

# Routes

Leaderboards : [https://www.speedrun.com/baldurs\\_gate\\_3](https://www.speedrun.com/baldurs_gate_3)

- Any%
  - Any% - Current Route
- All Acts
  - All Acts - Any Difficulty
  - All Acts - Honour Mode
  - All Acts - Any Difficulty (Shar Temple route) [Outdated]
- Sex%
  - Sex% - Current Route
- Bear%
  - Bear% - Current Route

# Any%

Reach credits screen as fast as possible, using Gale's bad ending at the end of Act 2

Any%

# Any% - Current Route

This playlist covers:

- Intro and character creation
- Settings and Keybinds
- Nautiloid
- Act 1
- Mountain pass
- Shadow Cursed Lands
- Oubliette and Brincat Jumping

<https://www.youtube.com/playlist?list=PLGx0l4mIVTJRwlwRvlnKFJnaKgZlYli64>

Playlist is created and maintained by: [ImTaiyl](#)

# All Acts

Reach creadits as fast as possible by completing all 3 Acts and killing the Netherbrain

# All Acts - Any Difficulty

This route is for Patch 5 and below. Patch 6 introduces several fixes that will change parts of the route or even make some things straight up impossible. Patch 6 routing is actively being made in [our Discord server](#). In the meantime, you can check the [Downpatching guide](#) if you already updated to Patch 6.

You need to use Time Without Loads in Livesplit. The load removal tool is accessible directly in Livesplit : in the Edit Splits settings, after selecting the game to Baldur's Gate 3, Livesplit should suggest to activate the Load Removal a few settings below. We suggest using it at least to start the run. Splits are up to you.

The run starts in Balanced difficulty. Difficulty will change multiple times during the run.

Main character will be referenced as Tav (default name given to a custom character)

You can run with or without Karmic Dice. It's been thought that for Any% All Acts, using karmic dice may be slightly beneficial, but it's very difficult to prove.

It is recommended to unbind Skip Turn from Spacebar since it won't be useful, and this way you can mash cutscenes with both Space and RMB.

Optimal dialogue options will be put between [brackets]. When actions need to be done with a specific character, the line will start with the character's name, underlined. You shouldn't need to change character again until mentioned.

For level ups, only important choices are listed below. If you need to pick anything to validate the level up, choose whatever.

Footnotes provide additional details, or backups, that may answer some of your questions already :)

## Character creation

- Custom origin

- Deep Gnome or Lightfoot Halfling<sup>1</sup> Wizard
- Cantrips : **Minor Illusion**, whatever else
- Spells : **Fog, Enhance Leap, Feather Fall, Chrome Orb, Magic Missile**, whatever else
- Background : **Criminal** or **Urchin**<sup>2</sup>
- Stats : 17 Str, 16 Dex, 8 Con, 15 Int, 8 Wis, 8 Cha
- Prepare : **Enhance Leap, Chrome Orb, Magic Missile**

# Nautiloid

Skip intro cutscene

Enhance Leap, then jump to the next room.

[Guide for Nautiloid skip](#)

With Gnome or Halfling, you will need Triple Dash to be able to reach the transponder : once you're in position to do the skip, use dash, turn on turn based mode, dash again, do the skip (don't forget to mash RMB as quickly as possible between the 2 jumps), and once in battle, dash again before you start moving. If done correctly you should be able to cover the distance to the transponder in one turn.

# Act 1

[Setup node for Fling to High Road](#)<sup>3</sup>

After setup, Enhance Leap and meet Shadowheart.

Talk to Shadowheart [Mash 1], recruit her then kill her with Magic Missile then melee attacks (Ctrl + click on her)

Loot all her stuff and pick her up in Tav's inventory, go to camp.

In camp, jump to boxes near the river, pick both<sup>4</sup> and put Shadowheart inside one<sup>5</sup>.

Cast Fire Orb next to you, turn on turn based mode, drop the box in the fire<sup>6</sup> then fling it. Once Shadowheart's portrait disappears on the left side of the screen, turn off turn based mode. If done correctly<sup>7</sup>, you should get a few exp points and the game will automatically turn to night.

Shadowheart: leave camp. Skip cutscene and go to High Road.

Shadowheart<sup>8</sup>: In camp, kill Tav. Turn on turn based mode, loot him and pick him up<sup>9</sup>.

In Mountain Pass, revive Tav.

Tav: Change prepared spells and pick **Feather Fall** and **Fog** instead of Chrome Orb and Magic Missile.

Enhance Leap + Feather Fall, jump towards Lae'Zel to recruit her [3], then ungroup<sup>10</sup>.

Jump over the cliff behind Lae'Zel and talk to Esther [3] until you can trade with her. Sell all the stuff from Shadowheart's inventory (except the box) and buy an invisibility potion. If she doesn't

sell one, you can level up with one character and shop again until you find one. Just make sure you respect the necessary choices for each level up (provided later when they're supposed to be done)  
Inventory management :

- Box in Tav
- Invisibility potion in Lae'Zel

Jump back to Lae'zel, then to the tree trunk. Cast fog on the crossway, jump inside<sup>11</sup> , then jump west as far as you can. If done correctly this should skip the battle against the undeads. You can then jump directly to the entrance of Act 2.

# Act 2

## Overworld

Group all characters.

Lae'Zel: kill Shadowheart.

Tav: Change prepared spells to pick Chromatic Orb instead of Fog. Loot and pick Shadowheart. Setup Oubliette Shadowboxing.

## Oubliette

Pick Shadowheart in Tav's inventory. Turn off turn based mode.

[Video guide for Braincat Jump](#)

After the braincat jump, turn right, then first left to go to Tadpoling Centre, use the Neural Apparatus and Purge<sup>12</sup> [2]

Jump your way back to the room with the elevator. Once on the elevator, inventory management :

- Potion of Invisibility in Shadowheart

Jump near the restoration point, drop Shadowheart, use restoration to resurrect Shadowheart. She may rant, just skip cutscene.

Activate elevator and level up characters :

Shadowheart:

- Level 2
  - Double Class: Druid
- Level 3
  - Subclass: Circle of the Moon

Tav:

- Level 2
- Level 3
  - Spells: Misty Step, Enlarge
  - Prepare: Misty Step, Enlarge

Lae'zel:

- Level 2
- Level 3
  - Subclass: Champion

Change difficulty to Explorer.

## Ketheric

Enter the boss room, skip cutscenes.

Buffs on Shadowheart<sup>13</sup> : Enhance Leap, Feather Fall, Enlarge

Shadowheart: Bear Transformation, Potion of Invisibility. Jump next to the Mindflayer on the southern platform.

