



**Baldur's Gate 3**  
**Easy Honour**  
**Mode Guide**

## **Guide Version 0.01**

Compiled by [TheRogue.Review](#)

### **Version Notes:**

A basic summary of the walkthrough has been published along with character builds for a solo stealth archer and life cleric.

Version 0.02 will include a visual guide for the initial run to Moonrise Towers.

## **Introduction**

Baldur's Gate 3 is a turn-based role-playing-game with a notoriously hard Honour Mode difficulty. This mode introduces many surprises for players that have beat the game on lower difficulties. Creatures may have increased statistics including accuracy, life, and damage. Enemies might have new abilities as well. Also, honour mode continually saves the game and does not allow you to load a previous save. Make the wrong choice or experience a full party wipe and your honor mode run is done--there is no going back.

This guide serves the sole purpose of getting you through Honour Mode with a run and builds that can serve as a template for you. Future versions of this guide will be more in-depth with each step and add in strategies for looting and xp grinding.

You should play the game how you like, with the type of characters you enjoy. This guide highlights the way I enjoyed playing the game and is definitely not an optimized run that you should follow religiously. Enjoy!

I recommend these videos from popular YouTubers to help you:

[BG3: Can you beat Honour Mode SOLO? The Movie](#)

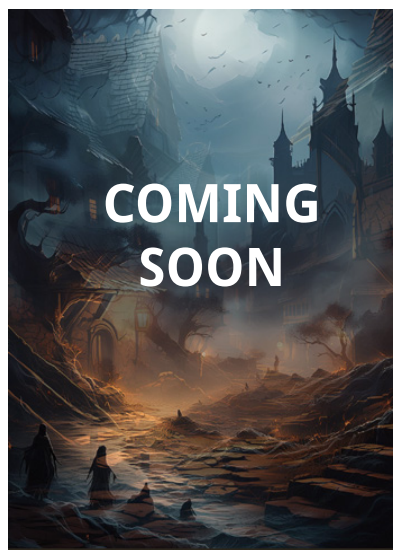
[The Knight Radiant: BG3 Episode #12](#)



[RUN SUMMARY](#)

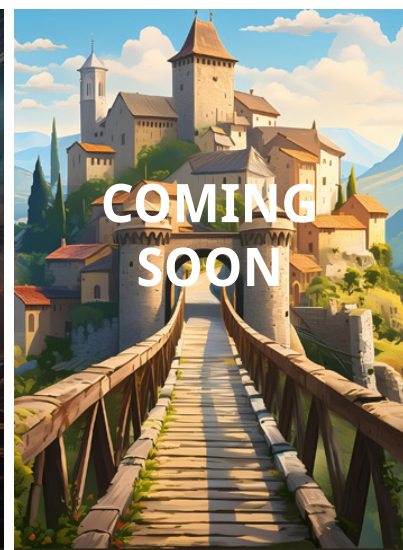


[ACT 1&2 PREVIEW](#)



COMING  
SOON

LEVEL & LOOTING



COMING  
SOON

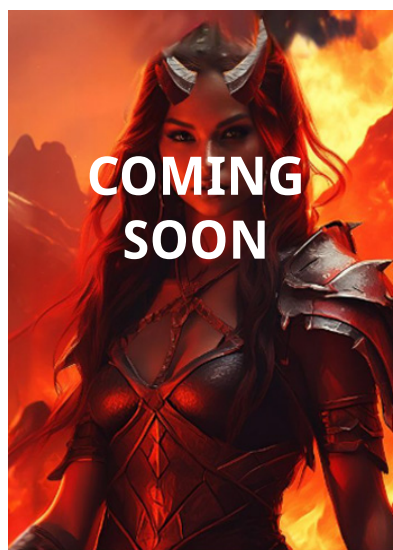
FINISHING GAME



[SOLO ARCHER GUIDE](#)

