

# Divinity Original Sin Enhanced Edition - Guide

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## 1 Introduction

I began to play Divinity Original Sin Enhanced Edition only because I was curious about Divinity Original Sin 2 and wanted to freshen up on some lore. However, as I played I realized that this game is simply amazing and it defined some of the things I consider essential in a good RPG.

If someone had asked me before what my favorite game was I would have said Gothic 2 or something similar, but now I think it is this game. It is by no means perfect. Story could certainly be better, I prefer realistic dark fantasy worlds to a cartoon like art style, traps and specifically some environmental puzzles are infuriating as well and do not let me get started on some weird humor that is found here (Really? When I ask the statue about my future it shows me the game's credits?). Despite these shortcomings this game is simply spectacular. Graphics are beautiful, controls are easy and smooth, crafting is probably my favorite out of any game I have played and combat, character progression and side content are simply amazing. And all of this is in a well optimized, bug free package. I really love this game.

I played through it with my brother and then my friend and a lot of it was lost on me (we often rushed). I then wanted to play through it by myself because I was curious about some quests and mechanics and I just wanted to document my findings in case I replay it in the future. Before I knew it these notes blew out into a complete guide pretty much about everything. So here it is.

Oh yeah, I am sure someone may be offended by some of the opinions here, but I write things as I experienced them. It is very much possible that someone found some amazing ability combo based on something that I dismissed outright. I had several moments where I thought "this is utterly useless" only to have an eureka moment in the next playthrough "how could I not see the awesomeness of this".

There are many ways to play the game (I have tried quite a few of them though) and enjoy it, so to each their own. It is a single player game and there is no real need to min max everything to oblivion. Even when I write something is "bad" or "not viable" take it with a pinch of salt. Naturally, this is a guide so it may contain minor spoilers when describing some skills/tactics and major spoilers in the *Honour Mode* walkthrough and quest sections (which I am currently in the process of writing, I am level 12 and I think once you get to this point, it is easy, but I wanted to finish it-especially some quests and combat encounters that could be difficult).

Of course, I am sure that not everything is perfect. This guide is likely to have a lot of typos and the format could be much better. It is a first project of mine of such a scale. I like to use Latex for formatting since I am a mathemati-

cian, but some things may look a bit weird. If you find some major mistakes, or you completely disagree with some statements, be sure to let me know. I love constructive criticism. It is also extremely subjective, so I am 100% sure that some peoples opinions may differ from the ones presented here.

Oh yeah, I played this game on PC, PS4 and Xbox Series X (I bought it on a PC so I can play with my friend in Germany, then I bought it for PS4 so I could play with my brother and finally, I purchased it for the new Xbox, because I like to sit in a sofa when I play and take advantage of the new faster load times). The only thing of note that I noticed is that on Xbox Series X the game's menus are a bit weird and moved slightly to the right. That means you cannot see what is the category you are at, but this is a very minor issue that has no impact on gameplay (I might play this game on PS5 just to see whether it has the same problem). The reason I am saying this is to emphasize that this guide is suitable for every platform.

Finally, you will not find everything that is available on wikis (of course there is a lot of overlap, that cannot be avoided). If I talk about some skill for example, I am not going to say exactly how many APs it costs, what level is needed to use it and what intellect you need to have it at 100%. Things like this are on wikis do not be lazy and just look it up. What I provide is a much more personalized comment about the effectiveness of the skill, my experience with it and whether I would advise to get it or not etc. I think that the strongest point of this guide is the fact that you do not have to browse through all the information available out there. This guide is still quite large but you should find pretty much anything you need to have a fun and immersive playthrough. You do not have to look at 50 pages of all the crafting recipes, I just provide you with what matters and you can come back to playing. Naturally most people will be familiar with some things here, just look at the table of contents and go to what you are most interested in, nobody is telling you to read the whole thing.

## 2 Creating a Source Hunter

Now I have played and finished the game numerous times and I can say that there is certainly more than one way to play. However, there are some very specific ideas and builds that are quite frankly superior to others. Here are some basic ideas, on which some builds can be easily built upon. You will also see UPDATE: icon, which signifies that something has changed in the way I view that particular idea/ability/item etc. Sure I could just delete the older notion and correct it, but this way you are able to see what sort of thought process I had and what led me to the conclusion presented. If you are interested in something particular just see the table of contents.

## 2.1 Classes

The only thing that classes offer is starting equipment. If you want to be a mage, it may not be best to start with *Wayfarer* class that starts with a crossbow. Other than that they play no impact whatsoever. Pick what class looks cool to you and then hand pick other things based on some advice from this guide.

## 2.2 Attributes

You get to allocate 5 attribute points at character creation and then +1 attribute point every even level. Most people will get 15 attribute points through the course of the game. Fortunately there are also two books that each give +1 attribute point and there are many, many items that can also provide very nice attribute bonuses. Just having two swords, one each with *Tormented Soul* gives bonuses worth of 8 attribute points. Be mindful what you pick but there is no need to panic, you can often completely negate a questionable attribute point allocation through some nice gear selection (although if you spend 10 attribute points in perception there is just no helping you).

- *Strength(STR)* - I would say it is pretty important, I am a strong believer in using *Rage* on pretty much every character and that needs 10 STR, STR also makes things easier to carry. Some of the better armors also requires quite a bit of STR so I really think that this should be about 8-10 even for characters that do not use melee weapons. Do not forget the +2 bonus from the *Tormented Soul* on the main weapon. If you plan to use melee weapon be ready to put a lot of points here because this attribute determines whether or not you can use the best weapons and how much dmg they deal.
- *Dexterity(DEX)* - This should be maxed on ranged crossbow/bow characters, it increases the dmg with those weapons (and their skills) and whether you can even use them. It is also very important for some *Scoundrel* skills so they have no chance of failing.
- *Intelligence(INT)* - I would say that everyone needs something around 6-8 intellect to use all the necessary novice skills. Dedicated spell casters should have it as high as possible because it determines not only the dmg of their skills, but also how likely it is for that skill to succeed (for example *Freezing Touch* is 100% to freeze an enemy, minus their *Bodybuilding* resistance at INT 8, if I increase my INT to 12 now my chance to succeed is 120%, making it more likely to freeze someone than before). It also lowers the cooldown of INT based skills.
- *Speed(SPD)* - It determines how many APs (action points) you have. Those are very important because you use them for every action you take in battle. More APs mean more things you can do in a single turn, bit it moving, attacking, using an item etc. In my experience it is a bit superior to PER because PER only increases start APs, this increases both start

APs and turn APs, so if you want more APs and are not very interested in your ranged hit chance (how likely you are to hit someone who is far with a regular auto-attack) and how high your critical chance is, this is the attribute you want.

- *Constitution(CON)* - I always ignored it, but I think it has its place in *Honour Mode*, not only it increases health but it also increases maximum APs (by 1 point after 7). Not an early priority though. UPDATE1: I am starting to think this could be more important than SPD. If a character has high armor and resistances, they are able to tank very effectively. It then becomes a question of how many APs I can use before I die. With SPD, you are squishier, but have more APs per turn, with CON you are able to withstand a lot more dmg, before things go south. Having high CON means you can heal more effectively, allowing you to stay in the fight longer (so you technically have more APs than with high SPD). It depends on how well you are able to tank. If you can tank effectively with the health you have, SPD is superior. If you are able to tank let us say 2 times more before dying, then CON is better. I say play normally and adjust accordingly. UPDATE2: I invested 2 ability points in SPD early on and I think CON would be better. I was already close to dying once and the +1AP per turn has very little impact at this stage of the game. 30-40% health increase plays a big role early on, when you are much more vulnerable. I think SPD is better saved for later game, CON is better in the early game.
- *Perception(PER)* - It increases start APs and critical chance, but also the chance to hit enemies that are far. It helps with trap detection. Probably the attribute I would just leave alone on most characters, but it certainly has its place in some builds. You will get +2 from a *Scope* on a main bow/crossbow so you will get some nice boost later on if you decide to use a ranged weapon. There are some builds that like to have high crit chance, but even for those I would rather focus on their respective weapon skill (*Crossbow*, *Two-Handed*) rather than on PER because getting +1% crit chance for +1PER is not that great and you can certainly spend your attribute points better.

## 2.3 Talents

Talents help shape your character. They provide some bonuses or fundamentally change how you play. I think that each person should choose what they like as most talents do not make or break a build as their effects are relatively minor. Also you can exchange a talent for one ability point later on (there will be a demon that can help you respec and do some other character alterations), which I think is terrible, do not do that. There is no particular order here. I commented on these talents as I used them. If the talent is not here it is either because it is completely useless from the description or because I have not tried



it. At character creation you can choose 2 and you get 7 through the course of the whole game. I would choose carefully.

- *Pinpoint* - At least one character should have this, grenades are absolutely deadly until mid game and should be used as much as possible. I do not play without them, so much tactics and fun. This talent makes it so they always land where you want them to.
- *Slingshot* - It helps to throw those grenades far. Very useful, I do not play a grenade thrower without it. This is a good time to point out that I feel that only one character needs to be the grenadier. Sure you could make everyone into a grenade thrower, but I think that is an overkill.
- *Lone Wolf* - I like to have more APs, more health and more ability points. Therefore I like to choose this at least on my main character. I am well aware of the fact that having a *Lone Wolf* character is worse than having 2 regular characters, but I like to pick this to differentiate **ME** in the game somehow. Also, if you are playing with someone I think that doing a dual *Lone Wolf* playthrough is tons of fun. If you are however looking for the best possible party, do not get this talent.
- *Pet Pal* - I am starting to think this is a must, there is just too many animals, quests, experience, puzzles etc. you could not do properly or straight out miss. UPDATE: I do not play without this anymore. There are so many fun quests, traits, items, tips etc. From now on I will always pick this.
- *Far Out Man* - +2m is really nice on skills and scrolls, I confirmed that it does not work with *Expert Marksman* skills though, still very useful. Especially with touch skills and spell that have lower effective distance. Certainly one of the better talents.
- *Zombie* - I have mixed feelings about this one. You can put essences (various essences stack for a complete essence proofing) on gear that protects from every element. There is only physical dmg, poison dmg and tenebrium dmg that can really hurt after some nice crafting. *Zombie* takes care of poison completely. There are various encounters where enemies use poison which now heals you, not to mention all the traps, surfaces and other stuff that heals you too. There is a problem though, there is the issue with burst healing. While a good healing potion can easily heal you for 80% of your health for 2APs, there is not really a good way to heal as a *Zombie* character in battle. Sure you can make a poison cloud with a grenade but that is likely to explode and it does not heal you by very much, any poison surface you make usually ends up on fire too. There are skills/special arrows, but they cost more APs than potions and usually need to be used by someone else to target you. I was going to say that this is probably worth it until the final fight, where Astarte started to "heal" my brother and killed him in the process (he had *Zombie* talent).

It could go either way but I am inclined to say that it is not worth it really. UPDATE: I found out that if you have a really tanky character with lots of armor and elemental resists it is pretty much impossible to get seriously hurt by any attack, and it is super easy to get a *Large Poison Bottle*, that perpetually heals whatever dmg everyone can do to you every turn. This argument though is kind of moot, because with that build you can just keep getting hit until you are down to 50% of your HP after several enemy turns and then just pop a regular HP potion. As far as poison resistance goes, there are items that protect from poison dmg, there is a potion that provides 40% poison resistance too. I have concluded that *Zombie* can be a nice flavor if you want to play a necromancer or something, but you can get by without it. UPDATE2: In short, characters that are very tanky benefit from this talent as they do not require burst healing, also yes there is poison resist gear but **it is so much pain to find and worry about**, and I do not mean to craft or something. You find an amazing sarong, but it does not have poison resistance. You find amazing boots but there is no poison resistance. You would like to use a stat boosting amulet, but no poison resistance. Poison is one of the most prominent dmg types in the game and having complete immunity would be worth it by itself, but now you also get healed by it. You have so much more freedom when selecting proper gear too. I am now convinced that you can have a full *Zombie* party and it is better than a non-*Zombie* party, it does require planning, crafting and it should be picked later though. It certainly is not for everyone but I cannot play without this anymore. And yes, this talent was a roller coaster for me until I finally settled.

- *Bigger and Better* - One extra attribute point is always welcome, especially on jack of all trades builds that like to do more things. It is a small help, but it is help nonetheless.
- *Comeback Kid* - When someone dies, things are probably really dire, having them not die when they should could be useful, but I prefer to play in a way that I do not die in the first place. UPDATE: I tested this more and the talent needs 5 points in *Willpower* only making it available very late game, making it obsolete for the better part of the game. Also I think that no character should get *Willpower* 5 (I will explain later). It can be somewhat interesting on a *Zombie* or *Leech* character. You heal through poison/blood every round. All in all though I think it is a rather weak talent even with *Zombie/Leech* talents. There are pretty much no instances where you would get hit, this would trigger and the round would end so you can heal automatically and could repeat this. The blow that would kill you (but does not because of this talent) is usually followed by lots of other blows because there are multiple enemies and they hit multiple times, and you can be sure that those will kill you even with this talent. Madora has it as a starting talent so it is kinda of nice, but I would just stay away from this one.

- *Morning Person* - Similarly to *Comeback Kid* when people die it is bad, but resurrecting at full HP is certainly worthwhile and the requirements to get it are not as steep. It is worth it that much more on characters that can take the punishment, rather than glass cannons. I managed to get by without it though. I remember my first playthrough with my brother and we were dying a lot, this came in handy. If you decide to make use of *Zombie*, this is a full burst heal that you would normally have access to. So I say very much worth it with *Zombie*, not as great otherwise.
- *Elemental Ranger* - I read to stay away from this one, because oftentimes you will heal the monster (ice elemental standing on ice, fire on lava etc.) UPDATE: Yes it is true, you heal the enemy. The amount of dmg it brings is rather small, I am sure that some people like it, but I am not a fan.
- *Elemental Affinity* - I like it, because it is an advantage without any drawbacks. However, there are some issues with it. You only get the effect if you are standing on the respective surface. If you want to cast *Witchcraft* skills you must be standing in blood, which may or may not happen. Many surfaces are also pretty hazardous. It is generally very dangerous to be standing in oil (can be lit up), water and blood (both can be electrified). We are not even going to talk about fire and electrified surface which require relevant immunities (*Burning, Stunned*). However, if you can overcome these, many of your skills will be cheaper to use and that is quite an advantage.
- *Glass Cannon* - +4AP per turn seems great, but losing half of your health is not. I am already struggling a bit with more squishy party members early on so I do not think it is worth it early in the game. However, if you have a character that attacks from far away and is usually out of danger (like some of the builds suggested later), it can be great. Later on when you can put a few points into CON and have great armor and resists, it is amazing. Think about it, +4AP is almost worth 8 points in SPD, that is not something you can just totally neglect, especially since you use APs during every fight, your HP comes into play only when things are not going that well, making it a superior attribute in my opinion.
- *Know it All* - Pretty much OK on a character that does not do the talking, +1INT is nice, but it is nothing game changing. If you are struggling with attribute points it can help. If not, there are better picks.
- *Light Stepper* - I honestly am not sure, there are plenty of traps so it is tempting, but I never died from a trap springing because all my characters are very tanky with good resists. UPDATE: It was pointed out to me that beginning traps can be the end of many adventurers so I think that this talent is best on some companion that has good enough PER if you really worry about traps. Not really worth it on main characters though. I think that every time you are going somewhere where it looks suspicious (Chest and barrel of oil next to it...) just pick a single character to check

it out. If they blow up and survive, nice. If they die, you resurrect them with plentiful scrolls. Either way, it is not really a problem. What I find annoying is even when the trap is spotted I walk over it either way because I cannot react fast enough, further decreasing the value of this talent.

- *Sidestep* - 10% to evade helps with survivability a bit, but that is exactly what that is, a tiny bit. There are better choices, especially since you need *Expert Marksman 5* to get this.
- *Bully* - Now this talent is really interesting because setting *Knocked Down*, *Crippled* and *Slowed* statuses is really easy and it provides a huge 50% dmg boost. The problem is that this only works on auto-attacks, not skills. I tested this extensively. So is it worth it? I am not sure, there are not that many amazing talents, and if the character uses some kind of heavy hitting weapon (crossbows, two-handers, dual wielding etc.) for auto-attacks often, certainly get it. Otherwise, stay away.
- *Arrow Recovery* - A wasted point, I never had any issues with arrows. Gold is plentiful, so are crafting ingredients.
- *All skilled Up* - 2 points for abilities are nice, certainly better than some other terrible talents. UPDATE: Really great on non-*Lone Wolf* characters early on.
- *Courageous* - A risky trade off, immunity to *Fear* for inability to *Flee*. Some people cry that immunity to *Fear* can be acquired through the *Spiritual* trait. I am one of those people that really hates when I am supposed to choose a dialogue option I disagree with just for a trait, so I use this talent. Of course others might not need to.
- *Demon* - This is when you want to be healed through fire. I made my main character use it and it is fun. Certainly not for every character as you need *Pyrokinetic 4* to get it and quite a specialized build. Do not expect some crazy healing though, it is more of a novelty than anything else. At level 15 a *Meteor Shower* does not heal even for 150HP (you are small and many meteors miss so it is random). if you use *Explode* at this stage, I healed for about 30-40HP.
- *Fire Star Diner* - I had a great plan, you can poison food. Food heals for up to 15-20%, double that and you strong healing option for *Zombie* characters, circumventing its pretty much only disadvantage. Only problem... it does not work. Poison food works the same way as poison bottles. Heals you randomly for a few rounds. Not making it a great healing option. You are better off drinking a regular *Large Poison Bottle* as it lasts longer and costs less APs. It is pointless even on regular characters, because it is easy to get a lot more effective potion that cost 1AP less to use than food, making this totally pointless no matter how hard I tried.

- *Leech* - I suppose a super tanky character that takes very little dmg could be made more sustainable but... super tanky character can then just use a potion or something. However, I agree that together with *Zombie* (and being poisoned for a few turns), lots of armor and elemental resists it can make a character pretty much indestructible, but I think that that is a bit over the top. Some people pick it in hopes that their squishy character will be less squishy, but that is like getting a 100\$ BMW discount. If you are not tanky with great elemental resists, the healing effect will amount to pretty much nothing.
- *Stand Your Ground* - If you manage to get *Bodybuilding* 5, immunity to knockdown could be nice, that being said, you are very likely to resist pretty much every knockdown at that point anyway because of how high your *Bodybuilding* is. Also *Bodybuilding* 5 is a total waste of points (again this is explained later).
- *Thick Skin* - if you are a tanky character this adds +8 armor with MaA level 3, with MaA level 5 it is +10 armor, but that is pointless. It is a bit of help into getting more armor but I do not think it is worth it. Especially later, the armor levels are high and +8 armor does very little. If you want to boost your armor use *Leadership* bonus, *Large Armour Potion*, *Fortify* or *Melee Defensive Stance* which you can technically use all at once for a whopping 67 armor bonus. If you want to achieve the highest armor possible in the game though, I will not stop you (but again overkill).
- *My Precious* - This helps with durability but I never heard of anyone having durability issues (just repair your gear, either by yourself or if you are lazy, use gold and let vendors do it), I know that someone tried to use it with the unique sword that petrifies enemies, but that is really nothing but an unreliable gimmick.
- *Opportunist* - If the enemy moves away from you get a free attack. This would be amazing if enemies were regularly moving away from you, they do not. Just think about it. Archers, mages and other ranged enemies are virtually unaffected by this. Then the melee enemies get close to your character and attack. They very rarely decide "I don't like this guy, I want to move half way across the battlefield to attack this other dude." I don't know, maybe it has something to do with my playstyle, I just never seen it proc enough to warrant a talent pick. People keep saying that it is good for front line fighters but I guess we have been playing a different game because even with those I do not see it triggering too often.

## 2.4 Spending Ability Points

At character creation you get 5 ability points. Then you get one ability point every level from level 2 to level 5. Then you get 2 ability points every level starting at level 6 to level 10. Finally you get 3 ability points every level starting

at level 11 until endgame (which is about level 20 for most). If you pick a *Lone Wolf* talent you always get one extra ability point per level. It should not be too hard to plan, just get a piece of paper and see if your dream character vision is achievable or whether you need to rethink some things.

You can spend these ability points to specialize your character. You choose between weapons (whether to specialize in some weapons), defense (things that protect you in some way), skills (the fun abilities and spells you use), personality (bonuses for conversation, vendors, other teammates), craftsmanship (what you are able to make from the ingredients you find and buy) and nasty deeds (stealing mostly). We will look at each category more closely in the following section.

Also to purchase level one of any of these categories costs 1 ability point, to get to from level 1 to level 2 you need to now spend two points. From level 2 to level 3, three ability points are needed and so on. That means that if you really want to be good at something you need to spend lots of ability points. To get to *Hydrosophist* 5 you need to spend 15 ability points. To dab into something though, just a single point is needed. That is why I am a strong believer that every character should dab into something because it is cheap and it brings a lot of benefits.

## 2.5 Weapons

This covers all the available weapons in the game. Honestly pick what you like, all of them are viable (some more than others) and fun.

- *Single-Handed* - If you really like shields, or just want to use one weapon for roleplay this is the one. Each point here increases the damage you deal by 10%.
- *Dual Wielding* - This does not increase dmg, instead it lowers the AP cost penalty. If you attack as a dual wielder without any points in this, it will cost you 6APs, if you achieve *Dual Wielding* 5, you attack for 3APs. Also, there is a penalty to dmg when you are dual wielding without any investment here which gets gradually lost the more you invest in this (so if you have no levels here it is better to attack with a single-handed weapon twice for 6APs rather than try to dual wield).
- *Two-Handed* - This does not increase dmg directly, but increases crit chance by 10% at first level only, then only by 4% every level until level 4. From level 4 to level 5 it is 3% crit chance increase and then from level 5 to level 6 it is only 2% increase capping at 27% crit chance at level 6.
- *Bow* - Same as *Single-Handed* but for bows.
- *Crossbow* - Same as *Two-Handed* but for crossbows
- *Wand* - Same as *Single-Handed* but for wands

- *Tenebrium* - I never found them to be very good, they are almost always inferior to crafted/bought weapons because they cannot be upgraded. Also, because they deal tenebrium dmg, they are terrible for the last section of the game. If you like them though, use them. I just never found them any good.

## 2.6 Two-Handed vs Dual Wield

Which is better? Which should you choose? Well, let me tell you straight away that you should choose what you like, because the differences are minor. Choose what is cooler for you, that is the best answer. If you are a power gamer, we can take a look at a bit more in-depth analysis.

Dual wielding provides more auto-attack dmg later on (about 20% more dmg per AP consumed) but requires quite a bit of investment (you need 15 ability points to max it and then possibly some piece of gear that pushes it even further). Two-handed on the other hand is powerful early on because it technically does not require any ability point investment, but lacks a little bit in late game even if you invest in *Two-Handed*. When I say lack, I am talking about auto-attack dmg per AP. Two-handed weapons deliver dmg in bursts (this becomes more consistent if you invest in *Two-Handed* to increase both crit chance and crit damage) which can be a big difference (you one shot the enemy) while dual wielding is more consistent dmg.

If you take a look at skills, *Flurry* and *Whirlwind* are always better with a two-handed weapon while *Crippling Blow* and *Battering Ram* are better for dual wielders. Some skills such as *Crushing Fist* do not matter as they are the same for every weapon (you do not use a weapon, you use your fist).

Two-handed has a substantial range advantage, you spend less APs to move and you can be sure you hit the enemy for the 4AP cost that is advertised. On the other hand dual wielding suffers sometime. You think that you need 3APs to attack but 4APs are consumed instead because the character needs to move that one extra AP. This personally drives me crazy. Naturally, there are situations where enemies are so close that the range advantage is irrelevant.

I honestly think that which is better depends on an actual encounter: the number of enemies, how close they are, their HP and so on. In some situations dual wielding is better in others two-handed is better. Therefore I think that the original advice stands. Choose what you like best. I personally think that dual wielding is nothing but a Hollywood stunt and there is nothing nicer than a heavy armored character with a big ass weapon, but that is me. You choose what suits your fancy.

## 2.7 Bows vs Crossbows

Should I choose a bow or a crossbow? There have been some discussions before where people say that bows are better but I wanted to test this for myself. Skills and special arrows cost the same no matter what weapon uses them (except *Ricochet*), auto-attacks are 1AP more expensive with a crossbow.

I tested it extensively, the general guide/internet consensus is that bows outperform crossbows and I agree. Because investing in *Bow* straight up gives +%dmg (+55% at max level) the bows are more powerful than crossbows whose skill only increases critical hit chance. "So I should choose a bow you say!" It is not black and white. I crafted the level 16 bow and I compared it to level 16 crossbow I found. I chose level 16 because I think it is pointless to compare weapons at level 22 when the game is over. Instead I chose a level when you are pretty far into the game, but there is a decent chunk to play through, a more realistic experience for the majority of players. I looked at how much dmg the skills do (*Barrage*, *Rain of Arrows* and *Arrow Spray* were chosen I believe, but I only kept the number comparisons, so maybe they were some different skills, it does not matter though, you clearly have a skill and how two weapons compare) Here are the results:

	Barrage	Rain of Arrows	Arrow Spray
Crossbow:	424-665	1640-2571	284-443
Bow:	421-747	1627-2888	281-498

As you can see, bow is better, but there need to be 15 ability points invested so you have *Bow* 5. If you like to mostly use special arrows and skills, crossbow is much superior early on because your bow damage will be 50% lower until you gradually invest in *Bow*. Furthermore, if you choose crossbows instead of bows, you technically have 15 saved ability points that can be put anywhere you want (I still like to put some ability points into *Crossbow* but not nearly as many). The skill dmg itself is not that much different between crossbows and bows at higher levels once you max *Bow* (hell base of those skills is even higher when using crossbow), so all those "Crossbows are utterly useless." statements are just poppycock.

