

Baldur's Gate II: Enhanced Edition

Amn
Survival Guide



Dedication to Daniel Walker

Dan Walker was the second employee of BioWare, having started work at the company in late 1995. He passed away June 6, 1999 of natural causes related to a physical disability he had since birth.

We have dedicated Baldur's Gate II: Shadows of Amn to Dan. It's quite hard to find the words to describe how we all felt about him, but it has fallen upon me to try, so I'll do my best.

Dan was a spiritual giant, who battled a severe physical impediment since birth with patience and stoicism. I can't recall him ever complaining about anything, though he certainly had more reason to do so than most. Many times I felt humbled by his patience and his Zen way of looking at things. He was, and is, an inspiration to me and many others at BioWare.



Dan was an artist in the purest meaning of the word. He enjoyed, more than anything, that people could see and take pleasure in the art he created. And the art he created was very, very good.

He lived his life like it was a work of art. In retrospect, it is clear that he was one of the seminal influences around which BioWare has grown and blossomed. We miss him horribly.

--Dr. Ray Muzyka, 1999

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Autography

This guidebook is one of the very finest in my ongoing tour of the Realms. I can guarantee you all that you'll find no more diligent guide than your humble servant, Volothamp Geddarm. I've spent the past six months journeying around the lands of Amn, suffering trials and tribulations the likes of which you can only imagine! Lumpy mattresses, rude serving wenches, and thin, tasteless ale - such is the price I willingly pay to bring forth this fountain of knowledge. Forever in thy service,

—Volothamp Geddarm

A notorious embellisher and braggart, Volo's guide is remarkably accurate - for him. Perhaps this reflects the influence of an unnamed, wiser eye looking over Volo's shoulder.

—Elminster



Part One:

Amn

Overview of the Realms: The World of Baldur's Gate

Welcome to the Forgotten Realms and the world of Faerûn (Fay-ROON)! A land of magic and adventure, Faerûn is no more than a small territory hugging a larger world, which in turn is only the third world of eight orbiting a central sun, which is entirely encapsulated in a crystal sphere within a swirling chaos, which in turn is only one in myriad alternate dimensions. But for the races of Toril—for the elves and dwarves and gnomes and halflings and humans—Faerûn is a very important place: it is home.

Abeir-Toril (Ah-BEER Tor-RILL), more commonly called Toril, is the name of the orb that Faerûn and the Forgotten Realms are set upon, just as Earth is the orb that Eurasia is set upon. The name is archaic, meaning “cradle of life,” and is rarely used in everyday speech. Abeir-Toril is an Earth-sized planet dominated by a large continent in its northern hemisphere as well as a number of other large landmasses scattered about its surface. This northern continent is called Faerûn in the west, Kara-Tur in the east, and Zakhara in the south. It is the primary purpose of this tome to deal with the western portion of this huge landmass, in particular the region in Faerûn between the Sea of Swords and the Inner Sea, and more particularly the country named Amn.

The Sword Coast

For years, the lands between Waterdeep, a huge city far north of Baldur's Gate, bustling Amn to the south, the Sea of Swords to the west, and the Wood of Sharp Teeth to the east have been thought of as the Empty Lands—a vast stretch of wilderness folk venture into only to get from one place to another. Legends abound of grisly fates that befell unfortunate travelers at the hands of orcs, trolls, hobgoblins—and worse!—said to infest the area in veritable armies. In recent times the caravans saw a new menace—raiding parties of humanoids who plundered mainly the miners in the Cloud Peak mountains north of Amn. Thanks to both human and bestial predators, the trip has always been dangerous; hence the name “Sword Coast.” Down through the ages, many folks have dreamed of founding a kingdom in this verdant valley hidden in the moors. The area is littered with the ruins of failed dreams, abandoned villages, empty towers and dungeons, as well as the occasional town, city, or keep, such as Baldur's Gate, Beregost, Durlag's Tower, Athkatla, and Trademeet.

Amn

In Amn, the northernmost of the Empires of the Sands, wealth is prized above all else. Merchant trade drives Amnian society; the land's people are given to ostentatious displays of riches in their

clothing, homes, and frequent feasts. Obvious affluence is the key to improving and maintaining one's station in the Merchant Kingdom, as Amn is commonly known. Here, everyone truly believes that money is the root of all power and the kingdom of Amn seeks to dominate the Realms through its trade and economic influence.

The Amnian authorities regard mages and the practice of magic with dark suspicion that can easily turn to open hostility. The wise wizard will exercise the utmost discretion while traveling through these lands. Recently Amn was brought to the brink of war against its northern neighbor, the city of Baldur's Gate. Fortunately, the machinations of Sarevok, a mortal offspring of Bhaal, God of Murder, were thwarted. War was averted, but relations between the two states remain strained.

A low profile is best for mages here... I myself travel incognito through the Merchant lands--no easy task for one as famous as I!
—Volo

Even I would hesitate before breaking the Amnian moratorium on unregulated Spellcasting.
—Elminster

Athkatla

The capital city of Athkatla is the most influential and important city in Amn and, as such, is a breeding ground for plots, intrigue, and betrayal, with loyalty going only to the highest bidder. Power in Athkatla is shared (though not willingly) between the official government and the local thieves' guild. The anonymous Council of Six have ruled Amn for the past three decades through political machinations and economic coercion. The Council are known only by their titles (the Meisarch, the Tessarch, the Namarch, the Iltarch, the Pommarch, and the Dahaunarch). Revealing one of the councilors' true identities is punishable by slow torture and eventual death. The Shadow Thieves also wield considerable influence in the city, though recently many of the guild's members have been defecting to a rival (and as yet unnamed) organization.

Suldanesselar

Built among the treetops hundreds of feet above the forest floor, the Elven city of Suldanesselar is home to the (some claim) immortal Queen Ellesime. Within the city is also rumored to exist the Tree of Life, likely the source of the queen's eternal youth. However, it is unlikely any who are not of Elven descent will ever be able to verify these legends. Vigilantly patrolled and hidden

high in the treetops of Swanway's Glade, the Elven city is virtually impregnable. Despite these formidable defenses, there have been whispers of a Drow plot to bring down the city.

Power Groups of the Sword Coast

In addition to the various cities and towns, there are a number of other powers within the Realms, all operating to their own ends and often ignoring national boundaries. These secret societies, cults, and adventuring companies seek only to further their own causes.

The Shadow Thieves

The Shadow Thieves are a wide-ranging guild of thieves, spies, and assassins who perform particularly dangerous, evil-aligned, and lucrative tasks. Their activities, unlike most thieving guilds, are not limited to a single city. They range the length of the Sword Coast from Luskan to Calimport. Directly opposed to the Lords of Waterdeep and all their allies, the Shadow Thieves are based in Athkatla, where they have a massive training complex and testing ground for the assassins they sponsor. This group was once the thieves' guild of Waterdeep, until they were driven out by the city's rulers.

This secretive organization appears to have reached some sort of agreement with the merchant lords of Amn, though no one knows the agreement's exact details. Under this pact, the merchant lords leave the Shadow Thieves alone and are in turn left alone themselves.

The Shadow Thieves operate up and down the Sword Coast; their trademark is a black silk mask impaled upon a stiletto blade (usually used in assassinations, or left behind at the scene if a garrote or poison is employed instead). No names, descriptions, or even numbers of Shadow Thieves are known; extremely experienced operators are thought to be few.

Cowled Wizards

The Cowled Wizards are a mysterious group of immensely powerful mages operating throughout Amn. Ordinary citizens cannot hope to fathom the political goals and alliances of this arcane organization, though their power and influence makes them equal to the Shadow Thieves and even the Council of Six. The Cowled Wizards' official function in Amnian society is to regulate and control the use of all magic within the Merchant Empire. The general population's distrust of magic is reflected in the stringent prohibitions enforced by the group.

Spellcasters foolish enough to practice their art in Amnian lands will undoubtedly receive a visit from the Wizards. If the mage is lucky, the first offense will warrant only a warning; if unlucky... The Cowled Wizards often imprison rogue magic users (and the occasional political prisoner) in Spellhold, a magically secured "asylum" on an island near the city of Brynnlaw.

Such organizations give wizards like me a bad name!

—Volo

Your bad name is your own doing.

—Elminster

The Harpers

A semi-secret society based in the Heartlands, the Harpers have seen a number of incarnations through the years, with rising and falling levels of political power. They are primarily allied with good churches, but also receive support from powerful neutral parties, including druidic circles. Their goal is to protect civilization from a myriad of threats, including goblin raids, dragon flights, and the insidious control of other groups such as the Zhentarim, Red Wizards, or the Cult of the Dragon.

The Harpers believe in the power of individuals, the balance between the wild and the civilized, and the good of humankind and its allied sentient races. They also believe in preserving the tales of the past, so that one may learn from those tales in the future. The Harpers attract a wide variety of character types, but this society is most attractive to elves, rangers, and bards.

Harpers are spread throughout the North and the Heartlands, often operating in secret. They are by their nature meddlers, and often operate alone or in small groups to achieve their ends. Except when battling long-term foes, it is unimportant to them that their name be connected with their actions (their own tales and songs are another matter). The Harpers are an amorphous organization and as such have no main base of operations. They are a force of good in the Realms, and good-aligned characters may find themselves being aided by unseen allies if their business aids the organization. The only hint as to these allies' identity is the harp and moon symbol of the group.

The Red Wizards

The Red Wizards are the premier power in Thay; the ruling Zulkirs of that land are chosen from among their number. The Red Wizards work abroad throughout the Realms as spies and agents of their kingdom. Their actions are supposedly for the good of their home government, but each Red Wizard has his or her own agenda to pursue.

The Red Wizards' stated goal is to establish Thay as the supreme political and magical force in the Realms. Red Wizards encountered in the Realms may be working toward this end, advancing their own causes or seeking to discredit others, including other Red Wizards. The byzantine plots of the Red Wizards are so involved that it is often difficult to determine where one ends and

another begins. The Red Wizards are many things, but subtle is not one of them. Swaggering, boastful, loud, insulting, and dangerous, yes, but never subtle. It takes great control for a Red Wizard to affect personal humility, no matter how slight, or tolerate even the most subtle reproach to the superiority of the Thayvian people. Despite this, there are always (apparently) new Red Wizards to challenge adventurers.

