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[Baldur's Gate: Dark Alliance II Hints VI \(PS2\)](#)

Increase your rank

Baldur's Gate: Dark Alliance II is a role-playing game, the sequel to Baldur's Gate: Dark Alliance, developed by the same Black Isle. It was released for PlayStation 2 on December 2, 2004 in the United States and for the Xbox gaming console on January 20, 2005, also in the United States. Dark Alliance II offers two more playable characters than the original game. We now have a cast composed of Dorn Redbear, who is human and classed as a barbarian, which makes him good in melee but vulnerable to magic and missiles; Vhaidra Uoswiir, who is a drow and classed as a monk, with his fists as his only weapon of choice; Ysuran Auondril, a necromancer that is also an elf, which makes him a capable caster of spells related to death and the dead; Borador Goldhand, a dwarf classed as a rogue, with abilities like setting traps and picking pockets; and Alessia Faithhammer, a human cleric who plays a backup role of supporting spell casters. Each of the characters is offered the ability to complete one quest that takes them to a heroic class, which makes them more powerful. Yet another unlockable character joins Drizzt Do'Urden in the form of Artemis Entreri, a human assassin that double wields the weapons Charon's Claw and Defending dagger. The plot evolves around a vampire lord and his quest to gain control of an ancient wizard den, called the Onyx Tower. The player must complete a series of quests to stop the vampire count from attaining his objective.

GAMEPLAY HINTS

Increase rank Each character has its own person to talk to. Most of the time, these contacts ask for money. When you get a chance, pay them the amount of money they ask for. In Act 3, the character's contact will ask them to do one final mission. Do so and your character will earn a new rank that makes them even more powerful. Dorn also gets this, but not until Act 3. At the start of Chapter 3, go to the Purple Wyrms inn and talk to Randalla about a new mission. This will be the mission that is set personally for Dorn. She will tell you that you need to meet with a Druid and help her with a problem. After you defeat him, take the key from him. It will open a room that has 500 gold and three chests. After that, talk to the Druid again. You will get your reward of gold and experience, as well as new abilities for Dorn.

Powerful Shadow Creatures In two player mode with Dorn and Ysuran, after you have raised both their classes by doing the special side quests in Chapter 3, get Animal Friendship for Dorn and Shadow Conjunction for Ysuran. Get full ranks in both. Cast Animal Friendship on Ysuran's Shadow Creature for double damage from its attacks. This works especially well when battling foes around corners. You can send him around and he will attack with extra damage, and you will not get hit at all. This is especially useful in extreme mode because of the increased difficulty and creature damage. Note: This also works with the summoned undead. Also, it only works if the Shadow Creature is moving. The final boss fight is right here: