

Baldur's Gate: Dark Alliance FAQ/Walkthrough

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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.

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Version 1.1

Baldur's Gate: Dark Alliance (GCN)

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Section 1: Introduction/General Tips

Hello, and welcome to my Baldur's Gate: Dark Alliance FAQ.

This FAQ is written for the GCN version of the game, but, I believe that the PS2 and Xbox versions are essentially the same, so, while I'm only writing this with the one system in mind, odds are you can use it just the same for any of the versions.

As far as notes about the walkthrough itself. Any time you are given a specific item, either from someone or any other specific way, the item will be listed in parenthesis. This is just to help it stand out more, and make it easier if you're searching through looking for something. All item names will be the exact name that the game gives the item.

Section 5, the Quest List, is just a brief listing of the quests you can do in the game and basic information about them. For more specific information about a quest, look for the quest in the actual walkthrough. Any time a quest in the walkthrough is mentioned specifically by name, the quest name will be in parenthesis, and will be the name the game assigns to the quest. Again, this should make it stand out more, and make it easier for searching.

In general, it's a good idea to save every chance you get, and even to get a backup save if you have the room, just in case. Any time you pass by a save point, I'll be mentioning that you're passing it and recommend that you save. If you don't want to, of course, you don't have to. It's a good idea, though, to save as often as possible.

Also, just to keep you aware, barrels can explode on you sometimes. If you walk up next to a barrel and an option comes up saying you can press X to ignite the barrel, that means if you hit it with your sword, it will blow up, destroying things around it and causing you damage. Either avoid that barrel, or, press X to set it, and then run away before it explodes. You can even use this to your advantage to damage enemies.

For most of the beginning part of the game, I'll be specifically mentioning any items and whatnot you come across. If it's very out of the way I'll mention that so you don't go wandering off after something you really don't feel like going after. For most of the early part of the game, it's a good idea and usually not too much trouble.

For most of the later part of the game, however, I'll just be mentioning the most direct path between where you are and where you need to go. Since at that point you'll probably be more concerned with staying alive than finding some gold in a chest, it's probably much more worthwhile. That said, if you do decide to wander and find stuff (which is always fun), feel free to just go off and do that, and rejoin the walkthrough when you're reading.

Also of note, once you find recall potions, you can use one at any time to immediately return to the recall point for the area. The recall point will change as you move along in the game (and I'll mention what it is when it changes). For the beginning of the game, the recall point is the Elfsong Tavern.

Once there, using another recall potion brings you right back to where you were when you left. Very useful, just something to keep in mind.

Also, just since it's been asked a few times, the assorted gems and whatnot that you find on your adventure don't really serve any purpose, they don't "do" anything. All there is to them is to sell them. So, basically, they're just little treasures you find on the way which you can sell later for some extra gold. That's about it really though.

The table of contents in the next section, after the name of the place, has a search phrase. To jump directly to that part of the guide, just open the "Find Word" option in whatever you're viewing this in, and search for that word.

So, in any event, if you have any questions, problems, comments, anything I missed, or just want to tell me you found this FAQ useful, feel free to see Section 8 for contact info. Aside from that, I hope you find this FAQ useful, and enjoy your journey through the world of Baldur's Gate.

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Section 3: Controls/Options

The specific buttons for the controls can be changed through the in-game menu (and, of course, will be slightly different if you're playing a version aside from the GCN one). Nonetheless, here are the default controls, and what they do:

Start: Pause. Menu screen.

A: Attack. Pretty self-explanatory. Use a weapon on something.

B: Use Magic/Feat. If you have a magic spell or a feat set, pressing B will use it.

X: Action. This is the button you'll use for talking to people, opening chests, or pretty much any action that isn't attacking something.

Y: Jump. Yes, there's a jump button. You won't really be using it too much though. There are a few areas where you'll have to jump, but, it's not a major part of the game or anything.

L/R: Drink Mana/Health Potion. If you have one in your inventory, pressing L or R will quickly drink a mana or health potion. You can do the same thing by selecting it from your inventory, but, in the middle of a battle, this is much quicker.

(D-Pad) Up/Down: Cycle through spells available spells.

(D-Pad) Left/Right: Cycle through available weapons.

C-Stick: Rotate Camera. Camera rotation is allowed in most areas. There are a few areas where you won't be able to control it however.

Other Options:

You can change the default control settings from the option menu. You can also turn on text display of people talking to you, subtitles for spoken text during movies (although, for whatever reason, there are a few movies which, even with the option on, won't display text), damage display text (a number appears showing how much damage you did each time you attack), and turn on or off the rumble motor. You can also adjust the background music and sound effects volume here.

In-Game Options (from the Pause screen, by pressing Start):

Inventory/Level Up: View your stats, quest information, equip weapons and armor, etc.

Toggle Automap: Change the size of the automap, from Off, to Small, to Large, back to Off.

Load Game: Load from another save file (exits your current game).

Recall: Use a recall potion (if you have one) to return to your set recall point (at the beginning of the game, the Elfsong Tavern. The point will change later on).

Options: Enter the Options menu.

Change Players: Load a saved player.

Exit to Menu: Leave your current game, return to the main menu.

Return to Game: Exit the In-Game Options menu, return to the game (same effect as pressing Start again).

Section 4: Walkthrough

4.01: Starting The Game - Search401

Choose to start a new file. Your first choice will be to choose a difficulty setting. For the first time through, Normal is a good choice. Normal mode is also what this walkthrough will be written from, although the differences between the modes aside from enemy difficulty and such shouldn't be too noticeable.

Your next choice will be to choose a character. You'll have a choice between a Human Archer, Dwarven Fighter, and Elven Sorceress. Dwarven Fighter is a nice choice for the first time through the game (and, again, is what this walkthrough will be written from), but, of course, it's up to your preferred style of play. Whatever you like is up to you.

Once you've made your selections, the opening movie will play.

4.02: Elfsong Tavern [Act 1] - Search402

Once you've set up your character and watched the opening movie, you'll gain control of yourself inside of the Elfsong Tavern. You'll immediately enter a conversation with Alyth, the bartender. Have your conversation with her to learn about where you are and what's going on. Also from talking to her, you'll get started on your first quest (Rat Exterminator).

Over in the corner you'll see a save area (it looks like a book on a stand), so, you can go over there to save your game.

Next, go over and talk to the man standing next to the bar, Ethon. He'll give you some more information, and from him you can get a (rusty dagger) and the (cellar door key). You can talk to Alyth or Ethon as much as you want to get more information on matters if you desire.

Before going down into the cellar, walk over to the other side of the tavern to talk to a man named Nebbish. He'll give you another quest, (Fine Wine).

Over in the corner of the tavern is a shopkeeper, Bartley. He won't do you too much good right now, as you don't have any money to spend. Later on you will buy things from him.