How about auto-attacks? Auto-attacks on crossbows are amazing, because of their distance. Abilities such as *Far Seer* or *Bless* make this play style extremely viable. It does not take away from amazing special arrows and other abilities that you can still use. For a measly 1 ability point investment into *Crossbow* you get +10%crit chance with them and you are also able to capitalize on the *Bully* talent. I like to put my leftover points into *Crossbow* so I can get it a bit higher, but it is not a priority. What is your crossbow crit chance? 10% from *Crossbow* 1 + 6% from a crossbow itself + 3% from *Compassionate* trait + 5% from *Leadership* 6 = 24% crit chance. Of course you can invest into *Crossbow* more if you want, to possibly increase it over 40%. Bows have cheaper auto-attacks and deal more dmg consistently but do not crit as often. I have not crunched the numbers exactly to see which option is technically better for a single AP cost and honestly I do not care. You can choose what you like better and what looks cooler.

Crossbows do have a slight disadvantage though. Unlike bows which have great dmg and +SPD on them, crossbows seem like the best things you would want on them (*Leadership*, *Willpower* etc.) can only be acquired when buying them. So it is possible that you might have a level or two when the crossbow selection at merchants is not the best and you will have to wait another level



until some nice piece appears. Although by endgame you have access to many, many vendors and if you visit them frequently I am sure you can have your dream crossbow so this is really only a problem during earlier parts of the game. I still think it is worth it to use them if you want, it makes checking shops and getting loot more interesting rather than always crafting the best possible bow, looking for a cool weapon is exciting :D.

**Conclusion:** If you care about nothing but the best skill and special arrow dmg bows are the way to go. They also provide nice and consistent damage every time you attack, but you also have to invest pretty heavily into *Bow* for these statements to be true and your earlier game will be a bit more difficult. If on the other you want to save lots of ability points and play around with attacking from further away then crossbows are the best. They are also more deadly early on. The lower dmg later in the game is not that substantial and you are still very deadly. You do not have to invest any ability points for crossbows to be effective (but I would at least spend 1 ability point because that 10% crit increase is an amazing bargain). If you want to see some big dmg numbers and do not mind that it comes in bursts rather than consistently you can invest further into *Crossbow*, but I would not go further than 4 as you really get diminishing returns for a lot of ability points. I am not going to lie, I like crossbows better. I think they are cooler (granted there may be some childhood trauma at play when I wanted a crossbow for my 10th birthday and did not get it) and bring some other interesting elements to play with. I can totally see why some people prefer bows though.

## 2.8 Wands

How about wands? Well, for those that want to play a death eater I do not have particularly good news. Wands certainly have some advantages:

- They never miss.
- They are ranged, so less walking required.
- They can have really nice stats, it is not uncommon to find an early wand that gives +2 attribute.
- They are cool.
- They provide extra skills, but this is also a disadvantage. Just think about it, you have a wand that gives you the ability to cast *Fireball*. However, if you do not have *Pyrokinetic* 3 you are heavily penalized if you want to use this, making in pretty much impossible to use effectively unless you invest in the relevant school. It is an advantage but not a big one.
- They can exploit elemental weaknesses, you see fire enemies? Just switch to an ice wand and you can wreck.

Unfortunately there are some serious disadvantages:

- You not only need to invest into *Dual Wield* but also *Wand* because for some reason *Wand* boosts the main hand wand dmg even when dual wielding. That means you would have to spend twice as many ability points as any other weapon to have decent dmg. That is a huge disadvantage.
- Their dmg is very low, especially later in the game. Even with all the invested points, you will be doing a lot less dmg than other weapons, and we are not talking 10% less dmg, we are talking at least 50% less dmg.
- There are no skills associated with wands. Every weapon has their skill tree, melee weapons have *Man at Arms* and bow/crossbows have *Expert Marksman* wands get nada.
- Physical dmg works on most enemies bar few special encounters, elemental dmg is much more likely to be completely useless. Yes, you can switch your wand for a different element, but that requires APs. It is easy to select a frost wand because you see that you are in a lava infested land and every enemy is on fire, but there are encounters where you do not see an apparent weakness, only after you start combat and switching weapons mid fight is really bad.
- Because of all of this switching, there will be wands that have a bonus skill that you will simply not be able to use. You will specialize in *Hydrosophist* and in *Pyrokinetic* but the moment you will take an air based wand you will not be able to take advantage of the skills it offers.
- You cannot improve wands, no extra dmg, no *Tormented Souls*.
- You spend a lot more gold if you want your wands to stay relevant. If you are a dual axe wielder, you can just reforge them every time you level up, sharpen them for free and spend 2 essences to get some extra dmg on. To get wands you need to buy 4 inert wands every level (you want to have each element available) and you need 4 different essences. Inert wands are very expensive, not to mention essences.

All in all, it is not like they are completely useless, you can play some wand wizard if you want and even have fun. The game is not that hard as to railroad you into one specific best power gamer option. However, I do feel that they really lack behind other weapons and while the differences between dual wielding/two-handed and bows/crossbows are very minor, there is a pretty big difference in power here.

## 2.9 Defense

These are the abilities that protect you. Some more than others though :D

- *Bodybuilding* - It helps with status effects. The really problematic ones are *Knockdown* and *Freeze*. It also helps with *Bleeding*, *Blinded*, *Burning*,

*Crippled, Diseased, Drunk, Infectious Disease* and *Weak* status effects. While it is possible to remove these effects through skills if you invest in *Bodybuilding* you will never have to worry about those ever again. "But it costs a lot of ability points, early on there is no guarantee that it will work because the % chance to resist is small and I would rather have lots of useful skills rather than this." I heard this lots of time in various forums and it does bring some valid arguments. I agree that early on, ability points are better spent on skills because those can be used every battle. However, I disagree that you need to spend "a lot of ability points". If you spend 3 ability points you get *Bodybuilding* 2. Then you have someone with *Leadership* 6 that is not that hard to achieve and you get +1*Bodybuilding* from that. You can also find some belt or saron with +1*Bodybuilding* on them (or both :D). That gives you 4-5 *Bodybuilding* just for a 3 ability point investment. This will protect you quite well and you will not suffer from those annoying status effects pretty much ever again. With my *Lone Wolf* character I sometimes get *Bodybuilding* 3 just because I really hate being CCd. I would not disregard this like many other people tell you to do, you can still have plenty of skills and be effective with those while having impenetrable defense. So to summarize, early on you should not put too many points here and use scrolls and skills to deal with bad statuses, but you should put a couple of points here later on.

- *Willpower* - Helps with saving throws against *Charmed, Cursed, Feared, Muted, Petrified, Slowed* and *Stunned* status effects. Now there are some really dangerous effects here so I actually think that every character should have this at 2-3 with the rest from gear. You get +1 *Willpower* from *Leadership* 6, you get +1 *Willpower* from *Independent* trait or +2 *Willpower* from *Obedient* trait if there is someone that has high *Leadership*. That once again puts you into 4-5 range with just 3 ability points invested. Just do it. I honestly do not know how some people play without this or *Bodybuilding*. You spend 6 ability points in grand total and you pretty much never have to worry about statuses. Sure sometimes you might get some bad status, but that is exactly why you have scrolls and this way you really only need a few, not 50 of them. Also if you utilize some equipment, traits, *Leadership* you can see immediate effects even early on, no need to wait until endgame.
- *Armor Specialist* - Crafted armor has exactly the same armor value as bought armor of the same level when it is improved (but later, bought armor becomes slightly better). Armor in shops however, has certain advantages. Later on, it has attribute bonuses (you can easily find +2 attribute on it), it has immunities to status effects and various resistances. It has a disadvantage though, it penalizes movement more than crafted armor and once improved on an anvil, crafted armor is around +1.0 movement bonus while bought armor is around +0.1 movement (there are however very few rare bought armors around level 19-20, that have superior movement than

crafted armor, but they are very few). You can upgrade them both with plate scraps which help more than scale scraps. You can either use *Ruby* or essences to apply elemental resistances, but since bought armor usually has some resistances already, those will be made higher. Some of the best armors in the game need *Armor Specialist 3*. Therefore I would definitely consider putting 6 ability points in it to use the best possible armor and a bit of extra armor rating. I would not put any points here early because the armor rating you gain is so miniscule and you have better things to unlock early on, plus there are no early armors that require *Armor Specialist*. So should you invest in this? I would say that keep the points ready for *Armor Specialist* later in the game and if you find some armor with great attributes, something good like immunity to *Stunned* and tenebrium resistance, sure. Spending 6 ability points for *Armor Specialist 3* is better, because you will get 2 attribute points, immunity and potentially some useful resistance (tenebrium is best later on because you cannot put it on gear yourself) and maybe even better movement. If you get lucky with the right armor late game, it is absolutely worth it. However, if you value movement very much or do not want to be bothered by lots of shopping to find some decent armor then I say you are better off not spending points into *Armor Specialist* and use them for something else, or simply to boost your attributes with demon (3 ability point = 1 attribute point).

- *Shield Specialist* - I tried to like shields in this game but I just cannot. Early block chance is really bad (you will not be able to get higher than 30%) so it never is a reliable way of protecting yourself. What is way worse though is that majority of opponents use special skills, grenades, arrows etc. none of which can be blocked by a shield. I tried a playthrough with a shield and I swear that I had about 42% block chance, level 13 or so I have "blocked" about 3 times until that point. If you CC enemies like I do (you should definitely exercise at least some level of CC), they simply do not attack you much. Some say that shields help with elemental resists, because they provide another piece of gear to apply essences to, but you can reach elemental caps without the shield, you just achieve this a little bit earlier with it. So yeah, if you want to roleplay, sure, otherwise stay away. The dmg you lose is substantial and the survivability you gain is non-existent.

## 2.10 Personality

- *Bartering* - I like to have a lot of gold. The description is wrong and from my experience you sell things for approximately 4% better price and you buy 4% more cheaply. You can get +1 from boots and +1 from amulet (I have never seen it on anything else). You can also get +1 from *Egostical* trait if you want to. So I think that getting +1 from a single ability point spend is not the worst, but you can definitely get by without this. Some people like to have a companion that specializes in this and just switch to

them when they want to sell or buy stuff. That is not a terrible idea, but only main characters get *Reputation* so your companion will always suffer a bit more despite having high *Bartering*. I never put a single point in this and I never really have gold problems, I shop for what I want every level and it only gets better as the game progresses.

- *Charisma* - You are more persuasive. I always craft +*Charisma* gear (two rings, a belt and a necklace for a total of +4 bonus). That is more than enough for me to have a good chance of convincing someone to do what I want. Sure I fail some conversation check from time to time when I am not prepared, but I do not particularly care. If you are the type that wants to convince anyone about everything then sure, knock yourself out and put some points here, otherwise no need to bother.
- *Leadership* - Now this is the good stuff. You can get +1 from *Righteous* trait and +1 from helmets (no worries they are plentiful and you can even craft some using *Magical Starfish*). At *Leadership* 6 you get immunity to *Feared*, +1 *Bodybuilding*, +1 *Willpower*, +7 armor rating, +5% crit chance, +10 *Initiative*, +10% dmg and +15% chance to hit. I mean if one member of your party invests 10 ability points than 1-3 other members get all of these benefits. That is crazy good if you ask me. I never play without this. Normally I always use one character to get this to 6 as soon as I can. You can also find a +1*Leadership* bonus on crossbows, so technically you can get this just for a 6 ability point investment if you put it on a crossbow character, it does not get much better than this. If you need to push +1*Willpower* at a later level it costs 3-4 ability points but with this you get +1*Willpower*, +1*Bodybuilding* for **EVERYONE** except the leader and many other bonuses to boot. It is one of the best investments in the game. I remember playing early game without this, it was always so hard because enemies always CCd or really hurt my party (or both). With this? I always go first and put the hurt on them. Some of the fights I could not beat before turned into a total breeze with this.
- *Lucky Charm* - Finding more stuff is nice, but like I said with *Bartering*. I never had gold issues, so I just do not think that this warrants any investment.

## 2.11 Craftsmanship

- *Blacksmithing* - This allows you to create and improve weapons and armor. Get it. It is one of the best ways to make gold later in the game and you also can make/improve really good stuff for yourself. If you are playing a double *Lone Wolf* playthrough. You get +1 from bracers and +1 from a belt. That means you need to invest 6 ability points. Totally worth it. If you are not playing double *Lone Wolf* playthrough just choose a companion that you do not like to use for battle and switch to him when

you need some blacksmithing done. I suggest Jahan, I find him annoying and he already has a talent making him a great blacksmith.

- *Crafting* - Very much similar to *Blacksmithing* but this makes even more stuff. Grenades, special arrows, applying essences and lots of other stuff. You get +1 from *Pragmatic* trait, +1 from bracers and +1 from a belt. So you need to invest 3 ability points. If you are not doing a *Lone Wolf* playthrough just pick someone to specialize in this and then switch as needed (I vote for Jahan again).
- *Loremaster* - It helps you identify unidentified items you find through your journey. So that means that you can save some gold. Not essential, one more time I suggest having a loremaster specialist (Bairdotr starts with *Loremaster 2*). You just accrue lots and lots of unidentified items and then you bring them to her from time to time. This skill also helps with identifying enemies. I get often asked how can someone play without this, because then they do not know how to effectively fight enemies. At *Loremaster 1* you see elemental and physical resistances. I think this is the most important one and you get it automatically with *Materialistic* trait (I always end up with it). If you do not have that trait, just put a single point in it or find an item (rings and amulets). *Loremaster 2* shows enemy dmg and armor. I really do not need those (guy with a big sword hurts more than a guy with little sword) as it is quite apparent. *Loremaster 3* shows *Bodybuilding* and *Willpower*. Again, you can be sure that bosses have these high, some random enemies do not. *Loremaster 4* shows accuracy. Enemies rarely use just auto-attacks so you cannot really bet on them not hitting you because they have low accuracy. *Loremaster 5* shows enemy's initiative and all AP information. Initiative really has no value because you just see who goes when at the top of the screen. AP information could be useful but I never needed it. So there you go. You can totally get by without wasting a single point.
- *Telekinesis* - It can be helpful if you are trying to steal something you cannot reach, or if you want to place a barrel somewhere specifically on the battlefield. You can find it on lots of items, so that helps. Also, I think that it really does not matter for stealing because gold is plentiful and nobody cares about that one painting you could not get at King Crab's Inn. I heard people use it for teleporting chests and barrels on enemies for very good dmg, but I have never tried it as I think it is silly, so if you want to experiment with that go ahead. I never put points here and probably never will.

## 2.12 Nasty Deeds

- *Lockpicking* - There are lots of locked doors and chests. Early on, breaking them can be hard, because they cannot be destroyed easily. Therefore I suggest some companion again (Wolgraff starts with it). Later on though,

I think that the dmg of your weapons and skills is enough to break most things. There may be few things you cannot get to without sufficient *Lockpicking* but I cannot remember a single time where there was something really worthwhile that I wanted to get but could not. I normally do not use it much and I am perfectly satisfied with breaking my way through.

- *Pickpocketing* - Normally it works as it is supposed to, you get to someone while sneaking and invisible and then you rob them of what you want (well the amount of gold and what you can steal is tied to the *Lockpicking* score, the higher it is the more you can take). It also helps to initiate conversation with another character so the target does not move during the attempt. This would be nice and again I would suggest a specialist. However, I cannot explain why, I get caught from time to time. I am invisible, I have *Lockpicking* 5 and the character just straight up attacks. This wouldn't normally be an issue but you cannot reload on *Honour Mode*. Use at your own risk. I might try to revisit this to see what triggers it (I am sure that when it happened I did not take anything expensive and it was the first time I tried to pickpocket that specific NPC).
- *Sneaking* - I use *Walk in Shadows* for all the thieving so I find this obsolete. I never tried using it in battle though. I heard it was nerfed, but I have not tested this myself. Maybe someone can show me some amazing sneaky dagger build :D

## 2.13 Skills

You have many schools here *Aerotherurge*, *Geomancer*, *Pyrokynetic*, *Man at Arms* etc. Each school provides you with ways to spend ability points on abilities and spells your character uses, but since all of them are "skills" in this game, that is how I will refer to them. It proved very effective on every character I played to have pretty much every possible skill at least on level 1 (of course if you like to use swords it does not make sense to put points into *Expert Marksman* and vice versa). Even though there will be some schools that are eventually maxed, having lots of early skills is crucial even during endgame. Just think about it. If you really want to become a master *Hydrosophist* mage you need to spend 4 ability points to use a single master skill (and we are assuming you already have *Hydrosophist* 3 which needed a 6 point ability investment). On the other hand if you spend those 4 ability points, each in different magic school you can use novice skills from *Geomancy*, *Pyrokinetic*, *Aero* and *Witchcraft* which are amazing by the way. It is like trading one big skill for 12 smaller useful ones (you get 3 novice skills when you put 1 ability point into a school). Of course you can also have that big late game skill too, I am just trying to say that it pays off to diversify.

I think this point is underlined by the fact that most novice skills are really, really good. Maybe it is my personal bias, but I think that some novice skills are essential to play the game effectively, especially when I compare them to adept skills which I find mostly useless (sure there are plenty of good adept skills, but

many of them are just terrible, the overall ratio of bad adept skills to good ones is higher than with novice skills).

I decided that the best way to do this is just to hammer the point of having lots of schools at level 1, then separate tips on schools that you are interested in, so you can just look up what you like and then focus on the ones you like further and possibly making builds based on some of the skills they offer. Also, I do not have experience with every skill in the game, as I have not personally tried all of them. I update this as time goes on. There should still be plenty of useful info though.

I also often write "a scroll candidate" here. If you want to know why I do that you can read section 3.4.3.

## 2.14 Aerothurge

This school commands the element of lightning. It can stun enemies and there are some nice utility skills here. If you like clouds and lightning this is the one you want.

### 2.14.1 Novice Aerothurge

Lots of great little skills here. I had a hard time picking my starting three.

- *Wind of Change* - Cures petrified, frozen and stunned effects. That is extremely helpful and cheaper than *Avatar of Storms* in most situations. I honestly like to have both. A great skill on characters that have lower INT as none is needed for this to work. A scroll candidate.
- *Avatar of Storms* - being able to cast it on a character makes that character immune to that specific damage type and more importantly the status it gives. So someone from the team is stunned? Cast it for 4 APs and it is like nothing happened instead of a catastrophe. Yes *Wind of Change* is technically better because it does the same thing for 2APs and it has other status removals, but if there is some lightning enemy that stuns you once it is very likely he will try to do so again. This prevents it, because you are immune to stun for several turns. A scroll candidate.
- *Bitter Cold* - Probably my favorite from this school. 2 AP freeze with a high success rate with a great range? Hell yes.
- *Shocking Touch* - Another 3AP CC, with limited range though. It was quite useful early on for me and it is especially useful on characters that like to be closer to enemies, such as melee specialists and battlemages. You can easily debuff *Willpower* so it is probably the best touch spell in the game.
- *Teleportation* - I will not deny that this thing is useful, but I have never used it much in battle due to its heavy 7 AP cost and those few times I did scrolls were sufficient. I can see why people want to have it though.



The tactical options are quite a few. It is also a skill that does not need any INT, making it great on low INT characters. A scroll candidate.

- *Thunder Jump* - Moving around the battlefield costs a lot of APs, this remedies that and stuns targets, so it is very useful. More so for players that like to be closer to enemies. It does not need any INT. It is one of the best skills here.

### 2.14.2 Adept Aerothurge

I feel the selection here is weak to say the least.

- *Invisibility* - Pretty much pointless, *Walk in Shadows* is better in every regard: novice instead of adept, same AP cost, 5 turn duration instead of 2 and really anyone can use it, because you need 8 DEX to use it and you get +2STR/+2DEX from *Tormented Soul* on a weapon. This makes it 90% reliable without any investment. Also getting +1DEX on some supplementary gear is not an issue.
- *Headvice* - Low dmg and a mediocre status effect debuff that does not effect enemies too much, mainly because they rarely auto-attack. Not good.
- *Air Absorption shield* - I suppose it could be useful against some specific air enemy, but not really worth it IMO, especially since every main hero should be pretty much invulnerable to every element. A scroll candidate early on, then pointless.
- *Summon Air Elemental* - There are better elementals, even though I like every elemental really. A scroll candidate.
- *Tornado* - If you really need to get rid of some surface, do it in a smart way. *Rain* on fire, fire on poison, fire on oil etc. Not really needed IMO, but it was pointed out to me, that it can get rid of lava, which could certainly be very handy in some situations. Then again, I usually have a character with complete fire immunity so I do not care much about these surfaces and it does not warrant picking a skill that I never use.

### 2.14.3 Master Aerothurge

Once again, I am not sure that these are anything special. I would rank these fairly low among other master skills.

- *Storm* - Lots of stunning but low dmg. I tried it on lv 15 trolls inside the cave and I was not impressed. Pretty much everyone is *Stunned* because of the huge range and then *Stunned* the next turn again, dealing very low dmg each time. If I compare the dmg to *Hail Attack* or *Meteor Strike* it is not even a fifth of that. I suppose it can be good for really controlling the battlefield but I think there are better master skills.

- *Chain Lightning* - Even with max intellect the dmg was a bit underwhelming, better than *Storm* though. It is also kinda of hard to ascertain which targets will actually be hit, but you can get used to that.
- *Make Invisible* - I cannot imagine a single time this would be useful.
- *Nether Swap* - Maybe my imagination has been dulled by the current age, but I fail to see the usefulness of this. Master skill should be something you can use in every battle, the trump card. This is situational at best. I mean switching places with a target, come on. You can use lots of other skills for some mobility or... just walk away. A scroll candidate.

## 2.15 Geomancer

School of rock and poison. I like this school quite a bit personally and it is nice to see earth based skills because they are rarely used in games.

### 2.15.1 Novice Geomancer

Lots of great skills here. So many in fact that I feel the need to get just one more level so I can get all the great start skills.

- *Summon Spider* - For the majority of the early game (which is quite a few hours) this thing is great, it should probably be the first thing you do in a battle (that or grenades :D). It deals very solid damage early on and it provides another target for the enemy. If each party member has his spider, suddenly there are twice as many targets. Also if they are strategically placed, enemy is more likely to attack them. This essentially doubles the survivability of the entire party.
- *Boulder Bash* - Nice boulder that does some earth dmg (that is rare), decent AP cost and makes things oiled (easy to light on fire). I like it already. But the fact that you do not need any INT and do not need a direct line of sight makes it superb.
- *Midnight Oil* - Bigger oil surface to light on fire + makes enemies movement much more difficult, also no INT requirement. Nice skill. However, it makes no sense to douse someone in oil so they take bigger fire dmg from say *Firestorm Grenade*, from my testing dmg is the same whether they are or aren't in oil (I thought it might work because in Dragon Age Origins enemies take bonus damage if you first use oil and then light them on fire). The best way to use this skill is to either totally slow down everyone, so they have much harder time getting to you, or creating/extending fire surface. Also, I am pretty sure that it can create smoke too.
- *Fortify* - Part of the game for me is to make sure that each character is as survivable as possible. Each point in armor you can get is valuable because it reduces physical dmg. If you craft a really nice suit of armor and get

some decent pieces you can get to around 70% physical dmg reduction. You can push it further though. There is +20 armor potion, this skill also gives +20 armor, but it costs 5APs compared to the 2AP potion, either way, it is at least something to think about. UPDATE: I tested this and it adds approximately 10% physical dmg reduction (it depends on your level, the later in the game you are the less physical reduction % it adds, but it is still useful). 60% vs 70% is quite a difference, so if you expect to have a lot of melee attacks your way (ogres, sword guys etc.) it is quite nice. Also I was wrong about the 5AP cost, it is actually 3AP but it needs *Geomancer 2* to work properly. I think it can be quite useful. Since I am now more inclined to use *Zombie* talent, having 2 in *Geomancer* will also allow me to have *Poison Dart* which is adept spell that only needs *Geomancer 2*. Also I forgot to mention *Melee Defensive Stance* that adds another 20 armor. Together with the potion and this skill you can buff your physical resistance over 90%. You probably won't do it every battle but hey, that option is there and this skills really helps.

- *Avatar of Poison - Poisoned* is not nearly as bad as other status effects that instantly make you unable to do anything. Battling poison can be done through healing, through talents and through potions, be it straight up healing or antidote. Therefore I do not think this is that useful. But can be nice to remove poisoning in a pinch. I am also sure that you still receive poison dmg, you just cannot be *Poisoned*, making this even less useful. UPDATE: Pointless on a *Zombie* character.
- *Bless* - Increasing chance to hit is pointless. Grenades do not miss, special arrows do not miss and skills do not miss. The only thing this helps with is just a regular attack which I pretty much never do, so you do not need this at all. UPDATE: I like when I am wrong. Ability to hit with a crossbow from much further away than with a special arrow is very valuable. You are safer. Also, auto-attacks can potentially deal more dmg than special arrows when they crit, especially with a *Bully* talent, when the character is *Knocked down*, *Crippled* or *Slowed*. I would suggest taking it on on any party member that uses crossbows or bows, or any character that supports them. It also helps on melee characters that like to use *Melee Power Stance* that increases dmg but decreases chance to hit.

### 2.15.2 Adept Geomancer

Some skills here are OK, but certainly not all of them.

- *Poison Dart* - Absolutely love it on a *Zombie* character. You can fully heal after every fight and you only need *Geomancy 2* to use it fully in battle if you need to.
- *Tectonic Spray* - This is questionable, short distance but you can possibly petrify everyone in a cone. I do not think than more than 2 people are

likely to be hit in that cone and it costs 8AP which is pretty steep. On the other hand petrify targets *Willpower* which is better than targeting *Bodybuilding* and it does rare earth dmg. I would pick it if you are roleplaying someone, otherwise not that necessary. A scroll candidate because scroll is 3APs cheaper.

- *Petrifying Touch* - It targets *Willpower* (so *Drain Willpower* can be used) and it is similar to *Shocking Touch*, but a bit worse cause it costs one more AP. More CC is always nice though, especially since it is earth dmg. Only requires *Geomancy 2* for the best effect.
- *Blessed Earth* - It makes everyone around more likely to hit by 30%. If the enemy is really far away, so you cannot use special arrows or skills, some serious dmg can be done using auto-attacks, especially with crossbows that have larger attack range. It is really nice on some support character so others can attack. Despite this, I rarely use it, because rangers have their own *Ranged Precision Stance* and *Far Seer* and melee characters do not need as much and should already have a cheaper *Bless*.
- *Earth Absorption Shield* - You should be resistant to elements but like all other shields, this can have its uses. If you do not have any elemental resist against earth based enemy it helps. A scroll candidate early, useless later on.
- *Summon Wolf* - I never tried it, maybe the wolf really is the amazing end all be all of everything but I doubt that it is better than many other summons which we can summon. Great ranger roleplay though.

