

Baldur's Gate: Dark Alliance FAQ

by tomkingofcool

Updated to v1.0 on Apr 29, 2004

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

Baldur's Gate: Dark Alliance
FAQs guide written by Tomkingofcool
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Version History

Version 0.1 (7/2/04) - Done all the basic bits of the guide.

Version 0.2 (7/2/04) - I realised I made some mistakes in version 0.1.

Version 0.3 (8/2/04) - I added these parts: The Heroes, Secrets, Copyright info, About the author and Credits.

Version 0.4 (11/2/04) - Ok I've finished the strategies, the gauntlet guide, I've added Drizt Do'Urden to "the heroes" section, I've added the inventory/level up screen section, I've added a quick find system and explanation and the character abilities section.

Version 1.0 (18/2/04) - I have finished Everything yah, I'll probably never update again apart from for faqs and little things I forgot and perhaps in the future I might add a walkthrough.

Game info

Title : Baldur's Gate: Dark Alliance
Platform : Gamecube, PS2 and Xbox
Player(s) : 1-2
Year : 2001
Company : Interplay entertainment
Producer : Black isle studios
Developer : Snowblind studios

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Note: The code is where you hold Ctrl - f at the same time then type the code in the "find what" box press enter or click "find next" twice to find that section straight away then click cancel, this is a very useful program called find.

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1. Introduction (1)  
~~~~~

You start the game as one of three characters, either Vahn, an arcane archer, Kromlech, a dwarven fighter or Adrianna, an elven sorceress, you start at the city of Baldur's gate seeking fame and fortune, but as you arrive at night a gang of thief knock you unconscious and steal all your gold, but before they could finish the job the night watch scares them off, when you wake up the night watch tell you to take shelter at the tavern where you try to find out more information about the thieves...

~~~~~  
2. Controls (for gamecube) (2)  
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top left - Drink magic potion
top right - Drink health potion
Z - Block
Left analog - Move around
D-pad - Left and right = toggle weapons up and down = toggle spells
Start button - Pause - pause menu
C-analog - Camera angle
A - Use weapon
Y - Jump
X - Action

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3. The heroes (3)  
~~~~~

Vahn, the arcane archer (Human):
=====

Arcane archers are well known for their supernatural abilities with a bow and arrow, they have unnatural aim and they have the power enchant the arrows with the elements. They are fearsome and respectable warriors and are good at taking down enemies from a distance and taking down those annoying archers that run away when you get to close.

Kromlech, the Dwarven fighter (Dwarf):
=====

Kromlech is the youngest of the Bruenghor clan in sunset mountains a gruff and fearsome warrior very good for hand-to-hand combat and is my favourite character (at the moment).

Adrianna, the Elven sorceress (Elf):
=====

She is a very beautiful elf with amazing powers, she is able to cast spells

and like Vahn she is good at taking down enemies from a distance and taking down those annoying archers that run away when you get to close, she cannot equip anything that requires two hands like two handed swords and battle axes.

Drizzt Do'Urden (Drow Ranger)
=====

Drizzt is a Drow ranger, he's good at hand-to-hand combat (obviously, because he best known for weilding two scimitars) and he starts of with two good spells (Otiluke's Icy Sphere at level 3/5 and Repulsion at level 2/5).