Also in the tavern, at a table, is Lortimer. You can talk to him if you want, but, he doesn't really say anything, so, don't worry about him.

Now, head to the back of the tavern, through the door, and down the passage into the cellar.

4.03: Cellar - Search403

You're now inside of the cellar. At this point, you'll probably want to turn on your automap (from the Start options). It's up to you of course, just mentioning it in case you weren't thinking of it.

In front of you is a save location, so, head over there to save your game. Now, go through the door into the next room. Here, you'll run into the first three of the rats you'll have to kill down here. Dispatch of them, and then procede into the next room. Here you'll find a treasure chest with some items inside. Move into the next room to find three more rats. Go down the hallway and into the next room, where you'll find four more rats. Head into the next room to find three more rats. In this room there is also a treasure chest you can get. Now, go into the next room to find four more rats. Into the next room, and kill seven more rats. At the end of the passageway, there is also another treasure chest. Now, into the next room, and three more rats. Through the door at the end of the hallway, and kill four more rats. Through the next door, kill three more rats, and you will have completed the Rat Exterminator quest. While the game suggests you may recall now, it's probably worth holding off another minute or two before you do that. It's up to you though, if you want to recall, or walk back, and talk to Alyth now, that's ok.

In any event, in this room is a save point, so you can save your game again. There is also a treasure chest in this room. Now, head through the door into the next room. Heading down the hallway, you'll begin to run into some new enemies (a change from all the rats). Head down the hallway, and into the next room. There is a large pool of water in this room (you can walk through the water fine, don't worry), and a treasure chest. Also in this room, to the left of the pool and slightly above the treasure chest, is a (bottle) lying on the ground. Pick it up, and you will receive a message that you have found a quest item. This is the bottle of wine that Nebbish wanted. If you haven't done so yet, now would be a good time to recall and talk to Alyth and Nebbish in the tavern (assuming you've found a recall potion by now, just select Recall from your pause menu). If you don't want to you don't have to right now, but you will have to shortly. I'll be taking this FAQ briefly back to the tavern at this point however, so, if you don't want to now, just refer back to the next paragraph when you do and skip it for now.

In any event, recall now and you'll see Alyth behind the bar, with a lighted icon over her head. Go over and talk to her, and she'll ask if you've seen Ethon. It appears as if he has gone down to look for you, and seems to be missing now. Alyth will thank you for getting rid of the rats, and give you your quest reward, including the (Sewer Door Key). This will also start the (Rescue Ethon) quest.

Next, head over and talk to Nebbish. He'll ask if you brought him a bottle, tell him yes. He'll thank you, and give you an (extra healing potion) and 100 experience.

You might want to stop by and talk to Bartley before you leave. Sell off any items you don't need, buy any items you want and make sure you have a few extra recall potions (it's always good to keep a few on hand). Save your game again if you want, and then recall back to the cellar.

Now that you're back in the cellar (or if you hadn't left yet), continue on through the next door. At the end of the hallway will be a treasure chest. Continue on into the next room, through there and into the next room. Head down the hallway, and into the next room. Here, you'll run into some new enemies, spiders. Dispose of them, and then there's a save point in this room. Save your game, and then procede into the next room. In the middle of this room are two

treasure chests you can get. You'll see another room behind the wall on the right side of the room however. Walk over to the wall and press X to reveal a hidden opening to the room, and another treasure chest.

At the back of the room is a door. If you haven't been up to see Alyth and get the cellar door key yet, you won't be able to go through here. So, go up (either recall or walk) and see her if you haven't, and then return here. Go through the door, into the Sewer Level 1.

4.04: Sewer (Level 1) - Search404

Upon entering the sewer, you'll see a brief movie, giving you an idea of where Ethon is, as well as some other things. After watching this, you'll gain control again, now in the sewer.

Go down the passage to the left, and you'll come to an open area with some rats. Go through the door into the next room with some more rats, and a save point. Through the door in front of you is a small room with a few rats and a treasure chest. Now, go down the passage to the right of the save point, into an open area with a number of enemies. After you defeat them, there's a treasure chest in the back corner of the room.

Go into the room on the right. There's two treasure chests in a cell at the back of the room. Now, in the middle of the room, there's a lever on the floor. Go over to the lever and push it to open up a door in the other room (a short cutscene will appear, showing you the door opening). So, go back into the other room, and through the now open door into the next room.

Go down the passage in this room and you'll run into a few enemies on the other side of a wall of boxes. You can jump over the boxes and attack them if you want, or, just avoid their fire and continue on to the left. Avoid the jets of steam and go to the end of the railing, where you'll run into a few more enemies. Defeat them, and then walk between the railings into the water. Continue forward, defeating rats along the way, and at the end on the left will be a ramp back up to the ground. Go up the ramp, and around the end of the railing in front of you. Here, you'll be able to take care of those enemies that were firing at you from behind the boxes. Now, go back around the railing and into the water, back down the passage to the ground. On the right, there's a treasure chest.

There are two paths you can take from here, both of which lead to the same place.

Path one is: Continue down the middle of the wide room to the end, where you'll run into a number of enemies, as well as a treasure chest. Continue around the boxes, past the water, and you'll come to a save point.

Path two is: Across the wide room on the left wall is a door leading to a room with a circular hole area in the middle and some enemies. Go around the hole and down the next hallway, through the door into the next room where there are some enemies. Continue through the water and around the wall to the right.

There is a treasure chest on the back wall of the room. Go through the door on the right into the next room. There's a save point in front of you.

This is where the two paths rejoin. At the back of the room are a number of enemies throwing things at you. Defeat them, and then push the two levers against the back wall. Go through the now-opened door on the right wall into the next room.

In the water will be a number of enemies. Defeat them and continue through the water, to the left. There are some treasure chests on top of boxes in this room. Jump up and across the boxes to reach them. Continue forward through the water, and get another chest on top of boxes. Now, there's a wall of boxes in front of you. Jump on top of the lower boxes in front of the wall and then over the wall to get past it.

Go down the passage in front of you where you'll run into a number of enemies.

Defeat them and then get the treasure chest in the back of the room. You can also get an item from the weapon rack in the corner. Now, go back down the passage and into the other passage. At the end of the passage will be an open room with two pools of water in the middle. Go to the left, between the two pools, and into the next passage. Defeat enemies and make your way down the passage. Go through the door at the end, into an open room with a number of enemies and a pool of water. In the middle of the pool of water is a save point. Continue on to the end of the room, jump over the boxes blocking the path, and down the passageway. Here, the path splits into three directions. There are various items on the ground down each of the paths, but, all of them connect just ahead to the same one path. So, continue down that path, into an open room. In this room, you will be attacked by a giant rat. Kill it, and then collect the gold lying on the ground around you.

