

BG3 ACT 1 WALKTHROUGH

BG3 ACT 1 WALKTHROUGH IS AN ESSENTIAL GUIDE FOR PLAYERS EMBARKING ON THE THRILLING JOURNEY IN BALDUR'S GATE 3. THIS FIRST ACT INTRODUCES PLAYERS TO THE RICH LORE, ENGAGING CHARACTERS, AND CHALLENGING COMBAT MECHANICS THAT DEFINE THE GAME. IN THIS COMPREHENSIVE WALKTHROUGH, WE WILL DELVE INTO KEY LOCATIONS, QUESTS, AND STRATEGIES THAT WILL ENHANCE YOUR GAMEPLAY EXPERIENCE. PLAYERS WILL LEARN ABOUT CHARACTER CREATION, THE IMPORTANCE OF CHOICES, AND HOW TO NAVIGATE THE COMPLEX WORLD OF FAERÛN EFFECTIVELY. BY THE END OF THIS ARTICLE, YOU WILL BE WELL-EQUIPPED TO TACKLE ACT 1 AND SET THE STAGE FOR YOUR ADVENTURE TO UNFOLD.

- INTRODUCTION
- CHARACTER CREATION
- STARTING THE JOURNEY
- KEY LOCATIONS IN ACT 1
- QUESTS AND OBJECTIVES
- COMBAT STRATEGIES
- CHOICES AND CONSEQUENCES
- CONCLUSION
- FAQ

CHARACTER CREATION

CHARACTER CREATION IS THE FIRST STEP IN YOUR **BG3 ACT 1 WALKTHROUGH**. IT IS A CRUCIAL ASPECT OF THE GAME THAT INFLUENCES YOUR ENTIRE EXPERIENCE. PLAYERS HAVE THE OPPORTUNITY TO CUSTOMIZE THEIR CHARACTER'S RACE, CLASS, AND BACKGROUND, WHICH WILL IMPACT THEIR ABILITIES AND INTERACTIONS THROUGHOUT THE GAME. CHOOSING A RACE CAN PROVIDE UNIQUE BONUSES; FOR EXAMPLE, ELVES ARE AGILE AND PERCEPTIVE, WHILE DWARVES ARE HARDY AND RESILIENT.

CHOOSING YOUR CLASS

THE CLASS YOU SELECT DEFINES YOUR CHARACTER'S ROLE IN COMBAT AND EXPLORATION. OPTIONS INCLUDE FIGHTERS, WIZARDS, ROGUES, AND CLERICS, EACH OFFERING DISTINCT SKILLS AND SPELLS. UNDERSTANDING THE STRENGTHS AND WEAKNESSES OF EACH CLASS IS VITAL FOR GAMEPLAY. FOR EXAMPLE, WIZARDS HAVE POWERFUL SPELLS BUT ARE VULNERABLE IN CLOSE COMBAT, WHILE FIGHTERS EXCEL IN MELEE SITUATIONS.

BACKGROUND AND SKILLS

YOUR CHARACTER'S BACKGROUND INFLUENCES THE SKILLS YOU CAN USE IN VARIOUS SITUATIONS. OPTIONS LIKE NOBLE, CRIMINAL, OR SAGE WILL PROVIDE DIFFERENT PROFICIENCIES THAT CAN BE ADVANTAGEOUS IN SOCIAL INTERACTIONS AND PROBLEM-SOLVING. SELECTING A BACKGROUND THAT COMPLEMENTS YOUR CHOSEN CLASS CAN CREATE A WELL-ROUNDED CHARACTER CAPABLE OF TACKLING DIVERSE CHALLENGES.

STARTING THE JOURNEY

ONCE YOU HAVE CREATED YOUR CHARACTER, THE ADVENTURE BEGINS. THE GAME OPENS WITH AN INTRIGUING CINEMATIC THAT SETS THE STAGE FOR YOUR QUEST. YOU FIND YOURSELF ON A NAUTILOID SHIP, ABDUCTED BY MIND FLAYERS. THIS OPENING SEQUENCE INTRODUCES KEY MECHANICS AND THE DIRE CIRCUMSTANCES THAT PROPEL YOU INTO THE WORLD OF BALDUR'S GATE.