### 2.15.3 Master Geomancer

Two useful skills here, but not much else.

- *Deadly Spores* - Very nice poison dmg that makes poison surface, it deals less dmg compared to *Hail Strike* or *Meteor Shower* though. Great for a *Zombie* character as it is pretty much the only burst heal together with poison based arrows. UPDATE: If the target is on fire, the damage is very high, comparable to best master spells. However, it does not work as good healing for characters with *Demon* talent, because you need to be on fire to get the benefit, but if you are *Burning* you lose fire resistance, making it a bad combination. Just use it on a burning boss and you are fine.
- *Earthquake* - 300% chance to knockdown pretty much guarantees everyone will be on their butt, but only for 1 turn and it does cost 9AP. It has nice flavor and can really help in a party where members have *Bully* talent. It also creates oil which can be good (if you have *Elemental Affinity* and like to cast geo skills) or bad (you are not immune to fire and will die a horrible death). Certainly one of the better master skills. A scroll candidate.

- *Summon Earth Elemental* - I think this guy is straight up weak. He has some interesting abilities to play with though, especially if you have someone with a *Zombie* talent. Either way I cannot imagine picking this. A scroll candidate.
- *Summon Poison Slug* - Another summon, I genuinely do not know whether this is worth it or not. I did not play that much with either summon but I doubt that any summon is worth taking the mastery of the school. I remember reading that this is technically the best summon in the game but I do not care that much for late game summons. I would love to be proven wrong though :D A scroll candidate.

## 2.16 Pyrokinetic

I think this school has the most deadly master skill. Fire is also really fun when used with the *Demon* talent (it is more of a roleplay novelty rather than a great tactic). Does not have much CC or utility though.

### 2.16.1 Novice Pyrokinetic

I think this is probably the weakest starting school.

- *Burn my Eyes* - I like it. Makes trap spotting easier, lasts for quite a bit, gives +1 extra AP when the combat starts and it increases crit chance by 2%. What is not to like? Especially with it's long 10 turn duration. You can even spam it out of combat if you want to find some treasure or are suspicious of traps. I do not use it that much though. A scroll candidate.
- *Burning Touch* - Helps a lot early on with bashing doors and chests. Not a necessity by any stretch of the imagination though, especially if you have a party member that is able to lockpick or can just deal huge dmg. I also think that other touch skills that both damage and disable enemies are much superior.
- *Avatar of Fire* - Makes you immune to burning. Can be quite nice when facing fire enemies. But not essential. Even if you take it, you still take damage when you walk on a fire surface, you just do not catch on fire again. UPDATE: Even with 100% fire resistance, you are prone to *Burning* which lowers the fire resistance by 30%, therefore it can be quite somewhat useful. However, because there are items with "immune to burning" it becomes useless after a while. A scroll candidate early, useless later.
- *Wildfire* - Set *Hasted* status to target, the problem is you can do the same thing with *Fast Track* skill that is cheaper. It also sets *Warm* which could be useful (when you are *Chilled*) or bad because you are more likely to get *Burning*. It can get rid of *Slowed* status effect which makes it worth it on characters without *Fast Track*.

- *Firefly* - A way to create a fire surface, you can draw a line starting from you. And again, you can make a huge fire surface with a grenade that also does more dmg and costs 2AP less. Not a fan of this skill.
- *Flare* - A little bit of fire dmg that has a chance to set warm status. No thanks I would rather use fire based arrows for cheaper, or better yet, *Firestorm Grenades*. The only use I had for this was when I wanted to get rid of oil/poison surface and I did not want to waste a grenade early on.
- *Self Immolation* - I am not a big fan, having a fire surface could be cool for some combos, but I never used it much. The frozen and stun removal is overshadowed by other skills that are cheaper and have much bigger range. I suppose that if you love *Elemental Affinity* talent, you can use it to save some APs, but there are not nearly enough fire skills to make it worth it though.

### 2.16.2 Adept Pyrokinetic

In general I feel that most schools struggle at adept level, this is one of them.

- *Explode* - This can be OKish if you have a character that is immune to fire and burning. Better yet, a character that can be healed through using fire (even though the amount of HP you get is something like 5-10% of your HP making it pretty much useless). It is cheap, OKish dmg and a decent AoE. Really cool for *Demon* roleplay. Be careful when there are other teammates around you. It is sad that is average skill is the best adept skill.
- *Fireball* - Technically it does some fire dmg and creates a fire surface, but it costs a whopping 7APs and the damage is nothing to write home about. You can certainly do better.
- *Fire Elemental* - Similar to other elementals. Useful if you want to tank some fire enemy. A scroll candidate.
- *Smokescreen* - Sure you could use it, but why not just chug a smoke grenade that is cheaper?
- *Purifying Fire* - It can remove some nasty effects which can certainly come in handy. A scroll candidate.
- *Fire Absorption Shield* - Like other shields, you will eventually reach complete fire resistance, but early on, it can certainly be useful. A scroll candidate early, useless later.

### 2.16.3 Master Pyrokinetic

Great master spell, not much else though. I do not write about other master skills because I find them underwhelming. And you certainly do not want to invest another 5 ability points so you can use a skill that is worse than the one you get at *Pyrokinetic 4*.

- *Meteor Shower* - Probably my favorite master skill. It does a lot of dmg, the most out of all master skills I believe. It also creates a large fire surface and is really cool to watch. Be careful with it though, you can easily wipe your own party if you aim carelessly. Yes it costs 11APs just like *Storm* that I bashed earlier, but the damage is much, much better.

## 2.17 Hydrosophist

The school of water, healing and CC. Or some super amazing dmg too? Yes, that too. This bad boy has it all. But it comes at a price. I think adept skills are really bad.

### 2.17.1 Novice Hydrosophist

Some of the best novice skills you will find. I feel this is a must.

- *Avatar of Frost* - It is pretty much the same as *Avatar of Storms* but with frozen status, it is a win in my book. Especially early on where your defenses are not high enough to resist CC. A scroll candidate.
- *Freezing Touch* - A nice little 3AP close quarters freeze with a bit of dmg, pretty nice early on. Not as good as *Shocking Touch* because it targets *Bodybuilding* which is a bit harder to debuff. I would say it is second best touch spell.
- *Rain* - Very useful to get rid of fire/oil surfaces, but it also makes everyone wet so everything that stuns/freezes is almost guaranteed to do so. You can also make a puddle where the enemies are at and then use a wand, scroll, skill or even a weapon that has air dmg to create a stun surface. It also takes care of anyone on your team who is burning. I think this is one of the best novice skills out of all schools.
- *Slow Current* - I am not sure about this one, slow is a nice debuff and it only costs 2AP, on the other hand 4AP arrow does the same thing but is harder to save against + deals dmg for just 4AP. If there is nothing to pick it is OK. UPDATE: It is really nice in a party with *Bully*, it is pretty much a 2AP debuff that boosts party members dmg by 50% I quite like it now as I seem to be casting it quite often.
- *Regeneration* - I would say that the quality of life this skill brings make it a must pick. Some say it is terrible on *Zombie* characters. But is it? Getting *Zombie* early on is a bad idea, no *Ooze Barrel*, no resist to fire,

no way to heal cheaply. So I think that even those characters that pick *Zombie* eventually should pick it for the early game. Even after you pick *Zombie*, you are still able to use it to help other party members and also to do the great *Decaying Touch* + *Restoration* combo. Either way, this is pretty much a must pick during character creation for at least one source hunter.

### 2.17.2 Adept Hydrosophist

Here we go, the bad apples.

- *Water of Life* - +3 Constitution is quite a big health boost/heal. It also targets everyone around, so it definitely has its uses. Nice support spell. Still I find myself not using it very much, because it is quite expensive and I can get the same effect (albeit on one person) with a *Large Constitution Potion*. I always treat it as a reaction skill (when I need it, I use it) not as a preemptive skill (there are simply better things to do early in a fight). Throughout my current playthrough I did not need to use it once. A scroll candidate.
- *Ice Shard* - It freezes, has decent range and creates slippery surface. Slippery surface is small though, damage is miniscule, it costs whopping 7APs and does not do any AoE. Not a huge fan. I would say that it is very similar to *Fireball* in this respect (meaning that it is similarly bad).
- *Ice Wall* - Does some dmg and freezes enemies with it, also since the wall is built in blocks it freezes one target more times, making them more likely to be frozen. This skill would be great but it has some issues. It is really tough to use, because there is always some obstruction or something (plant, uneven terrain, second half of what you want to freeze is out of sight or sight is obstructed etc.) making it really hard to use consistently. What is worse, if you freeze someone, they become really hard to dmg with bows/crossbows because you are much more likely to hit the frozen wall than the target. I tried to like it, but I just cannot. However, if you can put up with some of its quirks it certainly is one of the better *Hydrosophist* adept skills.
- *Summon Ice Elemental* - It certainly has its uses, but you do not do this every battle. A scroll candidate.
- *Water Absorption Shield* - With high enough elemental resists, this is useless to say the least. Like other skills of this kind, use it early as a scroll if you need to, then never worry about it again.
- *Cleansing Water* - Technically it can help, but I am currently level 15 in my 4th playthrough and I never needed to use it. A scroll candidate.
- *Mass Slow* - Now this is nice, but you need to have *Hydrosophist* 4 to be able to use it and be level freaking 15 for an adept spell which is kind of



insane. Either way, if you decide to go for *Hail Attack* you should have it, no reason not to at that point.

### 2.17.3 Master Hydrosophist

Lost of master skills but only one that is worth it in my opinion.

- *Hail Attack* - I love this skill. Not only you deal insane amount of dmg, almost as much as *Meteor Shower* but you are also pretty much guaranteed to freeze anything in the targeted area. Oh yeah, you also create a huge slippery surface. One of the best master skills. Actually, I think this is the best master magic skill.
- *Mass Disease* - First you need to pass a *Bodybuilding* check and then you lower bodybuilding? OK. You lower constitution by 3, but this is this skill's problem. You have a **chance** to lower the health making it easier to kill someone. It is better to buff yourself (much more cheaply) to deal more dmg, buffing yourself is **guaranteed** and then you just wreck anyone anyway. It is not like this spell is complete garbage I just never found it that useful myself.
- *Mass Heal* - Recently I realized that I am really a person that likes to have *Zombie* talent on every character making this spell pointless. I also think that even if I did not pick that amazing talent I would not use it much as I am not that damaged much. I think that if you need some sort of huge heal that continually heals you, you are not really playing the game right.
- *Winterblast* - You freeze and dmg people in a cone. It is OK for characters that are often in melee, but nothing exceptional. (In Dragon Age Origins it was beastly though :D). *Hail Attack* is a much better pick.

## 2.18 Witchcraft

This school is really something else. It is about decay and death. Some of my favorite skills in the game are here. I would go as far as to say that this is the best magic school overall. It has great novice, adept skills and even though master skills are not the best, they certainly are not the worst.

### 2.18.1 Novice Witchcraft

I really like several novice skills here.

- *Oath of Desecration* - The dmg boost it offers is so much worth it, for 3 rounds nonetheless. Get it and love it.
- *Summon Undead Warrior* - Even with *Witchcraft* 1 it only costs 6APs so it is a spider alternative. Later it costs 4APs making him the cheapest summon in the game that I think is superior to *Summon Armored Undead Decapitator* simply because of how cheap he is. Yes, it is not nearly as

tanky, nor its dmg as big, but later in the game, enemies wreck both easily and this is a much cheaper distraction should you need one.

- *Decaying Touch* - It is part of quite a potent combo. You put the stuff on someone you want dead and then use *Restoration*/scrolls. There are a couple of bosses (guardian in Hiberheim) that are all but immune to everything except to healing dmg. Especially early on the dmg you can output with this combo is higher than most things at your disposal. However, the original effect of "you cannot heal" is kind of pointless.
- *Malediction* - It makes the target weak and cursed. Making them deal 50% less dmg and have -30% to hit chance. That is quite a nice debuff early on.
- *Lower Resistances* - 20% penalty to air/fire/water/earth/poison is very low. Therefore I am not a fan.
- *Vampiric Touch* - A little bit of heal and a little bit of dmg in a very limited range, I don't like it. Other touch skills do heavy CC, which is superior I think. In other words, if you really need to get close to the enemy, it should really be worth it. Making that enemy completely unable to do something for 2 turns is worth it, healing a tiny bit is not. I consider this the worst touch spell.

### 2.18.2 Adept Witchcraft

This school has some of the best adept skills out there. Finally some love for adept skills.

- *Summon Undead Decapitator* - Very tanky and solid summon. Costs 8 APs which is double the price of *Summon Undead Warrior*. I mean he is more tanky, he does more damage and he also has a chance to knockdown the enemy, but I simply do not think that the extra AP cost is worth it. My cheaper summon can be a good meat shield, he can also do some nice dmg and I can do other things in my turn if I summon him. Overall a great skill though, especially if you like to summon something before the conversation ends (I do not do it though, it breaks immersion for me).
- *Destroy Summon* - While my brother maintains this is useful I disagree. There have only been a handful of summoned enemies which were dispatched even without this, has its uses though but certainly not great. UPDATE: That is because we have not played *Tactician/Honour* mode at that time, now summons are deadly because they port you to lava. Granted, there are not that many instance of this, so you could get by with a scroll. I just like to be sure on *Honour Mode*.
- *Decrease Willpower* - This is great, it decreases *Willpower* by 5 points, because lots of arrows/grenades/skills are able to capitalize on this, it is

the poor man *Soulsap* :D. UPDATE: Actually it might be even better because there is no saving throw against this, unlike *Soulsap*. So if you use this, you are very likely to land a willpower based effect, and there are quite a few nice ones (stun, petrify, charm etc. and even *Soulsap* which becomes much more deadly because it is almost guaranteed to land). I think this is my favorite adept spell. Having a charmed boss fighting his minions is super strong and fun tactics. Did I say that it is a poor man's *Soulsap*? More like *Soulsap* is a poor man's *Drain Willpower*. I use this all the time, almost during every encounter now.

- *Mute* - I suppose could be useful, my brother took it during our *Lone Wolf* playthrough, but has only used it maybe 3 times during the entire time. Sure, you can take a mage out of the fight for 2APs, but it is a save against *Bodybuilding*, which makes it pretty much unusable on really difficult enemies, and those are the ones you want to use it on. I do not see it doing anything other than a *Knockdown Arrow* honestly. I also feel that hard CC (*Knocked Down*, *Charmed*, *Frozen*, *Stunned*, *Petrified* etc.) are way better than just taking the ability to cast away. But I still think it is better than other garbage adept skills from different schools. It is a 2AP mage disable, there are certainly way worse things.
- *Rapture - Love Grenade* and *Charm Arrow* take care of this, so not really needed. But I think it certainly could be a potent spell, the chance to charm someone is much higher, so it is more reliable than just a grenade (but that hits multiple people, which could also be a disadvantage because you may not charm who you want to charm). On a guy without a bow/crossbow, I can see it being picked up. UPDATE: Spot on analysis, I like this on my main non crossbow character. It is a charm effect that is very likely to succeed for a reasonable AP cost.

### 2.18.3 Master Witchcraft

Lots of master skills but only one that is worth it in my opinion.

- *Death Punch* - You need to be close, need to only target one enemy and the dmg it deals is only OK. You want real some real single target dmg? Get *Arrow Spray*. UPDATE: There are some enemies that are weak to crushing dmg. If you have a couple of scrolls, they can come in hand.
- *Ressurect* - There are so many scrolls that this is utterly useless. You should not be dying too much either way, so even doubly useless :D.
- *Invulnerability* - Certainly an interesting spell, it needs *Witchcraft 5* to cost 2APs though. For the duration the caster (only caster you cannot target anyone) is invulnerable to all dmg and crowd control. There is a downside though, you are not able to get any beneficial status effect in this form, which is pretty bad. No *Oath of Desecration*, *Rage*, *Fast Track*, no nothing. However, there are situations where it simply shines (fighting

death knights, tough melee opponents etc.). Tanky characters generally do not need this, only in very specific situations.

- *Horrific Scream* - Enemies around you are feared. I did not test this too much but if it is anything like the grenade, most of them save and the 12AP cost is stupendously high. Needs more testing. UPDATE: I tested it and the scroll has the same amount of success as the spell (unless the caster has stupid high INT), but is several AP cheaper. It is superior to grenade because it has 100% chance instead of 50%. Good a as a scroll not worth it otherwise. Also not great if you cannot engage enemies from distance as they just run away. I would not use it if you rely on melee dmg.
- *Soulsap* - This is a really good debuff. You want something dead and CCd? Use that. 8AP cost is a bit steep though. UPDATE: It is not that great because there is a *Willpower* save against it, you still need to use *Drain Willpower* before this, but this costs 8APs while *Drain Willpower* costs 3AP. I feel that lower AP cost and no chance to save against makes it better than *Soulsap*. Still a nice spell though and probably the only reason you want to take *Witchcraft* to 4. These days I not take it. There are only a handful of bosses I like to use this on and for that purpose the scroll is much better. I really hate picking skills that are used less than 5 times during the entire playthrough.

## 2.19 Man at Arms

The only school dedicated to melee fighting. Love it or hate it.

### 2.19.1 Novice Man at Arms

Again, great novice skills.

- *Crushing Fist* - A nice little spell with big range and knockdown potential + dmg. No weapon is needed (STR helps with the chance to set knockdown though).
- *Helping Hand* - Hell yes, gets rid of *Burning*, but more importantly *Knocked Down*, every character should have it (no STR needed, no weapon needed). The reason I value this so much is that you cannot remove *Knocked Down* in any other way (no scrolls, no other skills) and if one of your main characters gets *Knocked Down* in a tough battle (a Braccus Rex fight) it can have catastrophic implications. Especially early on. This takes care of that.
- *Divine Light* - It decreases *Willpower* and *Bodybuilding* by 2, making it easier to land those status effects. I have never seen this spell being sold anywhere. UPDATE: I found it in a house in Cyseal, the abandoned smithy. It works as I imagined, it is a nice 3AP debuff. Especially if you

can hit multiple opponents. Good on melee characters, not that useful otherwise.

- *Battering Ram* - A really nice mobility skill that also does *Knocked Down*. You do need a melee weapon though. I think this is one of the best mobility skills because you can potentially inflict *Knocked Down* on lots of targets (my record is 5 :D)
- *Cure Wounds* - Kind of pointless since healing is plentiful (*Regeneration*, various healing potions, *Zombie* talent etc.) and it only scales with STR anyway, making it ineffective on low STR characters. However, if you are a character with lots of STR and are able to use *Decaying Touch* it can deal a ton of dmg.
- *Encourage* - It boosts all primary stats by 1 does not really seem worth it to me. UPDATE: I take back what I said, the +1 in a stat helps with landing the CC, helps with dmg, helps with getting that +1AP when you are missing a point in SPD, helps with more HP, gives +1 *Initiative*, makes skills on low INT characters more likely to not fail early on, increases the chance to hit and for 3APs this effects quite a huge area and everyone in it. You get lots of small little buffs which when added are very impressive. I like this skill a lot.
- *Melee Power Stance* - More melee dmg and more movement. I also think this increases all dmg, making me question whether this was intended or not, but I like to use it :D +20% dmg increase on everything for 0 AP is really strong. I would go as far as to say that this is mandatory on a character that uses melee weapon.
- *Melee Defensive Stance* - Most people hate it, but I honestly do not know why. +20 armor is very nice, especially early on. You can totally do your attacking with *Melee Power Stance* and if you have at least 1AP left you can then just switch to this stance if you expect a beating. I honestly do not see how it is bad. It does not really diminish your damage and helps with survivability when used strategically.

### 2.19.2 Adept Man at Arms

Some things here are nice, some not as much. Overall this school is among the best in adept choices. Certainly better than some magic schools.

- *Rage* - It can be used by any character really. +50% to dmg is simply too good to pass up. Later on, just having *Tormented Soul* on a weapon (first it is +1STR/+1DEX starting at level 14 it is +2STR/+2DEX and then +3 at lvl 22) is a free 70% chance to have +50% dmg for 2APs, for every spell, with every weapon, be it bow or melee or grenade... Therefore, I strongly suggest to invest into *Man at Arms* 3 with pretty much any character that can afford it. It is not mandatory of course but this is just

great, for 2APs you get a serious 2 round dmg boost. Cooldown on this is also very low, making it possible to use this skill more than once in many battles.

- *Elemental Tortoise* - Getting 40% elemental resists, could be amazing if it came early, which it does not. By the time I find the skill book for this I have extremely high resistances through using essences on my gear. I also explained why I do not like shields and you need to have shield to use this. I really do not like this one. If you do not want to bother with crafting and are hell bent on using a shield...great choice though :D
- *Whirlwind* - If you are encircled by lots of enemies, it is nice dmg, but you should have a two-hander to maximize both dmg and range. Of course when you focus on dual wielding, the dmg is still great, just the range suffers. This is one of the few abilities in the game that can both crit and miss.
- *Taunt* - Use *Battering Ram* to get into an enemy pack, use this skill to make enemies want to target you, the amazing tank, leaving other squishier members alone. In theory it sounds nice, doesn't it? Well, I think it is pretty much worthless. Let me explain why. Every party member can be made quite tanky, making the entire notion of "HIT ME, NOT HER!" kind of pointless. Also battles are often fought in a way where characters are scattered around so you taunting enemies around you does not help other party members that much. I think this was some effort to implement a typical MMO tank aggro mechanic but this game is just not designed for it. Oh yeah, you must also pass a *Willpower* enemy check.
- *Barbed Wire* - This is another one of those weird abilities. You get hit so you damage enemies. Sure, at least something in exchange for my pain, but you want to be damaged as little as possible, be as tanky as possible. That means you will be damaging your enemies as little as possible :D Because it costs 0AP though it is a pure dmg gain though, so I cannot bash on it too much. You lose some chance to hit, so be careful with it if you decide to use it (I know I don't because I do not get hit much in my playthroughs and I would rather have more useful abilities).
- *Crippling Blow* - Now this is a nice ability. You hit much harder with your weapon, dealing more damage than normally for the same AP cost (if you use a two-hander that is, you pay 1 more AP than your regular one handed attack). This alone would be good, but it also makes the enemy *Crippled* and it converts your damage to crushing dmg which is the best physical damage on average. Great ability. This skill scales all the way to STR 20 (so if you keep increasing your STR it still increases in dmg).

### 2.19.3 Master Man at Arms

Not a whole lot to choose from here, it is almost like the devs would be telling you "Pick one but choose some other cool stuff too."

- *Flurry* - This is a great ability. You hit 4 times with a weapon. Each of the attacks only hits for 70% of dmg of the main weapon but boy it is still great. This ability can crit, which is also great and a bit unusual because abilities do not normally crit (*Daggers Drawn* is the only other one I know of that can crit). It can miss, so I strongly suggest to either buff chance to hit, or be a bit careful with *Rage* and *Melee Power Stance*. Interestingly enough, it does not benefit from *Bully* talent, so you do not need to bother with applying *Slowed* or *Knocked Down* before using this. Of course the higher your base weapon dmg the better. That is why I love to use a big two-handed weapon with this one (of course single-handed and dual wielding is still very much viable and great, just not as great as a two-hander). This skill scales all the way to STR 22.
- *Shackles of Pain* - It looks like an upgrade over the *Barbed Wire* because the target now receives all the dmg you get, not just the dmg he deals to you. But now it also costs 4APs and that is pretty bad. I do not like this one very much, but maybe someone can make some crazy low armor huge health pool build around it. I do not like getting damaged (Who would in *Honour Mode?*).

## 2.20 Expert Marksman

The only school dedicated to ranged weapons. Love it or hate it. I have to say that this school is among the best dmg oriented schools in the game. Probably the best one actually.

### 2.20.1 Novice Expert Marksman

Decent choices for those that prefer bows or crossbows. Again great novice skills.

- *Ranged Power Stance* - This is bread and butter of ranged builds, it boosts the dmg of all arrows, auto-attacks, crossbow and bow related skills by 20%, for 0AP. The downside is supposed to be the chance to hit, but you can work around that. I like to use *Ranged Precision Stance* when enemies are really far to hit them hard with auto-attacks and save special arrows, then I like to switch to this stance when they get closer and stay in it.
- *Ranged Precision Stance* - This can be a great supplement if you like to use crossbows and shoot from a greater distance. It certainly does not hurt. I know I like to use it tactically.
- *Doctor* - It cures *Weak*, *Blind*, *Muted* and *Infected* for the moderate cost of 3APs. These status effects are not as bad as some other hard disables

but they are annoying so this can be nice. A scroll candidate (yes there is a scroll).

- *First Aid* - It cures *Bleeding*, *Crippled* and *Diseased*. Same argument as above. A scroll candidate.
- *Ricochet* - For 4APs it does a lot of dmg, targets should be at least a bit close to one another though. It is the best early AoE dmg skill you have if you use bows or crossbows. I would like to say that no matter what you use, bows or crossbows skills cost the same amount of APs. Well, almost all of them :D This is one that costs 4APs with a bow and 5APs with a crossbow. I do not know about any other skill that does this, maybe this is an oversight?
- *Splintered Arrow* - Amazing single target dmg, can be also used to hit and finish multiple hurt enemies. Stays valid until late game. You will not see numbers as high as this one for a long time. Love it and use it, but never fire it at lots of enemies that are at full health, then it is wasted. UPDATE: I realized that if you have 8APs, it is generally better to use some special arrow twice to exploit some weakness. That will result in a lot more single target dmg for just 1 more AP. This is still a great skill though, because you can hit the single target from much further than with a special arrow and you do not consume any resources so it certainly has advantages.
- *Treat Poisoning* - It gets rid of *Poisoned*, not that important since poison is not really that much of an issue (especially if you take *Zombie*), still nice if you have free novice slots and do not want to bother with crafting antidote potions. If you do plan to craft, this skill is pointless. It would be a scroll candidate but potions cost less APs, so no need for a scroll.