Now, go back down the path you came from, back to the room with the save point. Go over to the blocked passage on the right wall, and next to the passage will be a lever. Push the lever to open the passage, and then go through. Defeat the enemy that attacks you, and continue down the passage to a door. Go through the door, and you'll see a cutscene of enemies being instructed to kill you. Kill all of the enemies, including the Bugbear Chieftan. Once you defeat the Bugbear, you'll get a message telling you that you've gotten a (prison cell jey). Once you've defeated all the enemies, you can go around the room collecting all of the treasure chests and items scattered about. In the back of the room is a stairway, leading Up to Town. Go up the stairs and you'll be on the street outside the Elfsong Tavern, by a manhole cover. You can now use this as a shortcut to return to that place in the sewer any time you want. Go back down the manhole cover to return to the sewer.

Now that you're back in the sewer, go through the passage on the right side of the room. Continue down the passage to reach a set of jail cells. Inside of one of them is Ethon. Open the cell and talk to him. After talking, you'll see a short cutscene of him walking away. He gives you a (key) to head deeper into the sewers. This will complete the (Rescue Ethon Quest).

If you want, you can head back up to the Elfsong Tavern. Talk to Ethon and he'll give you 100 gold coins, 200 experience, and an (Amulet of Dexterity). Talk to Alyth, and she'll give you 200 gold coins and 300 experience. While you're up here, you can also talk to Ipswitch in the tavern. He'll ask you to find his (medallion). This starts the (Family Heirloom) quest. You can also talk to Osala, who will ask you to find out what happened to Keissen. This starts the (Find Keissen) quest. Now, head back down into the sewers.

In the last jail cell are two treasure chests. There are also two chests on the wall past the cells. Now, head back down the passage, into the open room. Go through the door on the right (which was previously locked). Inside are stairs, leading down to Level 2 of the Sewers.

4.05: Sewer (Level 2) - Search405

Upon entering Level 2 of the sewer, you'll see a save point. Save and get the chests and items in the room, then go through the door. Here, you'll run into a few enemies. Kill them and continue down the passage and through the open door into the next room. Here, there will be a pool of water on the ground and some more enemies. Take care of the enemies and head forward and to the right. At the top, the pool will split into three paths. The left path is short and just

contains an enemy. The middle and right paths connect shortly down, and there are enemies down both paths, so, take either path to the connection. Go forward and you'll see a pool. If you want, you can explore around the edges of the pool to find some treasure. Head to the far left end of the pool and you'll find a save point (and plenty more enemies and some treasure chests).

Go down the path in front of the save point, past another save point, fight off the enemies, and at the end you'll come to a small room with a lever in it. Push the lever, and then head back down the path to the save point in the open room.

Go down the path to the right of the save point, avoiding the gas streams, and the path will split off into four directions. The left path only contain enemies. Go down the middle path, fighting off enemies, and eventually you'll come to a circular hole with two paths leading from it. Go down the path directly across from the one you entered from, and continue down that path, and at the end you'll run into a bunch of slime enemies. Kill them, and then go through the door on the right to find a treasure chest and a lever. Get the chest, and push the lever.

Now, head back to the circle area, and take the left path. At the end will be some enemies and a treasure chest. Go back to the circle area, take the left path, and head down to where the path splits in four. Take the left path, and ahead you'll find a save point. Save, and then go to the right. Along the way you'll find a treasure chest, and then come to a circular area with some enemies. Go to the left, defeat the enemies, and pull the lever. Now, go back down the path to the save point again, where the door will now be open.

Go through all three openings (if one of them's closed, you missed a lever. Check back through the last few paragraphs). At the end will be a stairway, down into the Crypt.

4.06: Crypt (Level 1) - Search406

When you go down the stairs, you'll see a cutscene. Once you regain control, you'll be inside of the crypt, surrounded by a bunch of enemies. Fend them off, and then go through the door, into the next room, and some more enemies. Jump over the boxes blocking the next door, then go through it into the next room.

In this room, you'll run into a man named Fayed, he will warn you to escape. Talk to him, and he'll eventually tell you what's going on and what you need to do. This will start the (Find Artifact) quest. He'll also heal you if you ask. There's a save point in the back corner of the room, as well as a chest in the room.

Now, go through the door into the next room, where you'll run into some more enemies. Get rid of them and head to the right, and go through the door at the end into the next room. Continue forward, into an open area with a number of enemies. There are a few treasure chests around the area that you can get as well. There's a save point through the right door, and a long path, but nothing along the path aside from enemies.

Go through the door on the left wall and you'll find a save point, as well as many more enemies. There's nothing through the door down except some more enemies.

Go through the passage up and continue along it. There are a number of walls creating paths, but, go down any of them, they all lead the same way. Defeat all the enemies, and at the end you'll find a treasure chest. Inside of the treasure chest you will find a (strange medallion), the quest item for the

Family Heirloom) quest.

Go back through the room, down the path, to the room with the save point. Go through the door on the left wall and defeat the many enemies inside. Once you've taken care of them, you'll see a stairway leading up to Town. Go up it to get a shortcut back to the Crypt. Then, go back into the Crypt.

At the back of the room you'll see three empty slots, and there are three jars scattered around the room. Put the bronze jar on the left slot, the silver jar on the middle slot, and the gold jar on the right slot. A stairway will open in front of you. Go down the stairs, into the Crypt Level 2.

4.07: Crypt (Level 2) - Search407

There's a save point in front of you. Next, go through the door to the left, into the next room. Continue down the path to the end. The small room in front of you only contains two enemies, so, go through the door on the right. Head down the path, into an open area, through that and down another path, where the path will split in two.

Go down the right path, continue right (the doors on the sides of the path only contain enemies), and into an open room with a treasure chest. Defeat the enemies, get the chest, and then go back down the path to the split.

Go around the middle section, to the path on the other side, and down the path. Again, the rooms on the sides only contain enemies. Go to the end of the path, to an open area with a number of enemies and a treasure chest. Kill the enemies, get the chest, and go back down the path to the split.

Turn left, go down the path, into a large open room.

As you enter the room, you'll be attacked by a group of enemies. Fend off the enemies, and head to the back of the room, where you'll find two treasure chests and a save point.

The two pathways on the left and right only contain enemies. Go through the opening ahead of the save point on either the left or right (they're both essentially the same, and both contain enemies), to the end where the paths connect. In the middle is a treasure chest and a save point. If you need to go back to the Elfsong for anything, now is the time to do it, because you can't recall from the room ahead.

Save your game, and go through either of the two doors in front of you, into a wide open room.

In the middle of the room is a glowing orb. The orb will rise, and enemies will start to appear.

All you need to do in this room is to destroy the orb, but, of course, the swarms of enemies will make that rather difficult.

Sometimes the orb will rise out of your reach, and you will need to kill all the enemies on the ground for it to lower again.

Fend off the enemies and attack the orb when you get chances, until you have destroyed the orb.