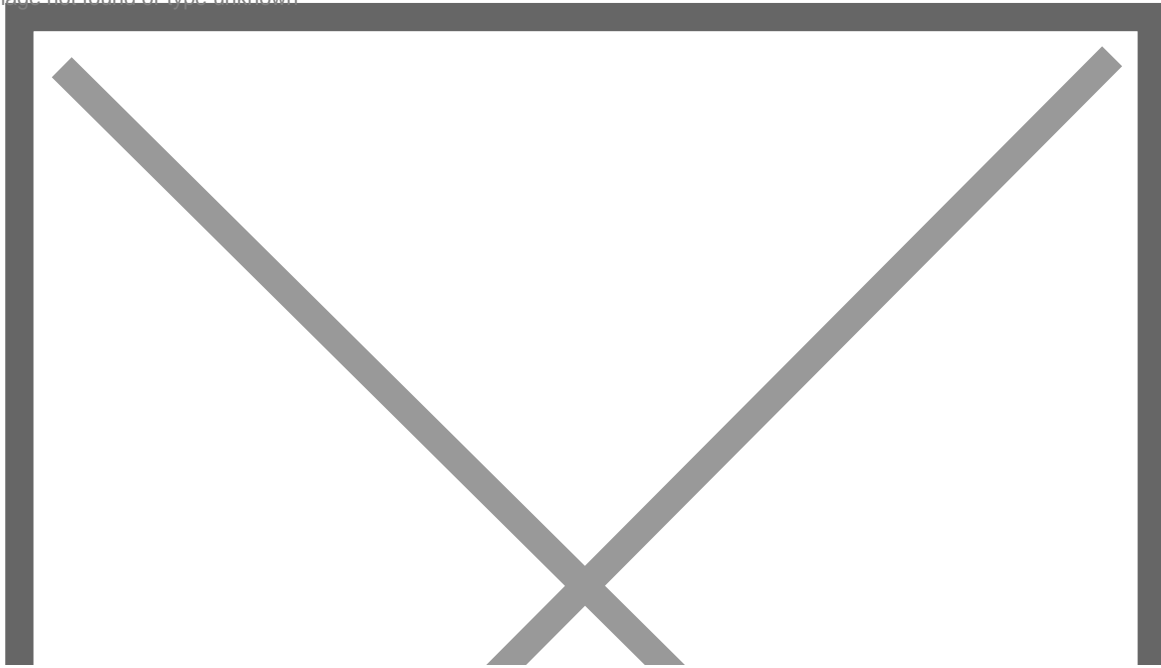
Tav: buff Enhance Leap, jump south so that Ketheric doesn't spot you, cast Minor Illusion in the small red puddle to attract him down. While he's walking, Misty Step to Nightsong. This will trigger the fight<sup>14</sup> . Free Nightsong.

Shadowheart: jump behind Ketheric. You should deal 100+ damage and one shot him.

Second phase with Myrkul : jump back to where you were next to the Mindflayer, use Tactical view, press jump action and aim for that position with the two spots circled in red aligned :



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Once you're in that position, use a clip jump (same as Nautiloid skip) to force Shadowheart to jump. This should deal 100+ damage twice and one shot Myrkul. After Myrkul is dead, loot Ketheric. Regroup Tav with you and go to the portal.

## Way to Baldur's Gate

Shadowheart: Still in bear form, move outside of Moonrise Towers towards Baldur's Gate waypoint

Tav: Talk to Jaheira to recruit her [Mash 1]

Talk to Dame Aylin and refuse her to go to camp [3 - 2]

Talk to Wulbren [3 - 3] and get ~250 Gold

Teleport to any waypoint to trigger cutscene with Guardian Angel [Mash 1]

Shadowheart: in Turn Based mode, jump on the roof of the building next to you then move as far as you can. Turn off turn based mode, and jump your way to Baldur's Gate portal<sup>15</sup>. When you're in front of the portal to Baldur's Gate, long rest.

Jaheira: talk to Withers to reskill [3 - 2 - 3]

- Level 1: **Wizard**, Str 17, Dex 16, Con 15

Level up all characters.

Jaheira:

- Level 2:
  - Subclass: **Conjuration**
  - Spells: **Enhance Leap, Feather Fall**
- Level 3:
  - Spells: **Misty Step, Invisibility**
- Level 4:
  - Feat: **Ability Improvement (+2 Str)**

- Level 5
- Level 6:
  - Prepare Spells: **Enhance Leap, Feather Fall, Misty Step, Invisibility, Thunderwave.**
- Level 7
- Level 8:
  - Feat: Athlete (+1 Str)

Tav:

- Level 4:
  - Spells: **Invisibility**, whatever else.
  - Feat: Alert

Shadowheart: Accept

Lae'Zel:

- Level 4:
  - Feat: Alert

Shadowheart: rest then leave camp. Take portal to Baldur's Gate.

## Gith Intermission

Tav: Jump in chasm

Shadowheart: Long rest

Gith fight:

Lae'Zel: Cast Mage Hand then Action Surge and Enhance Leap. Jump towards Astral Plane portal and as you walk in, spam click on Mage Hand portrait + F1 (alternate character selection between dead Tav and Mage Hand)

If successful, you'll be in Astral Plane with no cutscene playing and portal still open.

Mage Hand: Push Shadowheart until she falls in chasm. This should get rid of the cutscene status on all characters (no message box next to their portrait)

Jaheira: Move her portrait to first place in group<sup>16</sup>. Invisibility on self. Ungroup then use portal to get out. Once outside, long rest, then click on Campfire to leave intermission.

## Act 3

# Gortash

Jaheira: Pick up Tav, Enhance Leap + Feather Fall, jump towards South Span Checkpoint until before the Steel Watcher. On the East path, kidnap<sup>17</sup> Lens the Journalist then jump on the roofs to avoid Steel Watchers. Jump between stairs near the South Span of Wyrms Crossing waypoint. Sneak behind Lens, use Pickpocket to put Tav in Lens' inventory, cast Mage Hand the farthest you can.

Mage Hand: Short rest, Hide, push Lens.

Jaheira: While the Mage Hand is travelling to push Lens, prepare Substitute and aim for Tav's portrait. While Lens is being pushed, activate Substitute. You should be teleported to a dev room.<sup>18</sup>

Grab Gortash's Stone from here.

Teleport to South Span of Wyrms Crossing

Cast Mage Hand<sup>19</sup>, Invisibility, Enhance Leap, and jump your way straight north until you reach Lower City. You will need a Force Jump to jump through the first bridge.

# Orin

Jaheira: Equip Ketheric's Hammer. Put Artifact in action bar. Kill Tav and pick him up.

Enter the manhole two jumps away.

Break the wall with a level 4 Thunderwave. Go to the other broken wall, jump on the wooden platform over the poison cloud, then jump in the safe area and spam Artifact before Yenna appears.

Sneak behind Yenna, pickpocket to put Tav in her inventory then rogueport. Grab Orin's stone in dev room.

Teleport back to Basilisk Gate then do the same path you just did to come back to where Yenna was. Instead of jumping to the wooden platform, you need to Misty Step<sup>20</sup> from the broken wall to Orin.

Pick up Tav then pickpocket Orin to put Tav in her inventory to setup another Rogueport.

Select Mage Hand to trigger dialogue with Orin. Let the dialogue play. When she starts saying "There it will be set free", switch to Jaheira and substitute with Tav. You should be teleported to Bhaal's Temple.

Enhance Leap, leave temple. Use Misty Step through the door, reach Temple Waypoint then [go to Morphic Pools](#).

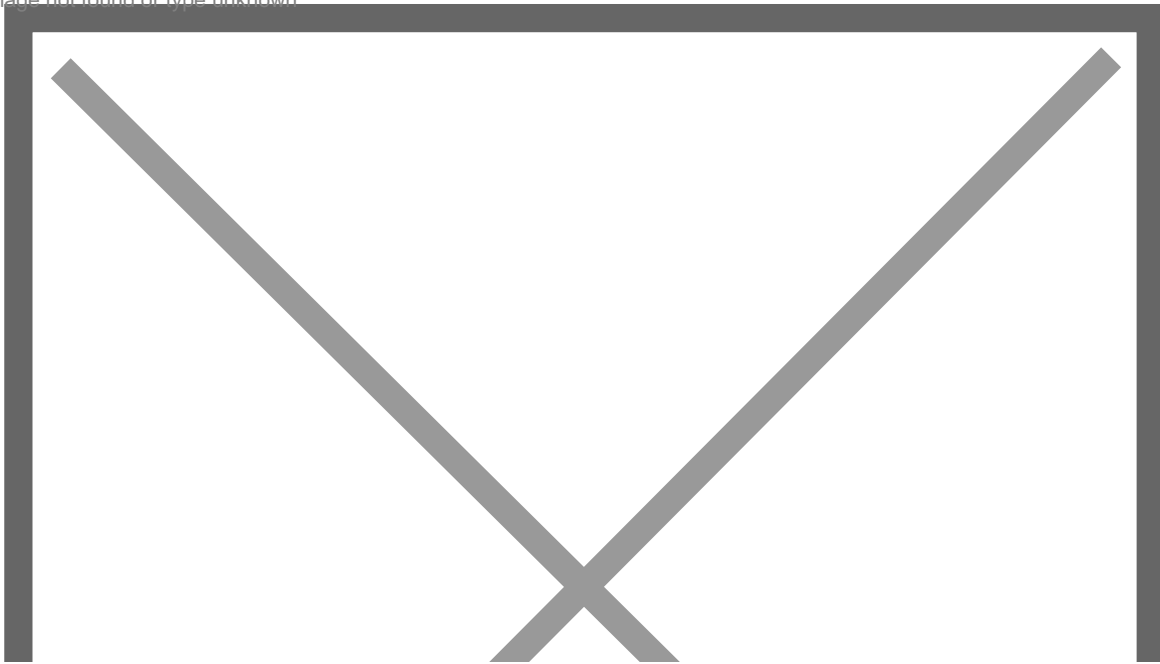
# Morphic Pools

Shadowheart: jump into the water.