ESCAPING THE NAUTILOID

YOUR FIRST TASK IS TO ESCAPE THE NAUTILOID. THIS SECTION SERVES AS A TUTORIAL FOR COMBAT AND EXPLORATION. PLAYERS CAN INTERACT WITH VARIOUS OBJECTS, ENGAGE IN BATTLES, AND MAKE CHOICES THAT WILL AFFECT THE STORYLINE. IT'S IMPORTANT TO PAY ATTENTION TO THE ENVIRONMENT, AS THERE ARE VARIOUS WAYS TO SOLVE PROBLEMS, INCLUDING COMBAT AND STEALTH.

MEETING YOUR ALLIES

DURING YOUR ESCAPE, YOU MEET POTENTIAL ALLIES. THESE CHARACTERS CAN JOIN YOUR PARTY, EACH BRINGING UNIQUE SKILLS AND STORYLINES. CHOOSING WHICH ALLIES TO RECRUIT CAN AFFECT YOUR JOURNEY, AS THEIR ABILITIES WILL COMPLEMENT OR ENHANCE YOUR OWN. BUILDING A DIVERSE TEAM IS CRUCIAL FOR OVERCOMING CHALLENGES IN ACT 1.

KEY LOCATIONS IN ACT 1

ACT 1 OF BALDUR'S GATE 3 FEATURES SEVERAL PIVOTAL LOCATIONS THAT ARE ESSENTIAL TO YOUR QUEST. FAMILIARIZING YOURSELF WITH THESE AREAS WILL AID IN EXPLORATION AND QUEST COMPLETION. KEY LOCATIONS INCLUDE THE FOLLOWING:

- THE EMERALD GROVE
- GITHYANKI CRECHE
- HAG'S HIDEOUT
- RUINED VILLAGE

THE EMERALD GROVE

THE EMERALD GROVE IS A SANCTUARY FOR DRUIDS AND A CENTRAL LOCATION IN ACT 1. PLAYERS CAN INTERACT WITH THE VARIOUS NPCs TO LEARN MORE ABOUT THE ONGOING CONFLICT BETWEEN THE DRUIDS AND THE GOBLINS. THIS AREA IS RICH IN QUESTS THAT CAN YIELD VALUABLE REWARDS AND INFORMATION CRITICAL TO YOUR JOURNEY.

GITHYANKI CRECHE

THE GITHYANKI CRECHE IS A DANGEROUS AREA FILLED WITH HOSTILE CREATURES. HERE, PLAYERS CAN UNCOVER ESSENTIAL LORE AND POTENTIALLY RESCUE CAPTURED ALLIES. ENGAGING WITH THE CHALLENGES IN THIS LOCATION WILL TEST YOUR COMBAT SKILLS AND DECISION-MAKING ABILITIES.

QUESTS AND OBJECTIVES

ACT 1 IS FILLED WITH QUESTS THAT DRIVE THE NARRATIVE FORWARD AND ALLOW PLAYERS TO ACCUMULATE EXPERIENCE POINTS AND ITEMS. UNDERSTANDING THE VARIOUS QUESTS AVAILABLE WILL SIGNIFICANTLY ENHANCE YOUR GAMEPLAY EXPERIENCE. MAIN QUESTS AND SIDE QUESTS SHOULD BE APPROACHED STRATEGICALLY.

MAIN QUESTS

MAIN QUESTS ARE CRITICAL TO PROGRESSING IN THE STORY. THEY OFTEN INVOLVE SIGNIFICANT DECISIONS AND BATTLES. KEY MAIN QUESTS INCLUDE:

- RESCUE THE CAPTURED DRUID
- DEFEAT THE GOBLIN LEADERS
- INVESTIGATE THE MYSTERIOUS ARTIFACT

SIDE QUESTS

SIDE QUESTS PROVIDE OPPORTUNITIES FOR EXPLORATION AND CHARACTER DEVELOPMENT. THEY OFTEN YIELD UNIQUE ITEMS AND INSIGHTS INTO THE GAME'S LORE. ENGAGING IN SIDE QUESTS IS BENEFICIAL FOR LEVELING UP BEFORE TACKLING TOUGHER MAIN QUESTS.