When you destroy the orb, all the enemies left in the room will die as well. A cutscene will play, and you will have a conversation with Fayed, explaining some of what is going on. Once he's done, he'll give you an (Amulet of Protection) and 750 experience, completing the (Find Artifact) quest.

Now, head back to the Elfsong Tavern. Talk to Ipswitch to finish up the (Family Heirloom) quest, he'll give you a (Magic Mace) and 300 experience. Then, talk to Osala to finish up the (Find Keissen) quest. She'll give you a (Ring of Protection) and 750 experience. Now, there's a person over in the corner named Keaira you can talk to. She'll give you the (Lost Spice) quest, asking you to

find her (box of spice).

Now, talk to Ethon. He'll say he has someone who wants to meet you. Then, talk to the person next to him, Jherek. He asks you to join the Harpers, to help protect the realm. Say you will, and he'll ask you to perform a task. He'll ask you to find out more information about the new guild. He'll tell you where the entrance to the guild is, on the first level of the sewers, in the northeast section, but is protected. You tell him you found a key, and ask if he thinks it will work, and he says it should. This finishes up your conversation, and starts up the (Thieves' Guild) quest.

So, now you'll be needing to go back to the Sewer Level 1. You can walk back if you want, but, the quickest way, assuming you opened the shortcut before, is to take the shortcut from the town streets. So, walk out the front door of the Elfsong Tavern, to the Town. From there, walk forward until you come to the manhole cover at a corner. Go through the manhole cover, to the Sewer Level 1.

4.08: Sewer (Level 1)/Thieves' Guild - Search408

If you chose to walk back to the sewers, these directions are starting from the point where the shortcut up to the town was. So, if you need directions for walking there, you could refer to Section 4.04 to get to there.

Now, go right to the right wall of the room and down the passage, and down to the end of the passage. You'll come to a dead end, but, as you walk up to it, a piece of wall will move aside, giving you entrance to the Thieves' Guild.

Upon entering the Thieves' Guild, you'll see a cutscene. After that finishes, you'll be in a room with a save point. Save, and then go out the door on the right. Head down the passage, past the boxes, to another door. Go through the door, into an open room with a few enemies. Take care of the enemies, and then go forward through the next door, through a small room to another door, into a small room with an enemy. Defeat him and go through the next door, into a room with a save point and a stairway up to the town. Take the stairway up to get the shortcut, and then return to the Thieves' Guild.

At the back of the room is a treasure chest. Get that, then go through the other door into the next room, where you'll find some enemies. Kill them, and head through the next door, and some more enemies. Go along the path to the left, to the end and another door. Go into the next room and fight some more enemies. Go across to the other side of the room and through the door. Pass through the small room and the next door, and you'll enter a room with some enemies attacking you from behind boxes. Jump over the boxes and take care of the enemies.

The room on the left contains a treasure chest. The room on the right just has some enemies. Now, go through the door at the top, and you'll find a save point. Go forward and you'll run into some enemies. The room on the left has a treasure chest. Continue forward, and the next room on the left has three treasure chests. Go back and through the door on the right. Here, you'll run into some more enemies. They'll keep coming as you continue down the path, so, just keep killing them and walking. At the end of the path you'll come to a door. Inside of the small room are a bunch of enemies, and seven treasure chests. Also in this room is a (Box of Spice). This is the quest item for the (Lost Spice) quest. If you want to recall now, you can go back to the Elfsong and give the spice to Keaira. She'll give you a +1 Iron Shield and 500 experience.

Now, head back down the path, to the room with the save point, and through the door at the top of the room. Here, you'll find some stairs, leading down to the Guild Level 2.

4.09: Guild (Level 2) - Search409

In front of you will be a save point. From there, head right and along the path, to a bridge. At the other side of the bridge will be a statue spitting fire at you, so, stay to the side of the bridge and avoid it while crossing over. Go past the statue, down the passage to the next room with some more statues. Go through the room, avoiding the fire, to the end where there's a save point.

Here, there's a series of floating platforms. Jump onto one and then jump quickly to the next before it falls. If you fall, you'll die. Once you cross the platforms, you'll come to another save point. Next, go through the passage on the left, into another room with a number of floating platforms. With these platforms, stepping on one will make a number of others fall as well, so, you'll have to find platforms to jump to that aren't going to fall. The platforms that fall are random each time, so, I can't really write a series of platform jumps that are easiest. Just think quick and keep trying, and eventually you'll make it across to the other side. Here, there's another save point.

Head forward and to the right, and you'll come to a broken bridge with a statue spitting fire on the other side. Jump over the bridge, avoiding the fire, and go forward around the statue. You'll come to a pool of water with a number of enemies in it. Head forward, through the enemies, and to the other side of the pool. Go up the stairs, to another save point.

Go left, jump across the bridge, and you'll come to another series of platforms. As with the previous one, there isn't really a set path across, just keep jumping and trying, and restarting from the save point if you die, until you make it across.

On the other side is another save point, surrounded by spiders. Take care of the spiders and save. Go down the path to the right, where you'll find some more spiders and a really big spider. Take care of it and continue along the path, where you'll run into more spiders. Get rid of them and jump across the bridge, where you'll find another save point.

Save and continue forward, past more spiders, and some blobs as the path continues on to the right. As you continue further down the path, you'll run into a number of small beholders (floating eye things). Careful, because they attack in groups, and can explode and cause damage to you. Further down the path you'll run into some more spiders, and another big spider. Further along the path you'll run into some rats. A bit further will be a few statues spitting fire at you.

At the end, you'll come to a save point, and a path leading into an open room.

Here, you'll encounter Karne. He'll talk to you, and at the end you'll have to fight him.

After you take care of him, head forward, to the door leading to the Guild Level 3.

4.10: Guild (Level 3) - Search410

Upon entering the Guild Level 3, you'll find another save point. Save, and then pull the lever next to the door and head through the door.

Here, you'll be in a room with floating eyeballs that shoot beams that will kill you. Avoid them and make your way across the room, through the door, to another save point.

Pull the lever next to the door and head into the next room, with another floating eye. Head down the stairs, up the next stairs, and past the statues

shooting spikes, to another save point.

In this room are two eyes, and a locked door. The lever you need to pull is in front of the eye to the right. Wait for it to turn away, and then quickly run over and pull the lever and get out of the way. Then, head through the door into the next room.

Here, there's another save point, and more eyes. Again, avoid them and make your way through the room. There are two levers you need to pull in this room. The first lever is in the middle of the room. Pull the lever, and head through the room, past the door, to the next lever. Pull it and then go through the door, to another save point.

In this room, there is an eye in the middle of the room and nine levers you need to pull. Make your way around the room, pulling the levers and avoiding the beams. Once you've pulled them all, go to the other side of the room and through the door, to another save point.

Head through the room and you'll run into some enemies. Take care of them and continue to the door, leading to the Throne Room.