Morphic Pools Skip :

Go to that spot

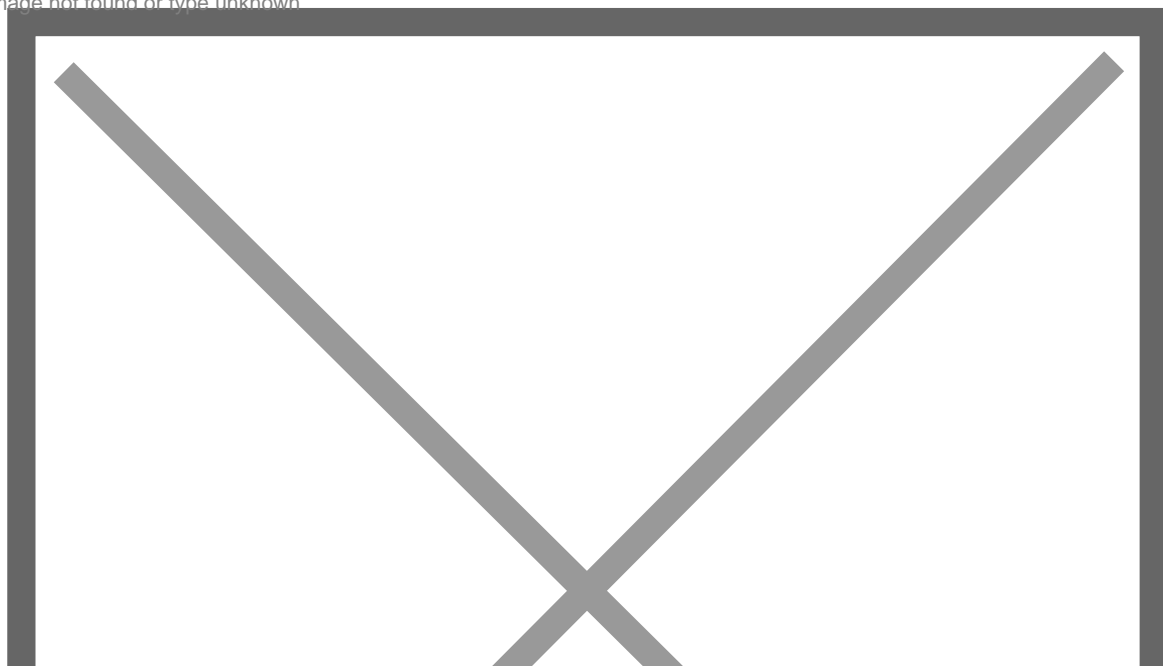
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Buff Enhance Leap

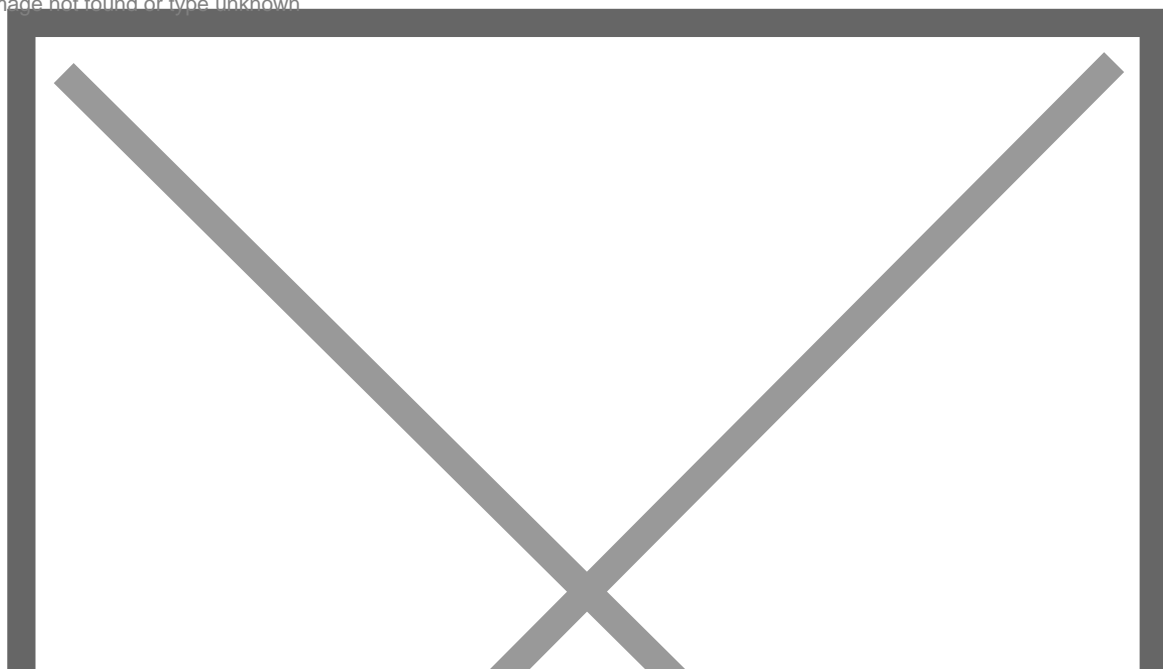
Tactician view, camera fully unzoomed. Jump towards there (where the mouse is) :

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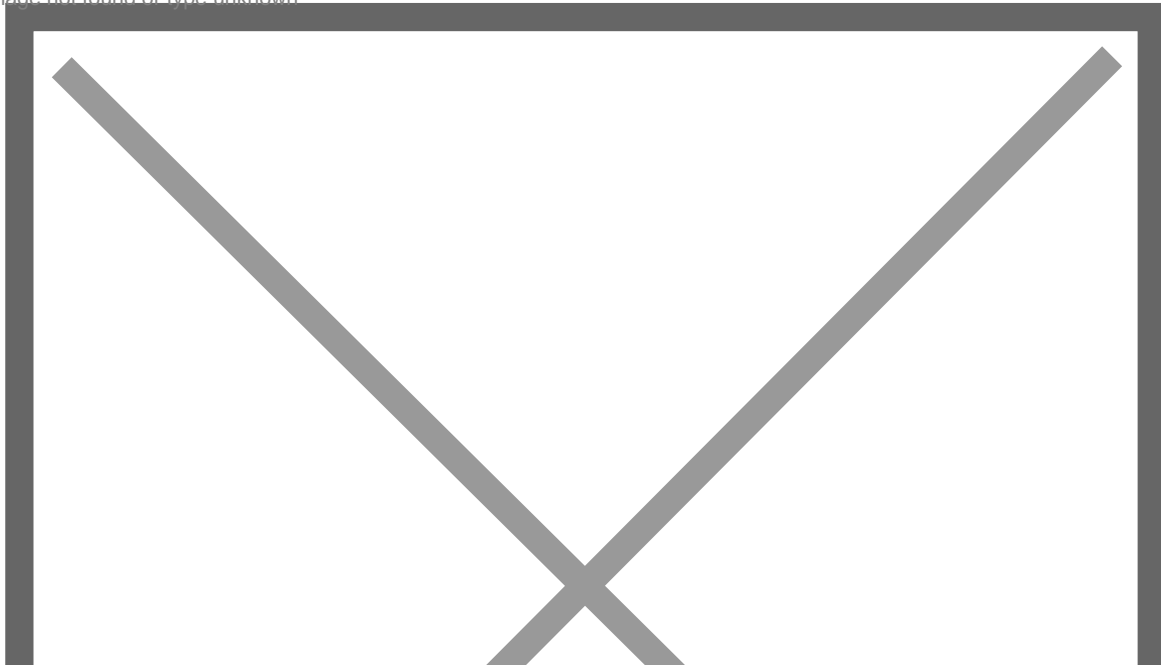
Jump to the upper platform :

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Jump above the boulder. It is easier to figure out correct positioning without tactical view. You really need to aim between the torch and the bridge, otherwise there is a chance you will trigger the fight against intellect devourers.