### 2.20.2 Adept Expert Marksman

Some things here are nice, some not as much. Overall this school is among the best in adept choices. Certainly better than some magic schools.

- *Absorb the Elements* - +25% resist to each element. This is not terrible but not really that great since you can achieve elemental immunity without this. I say use it if you do not like crafting/have little gold to craft/you put your crafting resources toward some other character and it is relatively early in the game. Otherwise it is pointless.
- *Barrage* - Some additional single target dmg (well potentially it can hurt others if you kill the original target and more enemies are standing behind them, but it really mostly is a single target skill).
- *Infect* - There are ways to decrease *Bodybuilding* and this is the option available for archers, but it does only decrease it by 2 points and it costs



6APs. It supposedly infects others around it, but I am not really a big fan of this as it seems highly situational. I would rather use a cheaper grenade or just not bother in the first place.

- *Survivors Karma* - I did not test this enough and I will, but I am not sure how much the crit chance boost will influence dmg, but 6AP cost and +5% chance does not really look like much. I am not even sure that abilities such as *Rain of Arrows* or *Arrow Spray* crit. Even if they do, I would be suprised if this was worth it. UPDATE: These abilities never crit, but having higher crit chance on a heavy hitting crossbow is quite nice, especially when you also effect everyone around you. 6AP cost is a bit steep though. What I like most is that you can buff your chance to find cool loot, so before you go rummaging through baskets and crates, you can pop this and get some lucky finds.
- *Farseer* - Pretty much pointless, you should not use regular attacks so the chance to hit boost is absolutely irrelevant, same about removing *Blinded* status effect. It does not matter. I would like to point out that it increases distance in which regular attacks can be used, but it does not increase distance for special arrows and skills, only auto-attack. UPDATE: I was absolutely wrong about this ability. Skills and special arrows are great, but the distance they can be used at is rather limited. Regular auto-attacks miss, and have no CC (only when the weapon has some small chance to inflict CC), but they are able to hit **FROM MUCH FURTHER AWAY**, making the character very safe from a mage or some other ranged enemies. Also these auto-attacks can deal a lot more dmg than special arrows because unlike those they can crit. For the cost of 2APs you are able to shoot farther and more accurately. That is really, really good. It can also serve as a great dmg boost, because when you have high crit chance but low chance to hit, you just pop this and your dmg per AP is increased dramatically. I cannot believe how blind I was.
- *Vampiric Arrow* - I have only seen this listed on the web. I have never managed to find this in the game. Maybe it was removed from DoS EE? No seriously I would like to know.

### 2.20.3 Master Expert Marksman

I personally believe this is one of the two schools where it makes sense to level it all the way to 5 (The only other school is Geomancer, because it has some nice options).

- *Rain of Arrows* - One of the highest damaging abilities, not only it does stupid amount of dmg, it only costs 8APs and covers a very big circular area. Also, every other master ability can only be used once in combat. This has 4 turn cooldown, this might not play a role in every fight (everything is usually dead after the first turn) but there are definitely a few

where you will use it repeatedly. No friendly fire, great range and because it is piercing dmg enemies are unlikely to be particularly resistant to it (on higher difficulties there are lots of element immune enemies)...it is stupid good. If there is not at least one character in the party that uses this, you are missing out.

- *Arrow Spray* - I did some comparison and *Crushing Finger* is supposed to be the strong single target dmg skill. This does 4-5 times more damage. Just get really close to the enemy, buff as much as possible and unload. This thing is a boss killer. Do not be afraid to use some mobility skill to get as close to the target as possible, otherwise the dmg will not be that great, weak even.
- *Shpranel Scatter* - While the dmg is solid there are two things I dislike about this skill. One, you need a corpse. I agree that finding those is not so hard since you are always killing something, but why wait to kill someone and then boom boom when you can just go boom boom straight away with other abilities? Two, it does some serious friendly fire. Now that is a deal breaker for me.

## 2.21 Scoundrel

The school for thieves and backstabbers. As you will see this school is an amazing complement to a dexterity based bow/crossbow character but dagger skills are underwhelming in my opinion. Whether or not to go as far as to become adept (5 more skill points needed) to get a mobility skill, defensive skill and be able to have all good novice skills is mainly up to the player. I am not sure whether it is worth it. I never really needed more than one point here because I think the best skills are novice skills, but I am sure some other people will disagree. I think this is the only school in the game where I never tried any of the master skills, so I cannot provide any relevant opinion on those.

### 2.21.1 Novice Scoundrel

Some skills here are fun and essential, others are not.

- *Fast Track* - Haste early on, for 2AP you get a bit more movement, +2AP in the long run. Pretty great. If you have nothing to do with 2APs early on this is a great choice.
- *Winged Feet* - There are numerous problematic surfaces, puzzles, battlefields etc. This takes care of it, get it. I do feel obligated to point out that once you get the highest elemental resistances and *Zombie* talent if you choose so, this becomes pointless because there is no surface that can really hurt you.
- *Walk in Shadows* - Absolutely essential to get gold early on, get it, steal like never before. It can also be used in a battle to accrue APs (but

enemies do too) or not to get hit the next turn. UPDATE: I like to choose this on one of the starter characters at character creation, it makes the beginning so much easier. I always have a little moral dilemma whether to steal or not. On one hand it is not fitting for heroes of the land. On the other, there are so many crafting ingredients and pointless pictures and it is the fate of the world that is at stake. What is a bit of early thieving in exchange for solving all of Cyseal's issues? Choose what you like best (I swear I will make a non thieving honest playthrough...maybe).

- *Adrenaline* - Very useful later in the game, or generally when something needs to be finished off, comes with a price though, so play around that. Good combo is to unload your best ability, use this, unload another best ability, have 2APs left so you use *Invulnerability* but that is quite endgame and you need *Witchcraft 5*.
- *Trip* - It can inflict *Knocked Down* with limited range, I only used it on characters that have more points invested in *Scoundrel*. Because I think that there are better novice skills here.
- *Lacerate*, *Precise Incision*, *Venomous Strike* - These are OK, but require a dagger and I am not really a fan of daggers. In the build section that I am still in the process of making I argue that using daggers to backstab is problematic. These skills can cause some OK dmg, but I just do not see why anyone would use them instead of having a dual wield strength weapon setup or a big two-hander. However, if you want to roleplay, or are set on using daggers, do not let others stop you. It is viable and fun, just not as optimized as other options. That is all I will say on all skills requiring a dagger.

Actually, since you cannot read the build section yet, I am going to use an example from my playthrough to illustrate why I am not a dagger fan. Let us consider a following example. You do *Oath of Desecration*, then you get into *Melee Power Stance* and you also use *Rage*. You are fully buffed, you also get some other bonuses from your teammates that have high *Leadership*. You then proceed to use *Battering Ram* to knock down a target you want to kill. (Just a note that if you have *Bully* talent it does not work with abilities, only some weird ones like *Whirlwind* work with it.) then you also try to get into the backstab position (you took *Backstabber* talent earlier which guarantees every hit to be a crit). You then use *Daggers Drawn* which as we tested does by far the best dmg with a dagger that has crit chance and custom crafted axe with high dmg that also has a crit chance. You do this tremendously hard to pull off combo, you need quite a bit of APs, *Knocked Down* must succeed otherwise many of your hits can miss and it is not always possible to backstab someone due to distance and environment. When we pulled this combo off the dmg I did was comparable to novice *Splintered Arrow* skill that you just fire and are done with. Granted the above mentioned combo is fun and effective but you will not do it often. Most of the other time you will just attack

a target and you will do a worse job than a guy wielding two axes or a big two-handed weapon. Just a note, you can definitely make this combo more deadly, this example comes from around level 10, when I have not maximized *Dual Wield* yet, so there is definitely room for improvement, but I just do not like it. It is too hard to use this consistently.

### 2.21.2 Adept Scoundrel

There are some good choices here although I do not usually have enough points to go this far into this school.

- *Become Air* - When you know that beating is coming during the next round, for just 3APs you can half the physical dmg. Nice. However, on a character that is already very tanky, it does feel like an overkill. Furthermore, you are almost never guaranteed that the only damage coming your way is physical. Not worth it in my opinion.
- *Cloak and Dagger* - For 4APs you get one of the best mobility skills in the game. Just port yourself anywhere you want. Whether or not to invest into *Scoundrel 3* though is questionable.
- *Wind Up Toy* - Only for 2APs you get your own little bomb. It is nice because it is cheap, but do not expect some crazy damage.
- *Daggers Drawn* - I feel that it would be a waste not to mention this skill because even though it is a dagger skill it can do some nice dmg. There have been some discussions in the past that this is technically the most damaging skill in the game with maxed dual wielding, perfectly crafted weapons and with *Backstabber* talent. Granted when I tested this, I did not have best dual wielding, but I still maintain that getting all of that working is a hustle, when you can just take a big two-handed weapon, use *Flurry* and deal comparable damage, but you are also much more effective when using regular attacks. I think you are informed enough to decide whether you want to try it out or not.

### 2.21.3 Master Scoundrel

I never got to use these, I have not tested them. Maybe there is some hidden gem here, but I would not know. Maybe you can tell me and surprise me :D

## 2.22 Skill Scaling

As you increase the relevant attribute (STR for *Man at Arms* skills, DEX for *Expert Marksman* skills and INT for everything else) the dmg and effectiveness of the skill increases. How relevant is it? How much does it help? These are some of the examples so you can get the idea.

All weapons were taken as I had them. Some were pretty optimized, some were not, the main purpose of this is to show by how much the skill improves

and whether it is worth it to push the attribute further. I always hated that on all the wikis you just get "deal x-y" fire dmg. Sure... but how does it compare to other things? How does it improve with higher attribute investment? Is it worth it? Etc.

Each selected skill has the maximum attribute number next to it. For example *Flurry 22* means that *Flurry* does not benefit from STR higher than 22, you get nothing in return. I only selected a few skills from some schools I had at ready to give a general idea.

### 2.22.1 Man at Arms Skill Scaling

Here I had a character with STR 15 and a level 18 crafted two-handed axe.

- *Whirlwind 15* - At STR 15 it deals 296-531 dmg, I could not go lower on my character because he had 15 STR.
- *Crippling Blow 20* - At STR 15 it deals 535-959 dmg and at STR 20 it deals 642-1151 dmg.
- *Flurry 22* - At STR 15 it deals 265-475 dmg each blow and at STR 22 it deals 345-620 dmg each blow.

### 2.22.2 Expert Marksman Skill Scaling

Here I had a character with DEX 15 and a level 19 crafted bow bow with +2DEX.

- *Splintered Arrow 19* - At DEX 17 it deals 1081-1914 dmg and at DEX 19 it deals 1159-2051 dmg.
- *Arrow Spray 21* - At DEX 17 it deals 201-356 dmg and at DEX 21 it deals 232-410 dmg.
- *Rain of Arrows 22* - At DEX 17 it deals 1159-2051 dmg and at DEX 22 it deals 1391-2462 dmg.

### 2.22.3 Pyrokinetic Skill Scaling

Here I had a character with INT 15.

- *Fireball 20* - At INT 15 it deals 178-218 dmg and at INT 20 it deals 214-261 dmg.
- *Explode 21* - At INT 15 it deals 258-285 dmg and at INT 21 it deals 322-356 dmg.
- *Meteor Shower 22* - At INT 15 it deals 74-78 dmg per projectile and at INT 22 it deals 96-101 dmg per projectile.

### 2.22.4 Geomancer Skill Scaling

Here I had a character with INT 15.

- *Boulder Bash* 18 - At INT 15 it deals 190-210 dmg and at INT 18 it deals 211-233 dmg.
- *Tectonic Spray* 21 - At INT 15 it deals 302-351 dmg and at INT 21 it deals 377-439 dmg.
- *Deadly Spores* 22 - At INT 15 it deals 222-246 dmg per projectile and at INT 22 it deals 290-321 dmg per projectile.
- *Earthquake* 22 - At INT 15 it deals 347-384 dmg and at INT 22 it deals 453-501 dmg.

### 2.23 Traits

1. *Pragmatic* vs *Romantic* - *Crafting* +1 vs *Lucky Charm* +1
2. *Heartless* vs *Compassionate* - +20% backstab dmg vs 3% crit chance
3. *Independent* vs *Obedient* - *Independent* trait is +1 *Willpower* automatically, *Obedient* trait is +1 *Willpower* if there is a character that has *Leadership* in sight. If *Leadership* is at level 5 or higher, you get +2 *Willpower*.
4. *Heartless* vs *Compassionate* - +20% backstab dmg vs 3% crit chance
5. *Altruistic* vs *Egotistical* - +2 *Reputation* vs +1 *Bartering*
6. *Materialistic* vs *Spiritualistic* - +1 *Loremaster* vs immunity to *Feared*
7. *Righteous* vs *Renegade* - +1 *Leadership* vs +1 *Pickpocket*
8. *Bold* vs *Cautious* - +1 *Initiative* vs +1 *Sneaking*
9. *Forgiving* vs *Vindictive* - immunity to *Cursed* vs +20% chance for the attack of opportunity
10. *Blunt* vs *Considerate* - immunity to *Charmed* vs +1 *Charisma*

As you can see, traits are special bonuses you get through conversations and decisions you make. I am a firm believer that your decisions should not be influenced by trait bonuses. It is a terrible prospect. Choosing options you do not believe in, or find straight up appalling just to get some trait that helps you a bit more, than something else. I always play in a way that I can enjoy and that reflects my personality.

I put this section here for two purposes mainly. One is to help if you are not sure about something (I honestly am not sure if I like *Independent* or *Obedient* and getting a more detailed look at some of the bonuses they provide can make my decision easier). Two, you want to make a thematic build that likes to have

certain personality, so you know where those personality choices are found. I always like to make one of my characters as a thieving materialist, so it makes it easier to find those few instances I need to pay attention.

Of course there are some major spoilers here. What I would do is find the traits that matter to you, decide whether they are worth it, if you agree with the choices and then pay attention to those few encounters. However, this is by no means necessary and I put it here mainly for my own personal use. Some of the trait conversations are missing, because I do not remember everything from my playthroughs (I am playing again and trying to fill these in as I go, but I am only level 12 and I am not sure when my patience will fail me :D, I still think they give a very nice trait guideline to take your character certain way).

For those power gamers out there, I always recommend what I think is the superior choice.

### **2.23.1 Pragmatic vs Romantic**

*Pragmatic vs Romantic - Crafting +1 vs Lucky Charm +1*

1. Cyseal Beach conversation about the guy who leapt to his death. Saying it is stupid for pragmatic, saying that big things require sacrifice for romantic.
2. Charmed Orc in Cyseal. Killing the orc is pragmatic, siding with the guy that wants to keep it alive is romantic.
3. Evelyn at the clinic. Letting the younger guy live is pragmatic, older one is romantic.
4. Weaver of Time and Zigzax. The first time you hear you need to save the world you can either accept it for romantic, or say that you need a bit more evidence for pragmatic.
5. Sam and his collar. After he is done talking with Maxine you can say they would end up together anyway for romantic or say she is a gold digger for pragmatic.
6. Freeing Icara. Once she is freed, there is a dual conversation.
7. After you kill some immaculates in Luculla mines and destroy the totem, the skeletons are free. After you are done talking with them, there is a dual conversation. If you say that there is no Hall of Echoes and that it is BS you get pragmatic. If you believe in the spiritual you get romantic.
8. After you tell Nadia about Lawrence's guilt, she confronts him and asks you about what to do. Shout his guilt from rooftops is romantic, telling her to go and take money is pragmatic.
9. In Hunters Edge there is a skely near a fountain. Telling him he can replace his skull is romantic, telling him otherwise is pragmatic.

10. After speaking with Zandalor for the first time, if you think there is hope for Leandra you get romantic if you do not, pragmatic.

If you play a *Lone Wolf* character, or both, crafting helps a lot. There is this item *Grumio's Backpack*. If you get crafting, you can make grenades before any fighting, which makes the early portion a lot easier.

### 2.23.2 Independent vs Obedient

*Independent* trait is +1 *Willpower* automatically, *Obedient* trait is +1 *Willpower* if there is a character that has *Leadership* in sight. If *Leadership* is at level 5 or higher, you get +2 *Willpower*.

1. After the first battle at the stairs. Independent is to investigate the cave, obedient is wanting to follow the orders and report in town.
2. After you talk to the drunken guards at the bridge. If you agree to follow them, obedient. If you tell them to back off and kill them you get independent.
3. Mendius in front of the inn, he asks if it is better to lead or to follow. Leading is independent.
4. A troll that wants a toll, Fumble. He is the one closest to Silverglenn and is lonely. He is the only troll that will not fight you if you refuse to pay the toll (independent). If you pay, you get obedient.
5. A troll that wants a toll, Grumble. Grumble is the one next to drunk nectar goblins, he has hogs. If you refuse you get independent if you pay you get obedient.
6. A troll with his son want a toll. Again you can pay for obedient or fight for independent. However, if you killed the troll king, he only thanks you and this does not take place.
7. Imp Yox in Maradino's cave. Telling him to stay hidden in the cave, not to going to his master is independent, other option is obedient.
8. Totem in the Goblin village, you will regain the same trait that you got during talking to the drunken guards. Both characters can only get the same thing (meaning that if one chose obedient and the other independent initially, only the result counts, so if you killed the guards you will get both independent from the totem)
9. Once you return to homestead and you unlock the cut scene about the how you failed to guard the godbox. Being regretful that you failed your duties is obedient, not caring too much is independent.
10. Once you return to homestead and Zixzax wants to cheer you up, there is a dual dialogue. Either you think what you did is no failure and try to find excuses (independent) or you feel like it was your fault (obedient).



11. In Hunter's Edge, if you give the armoury key to Grutilda (obedient) if to the orc (independent).

The characters that do not specialize in *Leadership* should be *Obedient* because you get a bigger *Willpower* bonus. However, this can backfire sometimes as you need line of sight to the leader. If you lose it, it can be bad, but I still think it is a better choice as you see your leader 99% of the time.

### 2.23.3 Heartless vs Compassionate

*Heartless* vs *Compassionate* - +20% backstab dmg vs 3% crit chance

1. If you kill the guards, it is the follow up dialogue. Accepting that was unnecessarily brutal for no particular reason is compassionate, saying something about the thrill of the hunt is heartless.
2. Chicken Chef if you have pet pal (which you should), let the rooster go for compassionate or let it be killed for heartless.
3. Digging up a mound behind Thelyron's clinic. You must start digging for the conversation to start. Digging up the grave ends up with explosion. Saying that it is wrong is compassionate, continuing digging is heartless.
4. Archaeologist escort. Helping him for compassionate. Telling him off is heartless.
5. Blossius's will. He is the skeleton hiding in the mill. After you read the will you can choose to alter it for heartless or decide not to for compassionate.
6. Dialogue after Samson. I do not remember this one specifically, I think that this is a follow up dialogue after you first talk to him, you have a choice to straight up condemn his action for heartless or say that love can do crazy things for compassionate (but I am not sure, I think I missed this one).
7. When you find the truth about Lawrance and how he let miners die, you can tell Nadia (compassionate) or not let her know (heartless).
8. When you are doing the immaculate trial, they ask you to sacrifice the chicken. Killing it is heartless and letting it live is compassionate.
9. In Hunter's edge there is a human and an orc near a campfire. They blow you off but if you eavesdrop on their conversation, you can decide what to do about their forbidden love. Telling that you will keep it a secret is compassionate, otherwise it is heartless.

*Compassionate* is straight up better because of the precious crit chance bonus.

### 2.23.4 Altruistic vs Egotistical

*Altruistic vs Egotistical - +2 Reputation vs +1Bartering*

1. Ishmashell on the beach. Help him for altruistic or try to sell him for egotistical.
2. Mendius in front of the inn. If you choose something like you want the riches you get egotistical vs you do not want them for altruistic.
3. Sailors looking for the job. Giving them to fabulous five is egotistical, giving them to the captain at the market is altruistic.
4. Legionnaires next to the lighthouse after the battle. Tell them what happened for altruistic, or tell them to look for themselves for egotistical. If you tell them what happened, you then have a follow up dialogue with Selenia which leads to blunt or compassionate. Otherwise it does not happen.
5. Helping Alfie. Help him for Altruistic and you get a nice merchant. Refusing to is egotistical.
6. Haizea is one of the prisoners in ice. If you defrost him you automatically get attacked by snowman patrol. He is a sociopath. He wants to get out so he can murder. If you allow him you get egotistical, if you kill him you get altruistic.
7. Helping Animals that Roy has, if you manage to pay him or RPS him in your favor you get Altruistic, if you refuse to pay for the animals you get egotistical.

I like *Bartering* better because it leads to more money, on the other hand *Reputation* is also very useful, you can take some items without people getting angry at you, this is actually very important in *Honour Mode* when you might misclick and there is no reload there.

### 2.23.5 Materialistic vs Spiritualistic

*Materialistic vs Spiritualistic - +1Loremaster vs immunity to Feared status effect*

1. Beggar in Cyseal. If you agree with him burning everything spiritual, otherwise materialistic.
2. Crying orc at the beach. If you agree to take the armor for yourselves materialistic, otherwise spiritual.
3. Ebenezer at Church. Telling him to go to the Hall of Echoes for spiritualistic, letting him stay materialistic.

4. Staff of Permagnon. Getting it back to mayor for spiritual, keeping it for yourself materialistic.
5. Dual conversation after fighting Leandra in Hiberheim. Being sad about the situation and how she is doing bad things to our souls is spiritual, taking a strong statement that we are source hunters and she does not change our identities and we will protect the realm is materialistic.
6. After you give tenenbrium to Brendon, you can either decide to give it to him for real (spiritual) or keep it for yourself (materialistic).
7. After you get proof of Lawrence guilt and confront him, you can either decline the bribe (spiritual) or accept it (materialistic).
8. After you intervene in a conversation between a troll and a couple of immaculate slavers, you will have a chance to pay for them (spiritual) or not (materialistic).
9. After you try to enter Phantom Forest for the first time, Arhu shows up and reveals some stuff. A dual dialogue starts. If you say he at least experienced love and are positive you get spiritualistic, otherwise materialistic.
10. After trial of ascention, you have a dual dialogue. If you liked it you get spiritual, otherwise materialistic.
11. After defeating Trife, you can either say that void is what he wanted and understand his behavior for spiritualistic or materialistic otherwise.

Being immune to *Feared* is much more powerful, but if you do not like the conversation options for *Spiritualistic* you can choose *Courageous* talent instead.

### 2.23.6 Righteous vs Renegade

*Righteous vs Renegade - +1Leadership vs +1Pickpocket*

1. Guy trying to steal the fish at Cyseal market. Do not let him for righteous, otherwise renegade.
2. When you have enough evidence tell Aureus to arrest Esmeralda, but then tell him evidence is insufficient so she should not be arrested for righteous (it is a bit weird but you need to initiate the dialogue first by suggesting to arrest her, even when you feel differently). Arresting her without sufficient evidence is renegade.
3. Egländer, the elf that wants to kill Victoria. If you pickpocket an amulet from him (close the door in case it fails and you are forced to fight) you can have Aureus arrest him for righteous, or choose the other option for renegade.

4. You can have Aureus arrest the mortician. But it can only happen if you dug up the grave + find his ledger/talk to him. Do not talk to Bernia about the sheep. Go straight to Aureus (you can talk to her later). Arresting him gives you righteous, letting him go is renegade.
5. In Hiberheim, elemental Arroka is imprisoned in ice. If you let him go, snow wardens show up. If you fight the wardens, renegade. If you kill Arroka, righteous.
6. Nurt in Hunter's edge is doing some illegal dealings. Report him for righteous and then loose him as a trader, or don't and enjoy a trader for a while.
7. If you give up the imps to the Watch you get righteous.

This is one of the traits that I think is kinda of mandatory *Righteous* pick. Who does not want to be a good guy anyway? You can still get *Leadership* to 6 without this but it is going to cost you 5 more ability points than those who pick this trait.

### 2.23.7 Bold vs Cautious

*Bold* vs *Cautious* - +1*Initiative* vs +1*Sneaking*

1. Mendius in front of the inn. Say you like adventuring for bold, otherwise renegade.
2. Mendius when he asks if you want to join. Join for bold (you get a quest this way) or don't for renegade (and no quest).
3. Crab on the beach under the watcher statues. Saying gold is important is bold.
4. Exploskeleton in Silverglenn inn, on the second floor. They only way to save the girl is to accept cautious, otherwise it is bold (that is the option when you say he is bluffing), he blows up and you lose reputation.
5. Brandon the tenebrium guy, if you listen to his retirement plan, you will get bold and start the quest (if you do not, you cannot get the quest and it is failed forever). If you refuse him, you get cautious.
6. After you bring Zix-zax a star stone, it is revealed you are reincarnation of immortal guardians. You can either be happy that and say that you like the fact that you are a demigod for bold, or be a lot less excited for cautious.
7. When you meet Mikas, who is hiding behind the crates once you enter Luculla mines, talk to him. If you suggest he should make a run for it, bold. If you tell him to hide and wait, cautious.

8. After you save the animals from Roy, there is an option to either tell them to find their dream pastures (bold) or tell them to return safely to Cyseal (cautious).

I think *Initiative* bonus is superior, but then again, I never sneak.

### 2.23.8 Forgiving vs Vindictive

*Forgiving* vs *Vindictive* - immunity to *Cursed* vs +20% chance for the attack of opportunity

1. After talking to Egländer, the elf who wants to kill Victoria. You will have the option in dual dialogue to acknowledge that Victoria is innocent and she was just a baby when her tribe committed the crime for forgiving, otherwise vindictive.
2. Samson the ghost. Saying that Desdemona should forgive him is forgiving (Who knew? :D), otherwise vindictive.
3. Theylyron before Braccus. Forgive him for forgiving or hate him for vindictive.
4. In the outcome where Lawrence is being threatened by miners, you can either spare him (forgiving) or let others do what they want (vindictive).
5. Giving blood stone to Frederick is forgiving, not giving it to him is vindictive.
6. After "Astarte Fights" dragon cutscene, it is either regret that we let it happen (vindictive) or trying to justify it threw that we could not have known (forgiving).
7. After the last cutscene after you bring in the bloodstone (it is the one where the origin of bloodstones is explained), you can either say that it was honorable thing to do (forgiving) or completely disagree for vindictive.