4.11: Throne Room - Search411

Head down the path in the throne room, into the open area in the middle. This place should look familiar from the previous cutscenes. Here, you'll encounter Xantam. After talking to him, you'll have to fight him.

After defeating him, you'll see a cutscene where Jherek will come up, congratulate you, and show you where you need to go next. He'll also give you your reward for completing the (Thieves' Guild) quest. He'll give you a (Magic Long Sword), (Magic Shortbow), 2000 gold and 2000 experience.

After he's done, if you want to recall for anything, you'll have to head back to the previous room. Then, go through the portal at the end of the room, into the next act.

4.12: Wind's Walk [Act 2] - Search412

Upon exiting the portal, you'll find yourself on a mountain path. Save at the save point, and then head down the path. Along the way, you'll run into a number of enemies. Take care of them and head along the path. Further down the path you'll encounter some mud creatures who will toss objects at you. Continue along, and you'll come to a split in the path. Down is just a dead end with an enemy. Go to the right and continue down the path. On your way there will be a number of short sidepaths which end in dead ends with nothing at the end. So, just continue along the main path, past the enemies. You'll come to an open area with a treasure chest and two paths leading off to the sides. Both of the paths connect on the other side of the large rock, so take either one and continue along, fighting more enemies, down a straight path. At the end of the path you'll come to a save point. Continue along the path, and shortly you'll come to a split with a short path with a treasure chest. Get it, and then continue along the main path. Along the way you'll pass more enemies, and eventually another treasure chest. Go on to a small path split. Both paths connect shortly at the other end of the hole. Continue down the path, and eventually you'll come to the end, and the entrance to the Mine Camp.

4.13: Mine Camp - Search413

Upon entering the camp you'll see a quick cutscene panning over the camp. Once you regain control, continue forward, into the camp, and a save point.

One thing to note in the camp, you'll get a slightly different dialog interaction depending on your character. If you're a dwarf, the people in the town will refer to you as "Brother" and other similar things. If you're one of the other characters, they refer to you as "Stranger." Not too much of a difference really, just slightly different dialog. Also, the Mine Camp is your new recall point (as the Elfsong Tavern was in Act 1).

As you approach the right side of the camp, you'll run into Torrgeir, who will automatically engage you in a conversation. The end result of the conversation is you being given the (Find Mine Key) quest.

If you head to the top part of the town, you will find an exit which will give you the message "These woods look too thick to navigate without a map." For now, don't worry about that.

Continue on to the right side of the town and the exit, to the Burning Eye Base.

4.14: Burning Eye Base - Search414

Here, you'll find yourself in an open path area. Some wolves will attack you shortly, and you'll come across a save point. While you can wander off to the sides of the path, there isn't really anything out of the way. Go along the path, past more wolves, and you'll come to another save point. Off to the side is a pool with some wolves around it. Go up the path along the mountain next to the save point, to the top, by which point it will be snowing a bit.

Off to the right is an open area with water and some enemies, and at the back two weapons racks with items. Head to the left, to another path covered with snow, past an enemy, to the top of the path. At the top, you'll run into a few wolves. Take care of them, and then head left to a save point.

Go forward, past more wolves, and follow along the path. Further along, you'll start running into snow creatures who will toss snowballs at you. Continue going along the path, and at the end you'll reach the entrance to the Burning Eye Summit.

Before heading off to the Summit, however, you can turn around and head back to the right, where there will be another path branching off leading to a cave. While you don't have to go through the cave, and there's nothing in particular of note in it, I'll include some quick directions here for it. If you don't go to the cave, just skip ahead to the next section.

Upon entering the cave, you'll be attacked by a wolf. Take care of it, and then head to the right. As you continue on the path, you'll run into more wolves along the way. At the back of the cave you'll run into a small pile of gold. That's it for this cave basically, from there just turn around and head back to the entrance.

Now, head up to the top of the path, to the entrance to the Burning Eye Summit.

4.15: Burning Eye Summit - Search415

Upon entering the summit, you'll be immediately be attacked by a group of wolves. Fend them off, and then head forward. Here, you'll encounter a save point. From there, head right and against the right wall you'll find a cave. Again, you don't need to go here if you don't want, but some quick directions for the cave will follow. If you don't go to the cave, just skip the next

paragraph.

Inside of the cave, head along the path and you'll find two treasure chests near each other. Continue on, and you'll find four more treasure chests in a circle around a fire, along with some boxes and barrels. Again, that's basically it for this cave, so, just head back out into the open.

Head forward, along the path, and shortly you'll run into some more enemies. Kill them and continue on, past more enemies, and eventually you'll come to a camp-like area with a group of enemies. Kill them all, and then find the three weapon racks around the camp with items. Then, continue through the camp, up the path, past more enemies, to another save point.

Here, the path splits up into three directions. Head to the East and West (in Section 4.16), and after that go up to the North (Section 4.17)

4.16: Burning Eye Summit (East and West) - Search416

Head down the right path, past a number of enemies, and at the end of the path you'll come to the entrance to the Burning Eye Summit East. Upon entering, you'll be attacked by a few wolves. Take care of them, and then save at the save point. Head down the path below, past some enemies along the way, to the bottom of the mountain. At the bottom is a save point and a few more enemies, including a rather large one. Take care of the enemies and save, and then head down the the middle of the southern wall. Here, you will find a dwarf's corpse. Search the corpse and a small light will appear in his hand. Go over to it, and get the (Torch), used for lighting the signal tower. That's all you need to do in this area, although you can finish exploring the area to find 3 weapon racks and two treasure chests. Once you're done here, head back up the path, and back to the Burning Eye Summit.

Next, head across the area, down the left path, past some enemies, and at the end will be the entrance to the Burning Eye Summit West.

When you enter, you will be attacked by a small group of enemies. Fight them off, and then save at the save point. As opposed to guiding you on a circular route through all of the paths and enemies, for this section I'll just guide you through the quickest route. If you want to explore all the paths you can if you want obviously, but there's not much of note on any of them. Also, it goes without saying that all of the paths contain a bunch of enemies, so, I won't really make mention of that here. In any event, from the save point, head up the top path until you come to an intersection. From there, take the left path until you come to another intersection. From there, take the top path and then just continue straight along that path until you come to a save point. From there, take the right path and continue along until you come to another save point next to a cave. Save and then enter the cave. When you enter, you'll be attacked by some enemies tossing snowballs at you. Kill them, and then head along the path, past more enemies. At the end, you'll come to a dwarf's corpse. Search the corpse, and then look around until you find a (Flint) and pick it up. That's all you need to do in this area, so, exit the cave and head back along the path the way you came, back to the Burning Eye Summit.