~~~~~  
4. Gauntlet mode (4)  
~~~~~

This is really hard, Drizzt is very weak compared to the monster you fight like the Onyx Golem and try be very sparing with the potion their limited, anyway here is the guide:

Level 1

This is just spiders but it's still quite hard, watch for their poison and don't get swarmed, while doing that run in then run to a narrow place and kill the followers.

Level 2

This a mix of kobold and kobold shamans, so go in kill the shaman run to a narrow place and kill everything that comes near.

Level 3

This is a mix of umber hulks even though there is only three it's still very hard, they can kill you in one or two hits so don't try and kill them all at once, so lure them one-by-one to a narrow place or a corner and kill them.

Level 4

This one a mix of 3 spiders and 2 large spiders, lure them one by one and kill them.

Level 5

This is a mix of gnolls and kobold shamans this is quite easy, so kill the shamans then kill the gnolls.

Level 6

This is a lot of gargoyles and is probably one of the toughest, so DON'T let them swarm you because they take of loads of health.

Level 7

This one actually not to bad, kill the spiders and drow first using the usual Strategie - lure them to a narrow place and kill them - then kill the golem, be very careful not to get hit because he can in one hit, a strategie i've come to adapt is to circle him and give him the odd whack.

Well done you finished the gauntlet, extreme mode has been unlocked if you beat this you will be able to keep Drizzt Do'Urden for the normal game.

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## 5. Inventory/level up screen (5)

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You can access this screen by (while playing) pressing start then, pressing A:

Note: The little weight on your weapons, armour, etc is the weight of that particular item, the little weight at the top of the inventory/level up screen (the one with numbers that looks like this 180/180) is a percentage of the item you can carry, you get more room as you get stronger. 195/195 This number would mean your inventory is 100% full (the number depends on how strong you are) if it's full you need to drop or sell some stuff, 97.5/195 this number on the other hand means your inventory is 50% full and you have plenty of room left.

Note: Also at the top of the inventory is the total amount of gold you have, there is no limit to the amount of gold you have.

Weapons tab: you can view the weapons you have on this screen, the ones you have equipped have a green background, the ones not equipped are a brownie colour the one you can't equip (this only applies to Adrianna) are red. You can have one melee weapon equipped, one bow and how ever many arrows you want (if you have enough room). You press Y to drop weapons, Press A to equip/remove them and you use the left analog stick to browse around them.

Armour tab: you can view the armour you have on this screen, the ones you have equipped have a green background and the ones not equipped are a brownie colour. You can equip one helmet, one set of body armour, one pair of gloves, and one pair of boots and a shield. Press Y to drop an item, press A to equip/remove them and the left analog stick to browse around.

Accessories tab: on this screen there is:

Healing potions: press the button on the top right to use these they heal a certain amount of health depending on the type (lesser healing potion, healing potion and extra healing potion).

Rejuvenating potion: press the button on the top left to use these, they restore a certain amount arcane energy depending on the type (lesser Rejuvenating potion, Rejuvenating potion and extra Rejuvenating potion).

Recall potions: these teleport you to the safe place of that chapter (the safe places are elfsong tavern in chapter 1, Bruenghor village in the sunset mountains and Sleyvas's hut in the marsh of cherlimber) then (if you use another one) they teleport you back to the exact same place you first teleported from.

you can also equip two ring and an amulet on this screen (obviously if you have them).

Statistics tab: this tab list all your characters abilities which I explain in the character abilities (next) section.

Quest tab: this lists and tells you about all your tasks at the present.

spells and feats tab: this lists all your characters spells and feats at their present rank.

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## 6. Character's abilities (6)

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These are your character abilities, every four level you get to increase one of below:

Strength:

This is your characters physical power. If your strength is high then you have a better chance of hitting with a melee weapon, you will do more damage and you will be able to carry more stuff.

Intelligence:

This helps you regain arcane energy faster and you get more than you usually would when you level up.

Wisdom:

If you have high wisdom then you will get more experience than you usually would when you kill a monster or when you complete a quest.

Dexterity:

If you have high dexterity you have a better chance of hitting with a ranged weapon and it will upgrade your armour class.

Constitution:

If you have high constitution you will have higher hit points than normal and faster health regeneration.

Charisma:

+1 charisma = +5 selling price in shops and -5 buying price in shops.

Note: This is the end of your characters abilities and the start of his or hers statistics:

Experience (or exp as I and most people say (you pronounce it x-p)):

You get experience when you kill a monster or complete a quest, when in two player mode the player that kills the monster get 60% of the exp while the other player gets 40%, but both players get 100% of the quest exp.

Next level:

This is the amount of experience needed to get to the next level.

Health:

This is your total amount of hit points, when they reach 0 your character will die, you can restore them with healing potions or wait because you regenerate them slowly, leveling up increases your max hit points and your regeneration rate.

Arcane energy:

This is your total amount of arcane energy, when they reach 0 your character won't be able to use spells or feats, you can restore them with rejuvenating potions or wait because you regenerate them slowly, leveling up increases your max arcane energy and your regeneration rate.

Armour:

This is your characters armour class, the higher this is the less attacks hurt you, you can increase this by wearing armour (good stuffs better obviously), or with high dexterity and with the dodge feat (only Vahn and Kromlech can have this feat).

Base attack:

The higher this is the better chance you have of hitting your opponent, you can increase this by going up levels, high strength, with a magical weapon and

the sword and fist feat (Kromlech only).

Damage:

This is the amount of damage you do (if you hit), you can increase this by going up levels, high strength, magical weapon and the sword and fist feat (Kromlech only).