I think *Forgiving* is better because I think attacks of opportunity do not trigger nearly enough to be worth it, but that may have something to do with my playstyle.

### 2.23.9 Blunt vs Considerate

*Blunt* vs *Considerate* - immunity to *Charmed* vs +1*Charisma*

1. After you tell lighthouse legionnaires about what happened (if you are not nice to them and tell them to check the lighthouse themselves, the follow up is not available) they try to make your deed their own. Tell Selenia they are full of it for blunt, otherwise considerate.

2. You find Tom dead in Sparkmaster 5000 cave. Telling his sister that he is dead for the blunt option. Otherwise considerate.
3. The sourceror guarding the beach. Attacking him because he is a sourceror is bold, trying to be nice is compassionate.
4. After hearing about Jahan's story there is a follow up dialogue. Hating on him a bit is blunt, trying to pardon his actions is considerate.
5. You will meet a lonely troll. If you exhaust all the dialogue options he will not attack even if you have not paid the toll (do not worry you can ask him about the toll). Then talk to Ruby. Hooker/storyteller in town and pay her 2050 gold. After completing the quest you get the inter character dialogue where you can either choose blunt (he needed cheering so we did that) or considerate (maybe we stepped over the line).
6. If you give up ratcatcher orc to Grutilda you get blunt, if you make up your mind mid conversation you get considerate.
7. If you get the herb from the elemental, there is a dual dialogue what to do with Arhu, sympathizing that he wants to be cat is considerate, if you want to give the herb to Cassandra, blunt.
8. If you joined Icara and Leandra, you can have her follow you (blunt) or make her stay (cautious).

I think that immunity to *Charmed* is straight up better.

### 3 General Combat Tips

In this section I try to give some good tips regarding combat and some basic tactics.

#### 3.1 Initiative

Do not underestimate who goes first. I initially wanted to have this part in 3.3 but I think it is important enough to have its own little section. Initiative, which is gained through PER, SPD, *Leadership* and gear is absolutely crucial in difficult encounters. If my guys go first I can take control of the battlefield. If enemy goes first and I get CCd there is absolutely nothing I can do to not die. It is a death sentence. So even early on, look for +initiative gear, invest in *Leadership* and make sure that your SPD and PER are not particularly terrible.

UPDATE: With *Leadership* 4 early on (*Leadership* 2 if you invest 3 ability points, +1 from *Righteous* trait, +1 *Leadership* on a helmet, this is achievable by the time you leave Cyseal for the first time) you get +10 *Initiative* making this an extreme advantage in the early fights. Add other items and attributes as you feel the need. If you notice you are not going first in fights anymore, it might be time to find some gear or get some attribute bonus. There are some

fighters where no matter your *Initiative* value, the enemy goes first so no worries there. Those are usually boss fights.

### 3.2 AP Management

If you have *Walk in Shadows* you can haste yourself with *Fast Track*, then use *Walk in the Shadows* to stay hidden, accumulate lots of APs (action points that you get every turn to spend on actions you want to do, such as move, attack or use some special ability) and then just attack when you have enough APs for the combo you want to do. For example *Meteor Shower* and *Hail Strike* require a lot of APs and that is without buffing beforehand with *Oath of Desecration* and *Rage*. There are not many characters that have the option of having 16APs available from the get go. By using this tactic you go invisible, wait for enough APs without any risk of being hurt by enemies and then wipe everyone in a single devastating buffed attack.

Also if you feel that enemies will be hurting you in the next round it may be worth to go into invisibility to prevent damage because you are not seen and they cannot attack you. Sometime the enemy is able to find you though, I experienced this with beasts such as Spider Queen.

Having higher CON helps with saving more APs for the next round. If the enemies are close to death you can use *Adrenaline* to get some more APs at the cost of not getting any next time. If it finishes the battle, then it is APs well spent.

Generally try see how many APs you have, what actions you can take, what actions will be available later etc. Plan a bit. Some situations require you to use one skill first but then the same sequence is terrible for another fight. For example it might be tempting to use 7AP *Summon Spider* early when fighting a sorcerer on the beach, but he summons lots of enemies and they attack the next turn and the spider does not help very much. If you use *Frost Grenade* for 3APs, you can freeze lots of enemies and make a slippery surface that will probably result in lots of knockdowns, making for a much better opening move in that fight than the spider. On the other hand, when fighting Braccus, there is a Lighthouse Keeper boss too, that is immune to poison. Summoning spider to tank him is a great tactic because spider is poison immune, so he can keep the miniboss busy and deal some nice dmg, throwing a *Frost Grenade* would probably not do too much, because the boss has high *Bodybuilding* and it would not work too well (he still might slip if he walks on the slippery surface). So as you see a skill/item that is great in one situation is terrible in another and vice versa.

Use your brain, take your time and you will be fine. I think this is the beauty of turn based combat. Nobody is rushing you, you can think things through and enjoy some true Sun Tzu level of tactics.

### 3.3 Battle tactics

Honestly it is not hard once you get used to it. I say there are some generally good things you can do, but nothing is written in stone. The good combat tips are:

- Look at your enemies first, it is possible they have some weaknesses. Exploit those. Some are obvious (fire enemies do not like water) some less so, so it certainly helps to have someone in the party that is able to identify those. You can pick up Bairdotr that starts with some *Loremaster* and once you get the hang of it choose who you like, *Materialistic* trait helps too, or any item with *Loremaster*. I still think that most of them are obvious, some weaknesses can be hard to identify though.
- Use surfaces to you advantage. If there is only a tight choke point through which all enemies need to get through, light it on fire. Enemy AI is aggressive. Their primary goal is to kill you without any regard for their own life. If there is no other way to get to you, only through fire, they will happily walk through fire. Two *Firestorm Grenades* can create very wide area of fire.
- Early on, use summons. You do not have many skill and consumables at that point and summons can deal nice damage and provide more targets for the enemy. Later on I do not use them as much because I think there are better ways to spend APs, such as grenades and lost of CC. I still like to use special summons that exploit some enemy weakness though.
- CC is your friend. Try to identify the most dangerous foe and take him out of battle. I am not too worried about a guy with a shield because he is most likely going to hit me for a bit of dmg and then be done with it (they sometimes use *Crushing Fist* which can be annoying). On the other hand if there is a cryomancer mage, you can bet your sweet gold that someone is getting frozen. I would be vary of mages and marksman who like to use special arrows. Of course there are other dangerous enemies too. There is tons and tons of CC options, read the descriptions and use what catches your interest. In time you will find your favorite skills.
- Using special arrows, grenades and scrolls can really make tough encounters really easy. Experiment a bit, see which ones you like and which are effective. There is a section specifically about these so go check 3.4 for more details.
- You can also avoid getting hit during the first round (well, there may be some attacks that reach) by using crossbows from a very large distance, making it hard for the enemy to target you, but you can target them. This is great because mages, archers and most other enemies have shorter range attack distance than you, this makes for a very effective play-style. You can achieve similar effect with magic when you take *Far Out Man* talent,



but that is not nearly as effective because the distance is only prolonged by 2 metres, which is much lower value compared to crossbows. You can just initiate combat by attacking enemies that are at the edge of your effective crossbow range (possibly after using *Far Seer*), this way they really need to move closer to you and spend lots of APs. APs they would normally spend to hurt you.

- Be mindful of your environment. If there is an oil barrel next to you, it is likely to end up exploding during the fight, either through the fault of your own or because some enemy decided to take advantage of it. Do not stand next to hazardous things (oil barrels explode, ooze barrels explode, water and blood can be electrified, lava is instant death early on etc.)
- Be ready and prepare. I am sure there are those people that like to go guns blazing as soon as possible, killing hoards of enemies like in Diablo. This is not that kind of game. Do some questing, level up, get gold and do some crafting, craft and buy best possible armors and weapons as soon as you can and repeat doing so as often as you can. I honestly like to do it every level, because I think it is a fun part of the game and there are quite a few big gaps between getting levels, time wise I mean. After every level up I like to go back to town, do some shopping, see what is available and craft something nice for myself.
- There is no shame in fleeing. You might encounter an enemy that is way above your level, or it becomes clear after the first hit that you are not doing any dmg to that enemy and there is nothing you can do. Just run away. You can always come back later when you are higher level and more prepared. You can use teleporter pyramids to your advantage. Flee with a character that can flee and then teleport to that character (maybe the other character cannot move because he is in area that is on fire and moving would kill him, or maybe there would be an attack of opportunity that would kill him etc.)
- Be careful what essence you apply to your weapon. If for example you apply air dmg, you might find yourself electrocuted often, because the enemies would be standing in the water and the moment you hit them, everyone is *Stunned*, including you.
- Have fun and experiment :D, there are some really great combos you can use (*Drain Willpower + Charm Arrow*). I am sure that each person will find their right play style. I think that is one of the things that is most fun in this game, trying different things and seeing how effective they are compared to what you already know. Not many people play on *Honour Mode* right away. I advise against that, just start with *Classic* or *Tactician* and load a few times if things are not going the way you want them to. Try a different approach or simply come back when you are more ready.

## 3.4 Consumable Items

Consumable items are great, they help in battle and often complement the skills you choose really well.

### 3.4.1 Special arrows

Special arrows never miss, just like skills. There is a skill that I know of that misses, *Daggers Drawn* in *Scoundrel*. Since there is an abundance of crafting materials, these special arrows are extremely effective early on, but even later in the game to exploit elemental weaknesses or simply for CC. I like them a lot, but they have shorter range and cannot crit making regular attacks still a viable choice. If you just want to know how to make these see 5.2.3.

### 3.4.2 Grenades

*Slingshot* + *Pinpoint* talents make grenade throwing a really great and fun mechanic, be sure to get those if you are interested in using grenades. Grenades cost 3AP to use, there is abundance of crafting materials, they never miss, just like special arrows and skills and some of the more powerful ones, such as *Frost Grenade* or *Tremor Grenade* make even the hardest encounters into a breeze.

Furthermore, the combination of *Firestorm Grenade* + *Toxic Grenade* results in not only stupendously good AoE damage early in the game, but also in many instances creates clouds of smoke that the enemies cannot see through, making them unable to use bows or magic and forcing them to move on the fire surface.

Grenades become less useful later in the game, as the damage does not scale too well. CC grenades are still very much useful all the way through. I would say the best grenades are: *Frost Grenade*, *Tremor Grenade*, *Love Grenade*, *Firestorm Grenade*, *Toxic Grenade* and *Thunderbolt Grenade*. Even though any grenade can certainly come in handy.

Oh yeah, you can make *Voodoo Dolls* that are a consumable and do piercing dmg. I think they can be a source for early piercing damage but I have not used them much beyond that. Maybe they are great later on, I may have to check.

### 3.4.3 Scrolls

Scrolls are simply amazing. Any person can use a scroll from any particular school, most scrolls require a lot less APs to use, just take a look at *Hail Attack*, you need to have *Hydrosophist* 4 to cast it, you need to spend 11 APs and you need to have respectable 12 INT to cast it without any drawbacks. If you have the scroll anyone can use it, you do not need any special expertise, you spend 6APs and the dmg is the same as if you had 12 INT. This is simply great.

Scrolls have two disadvantages though. They can be hard to come by, meaning that you may wish that you had some specific scroll, but there is nothing of sort to be found at vendors or you are unlucky to not get the one you want when

you craft them, because the ones you get are random. The second disadvantage is that they are consumed in the process, you cannot use them too much, because then you will have no scrolls left. You noticed that when I discussed skills I advise against picking some skills, but use them as scrolls instead (that is that "a scroll candidate" thing). How do I differentiate those?

It is really easy. Let us take two *Hydrosophist* skills as examples: *Rain* and *Avatar of Frost*. When do I use *Rain*? When I need to clear the fire or oil surface, when I want to make enemies more susceptible to freeze and stun effects and when I want to create puddles that can be electrified. I can say that I use this skill a few hundred times over the course of the game, this would be very impractical if I were to use this skill as a scroll, so I pick it as one of the three possible *Hydrosophist* novice skills. How often do I use *Avatar of Frost* for the *Frozen* status immunity/removing the status? Well, it can certainly come in handy when you are *Frozen* and you need to get rid of this status to save the fight that is going badly, but this situation may happen 3-4 times during your entire playthrough (certainly a lot more if you invest no ability points in *Bodybuilding*), maybe not ever. This makes this skill more usable as a scroll and less so as the main pick.

Generally if you only use some skill from time to time it is a good scroll candidate, if you love the skill and use it often it is worth to invest into relevant school and pick it up as a real skill. I think the best scroll candidates are status effect removals and special summons. Let me be clear, if you want to use *Summon Undead Armored Decapitator* every fight, you love the guy and you cannot be without him then by all means, pick him as a skill. On the other hand if you are fighting some fire based boss and you would like to have a fire elemental so he can effectively tank him (because fire has no effect on him) it makes little sense to invest into *Pyrokinetic 3* just for that occasion, you are better off with a scroll.

Some people argue that scrolls are not reliable because you are not guaranteed to have the scroll you want to have. I disagree. Over the course of the game if you craft scrolls, buy scrolls from vendors and find scrolls that are scattered in the world, there is not a snowball chance in hell that you will not have most of everything you could ever need. If you do not have your desired scroll, just use your brain a bit. You cannot find *Avatar of Frost* scrolls anywhere? Well you can maybe pick *Wind of Change* as a main pick on one of your characters to battle *Frozen* effect. Then when you find a couple of those scrolls you can then forget the skill and learn something much more useful like *Bitter Cold*.

I really think this is one of those games where almost everything that exists makes sense. There are games in which I have not touched scrolls because they were useless. This is not the case. Every time I find a good scroll it makes me happy and makes the game more enjoyable as a whole. Learn to use scrolls, seriously. If you really become a scroll master you can become a deadly wizard that does not need to have a single point invested in any magic school. It would not be the most practical but it is really possible because essences are infinite and so are sheets of paper. You would just have to do **lots of shopping**.

As a final note to underline how powerful scrolls are, let us take a *Lone Wolf*

caster, who invested into nothing but *Pyrokinetic* and managed to get INT 22 with all the gear boosts. Then he also managed to get STR 10 so he can use *Rage* and he also has a melee weapon so can use *Melee Power Stance* to boost the dmg of his spells. He also has *Oath of Desecration*. This character starts with 7APs the first turn and then has 8APs on the second turn. Giving him 15APs and the most damaging and powerful version of *Meteor Shower*. If he is able to get +1AP from somewhere (a potion before battle or some +2SPD item) giving him +2APs in those two rounds. Than means that if he uses *Melee Power Stance*, *Oath of Desecration*, *Rage* he can then unleash the most powerful buffed dmg version of *Meteor Shower* making him the most powerful (damage wise) caster in the game. You may think that but you are **WRONG**.

*Meteor Shower* scales with INT and scrolls do not, that is correct. But from my testing the most scaled *Meteor Shower* is about 30-40% more powerful than a scroll. If you take a scroll user character and buff on the first round with all those skills, then you can unleash **TWO** master *Meteor Showers* the next turn, you totally trump the first character in dmg. Not to mention that you would be able to actually use your master spell in the first round should you choose to (not totally buffed but still a lot better than a wizard that does not use scrolls). Of course, this power comes with a price. You cannot do this all the time and you should save this option for boss fights or some other difficult encounters, should you choose to take advantage of this tactics.

### 3.5 Planning

Master skills are very strong, I suggest at looking at the ones that caught your interest and then building your character around those. Plan accordingly and have a clear idea about what you want to do with each character.

At first I was convinced that "I really want this" and "this is really cool" while I did not really need it, only making the character gimped by not investing into what really matters. You do not have infinite number of ability points. You should use the info provided here to plan a character a bit. Nobody wants you to theorycraft for days and have every aspect ideally fine tuned (even though that is one of the most fun activities for me).

Just take a piece of paper, know that you have this number of ability points until level 20, this many talents and try to put something together and see if it is enough to realize your dream vision, if you are missing some points here and there, just try to eliminate non-essential things, you should be done in less than an hour or two, a small price to pay in a game that can take up to 80 hours to finish.

Also nobody is telling you to read the whole guide, look up things that catch your interest and disregard the rest (at your own peril mu-ha-ha-ha...)

## 4 Builds

In this section I explore some specific builds that the player can create. Of course there are many ways to play and many other setups than those presented here. Many of which are also very strong and viable. However, there is a certain way I like to play the game and I like to have characters that fit certain criteria.

### 4.1 Good Build Definition

What is good build? There are many opinions about what a "good build" is. Some people want characters that deal most damage other people like characters that are able to fit a specific role like tanking or healing. Others prefer to roleplay a very specific character that fits some theme, such as pyromancer or champion warrior. Over the years I came to like characters that are able to do many things well.

I absolutely hate the traditional MMO roles. Tank, damage dealer, healer or crowd controller. I feel that this is an insult to anyone that likes fantasy worlds and imagines playing some sort of character in his own way.

Just imagine it, you wish to be a mage, a powerful spellcaster that is able to use devastating spells, we can take the traditional fireball. You are in battle, you use this spell and then some random stray arrow can kill you. Does this seem very plausible? I mean we are talking about hypothetical worlds here, but it just does not make much sense to me that the amazing caster would not find a way to at least somewhat protect himself against this arrow. He is a spellcaster, so maybe some spell that protects from arrows or at least better suit of armor.

But this is where many games tell you NO!. You are a caster so you must be extremely vulnerable so they cut your health in half, or come up with some other limitation, something like you cannot cast in armor. I hate this. To me it makes no sense that a mage must be a wuss not capable of equipping some armor or that a warrior cannot learn some form of magic. It is the same as if someone told you "Oh you go to the gym? That means no university education for you." I understand that games need to balance things so you are not the god character that can absolutely do everything and developers like to enforce different playstyles. However, there are some games where this vision of all powerful versatile character is possible. Divinity Original Sin Enhanced Edition is one of them. And that is the kind of build I like to play.

So what brings the source hunter you play as close as possible to this vision of mine? For me it is these factors:

1. Ability to deal very good AoE (Area of Effect) damage. If there is a group of many foes, you want to be able to wreck them all at once. Or at least most of them.
2. Ability to deal very good single target damage. If there is some exceptionally dangerous enemy, you want to be able to deal with him.

3. Ability to sustain that dmg, be it AoE or single target. What good does it do that you have the most amazing combo, but cannot do anything afterwards?
4. Ability to go first in combat. Turn based combat is deadly and those that strike first win more often.
5. Ability to withstand CC effects. A CCd character is a character that does nothing but receives dmg.
6. Ability to help other allies that are CCd.
7. Ability to CC as many enemies as possible. CCd enemies do nothing but receive dmg and cannot hurt you.
8. Ability to combine CC and dmg into a single action, so the character is very effective.
9. Ability to exploit weaknesses of as many enemies as possible.
10. Ability to traverse the battlefield easily.
11. Ability to disregard most dmg that comes from enemies. Dead character is useless character.
12. Ability to be effective in combat, be it early game, mid game or late game. I absolutely abhor those builds where for the 90% of the game your character is a total hindrance but then because of some late game item or ability, they suddenly turn to the most meta build. No, just no.
13. Ability to interact with the world, pass dialogue options and get as much as possible from the world.

I have played close to 250 hours in total and I think I have two builds, that fulfill all of these requirements and are what I would call good builds in DoS EE.

## 4.2 Samugol

This character is able to do pretty much everything that makes the game fun. He is able to use best weapons and armors. He is also a master caster capable of using any master skills through the use of scrolls. On top of that he is extremely survivable and pretty much immune to any damage that might come his way. He can fulfill any role that is needed at any given moment. Do you need to kill someone fast? Disable a dangerous target? Does an ally need healing or some other support? None of that is a problem. Also, he is able to use grenades which are very powerful. If you want to experience all the game has to offer, this is the build you want. It is a *Lone Wolf* build.

### 4.2.1 Scrolls vs Regular Skills

When I first started playing I really wanted to make a regular caster, the one that would not have to rely on scrolls. Unlike scrolls, your master skills are infinite and you can use them during every battle, so why choose scrolls in the end?

It was mainly the question of what I find most enjoyable in the game. The thing is I find damaging magic based skills in this game extremely underwhelming except a few select master spells. You simply cannot find decent damage until you get to master level. I always kept telling myself that I will be more of a support mage, but then when level 15 hits, I will be the quintessential damage dealer. This however, was not the case, because by the time I could cast my master level skills that cost 11APs, the other party members, namely rangers have already wiped everything because of their much cheaper *Rain of Arrows* 98% of the time.

Not to mention that the playstyle of "buff first round and then unleash master spell in the second round" is stupendously boring and I never felt like I contributed that much. Earlier parts are also very much boring as a mage. Sure you can use a couple of nice skills to support the party, but you are not doing anything in the dmg department most of the time. It is exactly what I hate about some builds. You are half useless most of the game and then only late game you become powerful, but in this case it was more like...become someone who does not suck as bad when it comes to dmg, rather than truly powerful.

Scrolls make the game really fun, because you are always hunting for them. It makes shopping and crafting fun. I hate loot boxes but there is reason they are popular. There is that moment of anticipation to get something you can really use. There will be situations perfectly suitable for each spell and that is exactly when you can use a scroll. I feel that the time magic skills shine in this game is when you are able to exploit your opponent's weakness. Even if you invest heavily into 2 or even 3 schools, there will always be situations in which you do not have the relevant dmg type, scrolls take care of that.

Finally you have to sacrifice a great deal if you want to be a caster that only uses regular skills. You need to invest heavily in INT and spend lots of ability points on their respective magic schools. This makes it more difficult to focus on other things. If you use scrolls, you can practically become the most powerful melee build that can use magic effectively. This is why I like to use scrolls rather than regular magic skills. To be more precise, use scrolls rather than higher level magic skills.

### 4.2.2 Appearance

It absolutely infuriates me that the character portrait is out of sync with how the character looks. Since it was decided to use *Zombie* talent, the portrait with the black eyes should be chosen, we need to make ourselves pale too. Now the character looks like a *Zombie* caster, it gives the character personality and it takes care of having discrepancy between how he looks like and how the portrait

is. So here it is:

- Portrait - the white guy with black eyes, no beard.
- Voice - Warrior voice.
- Skin Color - Fair Rose (the completely white one is different from the portrait).
- Head - Head 11 (black eye shade).
- Hair - Hair 7, there is no good long hair that fits the portrait exactly, so I decided that the character has long hair in the portrait, but short in game (just as my real world driving license).
- Hair Color - Moonstone White.
- Underwear - Underwear 2, to see those muscular legs that I might get one day :(.

Of course you can choose whatever you want, this is just a suggestion and mainly for me so I know what to choose next time I play. There is also a preset that I like with grey like beard and slightly darker skin color, but I decided to go with the one above. My reasoning is that no matter what portrait you choose it will be totally, totally different from that. Since most of the time you are looking at the portrait rather than a character I went with a great portrait and good character that fits, rather than terrible portrait and some other good character. Thank the lord that this has been addressed in DoS 2.

#### 4.2.3 Class Selection

Since this character uses two-handed weapons, it is only fitting for him to start with the only class that starts with a two-handed sword, the knight. Keep in mind that the beginning class only determines your starting equipment. That is the only reason to choose this class really. We get heavy armor, two-handed sword and a very useful *Firestorm Grenade*. When you are starting the game, this character should be on the right (player 2), the reason for that is if the male character is on the left, later in the game you get "her chest" which drives me crazy. Choose a class before fiddling with other things, because that will reset those.

#### 4.2.4 Attributes

You need to choose your attributes at character creation which is the next section. Here we not only discuss what starting attributes should be (the start value is written next to each attribute), but also what to do about them later in the game and why. There are 3 attribute tomes that each increase any of the chosen attribute by one, so you can use it if planning the character.



- STR 7 - This is very important. Armors and especially big two-handed weapons require a lot of STR. It also affects the amount of dmg you are able to deal with them. You should end up with STR 15 in the end.
- INT 7 - Another important attribute, but not as much as STR. This character is also a caster capable of using some magic skills (not only scrolls), so some INT is necessary. You should finish at INT 10 as a final number, but this is gear included. That means that early on I would put 1 point here max. You are always hunting for items that give immunities and if one of those gives INT +1 or INT +2, you do not want to have high INT so the bonus is wasted almost.
- DEX 5 - You will eventually get +2DEX boost from *Tormented Soul* so you can definitely use some useful *Scoundrel* novice skills. No reason to put any points here. If you are worried about *Fast Track* failing, don't be. You can use *Encourage* for that DEX +1 bonus, or simply find some nice item that will have it.
- CON 6 - I think CON is better than SPD early on, making you more survivable. This is important especially in *Honour Mode*. I would put one more point here to get to CON 7 as soon as you can and then not worry about it. You should be plenty tanky later on, you are a *Lone Wolf* after all. It also helps with increasing maximum APs, not a huge deal but it helps if you want to do some crazy combos after waiting a turn.
- SPD 5 - This is an interesting attribute. I like it very much because it gives more APs and raises *Initiative*. I have decided that CON is a bit more superior early on. If you are not playing *Honour Mode* you can certainly put that extra attribute point here instead of CON. Later on you will be converting all the saved ability points into SPD. You should end with 13SPD without any gear. This will give you extra 4APs at the start and turn, making you extremely versatile later on.
- PER 5 - No reason to increase this really. Sure it helps a bit with crit chance but that is just not worth it. There are some unique books you can find that decrease PER and increase INT. I would avoid using those, you do not want to be losing APs and there should be plenty of attribute points to have your INT high enough. Especially with 2 attribute boosting books and lots and lots of useful items. No worrying about traps, either someone else spots them for us, or we just walk through them later in the game (like a boss).

#### 4.2.5 Character Creation

During Character creation, I suggest picking:

- *Scoundrel* 1 - I would pick *Walk in Shadows*. Yes, our DEX is low so we will fail it often, but I like it on this character, because from the roleplay

perspective he is the materialistic, power hungry and questions authority. He is not a bad person, but he likes to take useful things. Technically this would be better on the ranger character, but I just like to have her as a righteous moral leader, it does not feel right for her to do the stealing. Also, it is a prerequisite to Scoundrel, which is necessary for *Pinpoint* which you should pick during character creation.