COMBAT STRATEGIES

COMBAT IS A SIGNIFICANT ASPECT OF BALDUR'S GATE 3, REQUIRING PLAYERS TO UTILIZE TACTICAL THINKING AND TEAMWORK. UNDERSTANDING THE COMBAT SYSTEM WILL ENHANCE YOUR EFFECTIVENESS IN BATTLE. PLAYERS SHOULD CONSIDER POSITIONING, ABILITY SYNERGIES, AND ENVIRONMENTAL FACTORS DURING ENCOUNTERS.

UTILIZING THE ENVIRONMENT

THE ENVIRONMENT PLAYS A CRUCIAL ROLE IN COMBAT. PLAYERS CAN USE HIGH GROUND FOR ADVANTAGE, SET TRAPS, OR MANIPULATE OBJECTS TO GAIN THE UPPER HAND. AWARENESS OF YOUR SURROUNDINGS CAN TURN THE TIDE OF BATTLE IN YOUR FAVOR.

TEAM COORDINATION

COORDINATING WITH YOUR PARTY MEMBERS IS ESSENTIAL FOR SUCCESS. EACH CHARACTER HAS UNIQUE ABILITIES THAT CAN BE COMBINED FOR DEVASTATING EFFECTS. PLANNING YOUR ACTIONS AND UTILIZING EACH CHARACTER'S STRENGTHS WILL MAXIMIZE YOUR POTENTIAL IN COMBAT SITUATIONS.

CHOICES AND CONSEQUENCES

BALDUR'S GATE 3 PLACES A STRONG EMPHASIS ON PLAYER CHOICE. DECISIONS MADE DURING ACT 1 CAN HAVE LASTING RAMIFICATIONS THROUGHOUT THE GAME. UNDERSTANDING THE IMPACT OF YOUR CHOICES WILL ENHANCE YOUR IMMERSION AND ENGAGEMENT WITH THE NARRATIVE.

DIALOGUE CHOICES

DIALOGUE OPTIONS CAN INFLUENCE RELATIONSHIPS WITH NPCs AND ALTER THE COURSE OF QUESTS. PLAYERS SHOULD CONSIDER THE IMPLICATIONS OF THEIR WORDS AND THE POTENTIAL OUTCOMES OF CONVERSATIONS. BUILDING ALLIANCES OR CREATING ENEMIES CAN SIGNIFICANTLY AFFECT YOUR JOURNEY.

QUEST OUTCOMES

CHOICES MADE DURING QUESTS CAN LEAD TO VARIOUS OUTCOMES, INCLUDING CHARACTER DEATHS OR CHANGES IN THE POLITICAL LANDSCAPE OF THE GAME WORLD. BEING MINDFUL OF YOUR DECISIONS IS CRUCIAL FOR ACHIEVING YOUR DESIRED RESULTS AND EXPERIENCING THE FULL DEPTH OF THE GAME'S NARRATIVE.

CONCLUSION

THE **BG3 ACT 1 WALKTHROUGH** SERVES AS A FOUNDATIONAL GUIDE FOR PLAYERS VENTURING INTO THE COMPLEXITIES OF BALDUR'S GATE 3. FROM CHARACTER CREATION TO NAVIGATING THE INTRICATE WEB OF QUESTS AND RELATIONSHIPS, THIS GUIDE EQUIPS PLAYERS WITH THE KNOWLEDGE NEEDED TO THRIVE IN ACT 1. BY LEVERAGING COMBAT STRATEGIES AND UNDERSTANDING THE CONSEQUENCES OF CHOICES, PLAYERS CAN SHAPE THEIR UNIQUE ADVENTURE IN THIS IMMERSIVE RPG. AS YOU PROGRESS THROUGH THE GAME, REMEMBER THAT EVERY DECISION YOU MAKE CONTRIBUTES TO THE RICH TAPESTRY OF YOUR STORY. ENJOY YOUR JOURNEY THROUGH FAERINN!