The Zhentarim

The Black Network of the Zhentarim is a not-so-secret group of mages, priests, and warriors devoted to dominating trade, and therefore power, throughout the Heartlands region. To that end they seek the downfall of an ever-increasing list of opponents, including the Dalelands, the Harpers, rival Moonsea cities, the Cult of the Dragon, Cormyr, Sembia, and anyone else who gets in their way. That which cannot be infiltrated and controlled must be cowed into obedience or destroyed.

The Black Network is active throughout the Heartlands but currently has three major bases of operations. Darkhold has been established as a base within the Far Hills (a few weeks east of Baldur's Gate), and stands as a terminus in the Western Heartlands for caravans from the northern, southern, and eastern Realms. The Citadel of the Raven, on the borders of Thay, is a major military base as well. The third headquarters and birthplace of the organization, Zhentil Keep, has been less influential over the years owing to the rise of the church of Cyric. Despite having a major figure in the church in their employ, the Zhentarim have been less than effective in dominating the new faith, in contrast to the degree of control they have had over the church of Bane. As a result, most of the daily devilry of the Black Network comes from the other two locations, which have the added advantage of having no native civilian population to get in the way (or lead a revolt).

Trade is a major component of the Zhentarim's income. They are not limited morally to the transport of ores and finished goods; they also do business in poisons, contraband, weapons, and slaves. Conquest is also high on the Zhentarim agenda, often using the forces of Zhentil Keep or another catspaw such as Voonlar or Llorkh. They also make extensive use of humanoid tribes and mercenaries, usually promising payment with the spoils of pillage after the battle. The chief intent in battle is to punish enemies or weaken rivals, and it is usually implemented after failure to take over the community from within.

The Mages of Halruaa

A rising presence in Faerûn comes from the South, from the mystical and near-legendary land of Halruaa. This land is reputed to be controlled by powerful wizards, and wizardry there is incorporated into common use. It is a land where castles float on the breeze, water runs uphill,

and even the meanest scullery maid knows a few cantrips to make her job go smoother. The true nature of Halruaa is best described by those who have pierced its mountainous borders.

In Faerûn, these mages are best known for their flying ships, slung beneath great bags filled with volatile gases. These flying ships are the hallmark of the Halruaan mage. These ships often appear off the coasts of port cities in the Realms, approaching from the water in the manner of standard craft, but remaining “above it all.” The merchant-mages who control these crafts seem above it all as well, dealing in few items, often of little worth to their owners, and paying extravagant prices. It is said that the Mages of Halruaa seek the perfect components for their mighty spells, while others say the act of trading is merely a cover for darker, more sinister acts committed when the ship is in port. What is known is that every sailor on these ships has magical abilities.

It has been increasingly apparent that the Mages have a second set of operatives at their command who work more quietly within the great trading cities of the North and the Heartlands. These are shopkeepers, merchants, and common traders who act as the eyes and ears of the Halruaans, keeping abreast of new developments, particularly the appearance of powerful items of magic. Such artifacts are regularly sought out by the Halruaans, though whether to research them, destroy them, or merely keep them out of the hands of others is unknown. It is known that often after a powerful relic has been unearthed, the city where it appeared receives a visit from the great floating ships of the Mages of Halruaa.

Caution is advised when dealing with any of these factions. I fear some may be even more influential than Volo indicates.

—Elminster

Major Characters of the Sword Coast

Ribald Barterman

(RYE-bahld) Ribald (Chaotic Neutral, Half-Elf Male Fighter/Mage 11th/12th level) is one of the most famous retired adventurers in Athkatla, having served with several parties over his many years and having traveled over half the breadth of Faerûn. The exact nature of his adventures is unknown, but Ribald has been known to remark on battles with beholders or orc armies as off-handedly as one might speak of the weather. Upon his retirement in his home city where he is best known, Ribald opened a store called “The Adventurer Mart” within the great marketplace known as Waukeen’s Promenade. Items of almost any sort, from the mundane to the exotic, may be found within Ribald’s store... and the man himself is often a font of helpful information and advice.

Drizzt Do’Urden

(Dritst Doe-URR-den) Drizzt the dark elf (Chaotic Good, Drow Elf Male, Ranger 16th level). A renegade drow ranger who has escaped the oppressive regime of his underground homeland, Drizzt Do’Urden is among the most famous of drow in the Realms owing to his deeds on the surface. He may be found abroad while engaged in acts of daring, particularly in rolling back the tribes of goblins and evil humans in the North. His fame and hatred of his former homeland has made him a target of other drow who hope to earn favor with their evil goddess Lolth by killing the renegade.

Drizzt wears *mithral chain mail +4*, a gift of King Bruenor. He wields two magical scimitars simultaneously. These scimitars are Icingdeath, a *frostbrand +3*, and Twinkle, a *defender +5*, which glows when enemies are near. His most prized possession is a *figurine of wondrous power* of an *onyx panther*. The panther’s name is Guenhwyvar. He doesn’t use the panther unless severely taxed, as he is limited to using it for a certain period of time each day.

Ellesime

(ELL-eh-seem) Queen Ellesime (Lawful Good, Elf Female, Mage 16th level) rules over her elven subjects from the tree-city of Suldanesselar within the great forest of Tethyr. Not much is known of the elven queen, although it is rumored that she descends from the elven god Rillifane. Whether it is this heritage that makes her immortal or some tie to the fabled Tree of Life is unknown, and it is doubtful whether any but some few elves will ever have the opportunity to gaze upon her fabled beauty.

Saemon Havarian

(SAY-mon hah-VARE-ee-an) Saemon Havarian (Neutral, Human Male, Swashbuckler/Mage 12th/14th level) is an infamous corsair who plies the trading lanes of the Sea of Swords and the Pirate Isles. Tales of his deeds range from the mischievous to the nefarious, from the completely outlandish to the adventurous and daring. The only common thread amongst these stories is that Saemon's past is largely unknown, he values his own skin above all other things, and that his fortune has waxed and waned dramatically with each passing season. Saemon often takes work where he can find it (and his skills as a seaman are well sought-after) and has a distinct knack for being somehow involved in most of the grandiose plots in the region.

Elminster

(EL-MINN-ster) Elminster the Sage (Chaotic Good, Human Male, Wizard 29th level). The exact age of Elminster is unknown and his year of birth unrecorded. From his tales, it is suspected he learned his magical arts at the feet of Arkhon the Old, who died in what is now Waterdeep over five hundred years ago, and he may have been in Myth Drannor near that magical realm's final days. The exact nature of these claims remains unproven, but most Realms natives who know him consider Elminster an eternal force in the world.

The Sage currently makes his abode in the tiny farm community of Shadowdale, living in a two-story house overlooking a fish pond with his aide and scribe, Lhaeo. He is often abroad, both elsewhere in the Realms and in other planes, where he hobnobs with the great and the not-so-great in a relentless pursuit of knowledge.

Elminster may be the most knowledgeable and well-informed individual in the Realms. His areas of specialization are the Realms and its people, ecologies of various creatures, magical items and their histories, and the known planes of existence. Elminster no longer tutors or works for hire save in the most pressing cases.

He seems to prize his independence and solitude, but on several occasions he has opened his tower to newcomers and visitors. Elminster's former students and allies include some of the most powerful good individuals in the Realms, including some of the Lords of Waterdeep; the Simbul, ruler of Aglarond; and the group known as the Harpers.

New Friends

The following is a list of all the NPCs that may join your party throughout the game. The majority of these colorful characters are easily found in and around Athkatla, or on the quests you will undertake. However, a few of the NPCs (Edwin, Mazzy, and Haer'Dalis) are more difficult to locate. If you are persistent enough, or lucky enough, to discover these characters you will be rewarded... their abilities are well worth the trouble of finding them. In the following descriptions you will find clues as to these characters' locations.

Aerie



(AIR-ee) Aerie (Lawful Good, Avariell Female, Mage/Cleric) is a member of the winged elf race known as the Avariell. Aerie, however, was captured at a young age and sold into slavery. Her imprisonment within her cage eventually traumatized her wings to the point that they had to be severed forcefully. Since then, Aerie has been a member of the circus that travels throughout Amn and Tethyr, most recently arriving in Athkatla. She knows little of the world outside of the circus, but is a good person at heart, and well-versed in the ways of magic by her mentor, Quayle.

Korgan



(CORE-gahn) Korgan Bloodaxe (Chaotic Evil, Dwarf Male, Berserker) is a self-concerned adventurer with a violent streak and a long history of poor relations with his fellow party members, often resulting in bloodshed. Few are as good at what he does, however, and with an axe in hand the dwarf will gleefully wade into any melee, no matter the odds. Word has it that Korgan can be found in an Athkatla dive, drinking off the after-effects of his most recent misadventure.

Valygar



(VAL-ee-gar) Valygar Corthala (Neutral Good, Human Male, Stalker) has a dubious reputation within Athkatla, belonging to a wealthy noble family renowned throughout its history for producing talented magic-users... a distinction that, in Amn, brings scorn and suspicion. It is Valygar's magical ancestors who eventually brought the family to financial ruin and no small amount of grief, and the ranger has spent his life trying to live down his family's past, bitter and possessed of a hatred of magic. Recently, it is reputed

that Valygar has earned the wrath of the Cowled Wizards, the enforcers of the government's magical ban in Athkatla, and that he has fled the city to escape their influence.

Anomen



(AH-noe-min) Anomen Delryn (Lawful Neutral, Human Male, Fighter/Cleric) is a member of a noble family in Athkatla, although he joined the Most Noble Order of the Radiant Heart without the benefit of his father's permission nor patronage. He has had to climb his way up in the ranks, serving as squire and then as priest to the god of watchers, Helm. It is Anomen's most fervent desire to prove himself through his adventures and one day pass his Test to become a full knight in the Order... but, if anything, his own judgmental attitudes and puritanical arrogance are what hold him back.

Cernd



(SIR-nd) Cernd (Neutral, Human Male, Shapeshifter) is a high-ranking druid from a grove to the south of Amn, in the land of Tethyr. Older and experienced, as well as careful in both thought and deed, Cernd has often been called on to perform missions on behalf of his grove. And it is without question that he would place his own life on the line if it would serve the greater balance. Rumors abound of trouble in the druid grove within Amn, near the town of Trademeet, and Cernd has been sent from his own grove to investigate the matter.