- *Man at Arms* 1 - We will pick *Battering Ram* as the first of our 3 novice skills. This is a great mobility skill that also inflicts some CC.
- *Hydrosophist* 1 - We will pick *Regeneration* as the last of our 3 novice skills. It helps us heal early on and is an amazing quality of life improvement. It will also allow us to take lots of other useful spells later.
- *Two-Handed* 1 - We are not going to be able to get more skills early, so it doesn't make sense to pick another school, instead we get *Two-Handed* 1 that will give us amazing 10% crit chance boost, great improvement for just a single ability point.
- *Willpower* 1 - There is no point in picking another school, because we simply do not have any skills, this is at least some early protection. It is not going to make a whole lot of difference, but it is a start. We will invest more heavily into this later.

All that is left is to pick our talents. We have already established that this is a *Lone Wolf* build, so be sure to pick that. *Pinpoint* is necessary for grenade usage as early as possible. We will get other talents later.

#### 4.2.6 Skill Finalization

So we know that we need *Man at Arms*, *Pyrokinetic*, *Witchcraft* and *Geomancer*. We also got *Scoundrel* as a prerequisite to a talent that we want. How many ability points to invest? What skills to choose? How about other schools? Here we go:

- *Scoundrel* 1 - We had to get this early but the skills it offers are nice, even though we will only be able to take full advantage of most of them later. We already have *Walk in Shadows* that is used mostly for stealing, so it does not matter that we fail 30% of the time. Then we can get *Adrenaline* as it can come in handy and *Fast Track* because who does not like free APs. I want to mention that *Winged Feet* kinda loses its value once fire and poison surfaces do nothing to you. Sure there may be some electrocuted water or blood, but I think you are better off with some immune to *Stunned* item.
- *Hydrosophist* 1 - *Regeneration* is great for healing when are not a *Zombie* yet, that is why we took it. But it can also be used for the *Decaying Touch* combo later on. I would certainly get *Rain* because it allows us to

have better control of all the fire/oil surfaces we are going to come across. The last pick is a tough choice between *Freezing Touch* and *Slow Current*. I guess *Slow Current* because it is another way to help us trigger *Bully* talent. It can totally be *Freezing Touch* if you prefer though.

- *Aerotherge* 1 - This school is a great complement because it gives us *Thunder Jump* that is a great stun/mobility skill, very handy because we are melee. The next pick is *Bitter Cold* because it is just a great little spell. Then you have a very tough choice between *Shocking Touch*, *Blitz Bolt* and *Teleportation*. But because we are going with a battlemage setup, *Shocking Touch* feels appropriate, especially since it is the best touch skill.
- *Man at Arms* 4 - We only need to get the great *Flurry*, so level 4 is sufficient. As far as adept skills go, I would choose *Rage*, *Crippling Blow* and *Whirlwind*. You will eventually get most of the novice skills, but the first 3 should be *Battering Ram*, *Melee Power Stance* and *Helping Hand*. Later I would also choose *Defensive Melee Stance*, *Crushing Fist* and whatever you like.
- *Pyrokinetic* 0 - This is the only school that I think does not warrant a point. *Fast Track* is simply superior to *Wildfire* no matter how I look at it and you do not really need any of the other skills, because they mostly suck. *Burn My Eyes* can be useful a handful of times, but there are enough PER boosting items and potions that I never found the need, you can always use a scroll if you really want it. Some might argue that *Burning Touch* is mandatory on a battlemage, but I disagree. You are better off using those points for a regular attack which will deal more dmg on average.
- *Witchcraft* 3 - I have enough experience to know that *Soulsap* is amazing, but it is a waste to use on regular enemies and there are only a handful of bosses in the game, that means that scrolls are more than enough (and cost less APs). *Invulnerability* is also pretty great (especially since the non-scroll version is 2-4AP cheaper, but you also need much more INT) but in the end, I only used it 5 times during my entire playthrough, so I do not think it warrants a pick. The must have from adept is *Drain Willpower* the real MVP. The other two are up to you, if you do not have too many scrolls *Destroy Summon* is a solid pick that you can use during various situations. I would go for *Rupture* as I think it is more useful than *Summon Undead Decapitator*, but the choice is yours. You will get all the novice spells eventually, but I think that *Oath of Desecration*, *Decaying Touch* and *Summon Undead Warrior* are the most useful ones, so grab those early. You could probably get by with scrolls only and have *Witchcraft* 1, but I just like to use *Drain Willpower* so often that there are not enough scrolls for that. This is really the only school where you have super useful things in novice adept and master, making it only right to take it all the way to *Witchcraft* 3-4 (you can go all the way to 4 if you want to, but I think scrolls suffice).

- *Geomancy 2* - I would say that going *Geomancy 2* is worth it just for *Poison Dart* if you have a *Zombie* character. It is a renewable free source of healing. But it gets better because there is also *Petrifying Touch* which does not need you to go higher than *Geomancy 2*. There are some great novice spells. *Boulder Bash*, *Summon Spider*, *Midnight Oil*, *Fortify*, *Bless* are all useful. Since *Fortify* also needs *Geomancy 2* to be 2APs cheaper, it really feels like a solid pick. You will get all of them anyway, so just choose the three that you like the most. I think it does not matter as long as you have *Summon Spider*

Perfect! We spent 22 ability points and we are done with every school.

#### 4.2.7 Abilities and Talents Finalized

Now we have almost everything that is needed. Just a few more things:

- *Bodybuilding 3* - Why so low? Well, you get *Bodybuilding +1* from *Leadership 6* bonus, you also get the same bonus from many belts which puts you to *Bodybuilding 5* (you should always look for a nice belt that has *Bodybuilding* on it, ideally with *Two-Handed*, *Initiative* and tenebrium resistance-but I only found one like this...so if you get 2-3 out of these bonuses, that is fine). From my experience, you also often find sarongs with this that would put you all the way to *Bodybuilding 6* (again, ideally a sarong that has *Bodybuilding*, tenebrium resistance and some attribute bonus). However, not all sarongs have it. Either way you will finish with *Bodybuilding 5-6* which is good. I always like to push it all the way to 6, because I really hate being CCd. If you do not mind it as much as me, you can certainly get away with *Bodybuilding 2* as base.
- *Willpower 3* - Again, looks low, but if you go for *Obedient* trait, you can get *Willpower+2* bonus, which is huge. You also get *Willpower+1* from *Leadership 6* taking this all the way to level 5. If you are not a big *Obedient* fan, you can get *Willpower* all the way to 4, or be happy with 3 as a solid base.
- *Two-Handed 4* - We are going to be using a two-handed weapon, therefore investing into this makes sense. I only leave it at level 4, because it is very possible you will find a nice belt, bracers or weapon that can get you all the way to level 5. Technically you get benefits of taking this all the way to *Two-Handed 6*, but at that level you only get 2% crit chance bonus which I do not think is worth the investment. I believe that crit chance 25% and 300% weapon damage is more than sufficient, especially when compared to crit chance 27% and 300% weapon dmg and 5 more wasted ability points. There was one playthrough where I found two really good items with *Two-Handed +1*, so you can technically get away with *Two-Handed 3* as a base, but I would not rely on it.

- *Armor Specialist 3* - Some of the best armors with best bonuses can only be bought and the best ones need this. I certainly would not put points here early, but I would put ability points here later, as needed, based on the armor you want.
- *Leadership 0* - This character has enough ability points to invest into *Leadership 4* so it may be tempting, but I am generally against this. There are several reasons for this. This is a character that is going to be very close to enemies. Because he is so close, he will be taking the most of damage and most of CC effects. Therefore I think that he is much more suited to be on the receiving end of *Leadership* rather than being the beacon for others. Also another character we are going to make is going to be a ranger that is stationed in the back which is safer, hence making her a better *Leadership* beacon candidate as they do not get as many threatening status effects. Finally, we chose *Obedient* trait which benefits us when there is a leader in sight, not much sense in picking that if we are the leader.

You may notice that until now, we have spent 50 ability points at most. Most characters end the game around level 20, giving us 68 ability points as a *Lone Wolf* character. There are also 2 ability point books that give additional 6 ability points. Therefore we technically have 24 ability points to spend. You have several options:

1. Choose another school you like (or two) and master it.
2. Choose to get *Leadership* so the original leader also has some benefit.
3. Choose to use skill books to benefit other characters and have fewer ability points yourself.
4. Choose to trade the 24 ability points for 8 attribute points when you unlock the demon. This is my favorite option because I think that other characters do not need too many points and are perfectly OK as they are. If you decide to put it into SPD, you will get +4 start APs and +4 turn APs, making you an absolute monster.

The only thing left is talents.

- *Lone Wolf* - We have already chosen this. Just a note, this build could work as a non-lone wolf build easily, but you would not have as many APs and survivability. Truth be told you are gimping yourself by picking a lone wolf character, because you cannot take another companion. Another companion would be a much better benefit and would allow you to have more HP and AP as party. Despite this, I like this talent. It really makes the ultimate tank and a character that is head and heels above the rest. It gives identity to ME in the game. If you want to power game, do not choose it and pick another companion.

- *Pinpoint, Slingshot* - Grenades are so good that they will be the early source of most of your dmg and CC. They are also extremely fun and you cannot play them effectively without these two talents.
- *Zombie* - The quality of life improvements (no need to look for poison resist on gear and you are able to walk through poison traps, clouds, vents and surfaces) and battle survivability it brings (you are not only immune to one of the most prominent dmg types, you get healed by it) are just amazing. Talents do not normally have much impact on gameplay, but this one really, really does. The only drawback is that you cannot burst heal. That is not totally true though. If you are tanky enough, you never need to burst heal. Despite this fact, there are three things you can do. You can use a skill that deals a lot of poison dmg. *Deadly Spores* and *Poison Dart* are able to heal for quite a substantial amount. You can use special arrows to heal, both arrows only cost 4APs by a ranger to shoot at you (cheaper than *Regeneration*) and are able to heal you quite a bit. Lastly, if you want, you can choose *Morning Person* talent. Sure, when things are dire and you are desperately trying to resurrect a character, it is not ideal. However, if you do it in a planned way, where you leave your zombie tank to slowly die (he is poisoned with *Large Poison Bottle* so he gets healed every round and is super tanky) to just bring him back to life to full HP for 6APs, it is an amazing feeling. It also fits from a roleplaying perspective. All in all, I do not play without this anymore.
- *Bully* - There is not much to think about. You are able to deal 50% more damage to most enemies using auto-attacks. That is worth it my book. Sure, it will not work with most skills and the enemy needs to be *Knocked Down, Crippled* or *Slowed*, but that can be easily achieved. A great talent.
- *Morning Person* - Just in case, but if you want you can totally choose some other talent. I just like the fact that if by any chance things do not go well I can be sure that I am not going to die. You can pick this even sooner, if you are scared, but I feel confident enough that I do not need it.
- *Far Out Man* or *Bigger and Better* - You are going to be using your own skills and scrolls. The added distance always helps. It is not a priority I feel like, but it certainly helps. I think there are simply more important talents to pick and by the time I get to this, I feel like what is the point for the last level or two. Also, since this character is melee, it is very unlikely he needs some extra distance (but it really helps with touch spells). *Bigger and Better* is always a solid pick.

#### 4.2.8 Level Progression

This section is technically not necessary because the build is done, but it is nice to see the progression. Of course you are free to choose things in different order, but this is how I prefer it.

Level	Ability Points	Attributes	Talents
1	Hyd, MaA, Sl, TH, Will - 1	+2STR +2INT +1CON	LW PP
2	Body, Geo - 1	+1CON	—
3	Aero, Witch - 1	—	Slingshot
4	Witch 2	+1INT	—
5	Body 2	—	—
6	Will 2, save 1	+1 STR	—
7	Witch 3, save 1	—	Zombie
8	MaA, Geo - 2	+1STR	—
9	MaA 3	—	—
10	Bodybuilding 3	+1STR	—
11	Will 3, book TH 2, save 2	—	Bully
12	MaA 4, AS 1, save 1	+1SPD	—
13	TH 3, AS 2	—	—
14	TH 4	+1SPD	—
15	AS 3, save 1	—	Morning Person
16	save 5	+1STR	—
17	save 9	—	—
18	save 13	+1STR	—
19	save 17	—	B & B
20	save 21 + book = 24	+1STR	—

I think that picking skills early is best. You want to be able to do as much as possible early on. However, do not neglect *Bodybuilding* nor *Willpower*. *Zombie* is taken at level 7, this is the time you are going to go to Black Cove and there is lots of poison there. You should also have some elemental resistance once you pick some rubies up. The talent then becomes useful for the remainder of the game. If you are playing on *Honour Mode* you can pick *Morning Person* instead of *Bully* earlier, but I just like to be able to deal lots of dmg and I never had issues surviving, it really is just a fail safe. When you unlock the demon, you should just spend saved ability points into more SPD. Also be sure that you only spend attribute points on +1INT if you have no suitable INT boosting items. Your endgame goal is INT 10 however achieved. If you need STR earlier so you can equip the best weapon just take it instead of suggest +1SPD. In my playthrough I was level 21 before leaving homestead, so I could get my *Willpower* to 4 (+3 from bonuses). That makes it really impossible for the final boss to CC you, of course you can exchange for some attribute point if you want to.

#### 4.2.9 Equipment and Playstyle

As far as the equipment goes, get your hands on the best armor and the best two-handed weapon (buy, craft, improve). Ruby/essence proof everything you can. As far as the items go, you can pick whatever you like, attribute bonuses,

immunities to status effects, or any boost to anything you find useful. I would say that immunity to *Burning* item is very nice (I like to have it on every character), but you can also use *Avatar of Fire*. Immunity to *Frozen* should be acquired before going to Hiberheim. Later, ideally you should have two items with *Bodybuilding* +1, but if you have only one it is a non-issue. Try to get something with *Two-Handed* +1 as well. One last thing I would try to get across is to purchase all useful items with tenebrium resistance before the final battle. I would get most of it before going to the temple. It always is a limiting factor. When you find a great sarong that has *Bodybuilding*, *Initiave* and some attribute bonus with poison resistance it is almost perfect, except there is no tenebrium resist. You will have to hunt for tenebrium resistance items that also have great other stats and that can take a while.

As far as playstyle goes, experiment. You can do literally whatever. I prefer to use grenades and CC early on, then finish things off with melee. Once I get more survivable I start using melee more and compliment it with magic/grenades as needed. Later in the game you should be almost immortal and are able to devastate everything both around you and away from you be it by magic or your weapon.

#### 4.2.10 Summary

At the beginning we defined what a good build is. Let's see how we did.

1. *Ability to deal very good AoE (Area of Effect) damage. If there is a group of many foes, you want to be able to wreck them all at once. Or at least most of them.* You are able to throw grenades left and right early on, contributing by far the most AoE party dmg. Later (when you have more scrolls) you gain several more AoE skills/scrolls that can dominate most foes both close to you (*Whirlwind*, *Explode*, *Tectonic Spray* etc.) or far away from you (*Meteor Shower*, *Hail Attack* etc.). All of this buffed with every imaginable skill you wish (*Rage*, *Oath of Desecration*, *Melee Power Stance* and *Encourage*).
2. *Ability to deal very good single target damage. If there is some exceptionally dangerous enemy, you want to be able to deal with him.* Yes, you can hit things with your big two-handed sword that is optimized for maximum dmg possible and highest crit chance. You can also use some extremely heavy hitting close quarters single target skills from *Man at Arms* (*Crippling Blow*, *Flurry*) or scrolls that can be used over distance (*Deadly Spores*, *Chain Lightning* etc.).
3. *Ability to sustain that dmg, be it AoE or single target. What good does it do that you have the most amazing combo, but cannot do anything afterwards?* You have so many skills/scrolls that you can take your pick.
4. *Ability to go first in combat. Turn based combat is deadly and those that strike first win more often.* Because of the bonus you get from your team-



mates you always go first, not to mention all the *Initiative* boosting equipment you have and the stupid amount of SPD.

5. *Ability to withstand CC effects. A CCd character is a character that does nothing but receives dmg.* Both *Bodybuilding 6* and *Willpower 6* ensure that you are as protected against CC as one can be.
6. *Ability to help other allies that are CCd.* You have all sorts of useful skills/scrolls that can do that.
7. *Ability to CC as many enemies as possible. CCd enemies do nothing but receive dmg and cannot hurt you.* You are the CC master. You can use grenades to CC groups of enemies or use skills to dominate opponents, not to mention all the scrolls, because of them you technically have every CC available in the game.
8. *Ability to combine CC and dmg into a single action, so the character is very effective. Battering Ram* deals damage and knocks down multiple opponents. There are also all the touch skills and scrolls such as *Tectonic Spray*. Not to mention all the grenades with CC and dmg you will be throwing. You can also use *Hail Attack*, *Storm* as a scroll if the need calls for it.
9. *Ability to exploit weaknesses of as many enemies as possible.* You can deal physical dmg (crushing and slashing) with your weapon. You can also deal piercing dmg if you have a couple of *Level 5 Voodoo Dolls* with you. Your grenades and scrolls can deal every imaginable dmg in the game. You should always choose something that your opponent is particular weak against.
10. *Ability to traverse the battlefield easily.* There is *Battering Ram* and *Thunder Jump* that allow you to get anywhere in 4APs. You should also look for good items that get +movement bonus.
11. *Ability to disregard most dmg that comes from enemies. Dead character is useless character.* You are a fortress. You can get 90% physical dmg reduction, you are immune to every element except tenebrium, but you have plenty of items that battle it effectively. Also you have a huge health pool and can use super cheap *Large Poison Bottles* to heal continually forever. There is no way that you would go down, because even in the toughest of situation, your teammates can shoot with some poison arrow or skill. If there is a situation that you do go down (which is most likely a result of some terrible tactical decisions) you can be revived to full HP by only using 6APs.
12. *Ability to be effective in combat, be it early game, mid game or late game. I absolutely abhor those builds where for the 90% of the game your character is a total hindrance but then because of some late game item or ability, they suddenly turn to the most meta build. No, just no.* You are a beast

and you get better and better every level. By the time you are level 20 you are a demi-god.

13. *Ability to interact with the world, pass dialogue options and get as much as possible from the world.* Since we did not take *Pet Pal* and are not really focused on conversation, this is not something we excel at, but guess what. We have a source hunter partner that does all of this for us :) I just thought it would be nicer for the woman to be the one doing all the talking.

There you have it, Samugol is a great build as we initially defined it.

#### 4.2.11 Suggested Traits, Roleplay

He may be a *Materialistic* thieving power hungry mage but he is a good person. It is not like he wants to steal because he enjoys lightening other people purses, it is because of necessity. The world is at stake after all and their resources are limited. He likes Anna very much so he comes across as an *Obedient* person that likes to follow the rules (*Righteous*, but there are some instances where he shows his *Renegade* nature). He never refuses to help anyone in need making him *Compassionate* and *Altruistic*. Even though, he can be very *Egotistical* sometimes. He often speaks his mind making him quite a *Blunt* person too. He goes between *Bold* and *Cautious* depending on the situation. His *Pragmatic* nature is in direct contrast to Anna's more *Romantic* personality. He does not hold grudges, he tries to always understand the other person, this makes him mostly *Forgiving* but not always.

One thing that I always found a bit weird though, is that you can steal from a person and sell them their item. It breaks the immersion a bit for me, so I like to use Charla who is a trader on the beach that leads to orcs (do not worry you can access her without any fighting) and I like to sell her the stolen things. That makes sense to me, she is like my own personal fence :D That is a self imposed rule I like to play with.

### 4.3 Anna

Anna is in many respects a perfect character to support Samugol. She is the leader of the group, the talker. She is an expert marksman (markswoman?) that has all the important *Expert Marksman* skills and is able to use special arrows as needed. She is also a mage. Not the kind that levels cities, but a support kind. She can help a *Knocked Down* ally, anyone who is *Frozen* or anyone under any bad status effect actually. She also has quite a few useful skills that can help with CC, deal a bit of dmg or just help allies in general. She is also extremely durable, but perfectly optimized for dmg. She is a pillar that all party members can lean on. Never send stolen items to another person unless it is from your inventory, they may get caught for your crime.

### 4.3.1 Appearance

After much deliberation I chose this one. I think it gives her personality and her portrait perfectly matches her appearance. It is a bit wild but I really like it.

- Portrait - The one with geisha like mask.
- Voice - Wizard voice for that lovely British accent.
- Skin Colour - Golden Touch, fits the portrait and is the best.
- Head - Head 15.
- Hair - Hair 3 (short hair that does not go through her face).
- Hair Colour - Spiced Ale (you can technically choose a different one, but it goes great with the mask).
- Underwear - Underwear 3, I do not like those peaces with strings around the neck.

### 4.3.2 Class Selection

I like wayfarer the best. She starts with a good armor and a nice crossbow. Like before, choose the class first, before you actually get into skill selection so you will not have to do it twice.

### 4.3.3 Attributes

You need to choose your attributes at character creation which is the next section. Here we not only discuss what starting attributes should be (the start value is written next to each attribute), but also what to do about them later in the game and why.

- STR 6 - It may look strange to focus on STR with a ranger character, but it has its merits. Once she gets STR 8 (no need to put more points here) and you have *Tormented Soul* on you weapon, she has STR 10. This ensures that she can effectively use *Rage*. A great 2AP dmg boost skill. Also because she naturally has STR 10 all the time, it is no problem to get a bit more from items so she can wear heavier armor, making her a lot more tanky. If you get some +STR items she can be as tanky as the tankiest warrior.
- INT 5 - We only pick magic skills that require no INT investment. There is no need to focus on this any further. You have special arrows that provide both CC and elemental dmg. There is no need to dip here.

- DEX 7 - This is your primary stat. If possible she should get it as close to maximum 15 as possible. In the build I chose to get it to base DEX 11, so we can also have some more SPD. You should always have enough so you can use the best possible crossbow.
- CON 5 - CON is still important, especially on *Honour Mode*. Well yes and no. This character (unlike Samugol who is on the front line) is usually nicely in the back and is also very tanky, so it is up to you, but I never felt that much need to put points here. I think that some piece of gear with CON +2 or +HP are more than enough.
- SPD 7 - The good rule is to always have minimum DEX required for the weapon we wish to use. If it is not a problem, put points into SPD. If it is, favor DEX. There are plenty of items that help with both later on. If you are able to get to SPD 11, you start with 10APs making it possible to use *Rage*, *Ranged Power Stance* + *Rain of Arrows* as our opener. The first two points we get on level 2 and level 4 should come here, because then you have 8APs on the turn. This means you can fire two special arrows. I think this contributes more to survivability than CON (you can CC one more opponent or have one more chance to do so).
- PER 5 - She does not need more than is already here. Her skills (*Far Seer*, *Bless*) help with the chance to hit over a large distance. She does not need crit chance too much. Also, there is another party member that helps with trap detection.

Do not forget that you can always get gear that helps with the attribute in question. Like Samugol, you are going to have lots of leftover points, so can also trade those for some attributes later.

#### 4.3.4 Character Creation

During Character creation, I suggest picking:

- *Expert Marksman 1 - Ricochet* is the best early pick, we start with a crossbow so we can use it. This provides some much needed sure to hit dmg early on.
- *Aerotherge 1 - Thunder Jump*. We can only choose no INT required skills. *Teleportation* is inferior to *Summon Spider* early, so you will not have points to use it. Before you reach Cyseal, there are not that many opportunities to use *Wind of Change*. On the other hand *Thunder Jump* can be used to relocate quickly and potentially stun enemies.
- *Geomancer 1* - We will pick *Summon Spider* as our last novice skill. This little summon can make early passages much easier and will serve us well. It will also keep being useful as it is perfect when facing poison based enemies that do not work against him.

- *Leadership* 1 - This character is best suited to be a leader. Just getting one point here gives Samugol *Initiative* +5 which is a big deal early on. Not to mention 5% dmg increase
- *Charisma* 1 - Just for one point investment you get a bit of extra persuasion power, useful through the entire game, especially since she is the main talker.

Anna is the party talker so she should definitely have *Pet Pal* which leads to lots of great dialogues, quests, items, experience etc. A great talent. The second one is a bit harder, but we are going to take *Light Stepper* because there is no one in the party that can deal with traps. Later on on, she should get some PER gear to help reach starting 10AP, *Scope* on the crossbow helps, and she is going to be the party leader, so it is a natural choice.

#### 4.3.5 Skill Finalization

- *Scoundrel* 1 - We will get *Winged Feet* to take care of early game puzzles and problematic surfaces, *Fast Track* that is a nice little AP boost and *Adrenaline*. You can choose *Walk in Shadows* if you want her to have a defensive skill.
- *Aerothurge* 1 - We already have our first pick (*Thunder Jump*). Just get the rest, *Wind of Change* and *Teleportation*.
- *Geomancer* 1 - Since we already have *Summon Spider* there are two more things to take. But since we have low INT *Boulder Bash* and *Midnight Oil* are the only options.
- *Witchcraft* 0 - It may be tempting to get this for amazing *Oath of Desecration* but remember that you have *Rage* that is a better boost because *Rage* is cheaper, you can use *Ranged Power Stance*, *Rage* and then *Rain of Arrows* on the first turn later in the game. There is no room for *Oath of Desecration* as you are not going to be able to get +3APs somewhere. If you really want it badly, there are going to be lots of scrolls with it as *Witchcraft* casting is by far the cheapest, so you can do that.
- *Man at Arms* 3 - Because we planned to get STR 10, we are able to use *Rage* effectively. We can technically also get *Barbed Wire* and *Taunt* but I don't think they will be used often. She needs to get *Helping Hand* which can really save the fight. Next we should get *Encourage* which fits the leader role perfectly. *Crushing Fist* can also come in handy. The last novice skill is chosen for her, because she does not have a melee weapon. That means *Cure Wounds*, which is not that great in a *Zombie* party, but it can have its uses (helping some other allies, exploiting *Decaying Touch* etc.)