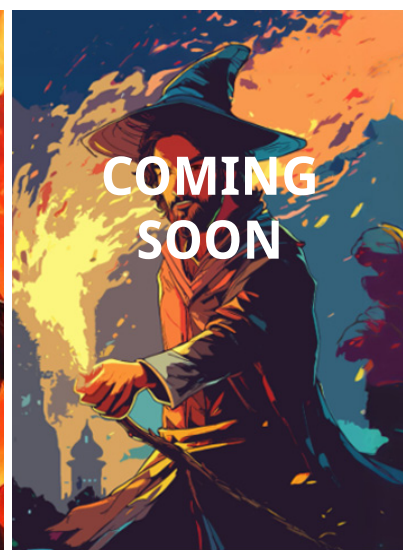


[LIGHT CLERIC BUILD](#)



COMING  
SOON

[DPS TANK BUILDS](#)



COMING  
SOON

[SORCERER GALE](#)

# Baldur's Gate 3 Easy Honor Mode Guide

Summary (Video Links in Text):

[Get Companions & Join Grove Battle](#)

[Skip to Risen Road & Grab the Shipment](#)

[Sneak on the Low Road to Wakeen's Rest](#)

[Convince Zhentarim to Deal With You](#)

[Get Titanstring Bow and Ring of Thievery](#)

[Slay Minthara, Dror Ragzlin, & Priestess Gut.](#)

[Visit the Grove](#)

[Make Kar'niss Drop the Moonlantern](#)

[Get Act 2 Waypoints](#)

[Visit Last Light Inn \(Do Not Talk to Isobel\)](#)

[Get Risky Ring from Moonrise Towers](#)

[Power Level & Grind Loot From Acts 1 & 2](#)

[Clear Moonrise Towers](#)

[Make Backpack Bombs For Later](#)

[Gauntlet of Shar](#)

[Deal With Durge](#)

[Kill Myrkul with Bombs](#)

[Become an Unholy Assassin](#)

[Maximize Gale's Approval](#)

[Kill Orin](#)

[Be level 12](#)

[Let Gale Kill the Boss](#)





SOLO ARCHER BUILD

# Level 1 Tav Build

**Class:** Wizard

**Race:** Wood Elf (Increased Movement)

**Background:** Dark Urge

**Main Stats:**

**Strength:** 10+

**Dexterity:** 12+

**Constitution:** 12+

**Intelligence:** 12+

**Charisma:** 14+

The first three levels will be dedicated to fast travel and getting situated in the game. We will respect at level 3.

## Spells



# Solo Stealth Archer

Respec to this build with Withers after getting the waypoints in Act 2 and acquiring the Risky Ring and Titanstring Bow.

Ability Scores: Strength: 8, Dexterity: 16, Constitution: 14, Intelligence: 8, Wisdom: 10, Charisma: 16.

Level 1	Ranger 1	Knight / Urban Tracker
Level 2	Ranger 2	Archery Fighting Style
Level 3	Ranger 3	Gloomstalker
Level 4	Ranger 4	Feat: Sharpshooter
Level 5	Ranger 5	
Level 6	Rogue 1	
Level 7	Rogue 2	(Respec to 17 DEX, Ethel's Hair +1 DEX)
Level 8	Rogue 3	Assassin
Level 9	Rogue 4	Feat: AGI +2 Dexterity
Level 10	Cleric 1	War Domain for extra attacks/Sanctuary
Level 11	Fighter 1	
Level 12	Fighter 2	Action Surge

Gear	Early Game	Late Game
Helmet	Your Choice	Dark Justiciar Helm
Cape	Durge Cape	-
Armor	Yuan-ti Scale	Bhaalist Armor
Boots	Your Choice	
Gloves	Gloves of Archery/Thievery	
Amulet	Guidance Amulet	Paralyzing Amulet
Ring 1	Smuggler's Ring / Risky Ring	Risky Ring
Ring 2	Shapeshifter's Boon Ring	-
Melee 1	Club of Hill Giant Strength	
Melee 2	Knife of the Undermountain King	2X Dolor Amarus
Ranged	Titanstring Bow	-

Other Equipment: Drakethroat Glaive to enchant bow, Ring of Free Action (for Ethel), Thunder combo (Ring of Spiteful Thunder + Hat of Storm Scion's Power with reverb gear & thunder enchant from Glaive.)