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Jump towards the brain.

Lae'Zel: Infinite Status on Tav. Use Resurrection Scroll on Tav

Tav: Level up: Prepare **Invisibility + Magic Missile**.

Cast Invisibility and go to Orpheus.

Talk to Emperor, get turned into a Mind Flayer [3 then 1 - 1], leave the Astral Plane

## Endgame

[Video of the whole sequence described below](#)

Lae'zel: jump in chasm.

Tav: cast Perilous Stakes 3 times on yourself.

Jaheira: buff Enhance Leap + Feather Fall + Invisibility. Jump your way on the roofs through the courtyard. Watch out for some moving enemies that can detect invisibility. Just wait a bit if they're on the way.

When behind the Brain Stem, place Jaheira on the rubble to the right, move the camera to the other side of the Brain Stem and you should find a spot where you can jump. Rebuff invisibility.

Tav: cast Perilous Stakes 3 times on yourself<sup>21</sup>. Buff invisibility III on Tav + Emperor.

Jaheira: enter the final fight.

Tav: dash, fly to crown, dominate it, skip turns once for Jaheira and Emperor if they have higher initiative than Tav, enter Netherbrain area.

You should still have your 3 stacks of Perilous Stakes. Cast Magic Missile III on Netherbrain<sup>22</sup>.

Last cutscene : [2 - 1].

Timer stops when you see the X button at the top right of your screen (credits start)

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- <sup>1</sup> We play as one of these races because they're the only ones that Shadowheart can carry in her inventory. This will be necessary in act 1
- <sup>2</sup> Used for extra stealth bonus
- <sup>3</sup> This setup video was done on a 1440p screen, so your mileage may vary on other resolutions
- <sup>4</sup> You need the second box for Act 2 so you cannot use it as a backup. If the first box explodes, there is another one available on the other side of the camp.
- <sup>5</sup> Whether Shadowheart is placed in the box while the box is in the inventory or on the ground is up to personal preference. As long as you don't break your node by moving the box while it's already on the ground, either way works.
- <sup>6</sup> Box has 4 HP and fire can cause between 1 and 4 damage at each turn. There is a chance the box will instantly break when dropping it into the fire. If so, you can have a second try with the other box next to it. Last resort would be to use the barrel you picked earlier but it has less HP so it's riskier.
- <sup>7</sup> The box will take fire damage when dropping it into the fire, and then it'll take damage again after you turn off turn based mode. The goal is to destroy it after it reached its destination to free Shadowheart and activate the Mountain Pass camp trigger.
- <sup>8</sup> When teleported at camp, Tav will be selected by default.
- <sup>9</sup> This will end the night without having to talk to Raphael and Withers. Turning on turn based mode at this point will initiate Infinite Status, where buffs on Tav will never go off until a battle is triggered.
- <sup>10</sup> If you're short on boxes you can go right to find some in a broken wagon
- <sup>11</sup> Make sure no opponent is in the fog when casting it, and when you jump outside, the walking undead should be walking towards you. If he's walking away from you there's a chance it might see you when you land from your jump.
- <sup>12</sup> Gives extra exp to level up characters
- <sup>13</sup> She should have infinite status at this point. If she doesn't, it's still possible but the timing is a bit tight
- <sup>14</sup> You should have initiative when starting the fight. There are small chances that Ketheric has better initiative. In that case, you should reset the fight since Ketheric will most likely move towards Tav and ruin the setup
- <sup>15</sup> You will take damage from the Shadows but she should be able to tank them.
- <sup>16</sup> This ensures Jaheira gets the Artifact back in her inventory when leaving the Astral Plane.
- <sup>17</sup> Press X (Throw) and select the character you want to kidnap. Move your mouse elsewhere then click LMB (do action) then RMB (cancel action) within half a second roughly. If the timing is right, the character will clip into you with a weird animation and you can travel with them. Too quick : nothing happens. Too slow : character gets teleported nearby
- <sup>18</sup> This is called Rogueporting and this will be done again for Orin
- <sup>19</sup> Useful for Lower City later
- <sup>20</sup> This resets the Substitution so you can use it again
- <sup>21</sup> Tav should still have Infinite Status at this point
- <sup>22</sup> 3 stacks of Perilous Stakes will add 45 psychic damage to any attack. Since you hit the boss 5 times with Magic Missile, you'll make at least  $45 \times 5 = 225$  damage, which is already more than its health in Explorer difficulty (210), not even counting the regular damage dealt by each missile.

All Acts

# All Acts - Honour Mode



# All Acts - Any Difficulty (Shar Temple route) [Outdated]

*This route is outdated and only kept here for history's sake*

Credits : MrOgam, imTaiyl, lokiratm, Gyoo, Mae, Shiki, ZWANgo [CRPG Speedrunning Discord](#)

The run is done on the latest patch (v4.1.1.3956130 at the time of writing this document). You need to use Time Without Loads in Livesplit. The load removal tool is accessible directly in Livesplit : in the Edit Splits settings, after selecting the game to Baldur's Gate 3, Livesplit should suggest to activate the Load Removal a few settings below. We suggest to use it at least to start the run. Splits are up to you.

The run starts in Balanced difficulty. Difficulty will change multiple times during the run.

Main character will be referenced as Tav (default name given to a custom character)

You can run with or without Karmic Dice. It's been thought that for Any% All Acts, using karmic dice may be slightly beneficial, but it's very difficult to prove.

It is recommended to unbind Skip Turn from Spacebar since it won't be useful, and this way you can mash cutscenes with both Space and RMB.

## Character Creation

- Custom origin
- Deep Gnome or Lightfoot Halfling Wizard<sup>1</sup>
- Cantrips : **Minor Illusion, any damaging cantrip<sup>2</sup>** , whatever else
- Spells : **Witch Bolt, Fog, Enhance Leap, Feather Fall, Chrome Orb, Magic Missile**
- Background : **Criminal or Urchin<sup>3</sup>**
- Stats : 17 Str, 16 Dex, 10 Con, 14 Int, 8 Wis, 8 Cha
- Prepare : Enhance Leap, Chrome Orb, Magic Missile

## Nautiloid

Mash RMB to skip intro cutscene.

Enhance Leap, then jump to the next room.

Guide for Nautiloid skip : [https://www.speedrun.com/baldurs\\_gate\\_3/guides/tab7v](https://www.speedrun.com/baldurs_gate_3/guides/tab7v)

Additional notes :

- In the latest patches, the light source used as a visual cue is not visible anymore. The positioning remains the same, it's just less convenient to find the right spot.
- With Gnome or Halfling, you will need **Triple Dash** to be able to reach the transponder : once you're in position to do the skip, use dash, turn on turn based mode, dash again, do the skip (don't forget to mash RMB as quickly as possible between the 2 jumps), and once in battle, dash again before you start moving. If done correctly you should be able to cover the distance to the transponder in one turn.