- *Expert Marksman* 5 - This is the big one. This school defines this character. Be sure to pick *Arrow Spray* and *Rain of Arrows* as both of them are amazing master skills. The first adept choice should be *Far Seer* as it helps tremendously. *Barrage* is a great dmg option, so be sure to grab that. Finally we can get *Survivor's Karma* as it can be a nice crit chance boost for everyone, fitting the support role nicely. You can even use it before you begin looting containers, that is lots of fun. Also it fits perfectly because Anna is going to have *Romantic* trait, which gives her *Lucky Charm*+1. Making her the perfect person to find loot.

#### 4.3.6 Abilities and Talents Finalized

- *Bodybuilding* 2-4 - She should be able to get one or two items that boost this. She is not on the front lines, making her to be an unlikely candidate for these status effects, however I really CC and in some fights there is no avoiding it, so I just take it all the way to 4.
- *Willpower* 2-4 - She will get a boost because of her *Independent* trait. Crossbows and sarongs often come with this too. Same point as above.
- *Armor Specialist* 0 - It might be tempting to put points in here, but because crossbows have inherent movement penalties I prefer crafted armor on crossbow people. Therefore do not put a single point here.
- *Leadership* 3-4 - I think this is what defines her the most. She is the lovable talkative leader that helps others. But this does not only work as fun roleplay but also really well in the game. She is out of harms way so she is much more suited to be the beacon rather than on the receiving end. I know that some people like to relegate this role on some companion, but to me it just does not feel right that a source hunter is not the leader. Also, if you decide to put *Leadership* on a companion, they do not get the benefit from the *Righteous* trait, making them spend 5 more ability points than a source hunter needs to spend. Either way I think she is perfect for this role (unlike power hungry materialistic thieving Samugol). The reason you can choose between 3-4 is because you want to reach *Leadership* 6 for every possible benefit. You should always have a helmet that often comes with *Leadership* boost. You also get a bonus from your *Righteous* trait. But because you are a crossbow user, those often come with *Leadership* bonus too. That is why I think that *Leadership* 3 is sufficient. If you do not want to depend on some random crossbow, you can put a point there, but I usually find a crossbow that has it every 2 levels, so I think getting it all the way to 4 is a waste of points.
- *Crossbow* 0-5 - Up until this point we have spent 37 ability points (I am not counting any *Crossbow* and I am only counting with *Bodybuilding*, *Willpower* 2). Once again, there are choices here. You can either invest into *Crossbow* so you are able to deal a lot more dmg with your crossbow's

auto-attack then get some SPD +2 item and you will be able to auto-attack twice during your next turn. This is my least favorite option, because while it is true that auto-attacks are great when they crit, they are nothing compared to your skills. Once level 15 hits you will pretty much never auto-attack again, investing into crossbow auto-attack pretty much pointless. Another option is to simply save the ability points and invest into SPD. If you convert all the points into SPD you get +2APs and the use the same +2SPD item to get your turn APs to 12. This way, you are able to use 3 special arrows on the turn. I do think that this is an overkill though, especially if you are considering *Glass Cannon* talent. Finally you can use these ability points for something else, since I really really hate CC, I like to spend 14 ability points into *Willpower*, *Bodybuilding* to make Anna much more formidable. If you want you can definitely choose whatever, it is a lot of points and the only limitation is your imagination (only 14 points, because if you want 15 for max crossbow you need to skip a point in *Charisma* early on).

Just a note, you can totally use bows instead of crossbows, your special arrows and skills will be more powerful, but starting at level 17-18, sure you could have bigger damage earlier, but then you are not going to be as well protected nor you will have as many skills. Because of this, I think crossbows are really superior because they are the strongest for most of the game. I like big numbers and I like to have more powerful option when it matters - early, when things are hard. I also cannot see a heavy armored character using a bow, crossbow feels a lot more natural. Finally, I never had any issues using level 20 crossbows, I totally destroyed the dragon and 99% of trash mobs were killed by a buffed *Rain of Arrows*. I feel that bows are just a huge overkill and you can save 15 ability points to use for some other purpose.

#### **4.3.7 Level Progression**

Level	Ability Points	Attributes	Talents
1	Geo, EM, Air, Char, LS - 1	+2DEX +2SPD +1STR	Pet Pal, LStep
2	Man at Arms - 1	+1STR	—
3	Leadership 2, save 1 - 1	—	All Skilled
4	Expert Marksman 2	+1DEX	—
5	Scoundrel 1	—	—
6	Bodybuilding 1, save 1	+1SPD	—
7	Leadership 3	—	Morning Person
8	Willpower 1, save 1	+1STR	—
9	Expert Marksman 3	—	—
10	Man at Arms 2	+1SPD	—
11	Man at Arms 3	—	Zombie
12	Bodybuilding 2, save 1	+1DEX	—
13	Expert Marksman 4	—	—
14	Save 3	+1DEX	—
15	Expert Marksman 5, save 1	—	Glass Cannon
16	Willpower 2, save 2	+1DEX	—
17	Bodybuilding 3, save 2	—	—
18	Bodybuilding 4, save 1	+1DEX	—
19	Willpower 3, save 1	—	Bigger & B
20	Willpower 4	—	—

We start by picking all the school so we can access as many skill, *Geomancer*, *Hydrosophist* and *Aerothurge* are among the most useful ones. You see that we consider *Man at Arms* a bit more important than *Scoundrel*. That is because we mostly want to buff and help other allies, *Knocked Down* status early is a real problem. We do rush *Leadership 3* a bit. Around level 7 we are likely to be going to fight orcs and we want all of our party members to be immune to Fear, so that is why I think it is important to get *Leadership 3* early (not to mention all the other bonuses that you want ASAP too). We then proceed to work on *Expert Marksman* and we also start putting points into *Willpower* and *Bodybuilding*. Until then, other party members (that are much more immune to CC thanks to Anna) should keep an eye on her and help her if necessary. After that, I like to focus on *Willpower*, *Bodybuilding* more to get rid of the weakness, or you can simply trade the ability points for attributes. The only disadvantage is that you get *Expert Marksman 4* at level 13, one level later than *Arrow Spray* is available. I do feel that *Rage* brings more to the table as it effect dmg of everything you do which is more valuable than a single (but amazing) skill. You can also see we take *Zombie* a bit later where more elemental resistances are available. Finally you take *Glass Cannon* at level 15 where you have no problems with destroying most of the enemies on the first turn, making encounters a lot more survivable. Even if you die, you can be resurrected because of the *Morning Person*.



### 4.3.8 Equipment and Playstyle

You should be in a very heavy crafted armor plate (with *Lucky Charm*) that has a movement bonus. Of course, every other piece of armor should offer the best bonuses and highest armor value. You definitely need to have helmet with *Leadership* bonus and hopefully a crossbow with the same bonus as well, but that may come a bit later. Other than that, it is the same as before. Items with *Initiative*, attribute bonuses, immunities and *Bodybuilding*, *Willpower* are your friends. Do not forget to upgrade everything you can, be it weapon or armor. You should also be able to element proof most of things later (around level 11-13). When you SPD is not enough to give you 10 starting APs, some PER boosting gear can help.

You should be the person that initiates combat due to extreme crossbow range (put *Far Seer* on first). Then pummel the enemies with great dmg (mostly special arrows, but then skills take over). Once they get closer, use special arrows and skills to decimate. You are also a caster, so be sure to use all those small useful skills to turn the tide of battle. If someone needs help, help, so be sure to stock up on scrolls that are able to deal with every negative status effect. Later in the game the skills you wield become so powerful that most fights are over after the first round.

### 4.3.9 Suggested Traits

She is very *Independent* (+1 *Willpower*) and stubborn (if you want to powergame, you can make her *Obedient*). Anna helps other party members with her *Leadership* that is also boosted because of her *Righteous* personality. She does however turn a blind eye to where Samugol always gets all the money from. She is the perfect person to go through bodies, chests, crates and baskets because she has *Romantic* trait but can also use her armor bonus and her *Survivor's Karma* skill. What can I say, she is a luckbox. She is immune to *Feared* because she is very *Spiritual*, unlike Samugol. Because of her high *Leadership* this makes the entire party immune to *Feared*. If possible she should be *Blunt* (*Charmed* immunity), she needs to be strict when she leads after all. She is also quite daring and *Bold* (*Initiative*+1). She is also very *Compassionate*, *Altruistic* and *Forgiving* too because she is a kind person in general. That is what they have in common with Samugol. This makes them get along great. Hopefully their friendship might turn into something a bit more toward the end of their journey...Only if Samugol promises not to steal anymore.

## 4.4 Companions

We chose to use one source hunter who is a *Lone Wolf* but the other is not, so we can employ other adventurers to our service. While only one is able to travel with us at any given time, we are free to select who that one person is. This makes it possible to have several specialized companions that really help source hunters on their journey.

#### 4.4.1 Crafter

I think Jahan is destined to be a crafter companion. He has *Scientist* talent that makes him perfect. Sure you could choose some other companion, but you will have lower *Blacksmithing* and *Crafting* early on. Jahan can have both of these maxed by level 7 if you get some nice *Blacksmithing* and *Crafting* bracers and belts (ideally something that has both properties). However, any character can achieve this if they take the *Scientist* talent at level 7.

Level	Ability Points	Attributes	Talents
4	Crafting 1	+1STR	—
5	Blacksmithing 1	—	—
6	Crafting 2, save 1	+STR	—
7	Blacksmithing 2, Barter 1, save 1	—	All Skilled Up
8	Barter 2, save 1	+1STR	—
9	Barter 3	—	—
10	save 2 3	+1STR	—
11	barter 4, save 1	—	Packmule
12	save 4	+1STR	—
13	Barter 5, save 2	—	—

As you can see, we choose only STR because that is all he needs to be able to carry lots of ingredients, barrels and stuff. *Packmule* talent helps with this immensely. We also made him into a trader eventually, so we do not have to switch as much. That is up to the player though, as the quality of life improvement costs a bit of gold as you will read in the next section.

#### 4.4.2 Trader

Source hunters have the potential to be the best traders in the realm. They can use their *Charisma* and *Reputation* that companions cannot. There may be some people out there whose main purpose is to be as optimized for trading as possible, having the best possible price in the game but most of us play for combat. That means I don't want to put too many, if any points into *Bartering*.

This is where a companion comes in. A companion wearing all +*Charisma* gear (it helps them, even though they technically do not have *Charisma* in character menu, *Charisma* increases *Attitude* of people towards you, so just by equipping some tooth rings you are doing better as a trader) who is heavily invested in *Bartering* is going to be able to get much better prices than a source hunter who just dabbles in either of those ever could. Not to mention once you go shopping with a companion, you are not going to hear any of the annoying phrases the merchants use. I never knew I could value silence so much...

We have one *Lone Wolf* character, that means we are only going to be able to have one companion at a time. Technically it would be best to have a character who is a great crafter and a great trader at the same time, so we do not need to switch them all the time. This is a problem however. You need to invest into

*Crafting* and *Blacksmithing*, making it really hard to have good *Bartering* early on. Jahan for example can achieve *Bartering* 5 without items only at level 13. So while I think that it is better to train him in this eventually, it is better to have a dedicated trader early on. Who when trained properly can get *Bartering* 5 as soon as level 10 if you take *All Skilled Up*. Later, the trader should also be able to identify things, so you just drop your unknown things on him, then he goes shopping and then crafts all the goodies.

Early on, I like to use Bairdotr for identifying things (she starts with *Loremaster* 2) and trading (she can go immediately go sell things she identified), but then I like to switch over to Jahan, so everything can be done through one character. The following table shows Jahan is the perfect support companion at level 12 (he still needs to swap his identify/craft/barter gear). Later, you can put ability points into these support skills so you do not have to switch things at all.

Level	Ability Points	Attributes	Talents
4	Barter 1	+1STR	—
5	save 1	—	—
6	Barter 2, save 1	+STR	—
7	Barter 3, save 2	—	All Skilled Up
8	Barter 4	+1STR	—
9	save 2	—	—
10	save 4	+1STR	—
11	Barter 5, save 2	—	Packmule
12	Loremaster 1,2	—	—

Just a note, Jahan will technically not be as good a trader as the trader character even when he achieves *Bartering* 5, because he has not traded nearly as much as the dedicated trader up to that point. His *Attitude* with merchants will be lower. That means, that if you switch to him, you will be losing a bit of gold. However, I think that it is not much and it makes for a great quality of life improvement that you are not forced to switch to a trader as well. I used him like this and I had so much money later, that I was not sure what to do with. Be careful when clicking on traders, sometimes you steal by accident and there is no reload in *Honour Mode*. Even if no combat starts (which most of the time will), you still lose *Attitude* and will have forever worse price (Nadia and her son are always walking making it hard to click on them), so be careful.

#### 4.4.3 Thief

I would say that the thief is the least useful member of the party. He can help with chests and stealing a bit of money from other people. Just put points into what you find more pressing. I stated previously that I am afraid of *Pickpocket* because it triggers fights randomly. As far as chests go, yes, it helps to open a few of the early ones, but later on you can normally bash most of the things or just use *Unlock* scrolls that you can make in unlimited quantity. Wolgraff

starts with a point in each, making him a perfect candidate if you wish to use this mechanic. I personally do not bother with it too much, maybe a quest or two where breaking into a fight is not a problem.

#### 4.4.4 Combatant

Now which character is best? From level 4 to level 20 you get 42 ability points, so most of them can be the same. However, companions already have invested points. If they are invested in things you do not want, it is bad. If they are invested in something you want to use eventually, it is a point saved.

I really like crossbows and rangers. I think they are superior to melee, because you have special arrows that can deal with any situation really and then super overpowered *Rain of Arrows* and *Arrow Spray* during late game. I chose a different build for my main, because I really wanted a dedicated scroll user. Truth be told, I really wanted to make a build that is really fun and cool to play. If I were to powergame though, I think 4 ranger party can absolutely wreck everything, instead I went with a 2 ranger setup and one dedicated fun main build.

Because rangers are so powerful, I suggest the other character is a ranger too, especially since Samugol uses a lot of grenades/scrolls, making it difficult to walk around. Who is the best candidate that can really come close to Anna?

- Wolgraff has nice SPD and DEX and it would take 11 attribute points to get him to Anna. You get 9 from level ups, so not an issue there. However, he can only save 1 ability point (*Scoundrel*)
- Bairdotr would have to spend 12 attribute points to get her to Anna which is worse than Wolgraff, but is able to save us 3 ability points, because of *Expert Marksman 2* that starts with.
- Jahan would have to spend 15 attribute points to get him to Annie, so that is out of the question. He also focuses on magic skills which is something not wanted in ranger companion build.
- Madora would have to spend 11 attribute points to be same as Annie, making her the best, together with Wolgraff. She also has *Bodybuilding 1* and *Man at Arms 2*, which saves 4 ability points. This makes her the best candidate. On top of that she is a source hunter, fun and has the most interesting quest. Perfect.

So here is a suggested level progression.

Level	Ability Points	Attributes	Talents
4	Expert Marksman 1	+1DEX	—
5	Geo 1	—	—
6	Aero, Scdl 1	+1DEX	—
7	Expert Marksman 2	—	Morning Person
8	Will, Leader - 1	+1SPD	—
9	Save 2	—	—
10	Expert Marksman 3, save 1	+1SPD	—
11	Man at Arms - 3, save 1	—	Zombie
12	Expert Marksman 4	+1DEX	—
13	Body 2, save 1	—	—
14	Leader 2, save 2	+1DEX	—
15	Expert Marksman 5	—	Glass Cannon
16	Willpower 2, save 1	+1DEX	—
17	Leader 3, save 1	—	—
18	Leader 4	+1DEX	—
19	Willpower 3	—	Bigger & B
20	Bodybuilding 3	+1SPD	—

As you see, you have a finished build around level 15-16. Later levels are then used to get Leadership to 4 and improve body/will to 3 (more boring stuff).

## 5 Gold and Crafting

This section contains two important parts. One tells you what to buy and make so you are able to have lots and lots of gold, the other one focus more on making things that help you in battle. I tried to pick the most essential things so you do not have to read through pages and pages of recipes. Not all recipes are here, just those that I find most relevant.

### 5.1 Making gold

No matter how you look at it, gold is important. The end goal of gold is to be able to buy things necessary to make your character stronger. You should be able to afford all skill books you want, the best armor, the best weapons...the best anything really.

Ideally you should be able to do this every time you level up. Of course that is not necessary but each time your level increases, stronger weapons and armor becomes available both for crafting and sale. Should you choose to take advantage of this mechanic, you should absolutely be able to do so. Gold should not be a limiting factor.

I know that many players get discouraged early because they have very little gold, then they cannot buy much, then they leave the city, then they get wrecked and then they cry on the forums about how horrible this game is. This section

should help you accumulate more than enough gold so you never have to worry about it again.

### 5.1.1 Getting Rich Early

I am not going to lie, beginnings are tough, but once you make it through you are raining gold. At this stage *Crafting* and *Blacksmithing* are woefully low, making it really hard to take advantage of the best recipes that just print gold. There are some ways you you can make gold early on:

1. Perform at the Cyseal outdoor theatre. All you have to do is get the books from the library (it is above mayor Cecil's office, where Victoria is). Ask Victoria for permission and borrow books "Warming Up the Crowd" and "Cyseal's Genesis". If you read through them, there should not be any problems. Talk to the theatre lady (not the guy exploiting a bodyless head, she is just a bit further) and perform. You get some really decent gold out of it.
2. Steal. The stake of the world is at hand, there is not time to waste on morality. With *Walk in Shadows* you turn invisible and you can just grab anything that grabs your fancy. I suggest paintings, golden cups and cutlery (keep the cutlery though) anything you can find in chests, anything that looks even remotely valuable really. You can sell it and get a ton of gold. There are many building that all have some valuables inside them. You can also steal from vendors, they like to display their items so you can take your pick.
3. I think the above two tips are enough until levels 4-5 or so (this is when either *Blacksmithing* or *Crafting* is capable of being level 5 so you can really start to craft and make money), but if you want to make a bit of extra gold, you can also do some beginning crafting (look at 5.1.6 there is info about what you can craft with lower *Crafting*). It is not as profitable as late game crafting, but it certainly helps. You can get Jahan (he has a good talent, or just use your source hunter if you want to invest in craftsmanship) to help with that.
4. Save gold. Gold saved is Gold earned. You will not leave the city until level 4 so there is no fighting to be done really. Do not bother with buying weapons and armors early on. The priority should be getting ingredients that help with making gold later (in the next section you will know what those are) and things you really need. Getting a suit of armor is pretty much pointless because once you get a level up, you will find a better one. Same with weapons. However, if you see any item with *Crafting*, *Blacksmithing*, *Bartering* on it, be sure to get it.
5. Take the advice in the later sections gradually. You do not have to do everything at once. Ingredients are infinite as merchants respawn their inventory every real life hour, so even if you do not get enough gold to

buy something that you should, no worries you are sure to get it later. That said, take a look at what ingredients are necessary to craft the most profitable things and start hoarding them, every time you see an ingredient like that, it is gold in the bank.

6. You should generally try to avoid crafting unless you have *Crafting* 5 or *Blacksmithing* 5 (except for those early crafting recipes). You might still be able to make the item, but it will be less powerful and therefore wasted. Be patient, you will get to craft things very soon.

### 5.1.2 Making Real Gold

Now some levels have passed, your craftsman has managed to get +1*Blacksmithing/Crafting* bracers (ideally both) and +1*Blacksmithing/Crafting* belts are starting to appear (I believe it happens around level 5). Naturally you have bought these items, because you know how important they are. At this point you should be able to have at least one of the *Blacksmithing/Crafting* duo at level 5. Jahan can only have one at level 5 at this early stage.

You might wonder which recipes need *Crafting* and which need *Blacksmithing*. It is really easy, most of the stuff requires *Crafting*, if it is connected with metal it is most likely *Blacksmithing*. There you go :D

The reason I recommend *Crafting* 5 and *Blacksmithing* 5 is because some items are only really expensive when you have level 5 in their respective craftsmanship. You do not want to be wasting valuable ingredients for cheap variants because you have low *Crafting*. If there is something that is OK with lower *Crafting* it is specifically mentioned, therefore all of the following recipes assume *Crafting* 5 and *Blacksmithing* 5.

### 5.1.3 Potions

Ingredient 1	Ingredient 2	Result
Empty Potion Bottle	Any Eye	Large Perception Potion
Empty Potion Bottle	Fanny Blossom	Large Speed Potion
Empty Potion Bottle	Farhangite	Large Constitution Potion
Empty Potion Bottle	Whisperwood	Small Armour Potion
Empty Potion Bottle	Penny Bun Mushroom	Medium Healing Potion
Empty Potion Bottle	Ooze Barrel	Small Poison Bottle
Small Poison Bottle	Small Poison Bottle	Medium Poison Bottle
Medium Poison Bottle	Medium Poison Bottle	Large Poison Bottle
Empty Potion Bottle	Bluegill	Water Resistance Potion
Empty Potion Bottle	Earth Tongue	Earth Resistance Potion
Empty Potion Bottle	Guepina	Fire Resistance Potion
Fire Resist Potion	Earth Resist Potion	Minor All Resist

These are the most valuable potions you can make. I honestly feel that if you have 2-3 *Large Constitution Potions* that is more than enough for your personal use, everything else you can sell as I have never really needed them. Of course healing potions can be kept but I found out I rarely need more than 2-3 on any given character and I just sell the rest. I actually sell every healing potion once I get *Zombie* talent.

All the resistance potions can be used to make special arrows (just combine the potion with *Arrowhead*) so you can definitely make those if you want (see 5.2.3 for more details on arrows). However, making these arrows is less profitable than making potions, so once you get enough of those, just make potions instead. You can always make more special arrows if you need to. I do not list *Air Resistance Potion* that is made from *Jellyroom Mushroom* because that is better used to create grenades. Because of this, you will have more *Water Resistance Potions* and you will not be able to use those to create *Minor All Resistance Potions*, just sell them as they are.

One more potion that requires a bit of explanation is *Large Poison Bottle*. I think that it is a bit of a waste to make those early in the game, since there are better ways to use the *Empty Potion Bottles* you have. However, there will be a time when you have so many *Empty Potion Bottles* that this is an effective way to earn a bit of extra gold.

I would also like to mention *Augmentor* which can make every weak potion stronger so it is very valuable. Always buy those and decide what you want to use them on (I like *Large Armour Potions* some I sell and some I keep but you can use it for any weaker potion you like).

#### 5.1.4 Weapons

Ingredient 1	Ingredient 2	Result
Iron Ore	Furnace	Iron Bar
Pickaxe	Furnace	Steel Bar
Iron Bar	Furnace	Steel Bar
Cheap Melee 1h Weapon	Furnace	Iron/Steel Bar
Cheap Melee 2h Weapon	Furnace	Large Iron/Steel Bar
Steel Bar	Anvil	One Handed Axe
Any Knife/Fork	Anvil	Dagger
Wooden Log	Axe	Branches
Any Sinew	Any Sinew	Bowstring
Bowstring	Branch	Bow

These are the most profitable recipes. Every time you craft a one handed axe, make sure it has *+1 Maximum APs* property. Those sell by far for the most. If the axe does not have it, just reforge it. I always do axes in bulk, so I do not have to kill time by doing it with one axe. Making axes is so profitable that if you find a one handed axe, it is almost always better to reforge it and sell it as your own. Similarly you can experiment with two-handed weapons. Is



it easier to sell them, or reforge them? I normally just sell them but I am sure there is profit to be made if you play around with the cheaper ones. These are much cheaper though because they do not get the maximum AP property.

You can technically combine *Branch* with another *Branch* to make a staff, but that is much less profitable than a bow. Also, *Branches* are not that easy to come by, you will have more *Sinews* than *Branches* for sure, so do not waste them on staves.

Daggers are also a great way to make money, but the amount of cutlery you can get in the game is a bit limited. So make sure you have your one crafting knife at least. If you plan to use daggers, save some for later so you can actually have something to forge them from at later levels. There is a lot of cutlery at the End of Time, but I like to keep it there so my home looks pretty :D.

Finally, do not bother upgrading these weapons in any way, no whetstone, no essence no nothing unless you want to use that weapon. Making a weapon that you craft into a better weapon does not increase it's price, you would be wasting time and gold.

### 5.1.5 Armors

Ingredient 1	Ingredient 2	Result
Animal Hide	Any Knife	Leather Scraps
Leather Scraps	Magical Needle and Thread	Leather Armor
Cloth Scraps	Magical Needle and Thread	Cloth Armor
Metal Scraps	Hammer	Plate Armor

Now these are among the most profitable things you can make. Every time you see any of those ingredients buy them, it really is like printing gold. Similar to weapons, upgrading armor you make in any way does not increase its value. Just sell it as you make it.

### 5.1.6 Other Profitable Items

Ingredient 1	Ingredient 2	Result
any antlers	any knife	Knockdown Arrowhead
any tooth	any knife	Stunning Arrowhead
Silver Ore	Furnace	Silver Bar
Silver Bar(DO NOT BUY)	Anvil	Silver Arrowhead
Drudnea	Arrowhead	Charm Arrowhead
Intestines	Empty Canister	Plague Grenade
Rotten Eggs	Empty Canister	Plague Grenade
Broken Bottle	Empty Grenade	Armor Piercing Grenade
Jellyroom	Empty Canister	Razzle Dazzle Grenade
Air Res (DO NOT BUY)	Empty Canister	Razzle Dazzle Grenade
Broken Bottle	Empty Grenade	Armor Piercing Grenade
Arrowhead	Ooze Barrel	Poison Arrowhead
Arrowhead	Oil Barrel	Slowdown Arrowhead

This section is most profitable for early game crafting. Here it does not matter (unlike with potions, weapons and armors) what *Crafting* level you have. You are either able to make it, or you are not. If you can make it, great. Either keep it for your own use, or sell it. If you cannot make it, wait until you can and profit then.

Buying *Arrow Shafts* and *Arrowheads* is always profitable because you can make infinite special arrows with barrels, *Plague Grenades* do not sell for much, but there is some profit to be made. We use *Jellyroom* to make a grenade that is more expensive than the potion. If you find *Air Resistance Potion* you should use it to make the same grenade (only when you find it, do not buy those because that would not be profitable), it is more profitable than using it to create *Minor All Resistance Potion* together with *Water Resistance Potion*.