~~~~~  
7. Spells and feats (7)  
~~~~~

These are your characters special abilities, they give you spells, more hit points, ect, ect. Each time you gain a level you gain skill points equal to the amount of level up you are. Some spells and feats have ranks, the ones that do get stronger or better as they go up ranks but cost more skill points. Different people have spells and feats for example: the dwarf can have the feat 'bull rush' while the rest can't but the human can have the feat 'exploding arrows' while the others can't.

There are two types of feats: passive and active.

Passive feats are always on and never need to be activated.

Passive Feats:

Accuracy (all): Improves the accuracy of ranged attacks, it makes it easier to wound monsters at a distance when you have this feat. Vahn Starts with this at rank one.

Arcane Quiver (Vahn): This feats reduces the weight of your arrows.

Combat Reflexes (Vahn and Kromlech): This feat puts your attack speed up a little bit and your critical hits will deal more.

Death Blow (Vahn and Kromlech): This makes your criticals deal more.

Deflect Missiles (Vahn): This feat gives you a chance of automatically deflecting arrows.

Dodge (Vahn and Kromlech): This feat gives your armour class a bonus of 1 point and makes your enemies lives much harder.

Enchant Arrows (Vahn): This feat makes every arrow enchanted which makes them do more damage, plus it doesn't use any arcane energy.

Endurance (Vahn and Kromlech): This feat allows you to carry more stuff.

Improved Block (Kromlech): This feat allows you to block with a two-handed weapon.

Improved Critical (Vahn and Kromlech): Increases the chance of getting a critical.

Intestinal Fortitude (All): This increases your health regeneration rate, Kromlech has this at the start on rank one.

Meditation (All): Increases your arcane energy regeneration rate.

Shield Expert (Kromlech): This feat give you a bonus on your armour class when you have a shield equipped.

Sword and Fist (Kromlech): This feat increases your chance of hitting with a melee weapon.

Targeting (All): Helps your ranged attack by providing a targeting line.

Toughness (Vahn and Kromlech): This feat gives you a permanent +3 on your hit points per rank.

Willpower (All): This feat gives you a permanent +5 arcane energy per rank.

Active spells and feats need to be selected from the spells and feats list and activated with the 'B' button

Active spells and feats:

Ball Lighting (Adrianna): A ball of electricity goes forward and hurts all nearby enemies.

Bull Rush (Kromlech): This is a short but very powerful charge that inflicts tremendous damage.

Burning Hands (Adrianna): Adrianna automatically starts with this, this makes a coned shaped blast of fire.

Clangeddin's Fist (Kromlech): This was a gift from the dwarven god Clangeddin, it allows you to smash the ground with a war hammer to hurt the nearby enemies.

Exploding Arrows (Vahn): This enchants arrows so they explode when they hit the enemy.

Fire Shield (Adrianna): This encircles you in flames and hurts anything that comes to close.

Fireball (Adrianna): A ball of flames that explodes when it hits, hurting all enemies nearby.

Flaming Arrows (Vahn): This spell sets fire to your arrows making them do more damage.

Hail of Arrow (Vahn): This sends multiple arrows at the enemy, you send two at rank one all the way up to six at rank five.

Ice Arrows (Adrianna): This makes your arrows into ice making them do more damage.

Lightning Bolt (Adrianna): A lightning bolt comes from Adrianna inflicting quite a bit of damage.

Magic Missiles (Adrianna): A magical missile goes forth, you get an additional missile every two levels.

Melf's Acid Arrows (Adrianna): This makes a magical acid arrow to go forth and hurt the enemy.

Meteor Swarm (Adrianna): THE best Spell, it makes meteors fall down around Adrianna and hurting the enemies very badly.

Mordenkainen's Sword (Adrianna): This summons a magical weapon to your aid
Hurting the enemies nearby

Otiluke's Icy Sphere (Adrianna): This summons a icy sphere to strike the
targets.

Repulsion (Vahn): This makes a ring of force to go from Vahn hurting the
enemies it touches driving them away in the process.

Shock Arrows: This makes your arrows electrified which makes them do more
damage.

Snowblind (Adrianna): This makes a cone of frost go forth from Adrianna, this
hurts the enemies and sometimes freezes them.

Whirlwind Attack (Kromlech): When you have a two-handed axe or a hammer
equipped, it uses arcane energy but the results are worth it's a circular
attack that inflicts tremendous damage.