4.17: Burning Eye Summit/Burning Eye Peak - Search417

Head back to the middle of the area, and then up until you come to a path up the mountain. Instead of going up it, go along the path on the left, past some wolves, and to a cave at the end. Enter the cave, and follow the path. Inside, you'll find Kolgrim. Talk to him, and then pick up the (Flask) on the ground. He also starts the (Find Kolgrim's Party) quest, which you've basically already done, but, oh well.

Exit the cave and go back down the path. Go up the path on the mountain, and along the way you'll find a save point. Continue up the path, and at the top you'll come to the entrance to the Burning Eye Peak.

To your right is a save point. In this area there are floating orb things which can zap you and take energy. So, try to kill them if you get the chance, or just avoid them, and head up the path on the mountain.

When you come to the end of the path, you'll find the empty place for the signal fire. Walk over to it and choose to Light the Signal Tower. Doing this melts the dwarf in front of the tower, and you will find the (key to the mines), completing the (Find Mine Key) quest, as well as the (Find Kolgrim's Party) quest. Unfortunately, it also wakes up an Ice Dragon.

In any event, recall (or walk back if you want) to the Mine Camp.

Head over and talk to Torrgeir. This will start the (Retake the Mines) quest. Save, and then head to the east side of the town to the blocked mine entrance. Use the key on the door and a cutscene will play with you opening the door. Now, go inside of The Mines.

4.18: The Mines (Level 1) - Search418

Inside of the mines, you'll find a save point. You'll also be attacked by a few rats.

In this mine, it's probably more productive for me to list the "correct" way through the paths rather than all the side paths one could take. There isn't too much of note down any of the side paths, just enemies and gold and such. That said, if you do want to take all the side paths as well (for experience and whatnot), just take the "wrong" paths from the ones I list. You'll need to find three (Shaft Gears) along the way however. Also, of course, there will be plenty of enemies on your way through the path, which I won't really be mentioning. Just always be ready for enemies.

In any event, head straight down the path until you come to another save point. From there, take a right and head down that path until you come to a split. Head left and around that path, and down the path to left. At the end, you'll find a (Shaft Gear). This will start the (Find Shaft Gears) quest. Now, head back to the save point in the middle area and take the top path. Head forward, through the middle path, and up the path at the top. On the left side of the circular area at the end of the path, you'll find another (Shaft Gear). Now, head back to the middle area and take the left path and head along it, until you come to a 3-way split. Take the one on the top (or right, depending how you're looking), and further down the path you'll come to another save point. Continue along the path, and you'll come to an open area with a number of spiders. Take the left top path to find a (Shaft Gear). Return to the middle area and head down the top left path, and at the end you'll come to an elevator leading down to The Mines Level 2. Assuming you've found all of the (Shaft Gears), you'll enter The Mines (Level 2), as well as completing the (Find Shaft Gears) quest.

4.19: The Mines (Level 2) - Search419

In front of you will be a save point. Again, here there are a number of side paths which you could take if you want to, but don't have to. Also again, there are many enemies along the way, which won't really be mentioned since it's just a constant stream of them.

In any event, head down the path to the left, at the fork continue straight, past another save point, to an open area with another save point. Take the top path and head along it, and at the split take the right path. Head down the path, and along until you come to another open area with a save point.

From there, head up and take either of the top paths, and they meet in an open area. Walk forward, through a swarm of enemies, and there will be a save point on the right. Go down the path on the right, into a somewhat open room. On the left side of the room is a save point, and a small path. Head through the path to another open room. Fend off the enemies, and on the right side of the room is another save point. Next to the save point is the elevator down to The Mines (Level 3).

4.20: The Mines (Level 3) - Search420

Next to where you enter is a save point. From there, walk forward into the room, and you'll start to be attacked by enemies. Head past the enemies, along the path, continue straight, then along the left path, to an open room, and a save point. From there, head left, down the right path, and to another save point. Continue along the path, past another save point, into an open room. Continue into the back of the room, and you'll encounter Ilivarra. Talk to her, listen to what she says, and once you're done you'll have to fight her.

After you defeat her, one of the items she drops is a (Cell Key). Head down to the right side of the room, where there's a save point, and a person in a cell. Unlock the cell and talk to Brogan inside. Talking to him will start the (Use Ilivarra's Horn) quest.

From there, recall (or walk if you really want) back to the Mine Camp, and talk to Torrageir, to complete the (Retake the Mines) quest. He'll give you 3000 gold and 2000 experience.

Now, head to the north end of town, and enter the Dark Forest.

4.21: Dark Forest - Search421

The first thing you'll probably notice when you enter the Dark Forest is that your entire map is already filled in. I guess it makes sense, since you were given the map to be able to enter. So, oh well, you already know where to go here, but, I'll write it out anyways. Not to mention, of course, the map's too big to see all at once, so, you could still head down some paths that are longer than others or whatnot. In any event, can't hurt.

When you enter, there's a save point in front of you. Make your way past a few wolves to save. From there, go right and up, along the path, past more wolves, to an open area with a pool of water and some more enemies. Head forward, and ahead on the right will be a save point.

From here, there are two paths you can take. Both of them lead to the same place, and, of course, all of them have enemies. The only real difference is, the path on the right is longer, since it takes a more circular route to the meeting place than the left one does. So, take the left path if you want to run into fewer enemies.

At the place where the path meets is a camp area, with three treasure chests

and two weapon racks scattered around. From there, head up to a save point. Continue up, to the far wall, where you'll see the entrance to the ice cave. Upon approaching, you'll be given the option to Blow Ilivarra's Horn of Sahri. Do so to open the cave, and then go inside.

4.22: Ice Cave (Level 1) - Search422

Inside of the cave, you'll find a save point. From there, follow the path, past some enemies, to a split. Here, right is a slightly shorter path, but they both lead to the same point. At the place where the paths connect, go up. Continue along the path, past more enemies, until you come to an open area. As you approach, you'll see a short cutscene of something poking up out of the water. Once you regain control, head forward into the open area, and fight off the few enemies you run into. From here, continue forward to the other side of the room to find a save point.

From there, head back to the opening on the left wall, and head down that path. Turn right when you come to a split, and follow the path into an open area with a number of enemies. Take care of them, and then head to the other side of the room, where you'll find the entrance to the Ice Cave Level 2.

4.23: Ice Cave (Level 2/Level 3) - Search423

Upon entering the second level of the cave, you'll find a save point. Then, head down the path, past some enemies, into an open area. Here, there's a treasure chest by the pillar in the center of the room. From there, head to the right to find a save point (and a big giant tossing snowballs at you). You can explore all the passages of the cave if you want, to find some more enemies (and a few treasure chests along some of the paths).

The next place to go, through, is through the path on upper right corner. Shortly along this path you'll come across another save point. From there, continue up, into another open area, and on the other side will be the entrance to the Ice Cave Level 3. If you want to recall for anything, now would be the time to do it, because you can't from the next room and this will be your last chance for a while. When you're done, head down into the Ice Cave Level 3.