Jan



(YAWN) Jan Jansen (Chaotic Neutral, Gnome Male, Thief/Illusionist) is a member of the infamous Jansen clan of gnomes, who seem to be present somewhere in cities and villages throughout Amn and the entire Sword Coast (and perhaps further, if tales can be believed). The Jansens are renowned for their inventiveness and adventuring spirit (and sometimes rather ignominious deaths) and Jan is no exception. An inventor by trade, Jan has changed his occupation to suit the moment and according to his own tales has both made and lost several fortunes as adventurer, turnip salesman, and sorcerer's lackey. He can currently be found plying wares of questionable legitimacy throughout Athkatla (although he favors the wealthy Government District).

Yoshimo



(yoe-SHEE-moe) Yoshimo (Neutral, Human Male, Bounty Hunter) is a free-spirited thief from the land of Kara-Tur, far from the Faerûn continent. His ideals of honor and culture are unique to his land and he has often encountered barriers against his acclimatizing to life in the West. Yoshimo is fairly adventurous, however, and has not allowed such a thing to deter him. Wandering from land to land, he has made a living for himself (as well as a fair reputation as a rascal) working for those with the coin to pay him. He has been in Athkatla for some time and has had the opportunity to make more than a few contacts amongst the Amnian underworld.

Nalia



(NAH-lee-ah) Nalia De'Arnise (Chaotic Good, Human Female, Thief/Mage) is a member of the privileged class. Her father is a Duke who rules his many properties from the family keep in the Amnian wild lands. Nalia identifies far more with the poor than with her own class, however, and has gone out of her way on many occasions to sneak away from home and find ways to help those less well-off than she. A bit naïve in the ways of the world, Nalia is an intelligent young woman who learns quickly and is a skilled mage. Rumors abound recently of trouble at the De'Arnise keep and Nalia has been seen at several Athkatlan taverns, seeking to employ mercenaries for her cause.

Keldorn



(Kel-Dorn) Keldorn Firecam (Lawful Good, Human Male, Inquisitor). One of the most powerful and respected members of the Order of the Radiant Heart, Keldorn has yet to take a position in the knight order's governing body. He prefers to serve on the field, where he feels he can do the most good. He is often willing to join forces with adventuring parties whose goals are pure and good. He can usually be found within the temple district of the city of Athkatla; for that is where the Most Noble Order of the Radiant Heart headquarters is located.

Mazzy



(MAZZ-ee) Mazzy Fentan (Lawful Good, Halfling Female, Fighter) is the leader of a band of adventurers that hail from the Amnian town of Trademeet, a group that has gained no small degree of reputation for itself over the past several years. Mazzy, herself, is the nearest thing to a paladin that a halfling can aspire to. She is a Truesword in the service of the halfling goddess of war, Arvoreen, and both her valiance and honor are unquestioned. Mazzy and her group were last reported to be venturing to the Umar Hills and have not been seen since.

Haer'Dalis



(HARE-dah-leece) Haer'Dalis (Chaotic Neutral, Tiefling Male, Blade) is a rarity in this plane - he has the blood of a fiend within his ancestry, giving him an unusual appearance and an aura that makes “primes” (dwellers of the Prime Material Plane) nervous. The bard makes up for this with his wit and charm, having crossed the planes with a fellow group of troubadours who have set up a temporary home in a new playhouse beneath the Five Flagons Inn in the Bridge District of Athkatla. The playhouse has garnered accolades since its opening, although the tiefling himself has recently been curiously absent.

Hexxat



(HEK-sat) Hexxat (Neutral Evil, Human Female, Thief). A regular patron of the Copper Coronet, she spends most of her time there seeking adventurers to join an expedition to Dragomir's Tomb. Hexxat insists there is great treasure to be found within the tomb, but her distracted air and tentative manner make it difficult for even the most adventurous souls to fully trust her. Even if what she claims is true, she hardly seems capable of the most basic tasks, never mind the raiding of a tomb.

Don't be too quick to turn away those who wish to join your party. We can all use a little help from time to time.

—Volo

Friends from the Past

Imoen



(IMM-oh-en) Imoen (Neutral Good, Human Female, Thief/Mage) was the other charge of the mage, Gorion, being roughly the same age as the player character and raised from a young age in Candlekeep. Since Gorion's death, Imoen has turned her quick mind to the magical arts and is rarely found far from the company of the player character. Imoen is bright, easy to please, and rarely holds a grudge, although all things may eventually change.

Jaheira



(jah-HEER-ah) Jaheira (Neutral, Half-Elven Female, Fighter/Druid) and her elven husband, Khalid, are both members of the Harpers as well as old friends of the player character's mentor, Gorion. They promised the mage before his death that they would see to his charge's safety... a promise they took seriously. Jaheira is a no-nonsense, determined woman and she will not be found far from the object of her promise, like it or not.

Minsc (and Boo)



(MINSK) Minsc (Chaotic Good, Human Male, Ranger) is a massively strong warrior from the land of Rasheman, far to the east in Faerûn. He travelled to the area of Baldur's Gate while upon his "dajemma," serving as the protector of the witch, Dynaheir. While a dangerous berserker in battle, it appears that the ranger also suffered a head wound during his travels and has formed an extreme attachment to his hamster, Boo. Minsc believes Boo to be none other than a Miniature Giant Space Hamster who talks to him and serves as his supposedly-more-intelligent mentor. Regardless, Minsc is a fiercely loyal companion who is rarely found far from the player character.

Edwin



(ED-win) Edwin Odesseiron (Chaotic Evil, Human Male, Conjurer) is a member of the Red Wizards of Thay... although getting any other details out of the self-serving wizard are difficult at best. Edwin's mission in the area, if he has one, is unknown, although he did, at one point, promise to serve the player character for a year. Regardless, Edwin left the Baldur's Gate area after the fall of Sarevok and is rumored to have taken a position amongst the Shadow Thieves of Amn. He is most likely to be found in the docks district of Athkatla.

Viconia



(vye-CONE-ee-ah) Viconia deVir (Neutral Evil, Drow Elf Female, Cleric) is an outcast from her Underdark homeland, having fled the city of Menzoberranzan for the surface as a victim of vicious drow politics. Viconia has taken solace in the worship of the goddess, Shar, but little else of her exile amongst the surface races appears to have been pleasant, as most would kill her on sight purely out of principle. Viconia continued on her travels after encountering the player character, reportedly settling in the Beregost area... although more recent rumors place her in Athkatla.

Neera (Optional DLC)



(NEER-uh) Neera (Chaotic Neutral, Half-Elf, Wild Mage) fled her home to wander the High Forest after a disastrous wild surge maimed her fellow students. Even there, her capricious spells were deemed too dangerous; the mighty treant Turlang was forced to banish her from his domain. Outside the High Forest, her life was one of adventure, whether she wanted it or not. Always at odds with the Red Wizards of Thay, she found herself hunted by their Order of Eight Staves, an organization dedicated to capturing wild mages for sinister purposes. Actively seeking out others like herself, she has most recently been seen in the Bridge District of Athkatla.

Dorn (Optional DLC)



(DORN) Dorn II-Khan's (Neutral Evil, Half-Orc, Blackguard) life has been characterized by violence. His primary, if not only, goal is the acquisition of power, be it in the form of simple wealth or something more esoteric. While he has few problems spilling blood, he is not solely responsible for massacring every man, woman, and child in the village of Barrow, the vile act with which he is most associated. To escape justice, "The Butcher of Barrow" accepted the demon Ur-Gothoz as his patron, becoming a blackguard. After taking bloody vengeance on those who left him to pay for their crimes, Dorn wandered the Sword Coast doing Ur-Gothoz's bidding, which led to him lurking outside the High Hall of the Radiant Heart in Athkatla.

Rasaad



(Ruh-SAHHD) Rasaad yn Bashir (Lawful Good, Human, Sun Soul Monk) and his brother, Gamaz, barely survived life on the Calimport streets through begging and theft. Caught picking the pocket of a monk of the Order of the Sun Soul, the boys received not punishment but their first instruction. For many years, Rasaad found purpose in the worship of the Moonmaiden, Selûne. Then Gamaz was slain by Alorgoth, a high priest of Selûne's mortal enemy, Shar. Seeking vengeance for his brother's death, Rasaad abandoned his sect. This put him at odds with his Selûnite brethren, to the point that physical blows were most recently exchanged in Amn's Trademeet.

Old friends can sometimes be old foes... though these are not likely to hold a grudge.

—Volo

Some Monsters of the Sword Coast

Trolls

Trolls are horrid carnivores that are well known for being hard to kill. All trolls regenerate and most can only be killed through the use of fire or acid. When a troll is knocked down, it is important to immediately apply fire or acid to its body; otherwise the troll will stand up and return to the fight.

Umber Hulks

Umber hulks are tremendously strong subterranean creatures that can burrow through solid rock in search of prey. They are physically slow, but can cause confusion in their target with a glance.

Beholder

A large floating orb with a central eye, large mouth, and many smaller eyes sprouting from stalks atop its hideous form. Truly alien, beholder-kin come in many variations, though all should be avoided.

Tales of the fearsome eye tyrants speak of lethal, spell-like abilities that can wreak havoc on an entire party at once!

—Volo

For once, Volo is not exaggerating. The beholder is a most challenging opponent.

—Elminster

Vampires

The vampire is a powerful undead creature, feeding on the living to further their own twisted goals. Vampirism can infect people of many different species, though the effects are often unpredictable. When fighting a vampire, parties are advised to use the *Negative Plane Protection* spell. If a person has become level drained, the levels may be restored through the restoration and lesser restoration spells. These spells can be found at any temple.

Rakshasa

Rakshasas are a race of malevolent spirits that hunt and torment humanity. They live for battle and their illusion talents make them deadly. These creatures are virtually immune to magic; only the highest level of spells will breach their defenses.

Mind Flayers

Also called Illithid, the brain devouring mind flayers are hideously alien creatures of the Underdark. Evil beyond redemption, they will consider you a slave or simply food, if they consider you at all.

I have heard these monsters will suck the brain right from a person's head!

—Volo

Then, Volo, you should be safe enough.