~~~~~  
8. Weapons (8)  
~~~~~

Note: Magical weapons have a blueish glow to them.

| Daggers: ----- | Damage: ----- |
|--------------------------------|------------------|
| Rusty Dagger | 1-2 |
| Dagger | 1-4 |
| Fine Dagger | 2-6 |
| Dagger +1 | 2-5 |
| Masterwork Dagger | 2-8 |
| Flaming Burst Dagger | 2-10 |
| Flaming Burst Dagger +1 | 3-11 |
| Icy Burst Dagger of Defense +5 | 7-21 |
| Flaming Burst Mithral Dagger | 6-30 |
| Icy Burst Mithral Dagger | 6-48 |
| Serrated Dagger | 4 |
| Serrated Dagger +1 | 5 |

(one-handed * weight 1.0)

| Short Swords: ----- | Damage: ----- |
|-------------------------------------|------------------|
| Rusty Short Sword | 1-3 |
| Fine Short Sword | 2-9 |
| Short Sword +1 | 2-7 |
| Short Sword +2 | 3-8 |
| Short Sword +3 | 4-9 |
| Short Sword +5 | 6-11 |
| Frost Short Sword | 2-18 |
| Masterwork Short Sword +1 | 4-14 |
| Frost Short Sword +3 | 5-21 |
| Flaming Masterwork Short Sword +1 | 6-26 |
| Adamantine Short Sword +2 | 12-32 |
| Icy Burst Masterwork Short Sword +3 | 10-42 |
| Serrated Short Sword | 6 |
| Serrated Fine Short Sword +3 | 14 |

(1-handed * Weight: 3.0)

| Long Swords: | Damage: |
|--|---------|
| ----- | ----- |
| Rusty Long Sword | 1-4 |
| Long Sword | 2-8 |
| Wounding Long Sword | 2-8 |
| Long Sword +1 | 3-9 |
| Fine Long Sword | 3-12 |
| Flaming Long Sword +1 | 4-15 |
| Masterwork Long Sword +1 | 6-18 |
| Mithral Long Sword | 6-24 |
| Flaming Burst Masterwork Long Sword +1 | 8-30 |
| Flaming Burst Masterwork Long Sword of Def. +5 | 16-38 |
| Shock Fine Long Sword of Defense +3 | 9-53 |
| Icy Burst Mithral Long Sword +1 | 12-63 |
| Serrated Long Sword | 8 |
| Serrated Fine Long Sword | 12 |

(1-handed * Weight: 4.0)

| Scimitars: | Damage: |
|-----------------------------------|---------|
| ----- | ----- |
| Scimitar | 5-7 |
| Wounding Scimitar | 5-7 |
| Scimitar +2 | 7-9 |
| Scimitar +3 | 8-10 |
| Wounding Fine Scimitar | 8-11 |
| Flaming Scimitar | 6-13 |
| Masterwork Scimitar of Speed +2 | 14-18 |
| Mithral Scimitar +2 | 21-27 |
| Icy Burst Fine Scimitar | 9-29 |
| Shock Scimitar +5 | 11-36 |
| Frost Fine Scimitar of Defense +5 | 17-36 |
| Flaming Burst Mithral Scimitar +5 | 33-54 |
| Icy Burst Adamantine Scimitar +1 | 28-80 |
| Serrated Scimitar | 7 |
| Serrated Scimitar +1 | 8 |

(1-handed * Weight: 4.0)

| Bastard Swords: | Damage: |
|---|---------|
| ----- | ----- |
| Bastard Sword | 8-18 |
| Flaming Burst Bastard Sword +1 | 10-25 |
| Frost Bastard Sword +1 | 10-31 |
| Wounding Mithral Bastard Sword of Defense +3 | 33-63 |
| Adamantine Bastard Sword +2 | 40-80 |
| Shock Masterwork Bastard Sword of Defense +3 | 24-90 |
| Flaming Burst Adamantine Bastard Sword +3 | 48-108 |
| Flaming Adamantine Bastard Sword of Def. +5 | 56-116 |
| Icy Burst Adamantine Bastard Sword of Def. +3 | 48-132 |
| Shocking Burst Mithral Bastard Sword +5 | 42-141 |
| Serrated Bastard Sword of Defense +3 | 21 |
| Serrated Mithral Bastard Sword +3 | 63 |

(2-handed * Weight: 10.0)

| Great Swords: | Damage: |
|------------------------|---------|
| ----- | ----- |
| Great Sword +3 | 13-27 |
| Jeweled Great Sword +5 | 15-29 |

| | |
|-------------------------------------|--------|
| Masterwork Great Sword of Speed | 20-48 |
| Frost Adamantine Great Sword | 44-144 |
| Icy Burst Adamantine Great Sword +5 | 64-164 |

(2-handed * Weight: 15.0)

| | |
|-----------------|---------|
| Special Swords: | Damage: |
| ----- | ----- |
| Onyx Sword | 90-120 |

(1-handed * Weight: 10.0)

| | |
|--|---------|
| Spears: | Damage: |
| ----- | ----- |
| Rusty Spear | 1-3 |
| Spear | 2-6 |
| Spear +1 | 3-7 |
| Jeweled Fine Spear | 3-9 |
| Fine Spear +3 | 8-14 |
| Mithral Spear +1 | 9-21 |
| Masterwork Spear of Speed +3 | 10-18 |
| Flaming Burst Masterwork Spear of Defense +5 | 16-34 |
| Shocking Burst Masterwork Spear +3 | 12-66 |
| Serrated Fine Spear | 9 |
| Serrated Fine Spear +1 | 11 |

(2-handed * Weight: 8.0)

| | |
|-----------------------------------|---------|
| Clubs: | Damage: |
| ----- | ----- |
| Worn Club | 1-2 |
| Club | 2-3 |
| Club +1 | 3-4 |
| Club +2 | 4-5 |
| Club +3 | 5-6 |
| Fine Club | 3-5 |
| Fine Club of Disruption | 3-5 |
| Masterwork Club | 4-6 |
| Shock Fine Club | 5-41 |
| Spiked Club | 3 |
| Spiked Club +1 | 4 |
| Spiked Masterwork Club | 6 |
| Spiked Club of Disruption | 3 |
| Spiked Fine Club of Disruption | 5 |
| Spiked Fine Club of Disruption +1 | 6 |

(1-handed * Weight: 3.0)

| | |
|-----------------------------------|---------|
| Maces: | Damage: |
| ----- | ----- |
| Rusty Lt. Mace | 1-3 |
| Lt. Mace | 1-6 |
| Lt. Mace of Disruption | 1-6 |
| Lt. Mace +1 | 2-7 |
| Lt. Mace +3 | 4-9 |
| Fine Lt. Mace | 2-9 |
| Masterwork Lt. Mace | 2-12 |
| Masterwork Lt. Mace of Disruption | 2-12 |
| Flaming Masterwork Lt. Mace | 4-24 |
| Flaming Burst Mithral Lt. Mace +2 | 12-42 |

| | |
|--|-------|
| Flaming Burst Mithral Lt. Mace of Defense +5 | 21-51 |
| Shocking Burst Masterwork Lt. Mace +5 | 14-70 |
| Shocking Burst Mithral Lt. Mace +3 | 15-99 |
| Spiked Lt. Mace +1 | 7 |

(1-handed * Weight: 6.0)

| Morning Stars: | Damage: |
|---|---------|
| ----- | ----- |
| Morning Star | 8-12 |
| Morning Star of Disruption | 8-12 |
| Morning Star of Disruption +1 | 9-13 |
| Morning Star +2 | 10-14 |
| Fine Morning Star | 12-18 |
| Masterwork Morning Star +1 | 18-26 |
| Masterwork Morning Star of Disruption +1 | 18-26 |