Head forward, and a cutscene will take over. You'll see a gate on the other side of the room, and also that ice dragon you woke up earlier. Bet you wish you hadn't done that now (not that you could avoid it or anything). Head forward into the open area, and here you'll fight the ice dragon. Once you've defeated it, you can explore the cave area to find four treasure chests. After finishing here, head over to the gate in the back of the room, and pass through it. (This also completes the (Use Ilivarra's Horn) quest, if you were curious).

4.24: The Sunken Chapel [Act 3] - Search424

Upon exiting the gate, you'll find a save point in front of you. There's also two treasure chests in the room. From here, head through the door into the next room. Continue along the path, past a number of mummies, until you come to a split. The door on the left leads to a small room with three treasure chests. Then, go across to the other door, and follow along the path, to a door. Head through the door, into an open room (with enemies of course). Go through the room to a path split. To the north is a treasure chest. To the right is the path up to the Adderspine Road West.

4.25: Adderspine Road (West) - Search425

When you come up, you'll immediately be attacked by enemies. Take care of them and go over to the save point nearby. From there, turn and head down the path. The path's very long, but, there's only one way to go, so there's only so much I can say. Just continue making your way through the enemies. Eventually you'll come to another save point (with a treasure chest nearby). Continue along the path, past another treasure chest, to an open area and another save point.

Here, you'll meet Sleyvas. This is also your new recall point for this area. Talk to Sleyvas, and he'll explain where you are and what's been going on. Once he's done, he'll let you rest if you want, and you can buy and sell items with him. After you finish talking to him, he'll open a passage for you, and start the (Kill Lizard King) quest.

Once you've finished here, turn and head back down the path, until you come to a split where Sleyvas opened the passage for you (near the next save point). This is the entrance to the Adderspine Road East.

4.26: Adderspine Road (East) - Search426

On entering, you'll find another save point. Directions in this area are a bit hard to give, since it's very wide open and there aren't too many good reference landmarks. There are a number of enemies and items you can track down in this area as well, but, more straightforward directions are probably more useful here.

In any event though, head straight forward from the entrance, past a number of enemies, and eventually you'll come to another save point. From there, head left until you come to a wooden walkway. Take the stairs on the left, and continue until you come to a crossroad. From there, take the right path (right assuming the camera is behind you), and continue until you come to a split. Take the left path (again, left assuming the camera is behind you), to another split. Continue straight, and you'll come to the entrance to Chelimber's Crown.

4.27: Chelimber's Crown - Search427

Upon entering, you'll see a save point. From there, head forward, past some enemies, and you'll come to a wooden pathway. Go on it and follow along, over land onto another pathway, to an open area with some enemies. Continue along, and at the split take a left, to another wooden pathway, onto land with some more enemies, and you'll find another save point.

Go onto the next wooden path, over more land and another path, to a circular land area with a hole in the middle. Go around the hole, to another path, and go over it to some more land, and more enemies. On the right is a save point. From here, there are a number of ways you can go, encountering varying amounts of enemies and items. The quickest path to where you need to go, however, is to take the middle of the three paths, and continue straight until you come to the other side of the area, where you'll find another save point, and the entrance to the Outer Keep.

4.28: Outer Keep/Inner Keep - Search428

On entering, you'll find another save point. From there, take either the right or left path. They're both basically the same, containing a bunch of enemies and a few items. Towards the middle of either path will be a sidepath off toward the middle of the area, where you can find another save point. Continue up from any of the paths (again, they're all basically the same), and at the top of the area you'll come to another save point. Go up, to the entrance to the Inner Keep.

Inside, you'll find another save point. Head through the door, past some enemies, to a path split. The room on the left contains a treasure chest. There is stuff along the middle path and off to the sides if you want to go off and get it. To get where you need to go, take the right path and follow it around to the top of the room, where you'll find another save point. Go up, into the next room, where you'll find Sess'sth. Kill him, and you'll complete the (Kill Lizard King) quest. Once you're done, go to the back of the room, to the entrance to the Rotting Bog.

4.29: Rotting Bog/Sinking Temple - Search429

When you enter, you'll find a save point.

Again, there are many side paths you could go on to find some enemies and items. The direct route is to go straight forward from the save point, until you come to a wall. From there, go left and up to another save point.

From there, continue diagonally up to the right. Near the top right of the area, you'll come to a very big enemy guarding a doorway and a save point. Take care of it, save, and then head to the door it was guarding, leading to the Sinking Temple.

Inside, you'll find another save point. There's a treasure chest off to the left. Then, go up. There's two treasure chests on the path on the right, but other than that it's a dead end. So, then, go along the path on the left, past some enemies, to a path split. Both paths will eventually lead to the same place, but, the one on the right is much more direct. Follow along either path to the room where they meet up, and a save point.

From there, go to the right, to either path on the right wall, and follow it up and to the left. Continue along the path, and at the end you'll see a hole with water coming up through it, and Sleyvas standing next to it, and a save point. Go over and talk to Sleyvas,. Hear what he says, and you'll start the (Destroy Eldreth) quest.

Buy supplies or rest with Sleyvas if you need to. Now is your last chance for a while. Once you're ready, tell him you want to go. Then, go over into the hole, and enter the Water Stair, leading to the Onyx Tower Basement.

4.30: Onyx Tower (Basement) - Search430

In front of you is a save point. Again, there are quite a number of different paths you could take through this area to find different things, but, I'll just put the most direct one. Also again, there are plenty of enemies along the way, so, just always be expecting them. As well, all camera directions are assuming the camera is facing from behind you on the path you were on.

Go through the passage on the right, next to the save point. Follow the path along, to the left, left again, right, right, left, left and right into an open room. Go across to the other side of the room, and through a door, into another open room. Head straight, and you'll come to a save point. Continue straight, across the room, to the far wall. From there, turn left and along the wall until you come to a door. Go through it, and turn right. Head straight, come to

another save point, and continue straight, to the stairs up to the Tower Level 1.

4.31: Onyx Tower (Level 1) - Search431

You'll see a save point in front of you. From there, go through the door, where you'll be attacked by a group of enemies. Take care of them, and then go straight, to the other side of the room and through the door. Continue down the path, into another room, and then right. Follow the path into an open room, and on your left will be a save point.

Go through the door, down the path into an open room. Go through the door, down the path, into an open room. Go left, to a save point. Follow along the path, and at the end you'll find another save point, and the entrance to the Onyx Tower Level 2.

4.32: Onyx Tower (Level 2) - Search432

Take care of the enemies that attack you, and save at the save point. Then, go right, around the path to the next room. Go straight through the room to the next path. Continue going straight until you come to a save point. Continue straight, through the next room, to a path and around to the right. Enter the room, to another save point, and then straight through to the other side. Continue down the path, into the next room, around the corner, and to the stairs up to the Onyx Tower Level 3.

