

2.3 Surfaces are your enemy and your friend

Instead of explaining to you what surfaces are and what they do, I will link you to the wiki for the general knowledge of it, as they have done a good job at explaining.

<https://divinityoriginalsin2.wiki.fextralife.com/Environmental+Effects>

What I will try to do is give you some panic situations (hello Gwydian) and some solutions to them. I will not cover ALL possible solutions, it's fun to discover them by yourself too.

World on (Necro)Fire

Most Voidwoken enemies can curse surfaces just by walking or dying on them.

There are lots of oil barrels laying around in certain areas, and fire spreads rapidly. I've lost count of the battles I've had to deal with while sitting on necrofire.

Necrofire

Tooltip: Deals [X] fire damage each turn. Cannot be extinguished.

Fire Resistance: -15%

Water Resistance: +20%

Immunity to Frozen

Immunity to Chilled

Immunity to Warm

Immunity to Wet

You will be able to sit in Necrofire for as long as you have Magic Armor (not long).

Dying will remove the debuff, but resurrecting the character will place it right back as they will not have any magic armor.

You can:

- **Use Bless** on it (Requires 1 source point, obtainable in Act 1) and it will turn it into regular fire. You can throw a blessed water balloon too, or any blessed grenade for the same effect (won't require source but those are kinda rare to come by). Blessed skills, same effect.

When: the necrofire was generated by one/two enemies using curse on it and not by one of thousands of small voidwoken sliding across it and setting it up.

Why: Once the fire turns back to its normal state, you can quickly douse it with the spell Rain or a Water Balloon or by shooting ice on it.

When not: You need that source point for something else, like removing curse from a single character. Also not worth the effort when after you bless it the enemy has re-created it already.

- **Wait it out (3-4 turns).** You can wait out both the surface and the debuff on your character.

When: You have no other means to fix it or you feel confident your character will live through like it's just a minor inconvenience. Also when you know there are enemies that can turn it into something else (like cursed ice/blood, not much of an improvement but still not necrofire).

Why: If you wait it out it will dissipate into regular fire and you'll be able to douse that much more easily. You will save yourself a source point you could use otherwise.

When not: You are dying, very fast. Enemies are capitalizing on that -15% fire res by spitting more fire at you.

- **Relocate** to a clean surface with no necrofire on it.

When: Your party has high mobility with skills like Teleportation, Tactical Retreat, Nether Swap, Phoenix Dive (careful, it will might spread it more).

Why: No source points to use for Bless, but you can get to a safer location to wait out the debuff on the characters, restore your magic armor. You won't get hurt by walking through it anymore. Buys you time to obtain that source point for Bless.

When not: You are CC'd and can't move, have no mobility skills (walking away from a necrofire surface is doable but will damage you greatly so make sure the trip is short if you choose to do so). You need to be in that spot, or have other means to remove the threat.

- **Spread some cheese by using Terrain Swap (Polymorph 2).** This skill swaps surfaces on a circle area, making it really simple to get rid of that pesky necrofire. Just swap the fire under your feet for a clean surface area.

When: Ideally always, when you have access to that skill.

Why: No source point cost, can abuse it to put it underneath your enemy and get some sweet revenge. No big action points cost too. Mind this will just move the problem away, but if you are debuffed by it you'll have to still bless it or wait it out.

When not: You feel like sitting in it. Ability on CD. Know that Blessing would get rid of it for good. Have access to Tornado (Aerotheurge 5).

- **Sweep it away with Tornado (Aerotheurge 3).** A favorite of mine, but really accessible only later on in the game. You can use Tornado and then move away to avoid getting stuck in necrofire again if you know the enemy is going to recreate it.

When: If you see a necrofire surface and aren't in battle yet. If you are in battle, and the necrofire is spreading everywhere.

Why: No source point cost, gets RID of the surface, large aoe.

When not: Can't waste a whole turn for it. Terrain Swap might give you more benefits.

- **Use Blood Rain** on it. Craft the book by mixing low level Hydrosophist + Necromancer skill books. It will turn necrofire into regular, inflict bleeding on enemies.

When: You have access to the skill, don't mind the bloody rain.

Why: Costs no source points. Once the fire turns back to its normal state, you can quickly douse it with the spell Rain or a Water Balloon or by shooting ice on it. It's a good option early game especially.

When not: You have other means you prefer to get rid of it. Need to use the 2 action points for something else.

- **THESE SKILLS WILL GET RID OF THE DEBUFF ON YOU ONLY, NOT THE SURFACE:** Arcane Stitch, Mass Cleanse Wounds, Cryotherapy, Mass Cryotherapy (all from hydrosophist tree, available mid-late game).

Poison & Oil everywhere

These two surfaces are widespread in the game. Oil & Ooze barrels litter rooms and caves.

Poison Surface

Applies Poisoned.
Explodes if combined with Fire elements.
Poison damage.

Status effect blocked by Magic Armor, but movement damage is not.

Will catch fire if hit by a fire spell.

Oil Surface

Applies Slowed, ignoring Magic Armor.

Explodes if combined with Fire elements.

Slowed

Reduced movement speed and may lose 1 AP per turn.

Movement Speed: -50%
Dodging: -30%

You can:

- **Set it on fire.** Just hit the surface/barrel with a fire spell, and it will turn to fire.

When: You can use it against your enemies, are safe and away in good positioning.

Why: It will get rid of the annoying slowing surface (oil) and the poison DoT surface. You can use it to harm your enemies.

When not: You are too close for comfort to the upcoming ocean of fire. Only use this if you are at a distance.

- **Wipe it.** Use Rain, or any similar spell that causes raining to get rid of those surfaces. Those will make things wet and you'll be more prone to be shocked (your enemies too).

When: Fire is too dangerous, you know the enemy will set it off before you can do anything about moving elsewhere. You need to keep an npc alive and they are surrounded by oil.

Why: Water won't harm you and you can set things up to shock it with an Aero spell to damage your enemies next.

When not: You can benefit from setting them on fire more, you are undead and thrive on a poison puddle.

- **Cheese it.** Tornado (Aero 5) and Terrain Swap work on these surface types like they do with all others. See Necrofire section above.

When: Can't get too close to the source of poison/oil but want it out of the way, you are outside battle and want to clean up the floor. When you want to use them against the enemy.

Why: Gets rid of the surface

When not: You want to use them otherwise, you are setting up a trap for the enemy to walk in.

- **Avoid it.** If the surface isn't there but you see those Oil/Ooze barrels and can tell they'll be trouble, you can move around it or move THEM. You can use teleportation and telekinesis to move barrels from afar (the first will break them though). Or you can move them around with a high STR character.

When: You feel like a battle is imminent, or there are traps laying around.

Why: Prevents a lot of frustration from being blown up by oil barrels.

When not: You are sure they are just there for decoration, don't feel like they'll be a problem.