| Frost Morning Star of Defense +5 | 14-29 |
| Masterwork Morning Star of Disruption +5 | 26-34 |
| Flaming Burst Mithral Morning Star +1 | 30-57 |
| Mithral Morning Star of Disruption +3 | 33-45 |
| Flaming Burst Mithral Morning Star of Def. +3 | 36-63 |

(1-handed * Weight: 12.0)

| Staves: | Damage: |
|------------------------------------|---------|
| ----- | ----- |
| Worn Staff | 1-3 |
| Staff | 1-6 |
| Staff of Disruption | 1-6 |
| Jeweled Staff of Defense +1 | 2-7 |
| Fine Staff | 2-9 |
| Fine Staff of Disruption | 2-9 |
| Jeweled Staff +3 | 4-9 |
| Masterwork Staff | 2-12 |
| Fine Staff +2 | 5-12 |
| Oak Staff | 4-24 |
| Flaming Burst Darkwood Staff | 6-36 |
| Wounding Oak Staff of Defense +5 | 24-44 |
| Shocking Burst Darkwood Staff +1 | 9-93 |
| Spiked Staff | 6 |
| Spiked Staff of Disruption | 6 |
| Spiked Staff +2 | 8 |
| Spiked Fine Staff of Disruption +3 | 14 |

(2-handed * Weight: 4.0)

| Warhammers: | Damage: |
|-------------------------------------|---------|
| ----- | ----- |
| Rusty Warhammer | 1-4 |
| Warhammer | 1-8 |
| Warhammer of Disruption | 1-8 |
| Warhammer +1 | 2-9 |
| Warhammer of Disruption +2 | 3-10 |
| Warhammer of Disruption +5 | 6-13 |
| Fine Warhammer | 2-12 |
| Fine Warhammer of Defense +1 | 3-14 |
| Masterwork Warhammer | 2-16 |
| Frost Masterwork Warhammer +2 | 8-44 |
| Shock Masterwork Warhammer +3 | 10-70 |
| Shocking Burst Mithral Warhammer +3 | 15-105 |

| | |
|-----------------------------------|---|
| Spiked Warhammer | 8 |
| Spiked Warhammer of Disruption +1 | 9 |

(2-handed * Weight: 8.0)

| Halberts: | Damage: |
|-------------------------------------|---------|
| ----- | ----- |
| Halberd | 2-24 |
| Halberd of Defense +4 | 6-28 |
| Wounding Fine Halberd of Defense +5 | 11-44 |
| Icy Burst Fine Halberd +5 | 12-62 |
| Adamantine Halberd of Speed +3 | 20-108 |

(2-handed * Weight: 18.0)

| Handaxes: | Damage: |
|---|---------|
| ----- | ----- |
| Rusty Handaxe | 1-3 |
| Handaxe | 1-6 |
| Handaxe +1 | 2-7 |
| Fine Handaxe | 2-9 |
| Fine Handaxe +1 | 3-11 |
| Mithral Handaxe | 3-18 |
| Flaming Handaxe +3 | 5-15 |
| Icy Burst Handaxe +2 | 4-20 |
| Wounding Mithral Handaxe of Defense +5 | 18-33 |
| Shock Fine Handaxe of Defense +5 | 11-53 |
| Shock Masterword Handaxe of Defense + 5 | 14-70 |

(1-handed * Weight: 5.0)

| Battle Axes: | Damage: |
|--------------------------------------|---------|
| ----- | ----- |
| Rusty Battle Axe | 2-6 |
| Battle Axe | 4-12 |
| Battle Axe +1 | 5-13 |
| Battle Axe +2 | 6-14 |
| Fine Battle Axe | 6-18 |
| Fine Battle Axe +! | 8-20 |
| Flaming Burst Battle Axe +1 | 6-19 |
| Shock Battle Axe +3 | 8-39 |
| Icy Burst Mastework Battle Axe +2 | 14-52 |
| Shocking Burst Mithral Battle Axe +3 | 24-117 |

(2-handed * Weight: 7.0)

| Greats Axes: | Damage: |
|---------------------------------|---------|
| ----- | ----- |
| Mithral Great Axe +1 | 39-51 |
| Jeweled Adamantine Great Axe +2 | 56-72 |
| Flaming Mithral Great Axe +5 | 54-81 |
| Shock Mithral Great Axe +3 | 48-129 |
| Serrated Great Axe | 16 |

(2-handed * Weight: 20.0)

| Shortbows: | Damage: |
|---------------|---------|
| ----- | ----- |
| Worn Shortbow | 2-4 |
| Shortbow | 4-8 |

| | |
|-------------------------------------|--------|
| Shortbow +1 | 5-9 |
| Wounding Shortbow +1 | 5-9 |
| Shortbow +3 | 7-11 |
| Flaming Shortbow | 5-14 |
| Flaming Shortbow +2 | 7-16 |
| Fine Shortbow +1 | 8-14 |
| Fine Shortbow +2 | 9-15 |
| Masterwork Shortbow +1 | 10-18 |
| Frost Fine Shortbow +3 | 12-35 |
| Frost Masterwork Shortbow +2 | 14-44 |
| Masterwork Shortbow +4 | 16-24 |
| Icy Burst Darkwood Shortbow +3 | 24-69 |
| Shock Masterwork Shortbow +5 | 20-74 |
| Icy Burst Oak Shortbow +5 | 40-100 |
| Shocking Burst Darkwood Shortbow +5 | 30-111 |
| Shock Oak Shortbow of Defense +3 | 32-140 |

(2-handed * Weight: 2.0)

Weapon Attributes:

-
- Rusty : This weapon causes half damage to creatures.
 - Worn : This weapon causes less damage than the normal version.
 - Fine : This weapon causes more damage than the normal version.
 - Mithral : This weapon causes more damage than the normal version.
 - Masterwork : This weapon causes more damage than the normal version.
 - Adamantine : This weapon causes more damage than the normal version.
 - Darkwood : This weapon causes more damage than the normal version.
 - Oak : This weapon causes more damage than the normal version.
 - Spiked : This weapon causes a fixed amount of damage.
 - Serrated : This weapon always causes the maximum amount of damage.
 - Jeweled : This weapon is worth more gold when sold.
 - Burst : This weapon causes extra elemental damage on a critical hit.
 - Fire : This weapon causes fire damage to an opponent when it hits.
 - Flaming : This weapon causes extra fire damage on a critical hit.
 - Frost : This weapon causes frost damage to an opponent when it hits.
 - Icy : This weapon causes extra frost damage on a critical hit.
 - Shock : This weapon causes electrical damage to an opponent when it hits.
 - Shocking : This weapon causes extra electrical damage on a critical hit.
 - Keen : This weapon has an increased chance of scoring critical hits.
 - Disruption : This weapon can destroy undead creatures if hit strongly enough.
 - Defense : This weapon raises your AC by +X points.
 - Wounding : This weapon causes extra poison/wounding damage.
 - Speed : This weapon has an increased attack rate.