—Elminster

Wolfweres, Greater Wolfweres

Unlike the werewolf, the wolfwere is a wolf that transforms into humanoid form. Their most powerful form is their hybrid human-wolf shape. While in this form they possess immense strength and regenerate quickly. The greater wolfwere is extremely dangerous. This creature regenerates so fast as to be nigh indestructible. The only way for a party to kill such a mighty beast is to focus all of their might against the creature in a combined attack.

Golems

“Golem” is a broad term that covers many types of magical constructs. Most are humanoid, though they can be of inhuman size, and most require magical means to destroy them. One of the most dangerous, the “clay golem,” is immune to almost all types of weapons. Only magical blunt weapons, such as hammers and maces, will damage these constructs.

Shadows

Shadows are malevolent, undead creatures that drain strength from their victims with their chilling touch. Those so afflicted can look forward to becoming a shadow themselves if contact continues.

These are only a few of the hundreds of monsters you'll encounter, my friend. Rest assured that I'll be thinking of you as I down my mug of ale!

—Volo

Your bravery is touching, as always, Volo.

—Elminster

Time in the Realms

Daytime is described by the use of a 24-hour clock, as the day of the world of Toril is 24 hours long. For simplicity the AM (for time before noon) and PM (for time after noon) conventions are used herein.

Calendar

The following calendar is common enough to apply to all regions within the Realms (especially the Sword Coast). The year consists of 360 days: twelve months of exactly thirty days each. Three ten-day weeks are in each month, but herein we refer to days as they relate to the month (that is, one through thirty, of a specific month, rather than specific days of the week). The months are summarized in the table below. Each month's name is followed by a colloquial description of that month, plus the roughly corresponding month of the Gregorian calendar.

Name	Colloquial Description	Gregorian Month
Hammer	Deepwinter	January
Alturiak	The Claw of Winter or the Claws of the Cold	February
Ches	Of the Sunsets	March
Tarsakh	Of the Storms	April
Mirtul	The Melting	May
Kythorn	The Time of Flowers	June
Flamerule	Summertide	July
Eleasias	Highsun	August
Eleint	The Fading	September
Marpenoth	Leafall	October
Uktar	The Rotting	November
Nightal	The Drawing Down	December

Years are referred to by numbers, using the system known as Dalereckoning (DR).

Dalereckoning began the year humans were first permitted by the Elven Court to settle in the more open regions of the forests.

The Roll of Years

The wide variety of competing and often conflicting calendars causes no end of pain to the historian and the sage. Most use the Roll of Years, a system by which each year has its own personal name. Names for the years are known collectively as the Roll of Years, as they are drawn from the predictions written down under that title by the famous Lost Sage, Augathra the Mad, with a few additions by the great seer Alaundo. The Roll is a long one; some more important years include the Year of the Worm (1356 DR), the Year of Shadows (1358 DR, the year of the Time of Troubles), the Year of the Turret (1360 DR), and 1373 DR (the current year).

The Time of Troubles, in which the gods assumed mortal form, started when the gods Bane and Myrkul stole the Tablets of Fate from the Lord Ao, the overpower god of the Realms. In retribution, Ao banished all of the gods from their outer-planar domains (except for Helm, who guarded the Outer Planes). The gods were forced to assume the forms of mortal avatars until the end of the Time of Troubles, when the tablets were returned to their rightful owner. During the crisis, Mystra's (goddess of magic) and Myrkul's (god of the dead) avatars were killed, Bane (god of evil and tyranny) was destroyed fighting Torm, and the human Cyric killed Bhaal (god of murder and assassins) in an epic struggle while competing for Bane's portfolio. After the dust settled, Cyric (death, evil, and madness) ascended to new godhood.

Some now-deceased gods had some warning of their impending deaths—or at least the attempts on their lives—and took steps to prevent them. And succeeded, at least in part.

—Elminster

Timekeeping in Baldur's Gate

A **game round** in Baldur's Gate is six seconds long in real time. The round in the AD&D game is sixty seconds, hence time in Baldur's Gate is compressed about ten-fold when compared to the standard AD&D rule set.

A **turn** is ten rounds, that is, sixty seconds. This term is used in some of the spell descriptions in *Mastering Melee & Magic*.

A **game day** (representing 24 hours in the game, dawn to dusk to dawn again) is just over two hours long in real time, again about a ten-fold reduction in time in the game.

Each time the party **rests**, eight hours pass (the equivalent of about 45 minutes of running game time).

So concludes this first section of the Sword Coast Survival Guide. For more specific information on the rules of this world, see the latest edition of Mastering Melee & Magic, also enclosed. It never hurts to know a little extra about the world you inhabit, after all!

—Volo

And while you're at it, keep an eye out for any books you discover in your travels which might help fill the gaps and inaccuracies of what you have read herein. Keep reading for information about how to interact with this world.

—Elminster

Part Two:

Gameplay

Introduction

If you're reading this guide, it's likely that you have already installed the game. There are no CDs to insert, remove, and insert again. If you are reading this, congratulations! Installation is complete.

Honestly, that made no sense to me. What's a CD?

—Volo

A mysterious artifact that you needn't concern yourself with, Volo. Carry on.

—Elminster

This guide details the ins and outs of how to play *Baldur's Gate II: Enhanced Edition*. Note that it presumes that you are entering our Realms through a "Window," not an "Apple" or an "Android" or an "iPad." It therefore explains the default controls for use with a Windows-based game first. Notes on the differences between the PC and iPad versions of the game appear at the end.

Generally, I like to enter places through a door. But I suppose it takes all kinds...

—Volo

In the following pages, you will learn how to create your character, how to navigate your way through Faerûn, and how to access the Tutorial, the main game, and the Throne of Bhaal expansion.

Why would anyone go to somewhere called the Black Pits? This seems like poor decision-making to me...

—Volo

I suppose you would know something about that.

—Elminster

The Main Menu

When you first open *Baldur's Gate II: Enhanced Edition*, you will see a menu with three different choices: *Shadows of Amn*, *Tutorial*, and *Throne of Bhaal*. Select the option you wish to play by clicking the buttons lined in gold. You also can exit the game by clicking Quit Game at the bottom of the screen.

Tutorial

For a quick lesson or refresher course, you can use the *Tutorial* option to play through a short scenario that describes how to play the game. You will then be prompted to create your character, at which point the game will teach you the mechanics and controls. Once the tutorial has been completed, you'll begin the main *Shadows of Amn* story.

Shadows of Amn

Clicking this option will bring you to the *Shadows of Amn* main menu, where you can start or load a single player or multiplayer game, adjust gameplay or graphics options, or view the in-game cinematics that you have previously seen in the game. This menu will start the main storyline at the beginning of *Shadows of Amn*. You will be prompted to either create a new character or import an existing one from a saved game or an exported character file.

Throne of Bhaal

Throne of Bhaal starts where *Shadows of Amn* left off; clicking this option will bring you to the same series of menus as *Shadows of Amn*, but the game will start after the events of *Shadows of Amn*, in the Forest of Tethyr. Just like in *Shadows of Amn*, you will be prompted to either create a new character or import an existing one.

Character Generation



When you start a new game, either by yourself or with one or more friends, you must first create your character. You can choose your gender, race, class, appearance, and skills, as well as a portrait that will help identify your character in the game. This section will walk you through the process of creating a new character. When you have completed each section, press “Done” to proceed to the next section.

You can also import a character or use a pre-made character by pressing the “Import” button. You can choose whether to import from a character file or from a saved game.

Gender

This is an aesthetic choice and does not affect your attributes in any fashion. It can, however, affect whether or not an NPC becomes romantically interested in your character. Use the gender symbols to select your gender.

Portrait

Once you have selected your character’s gender, you will be prompted to choose a portrait to represent your character visually in the game. You will be given a list of options based on the gender you chose; use the buttons provided to scroll left or right to see the available choices.

You can also create an entirely new portrait and select it by opening the "CUSTOM" menu. To import a custom portrait, create a folder called "portraits" in the directory where your local game files are stored (under Documents\Baldur's Gate - Enhanced Edition), and add any custom portraits to that folder.

The dimensions and naming format required for player portraits are:

- XXXXXXXXS.bmp (54x84, 200 dpi)
- XXXXXXXXM.bmp (169x266, 200 dpi)
- XXXXXXXXL.bmp (210x330, 200 dpi)

For multiplayer, all players must have a copy of the portraits being used; if a portrait is missing on one or more players’ computers, they will see a silhouette with a question mark where the player’s missing portrait should be.

Race

Select the race of your character. You can choose from any one of the following: human, dwarf, elf, gnome, halfling, half-elf, or half-orc. Descriptions of each race appear in the area to the right of the selection boxes.

For more information on races, consult *Mastering Melee & Magic*.

Class

The classes and class combinations available to the race you have chosen will be highlighted. Choose the class that you want from the list. Descriptions of each class are noted in the area to the right of the selection boxes. (More information on classes is provided in *Mastering Melee & Magic*.)

Multi-class characters are available only to non-humans and share the traits and restrictions of both classes. Human characters cannot multi-class but may choose to dual-class later in the game. Only human characters can become dual-class characters.

Kits

Certain classes (all except Barbarian, Monk, and Sorcerer) also have several “kits” that may be chosen. When you pick one of these classes, you will be given a subset of kits to choose from. If you don’t wish to use a kit, simply choose the default kit (named after the class).

Kits give special advantages and disadvantages to their parent class. For example, if you choose a “Kensai” kit (a Fighter kit), your character deals more damage with his weapon than any other class in the game. However, your character is unable to use armor or missile weapons. (More information on kits is provided in *Mastering Melee & Magic*.)

Note: Multi-class characters do not get to choose a kit. Dual-class characters may not choose a kit for their second class, and certain restrictions might apply based on the character’s first class.

Alignment

Once you have selected a race and a class, you will be prompted to select the alignment for your character. Your choices will be limited based on the class you chose; Paladins, for example (with the exception of Blackguards), must be lawful good.

Your alignment determines how your character interacts with his environment. Read over each alignment’s description (listed in *Mastering Melee & Magic*) carefully before choosing. If you stray severely from your alignment during the course of the game, there will be consequences—you may even suffer the loss of some of your abilities!