### Action Economy

On each turn, you can perform one of each of these actions.

- = Main Action
- ▲ = Bonus Action

Get More Actions By:

- No Drawback: Haste Spores, Mind Sanctuary, Class Skills
- Lethargy Afterwards: Haste Spell, Speed Potion.

## Durge explanation:

The Dark Urge origin that you can choose in character creation, known as the Durge, brings interesting story elements to your playthrough. You can embrace the dark urge or fight against it. You will inevitably have to deal with some bad situations. In our playthrough, the risk is worth choosing this role for the gift we receive early in the game—but any origin or custom character works for us.



# Shadowheart Light Cleric Build



## Spirit Guardians

Our main spell starting at level 5. Cast when swarmed by enemies to debuff them.



## Guidance

A cantrip that buffs us the whole game. Another reason to keep Shadowheart close.



## Sanctuary

Grant an ally ten rounds of protection from targeting. A lifesaver.



## Sunbeam

Granted by Blood of Lathander once per day. Very good damage for us.



## Radiance of the New Dawn

Uses our divinity charges to do a large radius of solid damage.



## Command

Drop enables parts of the run. Grovel is good in a pinch.



## Boots of Stormy Clamour

Each condition we inflict also causes reverberation. ( Underdark )



## Laminous Armor

Our radiant damage hits cause a radiant shockwave. ( Selune Temple )



## Gloves of Belligerent Skies

Our thunder & radiant damage causes 2 rounds of reverberation. ( Creche )



## Holy Lance Helm

Enemies who miss us potentially take 1-4 radiant damage. ( Creche )



## Phalar Aluve

Shriek ability is an area debuff that triggers our boots. ( Underdark / Selune Temple )



## Blood of Lathander

Area effects triggers our boots & Callous Glow Ring. ( Creche )



## Caruscation Ring

Increases potency of Spirit Guardians and other spells. ( Last Light Inn )



## Callous Glow Ring

Do 2 extra damage most of the time. ( Gauntlet of Shar )



## Adamantine Shield

Enhanced defense for us and causes reeling for 2 turns. ( Grymforge )



## Thunderskin Cloak

Potentially daze enemies that actually hit us. ( Moonrise Towers )



## Ring of Spiteful Thunder

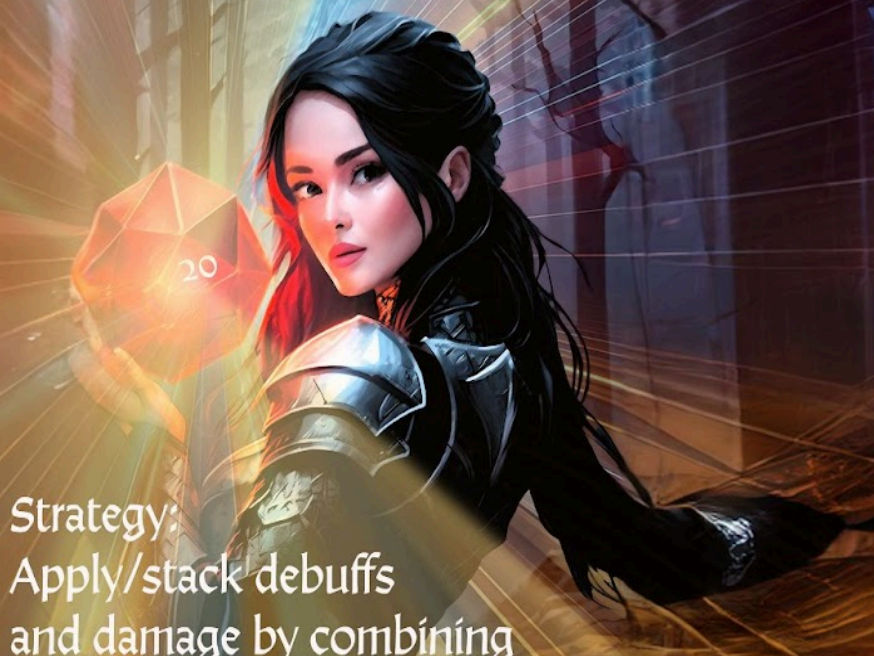
Potentially daze enemies when you do thunder damage. ( Moonrise Towers )