~~~~~

9. Armour (9)

~~~~~

Note: Magical armour has a blueish glow to it.

| Helmet: | AC: | Weight: |
|------------------------|-----|---------|
| ----- | --- | ----- |
| Worn Padded Helmet | 0 | 1.0 |
| Worn Leather Helmet | 1 | 1.0 |
| Padded Helmet | 1 | 1.0 |
| Padded Helmet +1 | 2 | 1.0 |
| Padded Helmet +2 | 3 | 1.0 |
| Elven Padded Helmet +1 | 2 | 0.5 |
| Leather Helmet | 2 | 1.0 |
| Leather Helmet +1 | 3 | 1.0 |

| | | |
|---------------------------|----|-----|
| Leather Helmet +5 | 7 | 1.0 |
| Studded Leather Helmet | 3 | 2.0 |
| Studded Leather Helmet +1 | 4 | 2.0 |
| Studded Leather Helmet +2 | 5 | 2.0 |
| Scale Helmet | 5 | 3.0 |
| Scale Helmet +1 | 6 | 3.0 |
| Chain Helmet | 7 | 4.0 |
| Chain Helmet +1 | 8 | 4.0 |
| Chain Helmet +4 | 11 | 4.0 |
| Half Plate Helmet | 9 | 7.0 |
| Half Plate Helmet +1 | 10 | 7.0 |
| Half Plate Helmet +3 | 12 | 7.0 |
| Half Plate Helmet +5 | 14 | 7.0 |
| Full Plate Helmet | 12 | 8.0 |

Chest Armour: AC: Weight:

| | | |
|--------------------------|-----|-------|
| ----- | --- | ----- |
| Clothes | 0 | 5.0 |
| Worn Padded Armor | 5 | 12.0 |
| Padded Armor | 6 | 12.0 |
| Elven Padded Armor | 6 | 6.0 |
| Jeweled Padded Armor +1 | 7 | 12.0 |
| Padded Armor +1 | 7 | 12.0 |
| Padded Armor +2 | 8 | 12.0 |
| Padded Armor +3 | 9 | 12.0 |
| Leather Armor | 9 | 15.0 |
| Leather Armor +1 | 10 | 15.0 |
| Studded Leather Armor | 12 | 17.0 |
| Studded Leather Armor +1 | 13 | 17.0 |
| Studded Leather Armor +3 | 15 | 17.0 |
| Scale Mail | 21 | 30.0 |
| Scale Mail +1 | 22 | 30.0 |
| Elven Scale Mail +2 | 23 | 15.0 |
| Chain Mail | 24 | 40.0 |
| Chain Mail +2 | 26 | 40.0 |
| Chain Mail +3 | 27 | 40.0 |
| Half Plate Mail | 30 | 46.0 |
| Full Plate Mail | 39 | 50.0 |
| Full Plate Mail +3 | 42 | 50.0 |
| Full Plate Mail +5 | 44 | 50.0 |

Gloves/Bracers: AC: Weight:

| | | |
|---------------------------|-----|-------|
| ----- | --- | ----- |
| Cloth Bracers | 0 | 1.0 |
| Worn Leather Gloves | 1 | 1.0 |
| Padded Gloves | 1 | 1.0 |
| Padded Gloves +1 | 2 | 1.0 |
| Padded Gloves +2 | 3 | 1.0 |
| Leather Gloves | 2 | 1.0 |
| Leather Gloves +2 | 4 | 1.0 |
| Studded Leather Gloves | 3 | 2.0 |
| Studded Leather Gloves +1 | 4 | 2.0 |
| Studded Leather Gloves +3 | 6 | 2.0 |
| Scale Gloves | 5 | 2.0 |
| Scale Gloves +1 | 6 | 2.0 |
| Scale Gloves +2 | 7 | 2.0 |
| Scale Gloves +4 | 9 | 2.0 |
| Chain Gloves | 7 | 2.0 |
| Chain Gloves +1 | 8 | 2.0 |
| Chain Gloves +5 | 12 | 2.0 |

| | | |
|----------------------|----|-----|
| Half Plate Gloves | 9 | 4.0 |
| Half Plate Gloves +5 | 14 | 4.0 |
| Full Plate Gloves | 12 | 4.0 |
| Full Plate Gloves +5 | 17 | 4.0 |

Boots: AC: Weight:

| | | |
|----------------------------------|----|-----|
| Cloth Boots | 0 | 3.0 |
| Worn Leather Boots | 1 | 2.0 |
| Padded Boots | 1 | 2.0 |
| Padded Boots +1 | 2 | 2.0 |
| Padded Boots +2 | 3 | 2.0 |
| Leather Boots | 2 | 2.0 |
| Leather Boots +1 | 3 | 2.0 |
| Studded Leather Boots | 3 | 3.5 |
| Studded Leather Boots +1 | 4 | 3.5 |
| Jeweled Studded Leather Boots +1 | 4 | 3.5 |
| Studded Leather Boots +3 | 6 | 3.5 |
| Scale Boots | 5 | 3.0 |
| Scale Boots +1 | 6 | 3.0 |
| Scale Boots +5 | 10 | 3.0 |
| Chain Boots | 7 | 4.0 |
| Chain Boots +2 | 9 | 4.0 |
| Chain Boots +5 | 12 | 4.0 |
| Half Plate Boots | 9 | 5.0 |
| Half Plate Boots +1 | 10 | 5.0 |
| Half Plate Boots +3 | 12 | 5.0 |
| Half Plate Boots +4 | 13 | 5.0 |
| Half Plate Boots +5 | 14 | 5.0 |
| Full Plate Boots | 12 | 6.0 |
| Full Plate Boots +3 | 15 | 6.0 |
| Full Plate Boots +5 | 17 | 6.0 |

Shields: AC: Weight:

| | | |
|--------------------|---|------|
| Worn Wooden Shield | 1 | 5.0 |
| Wooden Shield | 2 | 5.0 |
| Wooden Shield +1 | 3 | 5.0 |
| Wooden Shield +2 | 4 | 5.0 |
| Iron Shield | 4 | 15.0 |
| Iron Shield +1 | 5 | 15.0 |
| Iron Shield +2 | 6 | 15.0 |

Armour Attributes:

- Worn : This piece of armour protects you less than the normal version.
- Elven : This piece of armour weighs half the normal amount.
- Jeweled : This piece of armour is worth more money when you sell it.

