shortbow +4
Scalemail +1
Scale Boots +1
Scale Gloves +1
Scale Helmet +1
Chainmail
Chain Boots
Chain Gloves
Chain Helmet
Chainmail +2
Chain Boots +2
Chain Gloves +1
Chain Helmet +1
Half Platemail
Half Plate Boots
Half Plate Gloves
Half Plate Helmet
Full Platemail
Full Plate Boots
Full Plate Gloves
Full Plate Helmet
Extra Healing Potion
Extra Rejuvenation Potion
Ring of Strength +3
Ring of Dexterity +4

Amulet of Protection +4
Amulet of Dexterity +2
Amulet of Constitution +3
Amulet of Intellect +4

---ADDERSPINE CAMP-----

Amulet of Regeneration +3
Amulet of Strength +4 (given by prisoners for rescuing them)
Chain Gloves +3
Chain Helmet +3
Elven Chainmail +2
Flaming Burst Battle Axe +1 (drop from Lizardman)
Flaming Burst Masterwork Long Sword +1
Flaming Burst Mithral Dagger
Frost Morning Star of Defense +5
Half Plate Boots +1
Half Plate Gloves +1
Half Plate Helmet +1
Icy Burst Handaxe +2
Jeweled Adamantine Great Axe +2
Keen Shortbow (drop from Lizardman)
Ring of Dexterity +3
Ring of Rejuvenation +4 (given by woman for killing all Lizardmen)
Scale Gloves +5
Scale Helmet +5
Shock Masterwork Bastard Sword of Defense +3
Spiked Warhammer (drop from Lizardman)

---CHELIMBER INTERIOR-----

Adamantine Short Sword +2
Amulet of Intellect +3
Amulet of Strength +3
Chain Boots +5
Chain Gloves +4
Chain Gloves +5
Chain Helmet +4 (possible drop from boss Sess'sth)
Chain Helmet +5
Club (drop from Kobold)
Diamond (possible drop from boss Sess'sth)
Flaming Burst Masterwork Long Sword of Defense +5 (drop from Lizard Mage)
Frost Masterwork Warhammer +2 (possible drop from boss Sess'sth)
Half Plate Boots +2
Half Plate Boots +3
Half Plate Boots +5
Half Plate Gloves +2
Half Plate Gloves +3
Half Plate Helmet +2
Half Platemail +1
Half Platemail +2
Half Platemail +3
Half Platemail +4
Handaxe (drop from Kobold)
Icy Burst Dagger of Defense +5
Keen Adamantine Bastard Sword +2
Keen Great Sword (drop from Lizardman)
Keen Mithral Great Axe +1
Long Sword (drop from Kobold)
Lt. Mace (drop by Kobold)

Masterwork Morning Star of Disruption +5
Mithral Long Sword (drop from Lizard Mage)
Ring of Intellect +3
Ring of Protection +4
Ring of Regeneration +4
Rusty Dagger (drop from Umber Hulk)
Scimitar (drop by Kobold)
Shock Fine Club
Shock Fine Handaxe of Defense +5
Shock Mithral Great Axe +3 (drop from Lizard Mage)
Shock Scimitar +5
Short Sword (drop from Kobold)
Warhammer (drop from Kobold)
Wounding Mithral Bastard Sword of Defense +3 (possible drop from boss Sess'sth)

---ADDERSPINE ROAD-----

Amulet of Regeneration +4
Elven Half Platemail +5
Flaming Mithral Great Axe +5
Frost Adamantine Great Sword
Frost Fine Scimitar of Defense +5
Full Plate Boots +1
Full Plate Gloves +1
Half Plate Boots +4
Half Plate Gloves +4
Half Plate Helmet +3
Half Platemail +5
Icy Burst Darkwood Shortbow +4
Icy Burst Masterwork Short Sword +3
Ring of Rejuvenation +4
Ring of Strength +4
Serrated Mithral Bastard Sword +3
Wounding Mithral Handaxe of Defense +5

---ONYX TOWER 1F-----

Amulet of Constitution +4
Amulet of Dexterity +4
Amulet of Rejuvenation +4
Amulet of Strength +4
Flaming Burst Adamantine Bastard Sword +3
Flaming Burst Mithral Lt. Mace of Defense +5
Flaming Burst Mithral Morning Star of Defense +3
Flaming Burst Mithral Scimitar +5
Full Plate Boots +2
Full Plate Gloves +2
Full Plate Helmet +1
Full Platemail +1
Half Plate Boots +5
Half Plate Gloves +5
Half Plate Helmet +4
Icy Burst Adamantine Bastard Sword of Defense +3
Icy Burst Adamantine Great Sword +5
Icy Burst Mithral Long Sword +1
Icy Burst Oak Shortbow +5
Ring of Constitution +4
Ring of Intellect +4
Ring of Protection +5
Shock Masterwork Handaxe of Defense +5

Shock Masterwork Warhammer +3
Shocking Burst Masterwork Lt. Mace +5

---ONYX TOWER 2F-----

Amulet of Intellect +5
Amulet of Protection +5
Amulet of Regeneration +5
Amulet of Rejuvenation +5
Ring of Strength +5
Chain Boots +1
Diamond
Frost Adamantine Great Sword +5
Full Plate Gloves +3
Full Plate Helmet +2
Full Plate Helmet +3
Full Plate Boots +4
Full Platemail +3
Icy Burst Adamantine Scimitar +1
Iron Shield +3
Ring of Regeneration +5
Ring of Rejuvenation +5
Ring of Strength +5
Shock Mithral Great Axe +3
Shocking Burst Darkwood Shortbow +5
Shocking Burst Mithral Bastard Sword +5
Shocking Burst Mithral Lt. Mace +3
Shocking Burst Mithral Warhammer +3