Ability Scores

You'll see a screen with the abilities the computer has randomly determined for your character, calculated as if you rolled three 6-sided dice for each ability, adjusted based on race. Any roll that yields a score that is below a class or race's minimum will be rerolled. You can subtract points away from an ability to add them to another ability; however, you cannot take points away from an ability if it will lower the ability below racial or class minimums. Each ability has a caption describing it.

You may use the "Reroll" button to generate new numbers for all your ability scores; reroll as many times as you like until you reach a combination you are happy with.

Note: For warrior classes, the exceptional Strength value (for example, 18/45) is generated upon rolling, whether or not you rolled an 18 for Strength.

Skills

Once you have assigned your ability scores, you must choose your skills and proficiencies. Which skills and how many proficiencies you receive is determined by your class; a Mage, for example, must select which spells appear in his spellbook, and a Thief must assign skill points to thieving abilities. Warrior classes only select weapon proficiencies, but receive more of them than any other class.

Thief Abilities

If your character is a Thief or a multi-class character with Thief abilities, you must allocate ability points to Thief skills. The Thief has 40 points to allocate at the beginning of the game and receives 25 points every level thereafter (although certain Thief kits may alter this number). More information on Thief abilities is provided in *Mastering Melee & Magic*.

Spells

If your character is a Mage or Sorcerer, you will see a screen where you can choose spells for your spellbook (for a Mage) or personal knowledge (for a Sorcerer). There is also a "PICK FOR ME" button that will select your spells for you. If you are a Specialist Mage (such as an Illusionist or Conjurer), you must select at least one spell from your school of specialization.

Once you have selected your spells, you will also be prompted to select which spells your character has memorized at the start of the game. This will allow you to start adventuring without needing to rest first.

Weapon Proficiencies

All characters receive weapon proficiencies. The proficiency list appears with a descriptive caption in the bottom right section of the screen. Characters can often wield weapons without

the appropriate proficiency, but they incur penalties on all rolls with that weapon. Fighters, Paladins, and Rangers can become even more skilled with weapons by adding a second slot to any proficiency. Doing so gives them an added bonus to their attack rolls and to the damage they inflict. Only Fighters and certain kits can devote more than two slots to a single weapon. Rangers also begin the game with two free proficiency slots assigned to Two-Weapon Style, which gives them the ability to wield two weapons effectively.

Racial Enemy

Rangers must choose a racial enemy. The Ranger receives a +4 THAC0 bonus when fighting creatures of this type. You can choose your racial enemy from a list of monsters you are likely to face during your adventures on the Sword Coast; choose the one you hate the most.

Appearance



After choosing your skills, you can customize your character's appearance by changing his or her skin, hair, and clothing colors. Click on the box showing the current color to bring up a selection window with other color choices for each category.

Note: You can change your major and minor colors for clothing at any time from the Inventory screen once the adventure has started.

Sound

In addition to your character's appearance, you can also select one of several character voice sets, which will be used for battle cries and other sounds your character makes during play. Choose the voice set you like best from the choices available.

Name

Last of all, you must name your character. NPCs will use this name when addressing your character during dialogue, so be sure to choose a name you like! When you have entered the name you wish to use, press "Done."

Finishing Your Character

After you have entered your name, review your character's information displayed in the middle section. At any point, you may click "Back" to return to an earlier section, but beware that returning to an earlier section will force you to repeat later sections from scratch—including any ability scores you rolled. If you are satisfied with your character, press "Accept" to start the adventure.

Interface Overview: How to Play Baldur's Gate

The Baldur's Gate interface has many facets designed to make playing the game easier once you have mastered the basic controls. Most of the features are self-evident when you play, so you can read this section before playing or simply consult it after you've begun, whichever you prefer.

Mouse Buttons and Control

Left-Click: Action

- Selects a character or selects a portrait. If a character or group was selected before, that character or group is unselected and the new character is selected instead.
- If the Shift key is held down while L-clicking on various characters on the field or on the portraits, multiple characters are selected.
- If the Ctrl key is held down while L-clicking on unselected characters, the characters are added to the current character selection. L-clicking on already selected characters unselects them instead.
- Double-clicking on a portrait centers the camera view on that character.
- Clicking buttons selects an action for a character: Guard, Talk, Attack (click on weapon), and so on.
- Casts spells and use items once they have been selected.
- On terrain, walks selected character(s) to the selected location.
- L-click and drag on terrain to select multiple characters.
- L-click and drag portraits to change the marching order for your party.
- Pick up items with currently selected character(s). If more than one character is selected, the top-most portrait (the "leader") approaches and picks up the item.
- L-click the clock icon in the lower left corner of the screen to pause or unpause the game.

Right-Click: Information, Cancel Actions, and Formation Movement Control

- R-clicking a character's portrait opens that character's Inventory screen.
- R-clicking an item (on the Inventory screen) or spell (in the Spells screen) opens the item or spell description for the selected item or spell.
- Cancel current actions, such as attacks or spellcasting, by R-clicking anywhere on the terrain.
- R-clicking on a monster or NPC or after clicking on a selected party member plays the selection sound for that character or monster.

- R-click and drag to change the orientation of the party's formation when moving to the selected location.
- R-click on a ranged weapon in a quick slot to configure the ammunition used by that ranged weapon.
- R-click on Quick Spell slots to select the spell from the character's repertoire to be used by that slot.
- R-click on Quick Formation slots to select a different party formation for that slot.

Mouse Movement: Move Viewport

- Move the mouse to the top, bottom, left, or right edge of the screen to scroll the game's view in any direction. You can also use the arrow keys on your keyboard.

The Main Interface: Where the Game is Played

Here is the main screen that you will use when navigating the world of Baldur's Gate. On the left side of the screen are several buttons:



- Game Screen
- Map Screen
- Journal
- Inventory
- Character Record
- Mage Spells
- Priest Spells
- Options
- Rest
- Clock (Pause/Unpause)

On the right side of the screen, below the character portraits, are some additional buttons:

- Select Tool (touchscreens only)
- Help Tool (touchscreens only)
- Select All
- Party AI On/Off

You are also able to configure the main interface to match your play style, minimizing sections of the interface that you do not use often (or with hot keys you have mastered). At the top of the right and left side panels are buttons that minimize each side panel. When a panel is minimized, a button appears in the corresponding bottom corner of the screen; this button will bring the panel back up. You can also use the "u" hot key to hide the entire interface or reset the interface

as needed. You can change the hot keys in the Gameplay section of the Options screen, under “Assign Keys.”

Zooming In and Out

You can zoom in with the camera to get a closer look at the action by scrolling your mouse wheel down, or zoom out to get a view of a larger area by scrolling your mouse wheel up.

Look closely at your surroundings; you might be surprised at what you find!

—Volo

Pausing the Game

You can pause the game at any time by either hitting the space bar on your keyboard or pressing the clock button on the bottom left of the screen. This is a very important part of gameplay, as combat will often become unmanageable in real time. When this happens, you can simply pause the game, assign orders to your characters, then unpaue and let the action unfold.

Note: During combat, you will not be able to equip or unequip your character's armor. You can, however, change the weapons and other protective items you have equipped, such as shields, amulets, rings, or cloaks.

Quick Loot

The red diamond-shaped button on the bottom of the screen, to the left of the action icons, toggles a display that shows all items in the immediate vicinity that are on the ground. Clicking on any one of these items will move the currently selected character (or the leader of the selected group) to that item and move it to that character's inventory. Gold will be picked up immediately without needing to move.

Auto-Pausing

You can set the game to pause automatically during gameplay. To access the auto-pause options, open the Options screen, then the Gameplay screen, and choose “Auto-Pause.” By configuring more auto-pause parameters, you can make the game take on a more turn-based feel.

Action Cursors

Note that the cursor changes when moved over objects or characters or NPCs to indicate the default action. The default action mode can be changed by L-clicking on the buttons in the bottom panel of the interface.

A Note on Cursors

The cursor changes when moved over objects or characters or NPCs to indicate the default action. The default action mode can be changed by L-clicking the buttons at the bottom of the screen.

If a given cursor is selected, it may be changed by selecting a different action button, by R-clicking somewhere on the screen, or by L-clicking somewhere on the screen where the cursor has no effect (for example, a non-object or the interface border).

Here are the icons, and their descriptions, for the cursors that will appear during play.



Indicates that you can select the character, button, or icon.



Indicates that you can interact with the selected target if your character is close enough.



Indicates that the selected character(s) will be moved to the selected location.



Indicates that the selected location is not a valid destination for movement.



Indicates that, if you move here, you will leave the current map area.



Indicates that you will open or close the highlighted door or object.



Indicates walking through an entry or hallway, if a door is not highlighted.



Allows you to go up or down staircases to the next level above or below your current location.



Allows you to pick up items from the floor or a container.



Indicates that the currently active character(s) will attack the selected target.



Indicates that the selected Thief will attempt to unlock the selected door or container if that door or container is currently locked.



Indicates that the selected character will attempt to remove the selected trap. You can only disarm a trap that you have first detected.



Indicates that the selected character will attempt to steal an item from the indicated character or creature.



Indicates that the character will cast the selected spell at the indicated location or target.



Indicates that the character, or party leader if multiple characters are selected, will initiate dialogue with the selected NPC.

Fog of War

Characters see a certain distance away using a direct line of sight. This means that they cannot see around a building until they move to the corner and that they cannot see through walls. Areas that cannot be seen remain obscured in darkness until explored; explored areas that are out of sight will be displayed but covered in a layer of shadows.

Bottom Menu Buttons

Different sets of bottom buttons are displayed depending on whether you select a single character or a group of characters. There are twelve character bottom buttons; these change depending on which single character is selected. Use the F1 through F12 hot keys to quickly select the following options.

Dialogue

This selects the dialogue cursor that initiates dialogue if L-clicked on any creature.

Quick Weapon

These slots correspond to the quick weapon slots on the inventory page. Load a weapon into these slots by equipping it to the corresponding slot on the Inventory screen. R-click on any ranged weapon in a quick slot to select the type of ammunition to use.

The character's class determines how many quick weapon slots will be displayed. The number of slots directly corresponds to how many weapons can be equipped on the Inventory screen (4 for Fighters; 3 for other warriors; 2 for all other characters).

Class-Specific Buttons

The following buttons are displayed only for certain classes.

Find Traps

This is a mode available to Thieves and Monks. If you select an action other than movement for that character, this mode ends. This mode also activates a Thief's Detect Illusions ability.