~~~~~  
10. Accessories (10)  
~~~~~

Note: Magical ones have a blueish glow.

Rings

Effects

| | |
|-------------------------|----------------------------------|
| Ring of Protection +1 | Raises AC by 1 point. |
| Ring of Protection +3 | Raises AC by 3 points. |
| Ring of Protection +5 | Raises AC by 5 points. |
| Ring of Regeneration +1 | Accelerates health regeneration. |

| | |
|-------------------------|----------------------------------|
| Ring of Regeneration +5 | Accelerates health regeneration. |
| Ring of Rejuvenation +5 | Accelerates mana regeneration. |
| Ring of Strength +3 | Raises Strength by 3 points. |
| Ring of Strength +4 | Raises Strength by 4 points. |
| Ring of Strength +5 | Raises Strength by 5 points. |
| Ring of Dexterity +2 | Raises Dexterity by 2 points. |
| Ring of Dexterity +4 | Raises Dexterity by 4 points. |
| Ring of Dexterity +5 | Raises Dexterity by 5 points. |
| Ring of Constitution +1 | Raises Constitution by 1 point. |
| Ring of Constitution +4 | Raises Constitution by 4 points. |
| Ring of Constitution +5 | Raises Constitution by 5 points. |
| Ring of Intellect +5 | Raises Intelligence by 5 points. |

Amulets

Effects

| | |
|---------------------------|----------------------------------|
| Amulet of Protection +2 | Raises AC by 2 points. |
| Amulet of Protection +4 | Raises AC by 4 points. |
| Amulet of Regeneration +3 | Accelerates health regeneration. |
| Amulet of Regeneration +5 | Accelerates health regeneration. |
| Amulet of Rejuvenation +5 | Accelerates mana regeneration. |
| Amulet of Strength +1 | Raises Strength by 1 point. |
| Amulet of Strength +2 | Raises Strength by 2 points. |
| Amulet of Strength +5 | Raises Strength by 5 points. |
| Amulet of Dexterity +1 | Raises Dexterity by 1 point. |
| Amulet of Dexterity +2 | Raises Dexterity by 2 points. |
| Amulet of Constitution +2 | Raises Constitution by 2 points. |
| Amulet of Constitution +3 | Raises Constitution by 3 points. |
| Amulet of Constitution +5 | Raises Constitution by 5 points. |
| Amulet of Intellect +2 | Raises Intelligence by 2 points. |
| Amulet of Intellect +4 | Raises Intelligence by 4 points. |
| Amulet of Intellect +5 | Raises Intelligence by 5 points. |

~~~~~  
11. Hints and tips (11)  
~~~~~

1. Break EVERYTHING barrel, urns and boxes are really useful at the start of the game they hold potions and coins
2. Kill everything, you get weapons, armour, coins, accessories and experience.
3. Be careful of exploding barrels if it says 'ignite' DON'T hit them they will explode and at the start they will kill you, when a monster is near press 'X' and watch them blow up.
4. Always save it is really important and it costs nothing.
5. Use the auto map it really helps when you get lost.