## Act 1

Setup node for Fling to High Road<sup>4</sup> : <https://www.youtube.com/watch?v=Qjp5X6Ca4qY><sup>5</sup>

After setup, Enhance Leap and meet Shadowheart. Pick up **barrel** on the way.

Talk to Shadowheart (mash 1 and RMB), recruit her then kill her with Magic Missile then melee attacks (Ctrl + click on her)

Loot all her stuff and pick her up in Tav's inventory, go to camp.

In camp, go to Shadowheart's place to pick **bottle of water**.

Jump to boxes near the river, pick one up and put Shadowheart inside<sup>6</sup>.

Cast Fire Orb next to you, turn on turn based mode, drop the box in the fire<sup>7</sup> then fling it. Once Shadowheart's portrait disappears on the left side of the screen, turn off turn based mode. If done correctly<sup>8</sup>, you should get a few exp points and the game will automatically turn to night.

After cutscene, play as Shadowheart (F2) and leave camp. Skip cutscene and go to High Road.

In camp, select Shadowheart and kill Tav. Turn on turn based mode, loot him and pick him up<sup>9</sup>.

In Mountain Pass, revive Tav and change prepared spells and pick **Feather Fall** and **Fog** instead of Chrome Orb and Magic Missile.

Enhance Leap + Feather Fall, jump up to the tree trunk. Cast fog on the crossway, jump inside, then jump west as far as you can. If done correctly this should skip the battle against the undeads. You can then jump directly to the entrance of Act 2.

## Act 2

### Overworld

Enhance Leap & Feather Fall on both characters<sup>10</sup>.

Using Shadowheart, jump down to the Absolute Camp. Talk to Orc and spam 1 to summon Drider.

Change spells :

- **Command** spell on Shadowheart (replace any existing spell),
- **Magic Missile** instead of Fog on Tav

Quicksave.

Use Command:Drop on Drider. You have 2 tries. If both fail, reload.

Grab Moonlantern and release Pixie (Dialogues : 4 - 1). Use **Disguise** spell to transform Shadowheart as a Halflin/Gnome.

Use Tav and jump down to the Absolute camp. Kidnap<sup>11</sup> Shadowheart.

Jump your way across the lands to reach Baldur's Gate Waypoint<sup>12</sup>. On your way, make sure to dodge the Fountain encounter.

After discovering Baldur's Gate Waypoint, go north around House of Healing, sneak jump over Raphael and enter Mausoleum.

In Mausoleum, go straight and cast **Magic Missile** on the paintings puzzle : West, East, North  
Enter Temple of Shar

## Temple of Shar

Bruteforce orb puzzle with jump. This will release Shadowheart from kidnapping.

Regroup characters and jump to the next gate. Shadowheart will follow.

Gauntlet skip to Edge of Shadows Waypoint<sup>13</sup>

Select Tav, prepare **Fog** instead of Magic Missile and use **Arcane Recovery Lv1**.

Skip skeleton fight by either casting Minor Illusion or sneak jump (Minor Illusion may be slightly slower but overall safer. And there's a cat.)

Past the skeleton fight, jump down to the library.

Library skip : [https://www.speedrun.com/baldurs\\_gate\\_3/guides/2nms4](https://www.speedrun.com/baldurs_gate_3/guides/2nms4)

Grab Shar's Spear, teleport to Edge of Shadows. Transfer all of Tav's equipment to Shadowheart

## Shadowfell

Shadowfell Sequence Break<sup>14</sup> : Buff Shadowheart with Enhanced Leap<sup>15</sup>. Using Shadowheart, enter Shadowfell. During the first cutscene, switch to Tav and teleport quickly to Baldur's Gate Waypoint. Go through the bridge to trigger cutscene until the dialogue. On the dialogue, switch back to Shadowheart. In Shadowfell, jump until you reach the position you need to sneak next to Balthazar. Switch back to Tav. On the dialogue, click "Continue forward". You're in the illithid oubliette.

Oubliette skip : [Baldur's Gate 3 Any% Tutorial - Oubliette & Braincat Jumping](#)

Use the long rest tentacle refreshment to get your spell points back. Go to the elevator and level up both characters :

Tav :

- Subclass : **Conjuration**
- Spells : whatever
- Prepare : **Witch Bolt** instead of Chrome Orb

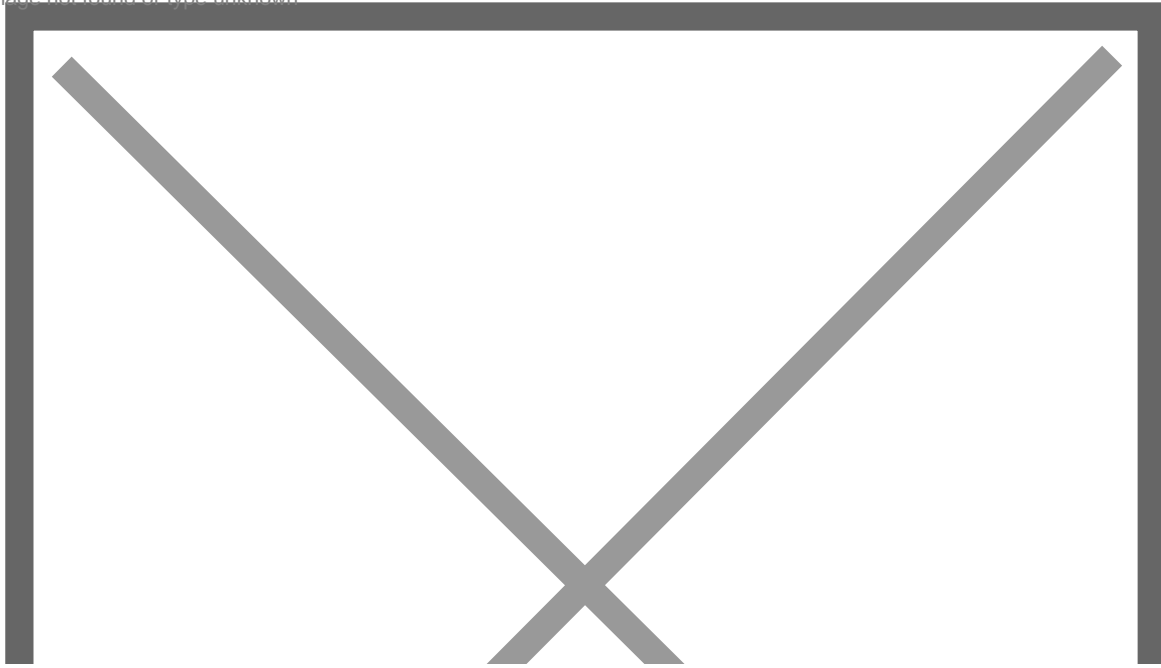
Shadowheart :

- Double class : Wizard
- Cantrips : whatever
- Spells : just make sure Fog is there but it should be picked by default
- Prepare : **Fog**

Still with Tav, go to the boss door and open it. Once you reach the choice to enter or go away, switch back to Shadowheart.

Finish your way down to the lowest platform. On this platform, make sure you land at the tip of the platform to prevent accidentally triggering the fight.

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(Full size : <https://i.imgur.com/ycp59AK.jpeg>)

Sneak from point 1 to 2, cast fog in the spot 3. Balthazar should go close to the void.

Sneak again inside the fog, right click on Nightsong and talk to her<sup>16</sup> . Skip cutscenes 6 times and switch to Tav<sup>17</sup> .

## Ketheric

Difficulty : Explorer

Enter the boss room, skip cutscenes.

Facing Ketheric, jump to the tip of the left upper platform. Quicksave for safety, sneak<sup>18</sup> and cast Witch Bolt until it hits<sup>19</sup> , then repeat until Ketheric dies.