4.33: Onyx Tower (Level 3) - Search433

Save at the save point. Go through the door on the right, and follow the path along to an open room with a statue spitting fire at you. Head through the room and up the path, to come to a save point. Go up, through the door and up the path, to the next room. Go right, to the wall of the room, and a save point. Go through the door next to the save point, and go right. Head through the door on the right wall, into the next room. Go left, and around the edge of the room to the door. Follow the path along, past a statue spitting fire, until you come to the next room. Go right and you'll find a save point, and the stairs up to the Black Forge.

4.34: Black Forge - Search434

Kill the spiders and save at the save point. Go forward, left, and into the next room, with more spiders. Go straight through the room to the next room, and through to the next one. Here, there will be a pit of lava in the middle of the room, and some fire enemies coming out of it. On the other side of the pit is a save point. Go through the door on the right, around the path, to the next room. Go through the room, to the next path and another room, and then left and through a door, to a save point. Continue along the path into an open room. Here, you will encounter a very large enemy guarding the staircase. Kill him, and after you do, he will drop the (Onyx Sword). Make sure you pick this up, you'll be needing it. Then, head up the stairs to the Hall of Remembrance.

In front of you is a save point. Continue forward, into the room. There are fake walls on the left and right, guarding various items. The last fake wall on the left has a spirit in it, named Keledon. Go in there and talk to him. He'll talk to you for a while, enlightening you on a number of matters. When he's done, you can rest there. Go back out, save at the save point. Equip the Onyx Sword, and then go over to the stairs, leading to Eldrith's Watch.

Finally, you will come face to face with Eldrith. Talk to her, listen to what she says, and then prepare for battle.

As you fight, Eldrith will increase in size, making her that much harder to avoid. This is the final battle of the game, putting to the test everything you've gained so far. Good luck with it.

After beating Eldrith, go over to the Teleportation Gate on the edge of the tower.

As opposed to telling you what happens after the battle, you don't need me for that, I'll let you find out on your own.

Congratulations on defeating Eldrith.

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Section 5: Quest List

Quest Name: Person who starts it: Location of person who starts it: Task: Where you go to complete task: Reward: Other Information

Rat Exterminator: Alyth: Elfsong Tavern: Kill all the rats in the tavern's cellar: Cellar: Sewer Door Key, 75 gold coins, 200 experience: There are 34 rats total you will have to kill.

Fine Wine: Nebbish: Elfsong Tavern: Bring Nebbish a bottle of Fine Wine: Cellar: Extra Healing Potion, 100 experience: OtherInfoText.

Rescue Ethon: Alyth: Find out what has happened to Ethon: Sewer (Level 1): Key to head deeper into sewer, 300 gold coins, Amulet of Dexterity, 500 experience: Alyth gives you this quest once you've finished the Rat Exterminator quest.

Family Heirloom: Ipswitch: Elfsong Tavern: Find Ipswitch's medallion: Crypt (Level 1): Magic Mace, 300 experience.

Find Keissen: Osala: Elfsong Tavern: Find out what happened to Keissen: Crypt (Level 2): Ring of Protection, 750 experience

Find Artifact: Fayed: Crypt (Level 1): Find the artifact that's raising the dead: Crypt (Level 2): Amulet of Protection, 750 experience

Lost Spice: Keaira: Elfsong Tavern: Find Keaira's Box of Spice: Theives' Guild: +1 Iron Shield, 500 experience

Thieves' Guild: Jherek: Elfsong Tavern: Find out more information about the new guild: Throne Room: Magic Long Sword, Magic Shortbow, 2000 gold, 2000 experience

Find Mine Key: Torrgeir: Mine Camp: Find the key to the mine: Burning Eye Peak: Entrance to the mines

Find Kolgrim's Party: Kolgrim: Burning Eye Summit: Find the members of

Kolgrim's party (and the items they have): Burning Eye Summit (East/West) and Burning Eye Peak: Nothing (well, other than lighting the signal fire)

Retake the Mines: Torrgeir: Mine Camp: Clear the Drow out of the mines: Mines (Level 3): 3000 gold, 2000 experience

Find Shaft Gears: A Shaft Gear: The Mines (Level 1): Find the shaft gears for the mine shaft elevator: The Mines (Level 1): Entrance to The Mines (Level 2)

Use Ilivarra's Horn: Brogan: The Mines (Level 3): Open the passage to the ice cave with Ilivara's Horn: Ice Cave (Level 3): Entrance to The Ice Caves

Kill Lizard King: Sleyvas: Adderspine Road (West): Kill Sess'sth: Inner Keep: Nothing

Destroy Eldreth: Sleyvas: Sinking Temple: Onyx Tower: You beat the game

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Section 6: Notes

This section just contains random notes about things that don't really fit in anywhere else. This section does contain spoilers if you haven't beaten the game however.

When you beat the game, you'll get a message saying the game is "Saving Configuration File." After beating the game, you'll have a few more options and things you can take advantage of.

The first thing to note is, when starting a new game, "The Gauntlet" mode. This mode is a run through a huge line of enemies with a new character, Drizzt. You'll have to make it through the entire section of enemies within 15 minutes. After beating the gauntlet, you'll be able to pick from a new difficulty level when starting a game, "Extreme" mode (which, needless to say, is very hard). In this mode, you import a character from a previous save file (hopefully one that's at a very high level), who loses all of his items, but keeps his experience level.

Once you've beat the game in Extreme mode, you'll now have the option to use Drizzt as a playable character in a normal game. To use him, have a saved game from when you beat the gauntlet mode, then start up a game normally, and once the game has started, choose the "Change Players" option from the menu, and then "Import" and select your save from the Gauntlet mode to load Drizzt.

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Section 7: Thanks

I would like to thank Black Isle, Interplay, Snowblind and High Voltage for making this game.

I would like to thank you for using this FAQ, and hope you found it useful.

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Section 8: Contact

If you'd like to contact me for any reason at all, either with some information, problems you have, or just to say you liked my guide and found it helpful, feel free to write to me, at:

terrisus@aol.com

and put Baldur's Gate FAQ (or something like that) as the subject.

I would like to thank GameFAQs and IGN for hosting this walkthrough.

Also, if you find any errors in this walkthrough, please let me know and I'll thank you as well.

Section 9: Legal

This FAQ was entirely created by Eric Shotwell. It may not be displayed, distributed, or altered without my agreement.

The following websites have permission to host this guide:

<http://www.gamefaqs.com>

<http://faqs.ign.com>

That said, if you'd like to display or distribute this guide, I'd probably be more than happy to let you, just please ask me first. See Section 6 for contact information.

Section 10: Version History

1.0: April 18, 2004: Initial version submitted

1.1: May 20, 2004: Nothing major. Just corrected a few typos and added a few small things to the General Tips section (and added this Version History section).

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