~~~~~  
12. Strategies (12)  
~~~~~

Here are some strategies for the characters:

Vahn, the arcane archer (human)

=====
Obviously he is really good with a bow and arrow, he can enchant them, sent of a few at a time and he is also good with melee weapons (but not as good as the dwarf) anyway my favourite strategie is hide run in say hi then run to a narrow place and shoot anything that moves.

Kromlech, the dwarven fighter (Dwarf)

=====
He's my favourite of the three (at the moment) the dwarf is brilliant with
melee weapons but not much good at any thing else although he does have a
few good feats like Clangeddin's Fist or bull rush, any way my favourite
strategy is run in then run to a quite safe place and kill off all the one
that followed you.

Adrianna, the elven sorceress (elf)

=====
I have never used her but I do know how you池 probably meant to use her, so
she's not brilliant with melee weapon because she can't equip two handed
weapons but she has brilliant spells, so I think you should do the same as
Vahn which is run in then run to a narrow place and blast everything into
oblivion.

Drizzt Do'Urden (elf, I think)

=====
He's good at hand-to-hand combat, a good startegie is to go in the middle of
enemies and use repulsion.

~~~~~  
13. FAQs (13)  
~~~~~

Q: Great FAQ! I'm having a problem with the cheat you listed for 190,000exp
however. I can't seem to get it to work. I've tried hitting the buttons at
exactly the same time, I've tried hitting them in order, I've tried holding
the buttons down and pressing "A" [this gave me a Drizzt game somehow... =)]
I was wondering if you could give me any advice on how to get it to work.
Should I be listening for a chime of some sort to let me know the cheat worked
or anything? Anyway, sorry to bug you with what is probably a very simple
question, and thanks in advance for any help that you give me.

Sent in by: Brandon.

A: it's me Tom Beers, bad news I'm afraid, the code for 190,000 exp and the
one beneath it were complete crap, I'm extremely sorry for wasting your time,
but I have added you to my credits for helping me, sorry again.

Q: Are there any differences between difficulty levels? Grant it I haven't
got Extreme yet, but I've played as the elven sorceress and I beat it on easy,
played normal and found no difference, so I started a new hard game and still
haven't found it any more challenging that easy. Want have you found?

Sent in by: Marcus

A: There is not much difference, apart the monsters are a little bit harder
bosses are also a little bit harder, if you were to play easy then hard or
even extreme you would definitely notice a difference.

Sent them to tomkingofcool@fsmail.net

~~~~~  
14. Secrets (14)  
~~~~~

The code work, the unlockables are true and easy item duplication works,
move faster works and control flames works (I checked them), so here they
are:

Codes

At the character choice screen press and hold:

L, R and tap A to play as Drizzt Do'Urden

Unlockables

Gauntlet mode - defeat the game with anyone on any difficulty

Extreme difficulty - defeat gauntlet mode

Play as Drizzt Do'Urden - defeat extreme difficulty

Easy items duplication

To do this you must have two save files on your game, first load your game you want to put the items into (or start a new game) pause and go to the change character option, highlight the second player window and import the character with the good items. Select the saved file you wish to import from then choose the character from that saved game, the game will reload and both characters will be in the game then make the character with the good items drop them, then go back change character screen and delete that character from the game you are left with your first character and all the good stuff.

Control loading screen

move left analog stick to control the flames on the loading screens.

Move faster

jump every where to make it faster.

~~~~~

## 15. Copyright information (15)

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If you want to use my guide or any part of it email me I probably wont say no (unless i'm feeling particularly angry, grrr) it's just i want to know where it is and who has it.

~~~~~

## 16. About the author (16)

~~~~~  
I am a young teenager named tom beers taught at home I live in Shropshire in
England. I first finished the game with Kromlech the dwarven fighter I had
full plate, onyx sword and an iron shield +2. I am now doing it with Vahn the
arcane archer I am at the moment in the thief guild level 2 and I hope you
found this guide useful.

~~~~~  
17. Credits (17)  
~~~~~

Me (Tom Beers) - for making the guide

My dad - for buying it me

Marc Binda - for letting me use his work (well I didn't ask at first, sorry)

FlipShot - for telling me about some false codes, thanks

You - for reading my guide and hopefully making suggestions

Gamefaqs - for posting it and making such a great and useful site

Gamespot - for posting it and making such a great and useful site

Neoseeker - for posting it and making such a great and useful site

Blackisle studios \
And Interplay Entertainment - for making such a great game
Snowblind studios /

~~~~~  
Bye  
~~~~~