---BLACK FORGE-----

Amulet of Constitution +5
Amulet of Dexterity +5
Amulet of Intellect +5
Amulet of Strength +5
Elven Full Platemail +4
Flaming Burst Adamantine Bastard Sword of Defense +5
Full Plate Boots +5
Full Plate Gloves +5
Full Plate Helmet +5
Full Platemail +5
Gold Armour
Gold Boots
Gold Gloves
Gold Helmet
Onyx Sword (guaranteed drop from Onyx Golem)
Ring of Constitution +5
Ring of Dexterity +5
Ring of Intellect +5
Shock Oak Shortbow of Defense +3
Shocking Burst Mithral Battle Axe +3

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5: CODEBREAKER CODES
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This is a code to modify the first slot of your inventory into any desired item. The first slot is basically the "oldest" item in your inventory, but there is no way to determine which item it is in-game. A few more slot codes are also listed, but I'm not sure what sort of adverse effects can arise from modifying slots without items in prior slots (such as modifying slot 2 without anything in slot 1).

Best used after dropping all items, but be sure to pick them up before going to a different screen! Otherwise, your items might vanish.

When modifying items with codes, your current weight will NOT update. This can lead to instances of negative carry weight if you modify into a heavier item, or "phantom weight" if into a lighter item. It is best to just modify the same type of item when possible (dagger into dagger, ring into ring, etc.) to avoid this, although any item of the same weight should work.

```
SLOT 1: 830008AC XXXX   SLOT 1 QUANTITY: 830008AE 00XX
SLOT 2: 830008A8 XXXX   SLOT 2 QUANTITY: 830008AA 00XX
SLOT 3: 830008A4 XXXX   SLOT 3 QUANTITY: 830008A6 00XX
SLOT 4: 830008A0 XXXX   SLOT 4 QUANTITY: 830008A2 00XX
SLOT 5: 8300089C XXXX   SLOT 5 QUANTITY: 8300089E 00XX
```

Replace XXXX with the ID of the item you want to replace the slot with. For quantity, enter 01 for x1, 02 for x2, 04 for x4, or 63 for x99. Adding more of an item than you can normally carry will work, too. Arrows can go up to x500, which is 0175.

(All credit for these codes goes to me)

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6: TRICKS
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Not too many of these at the current time, unfortunately. Just putting this here so it's known, for what little it will matter to the world.

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SELL ITEMS FOR MORE GOLD THAN YOU PAY!
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```

The Charisma (CHA) stat affects the buying and selling price of items. Higher CHA means you pay less for items and sell items for more gold. The break-even CHA value is 23, which ensures the buy and sell price of items are the same.

But it is possible to get CHA to 24! When creating a character, the maximum CHA can be set to is 14, regardless of class. Do this, then devote all 10 level-up stat points to CHA, bumping it up to 24. Once there, you will sell items for more than you pay for them in the shop, allowing an unlimited source of gold!

Unfortunately, this requires a large investment into a stat that has no impact outside of shops. Those 10 points could go towards any of the other five stats, all of which have some direct impact on combat (except WIS, which still earns you more EXP). And 24 CHA requires you to be at level 40, the maximum, which also means there is little value in exploiting unlimited gold in shops. A level 40 character can probably afford 99 of Extra Healing and Rejuvenation potions (if he can even carry them all!), will have found items

better than anything sold in the shop, and is probably right before or at the final dungeon, from which there is no exit.

Still, unlimited money! Exploit the system! Discovered by me, like almost everything else in this guide.

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7: CONTACT INFORMATION
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My screenname is LancetJades on GameFAQs.

You can email me at:
lancet at ever more forums dot com
(remove the spaces, obviously, and replace the at with the proper sign)

Alternatively, if I'm online you can IM me on Discord: Lancet#1039

Feel free to message me if you see me online. I'll reply as soon as I see the message and have the chance to reply.

I'm a perfectionist, so if you have anything to contribute or correct, please do so. You'll receive full credit (credit goes to the screenname you talk to me from, so if you want another name, you have to specify it). Even if you're just pointing out a spelling or grammatical mistake, please do so, no matter how small. Keep in mind though that I live in the U.S., and as such, I use American English spellings such as "color" and "criticize," as opposed to "colour" and "criticise." The exception is "armour," but only where the in-game item names are concerned.

If you wish to use this guide on your site, aside from asking my permission, I require you in question to automatically fetch any updates I make from GameFAQs.com yourselves. I only update to GameFAQs.com and if I discover other sites carrying my guides have out-of-date versions, I will ask that it be removed.

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8: CREDITS
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All my own work, aside from the tools I used (VBA and some Codebreaker codes to point me to the general location in memory of the inventory).

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9: VERSION HISTORY
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1.00 Completed May 27th, 2017.

Initial version. Updates will probably only come if new locations for items are discovered (very unlikely given the age and obscurity of this game).

1.01 Completed June 24th, 2017.
Corrected a couple of minor typos.

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10: BOILERPLATE
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