When Myrkul appears, grab water bottle from Shadowheart's inventory and throw it on Myrkul to deal double damage with Witch Bolt. Once the double damage wears off, finish with regular Witch Bolts<sup>20</sup> .

After Myrkul is dead, jump to Ketheric's body, loot him and skip cutscenes. Go to the portal.

If Jaheira is next to you after you teleported, no need to talk to her. She'll be at the camp.

Talk to Wulbren (3 - 3), finish quest to get ~250 gold<sup>21</sup> . Exit Moonrise Towers to the North and teleport to Baldur's Gate Waypoint as soon as you can.

Switch to Shadowheart, exit Shadowfell **while still being sneak to not trigger the fight against Balthazar**. (This will also not trigger a dialogue with Raphael at the exit of the Mausoleum. If you still trigger this dialogue for some reason, try to attack Raphael and he will vanish instantly)

Teleport to Baldur's Gate Waypoint, go to Baldur's Gate with one of the characters<sup>22</sup> .

# Camp

Recruit Jaheira.

With Tav, jump is Chasm

Switch to Jaheira, go to Withers. Grab 2 boxes on the way, then talk to Withers to reskill (2 - 2 - 4) :

- Level 1 : **Fighter**, Str 17, Dex 16, Const 15
- Level 2 : nothing
- Level 3 : **Eldritch Knight**
  - Cantrip : **Mage Hand** + whatever
  - Spells : Whatever
  - Extended : **Enhance Leap**
- Level 4 :
  - Spells : Whatever
  - Replace : **Chrome Orb** -> **Feather Fall**
  - Feat : Ability Improvement : Str+2 (19)
- Level 5 : nothing
- Level 6 :
  - Feat : Alert
- Level 7 :
  - Spells : whatever
- Level 8 :
  - Extended : Invisibility
  - Feat : Athlete : Str+1 (20)

Select Shadowheart<sup>23</sup> , rest in camp, this will trigger the Gith ambush. Using Jaheira, cast mage hand, jump to upper stairs, use Action Surge and Dash to the portal. Once you click the portal, quickly alternate between the mage hand by clicking on it and Tav by pressing F1.

## Astral Plane

Select Mage Hand and shove Shadowheart off the edge. Switch to Jaheira and cast invisibility and exit the Astral Plane. Long rest, then use the campfire afterwards. This should skip all of the Gith fight.

# Act 3

## Gortash

Using Jaheira : Turn based mode on, grab Tav, turn based mode off<sup>24</sup> , Enhance Leap + Feather Fall, jump towards South Span Checkpoint until before the Steel Watcher

Rebuff both + Invisibility, jump on rooftops towards Wyrms Rock balcony, open all doors, and enter throne room. Use improvised melee weapon on Gortash to leave the room with him before invisibility wears off<sup>25</sup>

and move to the northern balcony

Rebuff Enhance Leap + Feather Fall. Kidnap Gortash, stack boxes from inventory near the battlement closest to the bridge<sup>26</sup>.

Jump on the boxes then big jump to the bridge. Move a bit closer to lower city<sup>27</sup> then throw Gortash off the Bridge and loot the stone.

Skip cutscene, move to Lower City

## Lower City

Level up Tav :

- Level 3 :
  - Spells : Misty Step, Invisibility
  - Prepare : Misty Step, Invisibility
- Level 4 :
  - Spells : whatever
  - Cantrips : whatever
  - Feat : Athlete, Str+1
- Level 5 : skip

Using Tav, put Pixie Bell in action bar. Equip Ketheric's Hammer to Tav

Enhance Leap + Feather Fall, jump your way up to the fireworks shop

Sell Ketheric Armor, buy 2 stacks of fireworks that add up to ~14 fireworks total<sup>28</sup>. Leave by clip jumping through the back wall of the shop.

Jump west and north to the sewers entrance.

## Temple of Baal

Jump northwest through the door towards Temple of Baal. Rebuff if necessary.

Use Pixie Bell (Dialogue 5 to leave) when Jenna runs towards you to skip her trigger<sup>29</sup>

Shoot the hanging body with ray of frost, go towards Baal Temple

Rebuff Enhance Leap + Feather Fall + Invisibility. You can cross the gauntlet without triggering the fight.

Go to Ball Temple Waypoint. Cross the bridge to reach the massive door.

Cast Misty Step through door in Tactical View<sup>30</sup>.

Jump towards Jenna, turn on non lethal attacks<sup>31</sup>, quicksave and hit her<sup>32</sup>. If she doesn't go down in one hit, quickly turn on turn based mode to attack again.

Skip cutscenes.

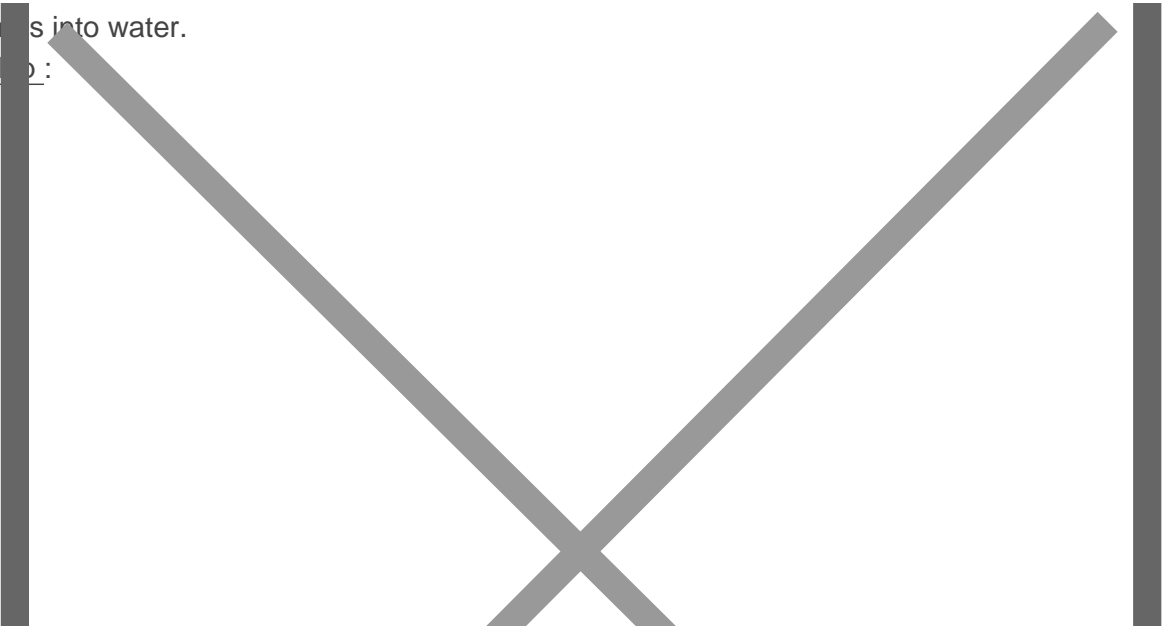
Switch to Jaheira, teleport to Temple Waypoint.