Thieving

This action includes pick pocketing, opening locks, and removing traps, depending on the target chosen.

Stealth

This is a blend of the Move Silently and Hide in Shadows skills. Thieves can choose this mode and, if successful, they become nigh-invisible. Provided a Thief is behind the target, his or her next attack, if successful, will be a backstab that causes double, triple, or quadruple damage depending on the level of the Thief. Moving into the light or launching an attack can cause Stealth to fail. Rangers can also use the Stealth ability but cannot backstab (with the exception of the Stalker kit).

Turn Undead

This is a mode that Clerics and Paladins can choose; the Cleric (or Paladin) persists in turning undead until an action other than movement is selected. Clerics in this mode will attempt to turn undead creatures; if successful the undead will run away for a time, or they may be destroyed if the Cleric is powerful enough. Evil Clerics using this ability may gain control over some undead creatures.

Cast Spells

This ability is usable by any class with the ability to cast spells, such as Mages, Clerics, Druids, and—at higher levels—Rangers and Paladins. Clicking this button opens up the memorized spell list of the priest or wizard and the priest or wizard can cast a spell from this list.

Quick Spells

These buttons are configured by R-clicking on the quick spell slot, bringing up a list of all currently memorized spells. Once configured, the spell is ready for use at the push of the appropriate button or by L-clicking on that slot.

Bard Song

This ability is usable by Bards; the Bard character begins playing a song that continues until any action other than movement is selected for that Bard. While the song is playing, the party's morale and luck are higher.

Use Item

When L-clicked, this button allows you to use the special abilities of any items you currently have equipped, such as cloaks, rings, or helmets.

Quick Item

Each character has three Quick Item slots (although some characters' slots might be permanently occupied by jewelry or small animals), which allow you to quickly use an item

from your inventory such as a wand or potion. You may ready any item in the Quick Item slots by dragging the item on the Inventory screen to the corresponding Quick Item slot.

Special Abilities

This button is used for any characters with special abilities (for example, special abilities for certain classes or any special abilities that are gained by your characters during the course of the game). If you click on this button, a list of special abilities will be displayed for that character.

Multi-Character Buttons

The following buttons are displayed when more than one character is selected.

- Defend
- Dialogue
- Attack
- Stop
- Quick Formation

Defend

Clicking this button directs the currently selected character or characters to defend the selected target or area by attacking any enemies targeting that creature or entering that area.

Dialogue

Clicking this button allows the selected character(s) to initiate dialogue with friendly or neutral NPCs. Some hostile NPCs may also allow you to initiate dialogue, but be aware that to speak to anyone you must be able to get close to them, which may be dangerous for some less hearty adventurers.

Attack

Clicking this button will direct the selected character(s) to attack the selected creature using any weapons currently held in hand.

Stop

Clicking this button halts all current party actions. This button is useful if you suddenly realize that your character is walking into a trap your Thief has discovered.

Quick Formation

Party members form up in the same order as top down on the character portraits bar (top character is first in formation). If fewer than six characters are selected, they will form up to the number of characters selected, filling formation slots in order until there are no more characters. The formation can be rotated by R-clicking and dragging at the desired destination when a group is selected. By default, a number of formations have already been selected.

Quick formations work the same as quick spells; to change the quick formation displayed in a given slot, R-click the slot desired and then select the new formation to use in that slot.

Right Menu Buttons



Select Tool: When playing with a touchscreen, selecting this tool will allow you to select one or more characters with a touch. This tool will also cancel any spell currently selected, or any other action that requires you to select a target.



Help Tool: When playing with a touchscreen, selecting this tool will allow you to view items on the screen with which you can interact. This will display chests, doors, and items on the ground, as well as the current hit points of all NPCs in your party. On PC and Mac platforms, you can achieve this same function by pressing the Tab key on your keyboard.



Select All: Selects or unselects all members of the party. This includes summoned or allied creatures if available.



Party AI: Turning this option on or off will change whether or not members of the party will behave based on their selected scripts.



Character Portraits: L-clicking a portrait selects that character; R-clicking the same portrait brings up the Inventory screen for that character. You can also reorganize your party by clicking and dragging portraits up and down the list.

A Note on Character Portraits: Damage to the character is represented on the character portrait as a rising red bar (that is, the portion of the portrait that is the normal color is the portion of hit points still remaining for that character). If you move your cursor over the portrait of a character, the hit point total and the name of that character will appear along with that character's maximum hit points. Character portraits also display status icons (if your character is charmed, held, and so on) as well as the plus-shaped level-up icon if one of your characters has enough experience points to gain a level.

Left Menu Buttons



Return to Game: Clicking this button will return you to the main screen of the game from whichever screen you were previously viewing. This button does nothing if you are already on the main screen.



Map: This button will bring up the map of the current area. From this screen, you can also view a map of the world, although you cannot travel using your map. (To travel between areas, move your party to the area's exit.)



Journal: Quest logs and reminders are frequently added to your journal to be reviewed later. Clicking this button will open up that screen and allow you to read previous journal entries.



Inventory: This button brings up the Inventory screen for the currently selected character or, if more than one character is selected, the Inventory screen for the top-most selected character. (If no character is selected, the party leader's inventory will be displayed.)



Character Record: This button brings up the Character Record screen, which allows you to view the current character's ability scores, class abilities, THAC0, and other traits. This is also the screen from which you can level-up your character if he or she has earned enough experience points.



Wizard Spells: This button brings up the selected character's spellbook, displaying all of the character's known wizard spells and allowing you to select which ones to memorize (if the character is a Mage). Note that these spells will not be available for casting until after you've rested.



Priest Spells: This button brings up the selected character's priest spells, allowing you to select which ones to memorize. Note that these spells will not be available for casting until after you've rested.



Options: This button brings up the Options screen, allowing you to save your game, load a previous save, quit the game, or change gameplay, sound, or graphics options.



Multiplayer Settings: In Multiplayer, this button brings up the Character Arbitration screen, allowing you to configure player permissions, manage characters, and add or remove players.



Quick Save: Clicking this button saves your game without needing to open the Options screen. Note that clicking this button will overwrite your last Quick Save game.



Help: This button brings up the Help screen, showing a list of icons with their labels. This is a good way to remind yourself of what each icon is for during play.



Rest: When you select Rest, time will pass in the game and your characters will heal and regain their memorized spells. When the party rests, if you have selected "Cast Healing Spells on Rest" in the Gameplay options menu, characters that have healing spells memorized will cast them on the most injured party members automatically. Also in the Gameplay options menu, you will find a setting called "Rest Until Healed." If this option is turned on, then when you rest, time will pass until your party is fully healed. Be careful when you use this; if you have a time-based quest, you might sleep right through it!

Don't forget to decide which spells to memorize before resting!

—Volo

Wizard Tooltips

These are the information windows that pop up whenever you leave your mouse cursor over any button, creature, or character for a period of time. They display a brief description of that object's name, purpose, or general status. To bring up the tooltips instantly, press the Tab key on your keyboard while hovering your cursor over a target.

The Dialogue Window

Dialogue occurs with the selected character only; changing the character who is having the dialogue is not possible until dialogue is exited and restarted with a new character selected. If multiple characters are selected, the top-most selected character initiates the dialogue.

Note: Regardless of who is having the dialogue, reaction adjustments will be based on the "leader" of the group. The "leader" is always the top-most character portrait of all the characters that are present in the area.

The more charismatic the leader, the better.

—Volo

There are three sizes for the dialogue window: a two-line size (small), a medium size—the default size for normal play and used to display system messages and game conditions—and a large size which is used when dialogue is being displayed. At any time, you may change the size of this window by pressing the "Page Up" or "Page Down" keys on your keyboard or by pressing the up or down buttons beside the dialogue window.

There is also a scroll bar at the right of the dialogue window that may be used to scroll up or down in the dialogue queue. Dialogue uses a menu based system where you L-click on what you want to say from a list. What is available to be said varies according to the reaction adjustment and Charisma of the party's leader.

You can scroll up using the scroll bar to view previous conversations at any time.

Stores, Inns, Taverns, and Temples

Throughout the course of the game, you will encounter many non-player characters in the world who will offer goods or services. These NPCs all use a similar interface for the buying, selling, and trading of information, goods, and services. When these NPCs are spoken to, a panel will replace the bottom portion of the screen with buttons for the various services offered.



Rent Rooms: Inns usually have four different types of rooms in which the player's party can rest. The various accommodations vary from Peasant rooms to Deluxe lodgings. The more expensive the room, the more comfortable your stay and the more you will heal while you rest. Some inns are limited in the quality of rooms they can provide.



Buying and Selling: This screen is broken into a Buy window and a Sell window. Items that the store offers are shown in the Buy window, and items from the character's inventory are shown in the Sell window. To select items to purchase, L-click on them in the Buy window. The item icon will become highlighted, but will not be purchased until you L-click "Buy" at the bottom of the window. You may select multiple items, and the current total for all items is shown next to the "Buy" button. The Sell window works in the same fashion, although the store owner may have no interest in buying certain items in your inventory (in which case the item will be "dimmed"). Items that are unusable by the character currently selected are shaded red. While these items are unusable, they can still be purchased for future use or for other party members.



Drinks and Rumors: Some locations will have a friendly bartender or innkeeper tending bar. The items offered at the bar vary from expensive liquors to cheap ales. Either way, upon ordering a drink, the proprietor may decide to share rumors that he has heard lately. Be careful, however, as your characters can become intoxicated if they drink too much.



Steal: Thieves may have the option of attempting to steal items out of a shop's inventory. The Steal screen works the same as Buying and Selling except that no gold is exchanged. When an item is selected to be stolen, the Thief's skills are checked; if successful, the item is added to the Thief's inventory. If unsuccessful, the guards will be called—or worse!



Donate: You can donate money at a temple by selecting this option. When you donate, you may hear a rumor from the priest and the party's reputation may be increased depending on the amount of gold donated. It is very helpful to donate gold if the party's reputation is suffering.

The more your reputation has fallen, the more you must donate... Priests have long memories.

—Volo



Healing: Temples usually offer healing services for a price. A menu will appear showing the services offered and how much they cost. Select the service you wish to receive and the character that is to receive the healing.