Q: WHAT IS THE MAIN OBJECTIVE IN ACT 1 OF BALDUR'S GATE 3?

A: THE MAIN OBJECTIVE IN ACT 1 IS TO ESCAPE THE NAUTILOID SHIP, GATHER ALLIES, AND RESOLVE THE CONFLICT BETWEEN THE DRUIDS AND GOBLINS, ULTIMATELY LEADING TO THE EXPLORATION OF THE LARGER STORY.

Q: HOW CAN I IMPROVE MY CHARACTER'S SKILLS IN ACT 1?

A: YOU CAN IMPROVE YOUR CHARACTER'S SKILLS BY COMPLETING QUESTS, GAINING EXPERIENCE POINTS, AND CHOOSING BACKGROUNDS AND CLASS FEATURES THAT ENHANCE SPECIFIC ABILITIES.

Q: ARE THERE ANY ESSENTIAL ITEMS TO LOOK FOR IN ACT 1?

A: YES, PLAYERS SHOULD LOOK FOR WEAPONS, ARMOR, AND MAGICAL ITEMS THAT CAN ENHANCE THEIR COMBAT EFFECTIVENESS. ADDITIONALLY, QUEST ITEMS THAT AID IN ADVANCING THE STORY ARE CRUCIAL.

Q: HOW DO CHOICES AFFECT GAMEPLAY IN BALDUR'S GATE 3?

A: CHOICES AFFECT RELATIONSHIPS WITH NPCs, QUEST OUTCOMES, AND THE OVERALL NARRATIVE DIRECTION. DECISIONS CAN LEAD TO DIFFERENT ALLIANCES, ENEMY ENCOUNTERS, AND EVEN CHARACTER DEATHS.

Q: WHAT ARE SOME BEGINNER COMBAT TIPS FOR ACT 1?

A: BEGINNERS SHOULD FOCUS ON UTILIZING THE ENVIRONMENT, COORDINATING WITH PARTY MEMBERS, AND UNDERSTANDING THE STRENGTHS AND WEAKNESSES OF THEIR CHOSEN CLASS TO MAXIMIZE EFFECTIVENESS IN COMBAT.

Q: CAN I REVISIT AREAS AFTER COMPLETING QUESTS IN ACT 1?

A: YES, YOU CAN REVISIT AREAS AFTER COMPLETING QUESTS. HOWEVER, SOME EVENTS MAY CHANGE BASED ON YOUR CHOICES,

AFFECTING ENCOUNTERS AND AVAILABLE QUESTS.

Q: WHAT SHOULD I PRIORITIZE WHEN FORMING MY PARTY IN ACT 1?

A: PRIORITIZE FORMING A BALANCED PARTY WITH A MIX OF MELEE AND RANGED COMBATANTS, SPELLCASTERS, AND SUPPORT ROLES TO ENSURE VERSATILITY IN COMBAT AND PROBLEM-SOLVING.

Q: IS THERE A TIME LIMIT FOR COMPLETING ACT 1?

A: THERE IS NO STRICT TIME LIMIT FOR COMPLETING ACT 1. PLAYERS CAN EXPLORE AT THEIR OWN PACE, BUT PROGRESSING THROUGH THE MAIN QUESTS IS ESSENTIAL FOR ADVANCING THE STORYLINE.

Q: HOW CAN I SAVE MY GAME IN BALDUR'S GATE 3?

A: SAVING YOUR GAME CAN BE DONE THROUGH THE MENU, AND THE GAME ALSO EMPLOYS AN AUTOSAVE FEATURE THAT TRIGGERS DURING KEY MOMENTS AND AFTER SIGNIFICANT ACTIONS.

Q: ARE THERE ANY HIDDEN SECRETS OR EASTER EGGS IN ACT 1?

A: YES, ACT 1 CONTAINS VARIOUS HIDDEN SECRETS AND EASTER EGGS, INCLUDING LORE-BASED ITEMS AND HIDDEN AREAS THAT CAN PROVIDE ADDITIONAL CONTEXT AND REWARDS FOR OBSERVANT PLAYERS.

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