Buff Enhance Leap, go to Morphic Pools : <https://www.youtube.com/watch?v=gVMT1ADDVn0>

## Morphic Pools

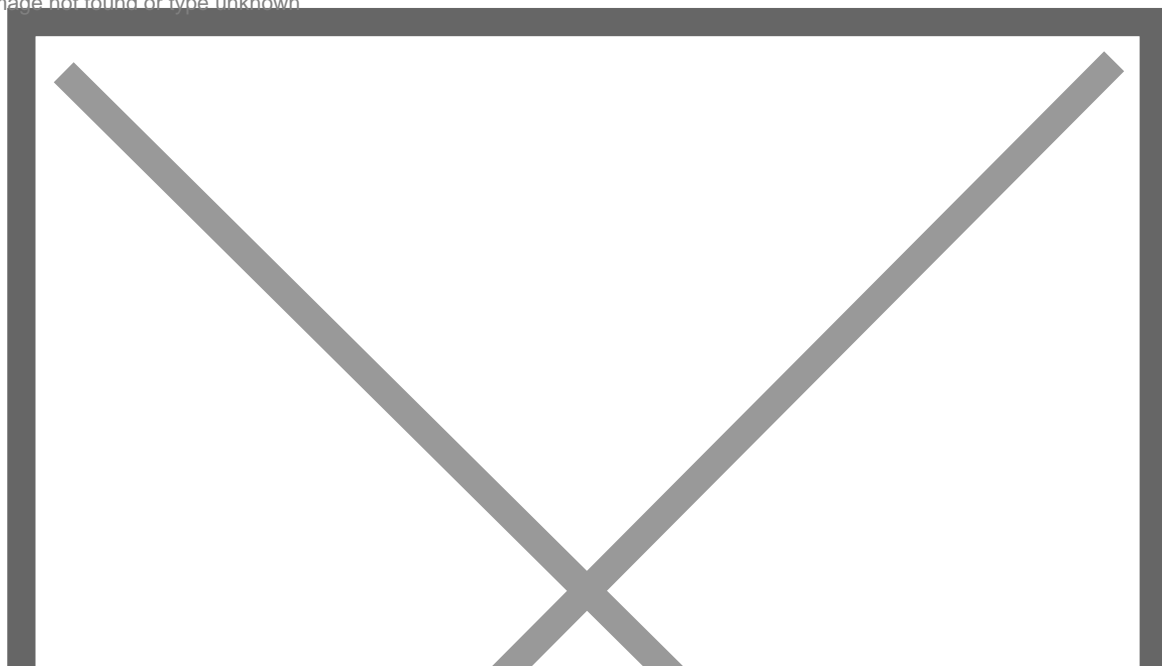
Shadowheart jumps into water.  
Morphic Pools Step:

Go to that spot



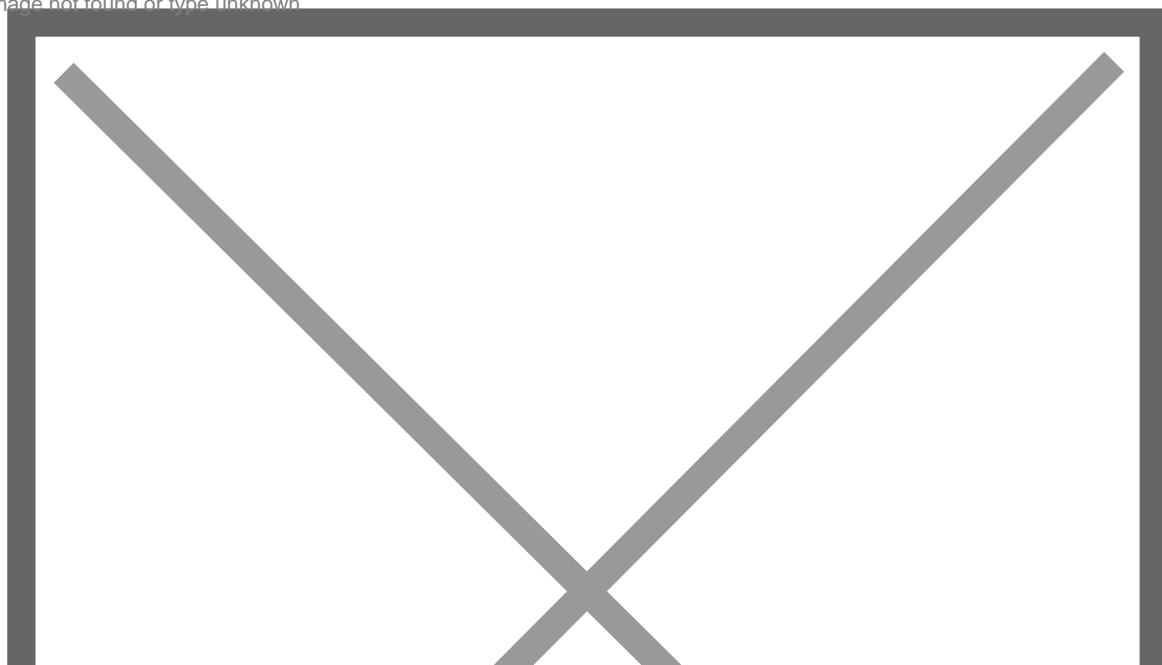
Enhance Leap  
Tactician view, camera fully unzoomed. Jump towards there (where the mouse is) :

Image not found or type unknown



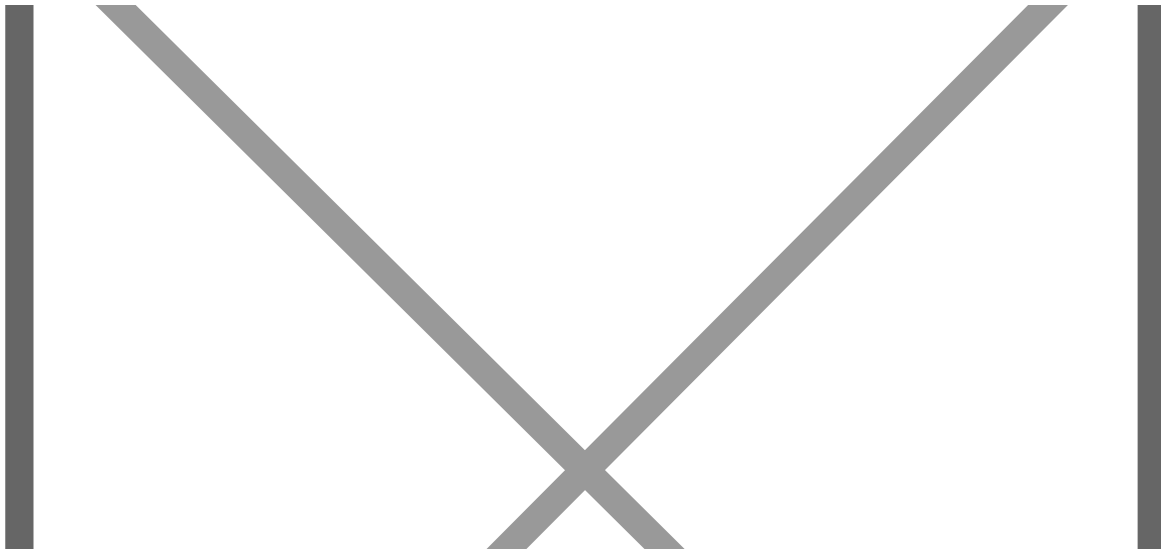
Jump to the upper platform :

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Jump above the boulder. It is easier to figure out correct positioning without tactical view. You really need to aim between the torch and the bridge, otherwise there is a chance you will trigger the fight against intellect devourers.





Jump towards brain. By doing the Gith Fight skip. Cast Invisibility and make your way down first so you don't get seen by the enemies.

Go to Orpheus in Astral Plane.