Identify: Shops and temples can usually identify a much larger variety of items than your characters will be able to. The cost to have an item identified is 100 gold. If you cannot select the item from the list, then the proprietor does not have the ability to identify the item.

Containers (Chests, Tables, and Boxes)

Certain items and containers can be picked up or opened in the game. When you move your cursor over them, they will be highlighted in blue. L-click to access the item or container. When you access the item or container, the Container panel will come up at the bottom of the screen. The left side of the panel shows the items that are on the ground or in the container and the right side is a small portion of the selected character's inventory. Clicking on items on the left side of the panel moves the items from the ground or container into the character's inventory. If the character's inventory is full, the item will not be transferred. Note that this process can be reversed, and items can also be moved from a character's inventory into a container or onto the ground by L-clicking on them in the right side of this panel.

Certain containers may also contain stacks of gold. Clicking on these stacks will add the gold to the party's total.

Using Buttons and Triggers

When playing the game, you will come across several buttons, levers, and similar instruments. When you place your cursor over these instruments, it will switch to a new cursor type. To use these instruments, you must be standing close to them, otherwise a message will pop up telling you that your character is too far away.

Map



L-clicking the map button in the left panel will bring up the map that the selected character(s) are currently on. Areas that have been visited are lit; areas that haven't are dark. This map may be an interior dungeon or an outdoor terrain. The current position(s) of the character(s) are indicated on the maps by dots.

Note: On your map, there will be location icons marking important places within the area. When you hover your cursor over the flag, the name of

the location will come up at the top of the screen. You can add your own map notes by R-clicking anywhere in the map area.

World Map



While viewing the area map, you can click on the World Map button to see a layout of the Sword Coast. The area you are currently in will be marked by a shield standard. The areas visited thus far on the world map will be shown, locations to which you can travel, and locations to which you have been given directions but cannot yet visit. Areas that you have not visited will be highlighted in blue. Areas to which you cannot travel will be shown in light brown. Note that you cannot travel between areas unless you have

traveled to the edge of the current area and brought up the world map with the “Travel” icon. To move to another area, highlight the area and click on it.

Journal

Quests and major occurrences in the game world are entered in the journal. The journal page has four sections, each of which can be organized by date or alphabetically:

Quests

This journal section records all of your current quests.

Done Quests

When you finish a quest, all related quest entries will be placed in this section, and the old entries will be erased from the Quest section.

Journal

This section lists major events in your character’s adventure.

User

This section is for your own journal entries. You can add journal entries here by pressing the “Add” button.

Inventory

The Inventory screen can either be accessed by L-clicking the Inventory button on the left panel or by R-clicking a character portrait. Some of the screen is taken up by the “paper doll”

Fighter, it could be a crushing weapon to use against undead, a bow for distant encounters, and a sharp edged weapon for close combat. When a new weapon is put into the weapon slots on the Inventory screen, it generates a default quick attack in the quick attack button for this character at the bottom of the main interface screen. Only one bow or crossbow may be equipped at a time.

A shield may be equipped only if no two-handed weapons are present in the weapon slots. If a two-handed weapon is in one of these slots, the shield is not equipable and a message to this effect appears in the inventory message line: “Cannot equip (two-handed weapon in use).” A similar message is displayed if a shield is equipped and the player tries to equip a two-handed weapon: “Cannot equip (shield in use).”

Quick Item Slots

These are slots available to each player that represent miscellaneous items that are kept at the ready (potions, for example). These items can be easily accessed during combat, similar to Quick Weapon slots.

Personal Inventory

Considered your “backpack,” you can carry only 16 different items or stacks of items, regardless of your encumbrance.

Item Property

If an item is R-clicked, the view changes to the Item Property page. This page contains the item’s icon, description, and picture. Characters with high Lore scores will automatically be able to identify certain magical items. If the item is currently unidentified, there will be a button to allow you to try to magically identify it. Potions may be consumed from this page (note that the potion’s effects will not occur until you have returned to the main game screen). If the item is a scroll, wizards will have the opportunity to try to “Write Magic” and add the scroll spell to their spellbook. Certain magical items may even have special “Abilities” that can be accessed from this page—including the ability to configure the item’s magical powers.

Many a Mage has wasted their life seeking scrolls with spells to add to their collection.

—Volo

Do not underestimate the advantages of increasing one’s knowledge.

—Elminster

Character Appearance

Clicking on the colored boxes will allow you to pick from a palette of colors for your character's clothing.

Gem Bags and Scroll Cases

Gem bags and scroll cases can be bought in stores or found while adventuring. These items are used to store multiple gems and scrolls, respectively, and thus free up inventory space. To use these bags and cases, simply R-click on the bag or case. Now press the "Open Container" button to move to the next screen. From this screen, you can move your gems or scrolls from the right hand column to the left hand column. This will move these items into your gem bag or scroll case. You can also drag a gem or scroll to the appropriate container in the Personal Inventory section to deposit it in the bag or case.

Character Record and Associated Screens

The Character Record screen shows all of the vital statistics and abilities of the currently selected character.

Dual-Class

This button is only available for human characters with the required classes and ability scores; after 2nd level, you can use this convert such a character to dual-class. When you do this, a dual-class interface screen will come up from which you can choose the new class for the selected character. Characters not allowed dual-class status include Bards, Paladins, Sorcerers, Monks, and Barbarians. The character must have at least a 15 in the prime requisite for the character's first class and at least a 17 in the prime requisite for the character's second class (for instance, a Thief wishing to become a Mage must have at least a 15 in Dexterity and at least a 17 in Intelligence).

The dual-class page is very similar to the character generation page—and in fact, making a character dual-classed can be seen as essentially starting a character over. A new dual-classed character starts with only the 1st-level abilities and restrictions of his new class, though he retains his hit point total from his prior class. After a character becomes dual-classed, he can only use the abilities of his new class until he surpasses the level of his original class, at which point he can freely use the abilities of either class. No further advancement is ever allowed in the first class; all further development is in the new class.

Note: You are only allowed to have one kit in Baldur's Gate. When you first create your character, you choose his or her kit. When you dual-class your character, you do NOT get to choose a new kit.

Level Up

This button is dimmed until the player gains enough experience points to gain a level (this is indicated on the portrait by a “+” symbol). When the player clicks the “Level Up” button, the Level Up screen will be shown. For a Thief or Monk, the player must distribute new thieving points. Sorcerers must select new spells known. A new proficiency slot requires a player to choose a weapon class or style to improve. Changes such as modifiers to your THAC0, saving throws, and so on will also be displayed here upon leveling up.

Information

This page allows you to compare how the various characters in your party are doing. Various stats such as number of kills and favorite weapon are displayed.

Reform Party

This page allows you to remove characters from your party.

Customize

This page allows you to change a character’s appearance, voice, clothing colors, or scripts (the computer code that controls behaviors and reactions to environment). Each script also includes a description of the script’s effects.

Export

This allows you to save a “snapshot” of the character’s file to your computer for use in a multiplayer game or a new game. The character’s current status will be saved, including hit points, experience points, level, class, inventory, and so on.

Wizard and Priest Spell Screens

The known spells of the wizard or priest are shown in the top section. If you R-click on a spell icon, a display page will come up with a spell description. To memorize a spell, L-click on it. The spell appears in the field at the bottom of the screen in the Memorized area, but remains shaded (and unusable) until the character has had a chance to rest. Every time the caster sleeps, they will memorize the spells in this area. If the memorized spell area is full and you want to memorize a different spell, L-click on one of the currently memorized spells and it will vanish.

Note: For Sorcerers, only known spells are shown. Sorcerers use a point-based magic system and do not need to memorize spells.

Options

This screen allows you to save, load, or quit your game as well as configure gameplay, sound, or graphics options.

Save, Load, and Quit

These allow you to save games to your hard disk, discard your current game and load a previously saved game, or quit to the main menu.



Graphics

Brightness and Contrast allows you to adjust the brightness and contrast of the display. You can also choose to run the game full screen or in windowed mode.

Sound

This menu allows you to independently adjust the volumes of various sounds in the game. Selecting “Character Sounds” allows you to toggle on or off

some specific sound effects and set the frequency with which your characters verbally respond to your orders.

Gameplay

Assign Keys

Selecting this button allows you to change the hot keys used during gameplay. The default hot keys are listed in the table at the end of this guide. (You can assign additional hot keys for specific spells; the default hot keys do not assign these actions automatically.)

Tooltip Delay

This adjusts how quickly the wizard tooltip appears. The left of the slider is the briefest period of time. Note: you can always make the tooltip appear instantly by hitting the “Tab” key on your keyboard.

Mouse Scroll Speed

This adjusts how quickly the screen scrolls across the game world when the mouse is at the edge of the screen.

Keyboard Scroll Speed

This adjusts how quickly the screen scrolls across the game world when you use the arrow keys.

Difficulty

This allows you to adjust hidden factors within the game to make the game more or less difficult.

Dither Always

Enable this option if a character should always appear dithered when it is obscured by an object. If this setting is disabled, the character is only dithered when the mouse cursor is over it or its portrait. Otherwise, the character is not displayed at all.

Weather

Enable this option to see weather effects like rain and snow.

Gore

This toggles on and off the blood and “excessive” damage and death animations in the game.

Group Infravision

Enable this option if you want infravision to be shown when any of the selected characters have infravision. If this option is off, infravision will strictly be shown when only characters with infravision are selected.

Rest Until Healed

Enable this option to cast healing spells during rest repeatedly until fully healed. Otherwise, currently memorized healing spells are cast once on resting.

Note: Selecting “Rest Until Healed” may cause your party to rest for longer than the normal 8 hours, as healing spells are re-memorized and cast again as needed.

Watch out for surprise attacks where you rest, friend. Bandits and wolves don't care if you're wounded; in fact, I understand that's rather to their liking.

—Volo

Feedback

This screen allows you to modify the frequency with which you see markers and locators, as well as turn on and off the various messages that come up during the game.

Auto-Pause

This screen allows you to set various conditions under which the game will pause automatically. Using these options can help to give the game a more turn-based feel.

Miscellaneous Gameplay Information

In addition to the above controls and screens, the following information may be useful to you.