## Spineshudder Amulet

Inflict reverberation when dealing ranged spell damage. ( Moonrise Towers )





Attributes:

Strength 8

Dexterity 14

Constitution 15/16

Intelligence 8/10

Wisdom 16

Charisma 8/10

Strategy:

Apply/stack debuffs and damage by combining Spirit Guardians and our other offensive options with the gear listed for this build. Check these out:

Feats:

AGI + 2 Wisdom / Dual Wield

AGI + 2 Wisdom

AGI +2 Wisdom

### Reverberation

Creatures immune to **Thunder** damage cannot receive Reverberation.

For each remaining round of Reverberation, the entity's Strength, Dexterity, and Constitution saving throws are reduced by 1.

When an entity has 5+ turns of Reverberation remaining, it takes **1d4 Thunder damage** & will fall prone if it fails a 10 DC Constitution saving throw (Reverberation removed afterwards).

### Radiant Shockwave Radiant Orb

Inflict Radiating Orb in a 10 foot radius.

Entity glows and has -1 to Attack Rolls per remaining turn.

### Reeling

Entity has -1 to Attack Rolls per remaining turn.

### Dazed

Disadvantage on Wisdom saving throws, can't take reactions, and lose Dexterity bonus to armor class. Removed if helped by an ally.

### Lathander's Blessing Shriek (Phalar Aluve Ability)

Once per long rest, when your hit points are reduced to zero, you regain 2d6 hit points, and your nearby allies are healed for 1d6.

Sword deals an additional **1d4 Thunder damage** to targets affected by Shriek. Shriek ability inflicts 1d4 penalty to all saving throws.

### Lathander's Light

In combat, fiends & undead within 20 feet are Blinded if they fail a DC 14 Constitution check.



# Karlach

Berserker 3-5/6/7 (Until Gymforge)

Respec to Paladin 2/Bard #

Helmet of Arcane Acuity and Band of the Mystic Scoundrel Combo

Guide Coming Soon



Gale

Tempest Cleric 7

Storm Sorcerer 11

(Guide in Progress)





## Act 1 Walkthrough

(Red Text is Durge Specific Information) | (Green Text is Content You May Want to Skip)

### 0. Escape the Nautiloid

**Grind:** On the Nautiloid I would focus on just getting off the ship. Maximizing XP and gold by killing everything weak you come across, and looting everything you find will help you hit level 2 a little faster coming off the ship.

**Save "Us":** In the next room from where you start, you can rescue a brain creature from a corpse. If you do, and it survives this area, you will be able to find a slightly beefed up version of him in an Illithid colony in Act 2. An extra companion is good to have.

**Commander Zhalk:** At the rest pod before reaching the main deck of the Nautiloid after acquiring Shadowheart, you can prepare the command spell on her, and use "command drop" on Commander Zhalk to attempt to have him drop his fire sword. Having a companion next to him to pick it up before his next turn guarantees you will get it.

**Kill Commander Zhalk:** if you want to try to kill him, you will want to pick up the large chests from the first few rooms and put them in the hallway leading out to the main deck before triggering the main deck scene. Proper placement will prevent the cambions from reaching the main deck, allowing you to clean up the enemies and grab the loot on the main deck.

**Dash Onto the Main Deck:** Activating dash right before activating the Main Deck cutscene allows you to almost reach the end of the scenario in one turn.

**Be a Team Player:** Helping out and supporting your companions in this game builds your relationship with them. On this run, we will depend on the relationships of the main three companions we choose. So, keep an eye out for how to get on their good side. Doing this will often lead to characters getting inspiration points which are used for vital re-rolls. Having maxed out inspiration points (4) leads to valuable bonus XP instead.

**Laezel:** In my run, I let Laezel die on the Nautiloid so I wouldn't have to deal with her negativity and avoid one high level encounter towards the end of the game.