Get turned into a Mind Flayer (3 then 1 - 1), Shove one gith to start a surprise fight and leave Astral Plane

## Endgame

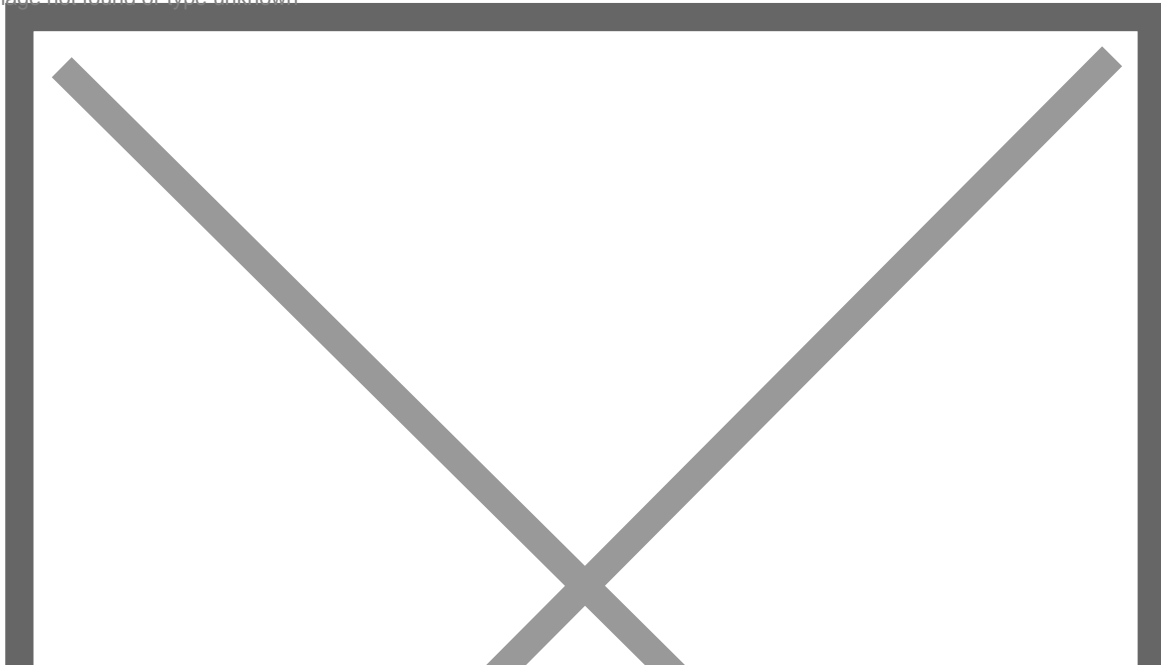
With Jaheira, jump in chasm.

With Tav, fly northeast towards trader. Buy smokebombs if you don't feel confident with the amount of explosives you have.

Buff invisibility, fly through the courtyard. Watch out for some moving enemies that can detect invisibility.

Just wait a bit if they're on the way.

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When behind the Brain Stem, use Misty Step and aim for the spot on the image above.

Buff invisibility, dash, enter final fight.

Fly to crown, dominate it, enter Netherbrain area.

Drop your stacks of fireworks next to you then throw them to the ground next to the Netherbrain<sup>33</sup>.

Last cutscene : 2 - 1.

Timer stops when you see the X button at the top right of your screen (credits start)

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<sup>1</sup> We play as one of these races because they're the only ones that Shadowheart can carry in her inventory. This will be necessary in acts 1 and 2

<sup>2</sup> Only use for the damaging cantrip is to open the door to Baal Temple in act 3. Historically we use Ray of Frost but any other can work.

<sup>3</sup> Used for extra stealth bonus

<sup>4</sup> Once setup, do NOT move any item until Shadowboxing is done or it'll ruin the setup. This can happen by mistake when trying to loot the water bottle in the camp for example.

<sup>5</sup> This setup video was done on a 1440p screen, so your mileage may vary on other resolutions

<sup>6</sup> Whether Shadowheart is placed in the box while the box is in the inventory or on the ground is up to personal preference. As long as you don't break your node by moving the box while it's already on the ground, either way works.

<sup>7</sup> Box has 4 HP and fire can cause between 1 and 4 damage at each turn. There is a chance the box will instantly break when dropping it into the fire. If so, you can have a second try with the other box next to it. Last resort would be to use the barrel you picked earlier but it has less HP so it's riskier.

<sup>8</sup> The box will take fire damage when dropping it into the fire, and then it'll take damage again after you turn off turn based mode. The goal is to destroy it after it reached its destination to free Shadowheart and activate the Mountain Pass camp trigger. There is a chance the box will not take enough damage, especially if it took only 1 damage when dropping it in the fire. If so, tough luck.

- <sup>9</sup> This will end the night without having to talk to Raphael and Withers. Turning on turn based mode at this point will initiate Infinite Status, where buffs on Tav will never go off until a battle is triggered. This is useful for the entirety of Act 2
- <sup>10</sup> You should notice that buffs will never count down turns for Tav thanks to infinite status
- <sup>11</sup> Press X (Throw) and select the character you want to kidnap. Move your mouse elsewhere then click LMB (do action) then RMB (cancel action) within half a second roughly. If the timing is right, the character will clip into you with a weird animation and you can travel with them. Too quick : nothing happens. Too slow : character gets teleported nearby
- <sup>12</sup> Discovering this waypoint is mandatory for a sequence break later.
- <sup>13</sup> When Shadowheart is pathing back in bounds to get the waypoint, click on the pool. Then she has a lot less dialogue. Also when Tav ports in to the waypoint you only need to take a small jump or a few steps to be considered close enough to be able to travel with the party.
- <sup>14</sup> We don't want Tav to be in Shadowfell, but all party members are forced in when entering the place. So we trigger a dialogue that will teleport Tav elsewhere after entering Shadowfell.
- <sup>15</sup> This reduces the amount of jumps required in Shadowfell.
- <sup>16</sup> You must be sneaked while talking to her, using the right click method, otherwise you'll trigger the fight with Balthazar in a later step after the Ketheric fight. Make sure you're not still in halfling disguise or game will tell you that you can't reach Nightsong.
- <sup>17</sup> If you switch to Tav too early in the cutscene, Nightsong will be in the Ketheric fight and you cannot cheese the fight with Witch Bolt, as attacking Ketheric will enable fight mode. If you switch to Tav too late, Ketheric will be teleported to the roof and you're basically softlocked. 6 clicks on RMB seems to be a sweet spot for me.
- <sup>18</sup> Sneaking improves hit chance on Witch Bolt
- <sup>19</sup> If you're extremely unlucky, you will spend all your spell points without hitting Ketheric. That's what the safety quicksave is for
- <sup>20</sup> You can optimize cooldowns using Animation Skip : unlock action bar, and after the spell hits, move any other action from one slot to another. You will be able to recast Witch Bolt slightly faster than usual. Watch out for your timing, as if you swap actions too fast, the spell will not hit.
- <sup>21</sup> Useful to reskill at Withers later
- <sup>22</sup> Only 1 character needs to touch Baldur's Gate to leave the act. All party members needs to be in a non hostile area to allow you to transition to the next act.
- <sup>23</sup> Selecting Shadowheart before resting will make you in a good position for the gith ambush
- <sup>24</sup> Setting up infinite status for Lower City
- <sup>25</sup> If you're not confident you can rebuff Invisibility before entering the room, or use Turn Based mode
- <sup>26</sup> Backup strat : Just kidnap Gortash and leave the place by the entrance of the Throne Room to go downstairs, then to the bridge to throw him off
- <sup>27</sup> If you yeet Gortash too close to the Steel Watchers this will trigger a battle
- <sup>28</sup> This is for Explorer difficulty. For Tactician, you want ~30 fireworks in 2 stacks.
- <sup>29</sup> This way, Orin will stay in her Jenna form with 5 HP. Pretty convenient to defeat her later
- <sup>30</sup> There is no precise visual cue but you'll find a spot that works.
- <sup>31</sup> You can't kill children in the game but you can knock them down
- <sup>32</sup> Optional safety strat : dip your weapon in the candles next to her for potential extra burning damage. You can also cast Sleep to have a guaranteed crit
- <sup>33</sup> Having high ground and throwing explosive grenades/fireworks will hit twice. Hitting the brain will only deal damage once. Backup if you didn't deal enough damage : wait for your next turn and

cast Magic Missile lv2

# Sex%

The forbidden category

Sex%

# Sex% - Current Route

# Bear<sup>0</sup>%

The even more forbidden category

Bear%

# Bear% - Current Route