Fatigue

A character can continue to operate at peak efficiency for 24 hours in game-time (2 hours real-time). After that, the characters will start to complain and their attributes begin to suffer. For

every four hours beyond this 24-hour mark, the player will receive a -1 luck penalty (-1 to all rolls). As soon as the character rests, all penalties will disappear. The amount of time a character can function without rest is augmented by a high Constitution score, just as a low Constitution will make a character need to take more frequent rest stops.

A Haste spell makes you fatigued. All that running around can't be good for you.

—Volo

Ah, but Improved Haste won't have this effect.

—Elminster

Intoxication

A character becomes intoxicated after drinking enough alcoholic beverages. The average character will be able to drink about five alcoholic beverages before becoming intoxicated, but this amount may vary depending on the character's Constitution. Intoxicated characters gain a morale bonus, but a luck penalty. The greater the level of intoxication, the greater the bonus and penalty. The effects of intoxication diminish over time.

Infravision

Some characters and monsters have the power of infravision. Infravision allows you to see better in the dark by revealing the heat of objects and creatures. A character without innate infravision can gain the ability through spells or magical equipment. In the dark, creatures revealed with infravision will appear to “glow” with a dim red light. Note that apart from the graphical effect of creatures being limned in red, this ability has no effect on gameplay.

Effects of Wearing Armor

Different buttons may be dimmed in the bottom panel depending on what your characters are wearing. Even if a multi-class or dual-class wizard is wearing armor, he can still memorize spells, but he may not cast these spells until the armor is removed.

Multplayer

The multiplayer game is identical to the single player game—at least in terms of the game’s content. The main differences between the single and multiplayer games relate to who is playing in the game; in the single player game, you create one character and through the course of your adventure up to five NPCs join you. After they join, they are fully under your control. In a multiplayer game, between one and six players adventure together, cooperatively controlling both created characters and NPCs that join the party.

A few definitions are in order. The leader is the player who has control over such things as who can join, what kinds of characters can be brought into the game, and what abilities the players who are in the game actually have (in terms of gameplay; see Permissions, below). The leader can control one or more characters in the game and has the ability to assign characters to the other players. The server is the computer (usually, but not necessarily, the leader’s computer), which coordinates the various game states of the client machines of each player. A player is one of the people who control one or more characters in the game. A character is an alter ego, analogous to the characters of the single player game, which is controlled by one player in a multiplayer session.

Starting Out



When you start a multiplayer game (also known as a session), you will be presented with the Connection screen. You can modify the protocol you are using by clicking “Protocol” after connecting. (Note: Players using other platforms, such as Android or iPad, may use different connection protocols.)

IPX

By default your protocol will be set to “IPX”, which allows you to connect to games using

Beamdog’s match-making service. You’ll be presented with a list of currently active games looking for players, or you can create a game of your own.

TCP/IP

A connection screen will come up in which you can enter the host address you wish to connect to. Once you do this, you will be connected to this session if it is available.

Joining a Game

Whichever protocol is chosen, if you are not creating a game but rather joining one, you will be prompted to choose a player name by which you can be identified by the leader and other players in the session. After this you will proceed to the Character Arbitration screen (see below).

Creating a Game



If you choose to create a game that other players can join, you will see a pop-up window appear, on which are spaces to fill in the session name, the player name, and buttons to create a new game or load a previously saved game. If you choose to create a new game, you must fill out the spaces for the session name and the player name. After you have created your game or loaded a game from the list of available saved games, you will proceed to the Character Arbitration screen.

When characters join your session at any point (whether in the steps outlined below or in the actual game), you, the leader, are notified. The leader has the ability to stop listening to requests to join (this is set in the Player Permissions window, described below).

Character Arbitration



The Character Arbitration screen is where players are assigned control of character slots and create the characters that they will role-play in the game. From this screen, the leader also controls permissions and other options for the game. The player running the server is initially assigned as the leader of the party. As the session's host, he or she has the ability to assign character slots to the players who are in the session. This is achieved by L-clicking on the player name slots, after which a

panel will pop up with the names of all players currently in the session. Control of a slot may be assigned to any player, who can then use the Character Arbitration screen to load a character into that slot. This is done by clicking on the Create Character button. Players may either import an existing character or create an entirely new character, just as if starting a new single player game.

The Protagonist

As in the single player game, there is one character who is the protagonist of the story. If this character dies, the game is over and must be reloaded as in the single player game. The protagonist in the multiplayer session will be the character in the first character slot on the Character Arbitration screen.

Characters

The characters in multiplayer may be created from scratch or imported into the game using the “Import” button. The character is created using the exact same screens as in the single player game, subject to the restrictions set by the leader of the session in the Player Permissions submenu.

Once a character is created, it can be modified by clicking on the player name, which brings up a window allowing the player to create, import, export, or delete it (the active character must be deleted before Create and Import options are available, and the Export and Delete options are available only when there is a character in the slot).

When the player is satisfied with the character, he or she clicks on the large checkmark icon to the right of the character slot to “lock” the character and prevent changes. If a player wishes to change a character, that character must be “unlocked” by clicking on this icon again.

Player Permissions



Although both the leader and the other players in the session can view permissions on the Permissions screen, only players who have been assigned leadership privileges are able to modify permissions. The leader can assign these permissions to any players that he or she chooses. The permissions represent what players are able to do in the game. The available permissions, in order from left to right on the screen, are:

- The ability to modify characters
- The ability to spend party gold/purchase items
- The ability to initiate an area transition (travel from one area to another)
- The ability to initiate dialogue
- The ability to view other characters' records
- The ability to pause the game
- The ability to modify permissions or remove players from the game (leadership permission)

Options

On the Permissions page, the leader is able to set the options for importing by clicking on the “Options” button. This brings up a window with three settings: Stats Only ; Stats and XP (that is, experience points and levels); or Stats, XP, and Items. By choosing one of these settings, the leader limits the types of characters that can be brought into the multiplayer session from the single player game or other multiplayer sessions. You can also select an option to display dialogue on all machines whenever dialogue is initiated by any player.

Listen to Join Requests

Also on the Permissions screen is an option, “Listen to Join Requests,” which allows the leader to listen to requests to join the session or to turn off requests if there are enough players in the game. For example, the leader might only want to have one or two people in the game, so having people requesting to join could get annoying. An interesting facet of multiplayer is that the player creating the session can choose to play solo. The advantage to this is that all characters in the party can then be created from scratch.

Note: While we specifically included this option due to popular request, we actually recommend playing the game with NPCs recruited into the party; they'll have more personality.

Starting a Multiplayer Game

When all players have “locked” their characters, the “Done” button will become active on the leader’s computer. The game launches when the leader clicks “Done.”

Changing Permissions



Both the Character Arbitration and Player Permissions screens are available on the left side menu in the multiplayer game. These screens are treated identically in the actual game to what is described above.

Playing a Multiplayer Game

Chatting

Players can chat between themselves through the chat window. To enter a comment, merely L-click on the entry area. To address the comment to a specific person (and only that person), type that player’s name followed by a colon (“:”) and then the comment; only that player will see your comment.

Non-Pausing Dialogue and Stores

Certain characters in *Baldur’s Gate* will not pause the game when spoken to. This means that when you initiate dialogue with them, only you will be able to view their dialogue. Other players will be able to continue playing. The characters that do not pause the game are usually

townsfolk, shopkeepers, and other non-critical NPCs. The characters that do pause the game are crucial to the plot.

Note: if you enable the option in Permissions to pause the game and show dialogue for all players, even these characters will pause the game for all players in the game.

General Notes

When you are playing a multiplayer session, keep in mind the following notes:

Asynchronous

Baldur's Gate is an asynchronous game. If you happen to be playing with somebody whose system is very close by, you still might see slightly different things happen on each system. The point to remember is that while things happen somewhat differently, the result of the actions is always the same.

Explorable Area

When playing a multiplayer game of *Baldur's Gate*, you are limited to exploring one area in the game at a time. That is, the characters in the game can spread out only within the same aboveground area. While they can enter structures and underground areas individually, they cannot travel to other above-ground areas until all characters are ready to do so. These moments are marked by a message: "You must gather your party before venturing forth."

Party Gold

Just as in the single player game, all gold is shared between members of the party.

Shared Experience

Just as in the single player game, all characters in the party share in the awarding of experience points.

The Leader is in Charge

In case you haven't figured it out by now, the leader has control over everything that the player can do in the game, including kicking them out and reassigning their characters to other players. Make sure that the leader is playing the type of multiplayer game that you want to play. That is to say, if you want a hacked game, join that kind of game or start it up; if you want a clean game according to AD&D rules—without interference from hacked or edited characters or players who don't want to play as a team—then you need to find players who want the same.

User Mods

If one player in a session is using a particular user-created mod, all players in the session must use the same mod configuration.

iPad Controls

If you are playing Baldur's Gate on an iPad, many of the specific controls will work differently because you are using a touchscreen instead of a mouse. As a general rule:

- Any action requiring an L-click can be accomplished with a tap
- Any action requiring an L-click and drag can be accomplished by merely dragging
- Any action requiring an R-click can be accomplished with a held tap
- Zooming in and out is as simple as pinching, just like in any other iPad app

In addition, there are two buttons in the bottom right panel, Select Tool and Help Tool, which are designed specifically for iPad users:

Select Tool

After selecting this tool, the next touch on the screen will be a selection box; otherwise, touching the screen moves the currently selected characters to the target area.

Help Tool

Selecting this tool briefly highlights all objects on the screen that can be manipulated, such as chests, doors, or items on the ground. The current hit point totals for your party members will also be displayed above their heads. (PC and Mac users can accomplish this by holding down the Tab key.)

Hot Keys

Page Hot Keys

Screen	Default Hot Key
Inventory	I
Character Record	R
Return to Game	G
Journal	J
Map	M
Wizard Spells	W
Priest Spells	P
Options	O
Character Arbitration	C

Action Hot Keys

Action	Default Hot Key
Quick Load (loads most recent Quick Save)	L
Hide/Show Interface	H
Hide/Show Right Interface	U
Hide/Show Left Interface	Y
Chat Window	T
Location	X
Quick Save	Q
Toggle AI	A
Rest	Z
Wizard Tooltips/Help Tool	Tab

The Lord of Murder shall perish,
But in his death he shall spawn a score of mortal
progeny.
Chaos will be sown by their passage.
So sayeth the wise Alaundo.

Hmm... I don't recall writing that...
—Volo

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