I would specifically address the *Armor Piercing Grenade*. You can get *Broken Bottles* by smashing *Empty Bottles* but I would not do that because you use those for a much more useful *Firestorm Grenades*. Instead you can smash otherwise useless booze bottles (beer, wine) or straight up use *Broken Bottles* you find.

Finally, finding *Silver Ore* is great to make a bit of profit, because you can turn it into *Silver Arrows*. Buying *Silver Bars* is just straight up terrible, only use those that you make or find.

### 5.1.7 How to Sell Profitably

Ok, so you have the merchandise, how do you sell it for most profit?

- Every time you increase *Reputation* the price that you sell for increases, every time you level up, you make stuff that sells for more gold because it is higher level, later your *Attitude* with vendors is higher, so you sell for more gold. What I am trying to say is under no circumstance make

more items than you really need. Before level 10 you should be only using things to barely get enough so you can get what you need. The later you make it and sell it the higher the profit. It makes little sense to use all your *Cloth Scraps* to make robes that sell for 200 gold at level 5 when you get 800+ gold for one when you wait until a bit later.

- If you do not have a specialized trader character that has high *Bartering* score, try to always have at least some equipment with *Bartering* or at least *Charisma* when you buy and sell things (*Bartering* is way better). Make a habit out of it. It might not look like it is worth it, but the later you are in the game the more substantial it is. If you can save 50 gold on a 500 gold item that you sell for more, you are just printing gold.
- *Attitude* plays a role too. Trade often. Try to trade every level at least. Sometimes when you are questing and you did not get a level have a timer. Come to town every hour of real time (that is how often vendors refresh their inventories) to do the shopping round, chill, get a break. The more you trade the more liked you are. The more liked you are the more money you make. It is a great cycle :D
- I do not think that increasing *Charisma* and *Bartering* is necessary, but if you feel the need putting a point in *Bartering* is not that bad. Also *Bartering* +1 only spawns on necklaces and boots so if you see some gear like that, get it. I know I have said this already but it is pretty rare to find this early so eyes peeled.
- Also in-game *Bartering* description that you buy 10% cheaper and sell for 10% more is wrong. By my estimate is is about 4% (still very useful though). If you initiate the trading with the character that is optimized for trading and then switch over to some other character to sell, you do not get the benefit. Only the character with high *Bartering* gets the best bonus, so load him up with every character's items.
- You can either use your source hunters or make a character specializing in *Bartering*. Source hunters might not have the best *Bartering* possible (it is usually smarter to focus on combat development), but they benefit from *Attitude* and *Reputation* whereas generic characters and companions do not. I think that a specialized trading character will eventually come out on top (even though he will never be as good a trader as source hunters can potentially be because he/she cannot have *Egotistical* trait nor *Charisma*) because combat characters cannot afford to put too many points into *Bartering*. If you are making a specialized trader he should get *Bartering* 5 and then use some necklace and boots to get it to *Bartering* 7. The higher it is the better. Companions may not have *Charisma*, but they can use +*Charisma* gear. From my experience, if you really want to maximize the amount of gold you can get, have a dedicated trader companion. However, it is by no means necessary.

- You can sell lots of things to people who are not vendors, especially if you finished a quest for them and they really like you (For example Bertia really, really likes you if you managed to get her money from the mortician).

### 5.1.8 Food and What Not to Buy

It is not like food is bad, sometimes I make me some *Pizza* or *Cheese Bread* in the game and eat it, just for some fun roleplay. Sadly though, I do not think food is of any benefit. It could heal you early on, but then again you can just leave a pyramid, go to town, sleep on a mattress, use *Regeneration* or any healing potion. It is not useful during combat and there is no profit to be made. Therefore for me it stays in that nice cool little immersion fun category, but I never use it for anything else.

Also there some are items you should just avoid buying unless you have some specific purpose in mind:

- *Fly Agaric Mushrooms* - The only thing you can make with them is *Small Poison Bottles*, but you make those with *Ooze Barrel* for free. If you find them, sure you can use them, but do not buy them.
- *Tea Leaves* - You can make yourself a cup of tea but it is under that unneeded food category. Healing potions are straight up better, or any other form of healing for that matter.
- *Chicken Feet, Rabbit Paws, Claws, Tusks, Skulls* and *Bones* - Sure you can make some nice stat boosting items from them, but you really do not need to buy these after that. Someone said that *Skulls* and *Bones* are useful for making *Pixie Dust* but you will find so many more bones than *Stardust Herbs* just from exploration.
- *Wooden Figurines, Needles, Threads, Ink and Quill, Hammers, Ring Kits, Mortar and Pestle, Identifying Glass, Repair Hammers* - Well if you want you can combine *Wooden Doll + Needle* to get *Inert Voodoo Doll* which you can combine with *Pixie Dust* to get *Voodoo Dolls*. You can use them as source of bleed dmg but I prefer to use my *Pixie Dust* on magical things I need and in scroll making (gimme my *Soulsap* scrolls!!!). Making these *Voodoo Dolls* is just not profitable. All the other items mentioned you only need one to do the necessary crafting (you do not need more than one hammer) so there is no need to have more. As a matter of fact if you find more than one just sell those for some quick gold.

## 5.2 Craftsmanship for Characters

This section has what I think are the most useful recipes that you actually use to make your characters stronger and better, or to create items you use during fighting. The purpose of this is to be as ready for battle as possible, not to make gold. Believe it or not but this is the actual goal of the game :D not being rich but being an effective combatant.

### 5.2.1 Buying Things

So now it is clear what things you should be buying to generate the most amount of gold. How about other items? Well there are items that you should buy even though they generate no profit.

- *Tormented Souls* are an amazing crafting ingredient that gradually adds +1STR/+1DEX, +2STR/+2DEX or even +3STR/+3DEX as you progress every level (you would have to be a pretty high level for that last one though). You can put them on any weapon except wands.
- Surprisingly the things you should consider buying are dyes. If you want to deck out your character in an amazing newly made single suit of armor, you might find it hard to find the color you want. They are not the cheapest early on, but later it certainly pays to get your favorite color so you do not have issues later when you get some new better gear.
- Elemental essences. These things are used to elemental proof every character of your party and to imbue their weapons with additional elemental dmg. Early on they are too expensive to buy in bulk but later on, you should pretty much buy every essence you can.
- Naturally there are weapons and equipment sold by merchants. All I can say here is experiment and see what you like. I like items with *Initiative*, *Bodybuilding*, *Willpower*, *Leadership*, any nice attribute bonuses, resistances that I am missing and various immunity effects such as *Frozen*, *Stunned*, *Burning*, *Knocked Down*, *Petrified*, *Feared* etc.
- *Plate Scraps* and *Scale Scraps* help you improve metal armors.
- Items described in the previous sections serve to generate gold, but some of them can totally be used by yourself if you want to make yourself a weapon or a potion. Make what you need and sell the rest.

### 5.2.2 Useful Grenades

Ingredient 1	Ingredient 2	Result
Empty Potion Bottle	Ooze Barrel	Small Poison Bottle
Any Poison Bottle	Empty Grenade	Toxic Grenade
Empty Bottle	Ooze Barrel	Bottle Filled with Oil
Bottle Filled with Oil	Fuse	Firestorm Grenade
Nine Inch Nails	Empty Grenade	Armor Piercing Grenade
Pixie Dust	Parfume Bottle	Love Grenade
Intestines	Empty Canister	Plague Grenade
Rotten Eggs	Empty Canister	Plague Grenade
Broken Bottle	Empty Grenade	Armor Piercing Grenade
Jellyroom	Empty Canister	Razzle Dazzle Grenade
any essence	Empty Canister	Special Grenade
Magic Starfish	Sovereign's Orb	Holy Hand Grenade

Some notes here, *Firestorm Grenade* sets enemies on fire and then you can explode them with *Toxic Grenade*. This is one of the best early game combos. The most useful grenades are *Frost Grenade*, *Tremor Grenade*, *Love Grenade*, *Stun Grenade* because they offer amazing CC options sometimes completely disabling groups of enemies. If you really do not have some of the aforementioned grenades you can use essences to make them but I wouldn't. I usually have plenty of these grenades just from regular shopping. If I buy a special grenade like those they are much, much cheaper than buying a very expensive essence and crafting the grenade yourself. Have fun and experiment, maybe you will find some other cool grenade combo to use for yourself. All grenades are great really.

### 5.2.3 Useful Arrows

Ingredient 1	Ingredient 2	Result
Special Arrowhead	Arrow Shaft	Special Arrow
Ooze Barrel	Arrowhead	Poison Arrowhead
Antlers	Knife	Knockdown Arrowhead
Tooth	Knife	Stunning Arrowhead
Oil Barrel	Arrowhead	Slowdown Arrowhead
Drudnae	Arrowhead	Charm Arrowhead
Silver Bar	Anvil	Silver Arrowhead
Water Resist Potion	Arrowhead	Steam Cloud Arrowhead
Fire Resist Potion	Arrowhead	Explosive Arrowhead
Air Resit Potion	Arrowhead	Static Cloud Arrowhead
Poison Arrowhead	Poison Arrowhead	Poison Cloud Arrowhead

I personally love all of them, as each special arrows can really shine in specific situations. If you have *Zombie* talent you can use *Poison Arrows* to heal for some serious burst heal, but you need another character. If I were to pick the least useful one I think it would be *Silver Arrow* because the damage is low and it cannot exploit any elemental resists nor it has any CC effect. Also an important note, I do not think you can craft all arrows. For example I never figured out how to craft *Frost Arrow* which is great. I just buy the special arrowheads.

You can either craft them (which is cheaper) or you can buy them. If you are buying them, try to buy just the special arrowheads, not arrows themselves. It is much, much cheaper that way, but you need certain level of *Crafting* to put the special arrowhead on *Arrow Shaft*, so you might find it impossible to do early.

### 5.2.4 Various Useful Items

Now this is some useful equipment that can really help early on, but most of it does not carry very well later into the game, as stuff found at vendors is better. Some things are still useful though *Backpacks*, *Pixie Dust...* etc.

Ingredient 1	Ingredient 2	Result
Leather Scraps	Rope	Backpack
Needle	Thread	Needle And Thread
Stardust Herb	Mortar and Pestle	Stardust
Bone	Mortar and Pestle	Bonedust
Stardust	Bonedust	Pixie Dust
Pixie Dust	Needle and Thread	Magical Needle and Thread
Pixie Dust	Tooth	Magic Tooth
Pixie Dust	Claw	Magic Claw
Pixie Dust	Feather	Magical Feather
Pixie Dust	Skull	Magical Skull
Pixie Dust	Starfish	Magical Starfish
Pixie Dust	Rat Tail	Magical Rat Tail
Pixie Dust	Chicken Feet	Magical Chicken Feet
Pixie Dust	Rabbit Paw	Magical Rabbit Paw
Thread	Magical Tooth	Amulet of Charisma
Thread	Magical Claw	Amulet of STR
Thread	Magical Feather	Amulet of DEX
Thread	Magical Skull	Amulet of INT
Thread	Magical Rat Tail	Amulet of Poison Resist
Thread	Magical Chicken Feet	Amulet of Initiative
Thread	Magical Rabbit Paw	Amulet of SPD
Thread	Magical Tusk	Amulet of Loremaster
Wooden Log	Axe	Wood Chips
Wood Chips	Water Barrel	Wood Mush
Wood Mush	Furnace	Sheet of Paper
Sheet of Paper	Essence	Blank Blabla Scroll
Quill	Ink	Ink and Quill
Ink and Quill	Pixie Dust	Magic Ink and Quill
Magic Ink and Quill	Blank Bla Bla Scroll	Random Bla Bla Scroll

You substitute *Thread* for *Rope* to make a belt or *Ring Kit* to make rings. Not gonna lie, some have a bit different effects than the ones listed here because it changes with belts and rings but experiment, have fun and I am sure you will get what you want.

Now where you see "bla bla" it means that is a scroll of that respective magic school, so *Fire Essence* makes *Blank Fire Scroll* and so on, the only special exception is *Blank Witchcraft* scroll which does not require any essence but *Pixie Dust*. If you combine two blank magic scrolls you can make a blank skillbook but I would not bother. Scrolls are relatively rare and I always like to have a nice selection. Skillbooks you can get from vendors, you have plenty of gold.

Granted, if you really, really want some special skillbook and you cannot access the vendor yet, then it makes sense, but I never found the need to have

some skills earlier than others. I think the game pacing is very good and you get new skillbooks when you feel like you should.

I would like to point out that while these items can be useful early on (I always craft some *Charisma* gear for better prices and some questing) they do not generate any profit, so be careful what you buy. *Sheets of Paper*, sure you need those to make scrolls. You need *Stardust Herbs* to make lots of items, scrolls and *Pixie Dust*. However, I do not think you will have much need for the majority of items if you buy them repeatedly. You might find yourself with 50 *Rat Tails* that have absolutely no purpose whatsoever. Just think before you buy.

### 5.2.5 Making Your Weapons

Ingredient 1	Ingredient 2	Result
Old Sabre	Bufallo Amulet	Bufallo Sabre
Bottle of Swirling Mud	Fiery Heart	Sword of Planets
Iron Bar	Anvil	Sword
Steel Bar	Anvil	Axe
Large Iron Bar	Anvil	2H Sword
Large Steel Bar	Anvil	2H Axe
Sinew	Sinew	Bowstring
Bowstring	Branch	Bow
Weapon	Essence	+Elemental dmg
Weapon	Tormented Soul	Weapon with +DEX/+STR
Weapon	Joshua Spice	Weapon +Bigger Fire dmg
Weapon	Poison	Poison Weapon
Bow/Crossbow	Bowstring	Improved Bow/Crossbow
Bow/Crossbow	Scope	Bow/Crossbow +2PER
Melee Weapon	Whetstone Wheel	Improved Weapon

Just craft what weapon you want, or buy it and then try to improve it as much as you can. I would like to say that some weapons are rare, like *Buffalo Sabre*, you are not likely to find more ingredients than for one of these during your entire playthrough and even that is not guaranteed so only craft it during end game time. They are by no means necessary though.

Another interesting thing is that if you first put some essence on your weapon and then improve it (sharpening it or with a *Bowtring*) you get smaller elemental damage boost than if you first improve it and then apply the essence. So be sure to do it in the right order otherwise you will loose a bit of elemental dmg.

It might be tempting to use *Tormented Souls* early, but I advise against it. They are relatively rare, not super rare but rare enough. If you wait until you are level 14 you get much more out of them. Of course if you are in a situation that you cannot use a new weapon and the only thing you are missing is 1 point in STR and you already have all the amulets and rings... well use it, it is not



the end of the world.

If you are a crossbow user, definitely save *Scopes*. I do not think you will find more than 2-3, so I would save them for later crafting.

### 5.2.6 Making Your Armors

These are useful recipes you can use to either craft or improve armor.

Ingredient 1	Ingredient 2	Result
Animal Hide	Knife	Leather Scraps
Leather Scraps	Magic Needle and Thread	Leather Armor
Cloth Scraps	Magic Needle and Thread	Cloth Armor
Metal Scraps	Hammer	Metal Armor
Leather Armor	Mobile Kitchen	Improved Leather Armor
Metal Armor	Plate Scraps/Scale Scraps	Improved Metal Armor
Metal Armor	Anvil	Improved Movement
Cloth Scraps	Anvil	Cloth Boots
Leather Scraps	Anvil	Leather Boots
Metal Scraps	Anvil	Metal Boots
Any Boots	Nails	Anti-Slippy Boots
Any Armor Piece	Essence	Improve Elemental Resist
Any Armor	Any Ruby	Improve All Elem Resists
Leather Helmet	Magic Starfish	Helmet with Leadership

There are some things to highlight. When you upgrade any metal armor you can upgrade it either with *Plate Scraps* or *Scale Scraps*. I think *Scale Scraps* were intended for mail armor and *Plate Scraps* for plate armors but they work interchangeably. However, *Plate Scraps* can be used on both and the improvement they offer is superior to *Scale Scraps*, making me think that *Scale Scraps* is maybe just an earlier item improvement option.

At level 6 *Ruby* gives 10% elemental resistances, at level 8 it gives 12% resistances etc. So if you want you can save it for a bit later to make it more effective. However, I would not wait any longer than level 8. Use your *Rubies* early, there are plenty of essences later you can use to element proof your whole party. Maybe some people do not realize this but you can put many different essences on one piece of armor. That means there is no difference between using a *Ruby* and applying 4 essences.

Another thing of note is that the effectiveness of the applied essence or *Ruby* is not dependent on your level but on the level of the item you are trying to apply it on. For example I can be a level 20 character but when I apply the essence to level 6 item it provides +10% elemental resistance. If I put it on level 12 item I get 15% resistance. Just something to keep in mind.

When you are first element proofing your gear it is probably around levels 6-8. Rubies are rare and you should think before you put them on gear. I said to use them early not to use them haphazardly. If you have a nice piece of gear

that has all the right things on it (for example a sarong that gives *Initiative* and HP) do it. On the other hand, it makes little sense to use it on armor that has some totally pointless attribute you do not need or a belt with an utterly useless *Crafting/Blacksmithing*+1 that you never use in combat. Think before you act.

You can apply essences and *Rubies* on a helmet, main armor, belt, bracers and sarong (and a shield but I do not like those). The only thing you cannot apply it on is jewelry and boots. Funnily enough, boots and jewelry do come with elemental resistances often, so just look for those that you want. If you are a level 12 character with level 12 items you can get  $5 \times 15\% = 75\%$  resistance for every element except poison and tenebrium if you apply the right essences. You can get that higher with talents and with getting higher level gear to reach 100% without much trouble. At level 12 you are not even half way through the game and you already have amazing elemental resistances. Just do it. Don't forget you can apply essence on armor that already has the relevant resistance, you can increase it further.

Be careful when adding *Magical Starfish* on a leather helmet. Technically any leather helmet works, but if it is magical, it loses all of the properties it had when you turn it into starfish helmet, then it just has *Leadership* +1 and some water resistance. Any previous bonuses it had are lost, so either do not do this or pick a generic leather helmet without anything.

A lot of people think I am insane because I like to change my equipment every level. Let me tell you how it actually works. You get your level up and you go to town to do some shopping. You buy all the money generating items + the other important ones. Then I see if there is some nice item that is an improvement over my old one. Honestly, you are lucky if you find ONE. Let us say that it is a belt. My previous belt provided me with *Initiative*+2 and a new belt gives *Initiative*+2 but also *Bodybuilding*+1. I buy the new belt that is clearly an improvement over my old one, then I put 4 essences on it and I continue playing. People for some reason think that you have to change every piece of gear. That never happens. You could technically craft armor and boots every level, but I think that is totally not needed. Just play and have fun, only when you feel like "Huh this is the 3rd level I have this armor" then you can consider crafting a new one (or buying it).

## 6 Other General Tips

These are some tips that I found very useful, but do not specifically fit into any section.

- Sometimes you won't be able to throw your pyramid from your inventory to where you want (through some gate maybe), but if you put your pyramid on the floor and throw it then, it seems to work more reliably, but definitely not all the time.
- As far as difficulty goes I did finish the game on *Classic Mode* twice, having

a lot of fun each time. Then I did so on *Tactician Mode* and there were some encounters where I could see some differences making them more difficult, but nothing that would be crazy more difficult. I am currently playing and documenting my *Honour Mode* run and I am having a blast. Pick whatever difficulty, but certainly not *Honour Mode* if that is your first time playing.

- When you are buying *Pickaxes* you do so mostly so you can craft those expensive axes. But having one for mining pays off. If you find a vein, you can mine it 5 times giving you the precious ore you need, be it iron, silver or tenebrium. So don't turn all pickaxes into axes :D
- A lot of people say never to use *Rubies* and save them for late game. I could not disagree more. Late game, you should have no problem getting any essence you want, it is early on when you are struggling with elemental resists. Use those bad boys any time you want, especially early!
- Merchants restock their inventory either every time you level up, or every real life hour. There are some guides that require you to unlock different areas and cities so you can access more merchants. Unlocking areas where you have no earthly business being is immersion breaking, starts various quests you are not ready for and is just a pure form of power gaming. Instead, you can just work through the world normally, with no hustle and when the one hour is up, you can come back to town and check the merchants. Buy the gold generating ingredients, buy some nice piece of gear, finish some quests and chill. Go explore again, then if there is a level up, come back and do the same thing. Absolutely no need for anything else than this. You do not even have to do the one hour thing, I just like to take breaks after one hour and this fits perfectly. Over time, you will unlock all the merchants and you will still have plenty of gold and other things.
- Some people sell legendary items that you maybe do not know about. The guy guarding the harbour warehouse, Conrad the ship captain in Cyseal harbour. Evelyn, until you progress the quest past the mortician. Loic in Silverglen, you will not do the initiation quest for some time since you are low level. In the meantime you can trade a few times. The 3 monarchs, who are imprisoned in the elemental staff all sell legendary items, but you can only interact with them very briefly because they go away once you mention the White Witch. Snorri near Cyseal, in the basement, you do not have to fight him. Victoria, the orc librarian, quartermaster in Cyseal and lots of merchants that have them randomly. Of course nobody is saying to exploit the hell out of delaying every imaginable quest, just use the ones you know about and play normally (maybe Snorri though :D I do not like killing him).
- Somewhere above I said not to improve items you make because it does not increase their value. Interestingly enough, things you find can be improved

and their value is increased quite a bit if you do so. There are many free upgrades such as hammering plate armors on some anvil, boiling leather armors or sharpening melee weapons. Do that and earn some extra gold if you want. I am not sure what the logic behind this is though, not sure whether this was intended, but it makes sense to me that when you invest time and make an item better it should be more expensive.

- Get used to working with chaining and unchaining your characters. If there is a potential trap or a suspicious chest, you should use just a single person. Also if you see some enemies in the distance, try to unchain the characters and position them a bit better before the fighting ensues.
- I am absolutely against the traditional cheese tactics such as leaving the conversation with "End" screen and then buff, summon and do other things so you are perfectly ready for battle. Or placing urns and objects to where the enemies would spawn so they cannot spawn there, or putting boxes around a boss when you are at that dreaded "End" screen. I think it breaks immersion and diminishes the challenge. The only thing I do is when I see enemies in the distance I position my party a bit, I use *Far Seer* on my crossbow person and attack. I think that is perfectly valid ambush tactics. However, I know some people really enjoy doing things described above...so there, you are welcome.
- Use backpacks, especially when you have lots of grenades and special arrows (which you totally should have). Just put all of those items in there and then put it into your quickbar.
- Do not be afraid to experiment with crafting. Unlike some other games ingredients are not consumed if things do not work out. This really promotes experimentation, I found so many cool recipes just by trying things out.
- If you are having trouble identifying items and are not a *Lone Wolf* party, get Bairdotr. She starts with *Loremaster 2* and if you get 2 rings and a necklace with *Loremaster* you should be fine. Identify in bulk so you do not have switch characters often.
- There is no shame if forgetting a skill you do not like. You picked something that looked cool but you do not use it very much? Go to skill menu, forget the skill and replace it with something else that you want to try.
- To open the last chest you have to find the four other chests hidden around the game world. Once you find them be sure to read the parchment inside each chest for the clue. 1st Chest: Cyseal - In an ally next to the Legion Kitchen, 2nd Chest: Hiberheim - In the cave before you get to the snowy area, 3rd Chest: Lucella Forest - At the end of the Cryptic Dungeon southwest of Sacred Stone, 4th Chest: Phantom Woods - In the bushes east of Zandalor's house. The last chest will ask you for a code that you

learn from each of the four chests. If you're lazy the answer is 0-2-8-1. Also you need to have all the parchments in a single character inventory for it to work.

- Do not loot most of the stuff in Cyseal before you get *Survivor's Karma*, then you can just pop it and start rummaging through baskets, crates and chests. It is really fun to do so, every time you find something the controller vibrates :D, I dunno it just makes me happy.
- If you are deciding what armor to wear, know that leather armor that is crafted, improved and of the same level as you will have about 40% physical dmg resistance. Best plate armor that is again improved, crafted and of the same level as you will have about 65% physical dmg resistance. You can increase this further by consumables and skills.
- It may not be obvious, but when you apply elemental essence on something that already has the same resistance (you bought armor that has 15% resistance and then apply *Fire Essence*) you will make that resistance higher. Of course if there is a piece of armor that has fire resistance only because you used a *Fire Essence* and then try to put another *Fire Essence* on it, it does not work, you cannot stack them infinitely. Just use it once.
- If you steal something with one person, do not send it to another person that is not stealing other than from your inventory. If you send it directly from the world (for example from a crate) is very possible that the other person will be caught stealing, even if they are half across the map and talking to some completely different person.
- *Unlock* scrolls seem rare, but if you have a *Blank Witchcraft Scroll* you can make them. All you need is someone with 0 crafting. Give them two items that push them to *Crafting 2*, now use the magic ink and quill to write a scroll. The chance it is going to be unlock scroll is pretty high, because at that level the loot tables seem to favor it.
- If you want to get a bit more XP, it is generally a good idea to save bloodstones. If you use them early, they give less EXP than later, however since they unlock stuff I think it is very much relevant to use them. I am sure some power gamers out there will find this interesting, but from my experience it does not matter when you use them. I use them naturally and there is no problem really.
- Later in the game you get special chests called "his chest" and "her chest". If you are playing with two females or two males... one of them is going to have the wrong chest, nothing to be done about that. However, if you are playing a boy and a girl, the boy should be on the right of the screen and the girl on the left. That way they should get chests with the right gender.

- If you are playing on *Honour Mode* and are not doing some funny load business (which you should not, it defeats the purpose of that mode) it helps to steal lots of items around problematic vendors. What I mean is, you often misclick on an item that is close to a vendor, that results in all bad things. Instead, steal the clutter around them with *Walk in Shadows* and do not worry about misclicking ever again.
- If you apply *Tenebrium Bar* to a weapon, the tenebrium dmg is usually higher than regular essence. Then if you apply regular essence over tenebrium, it overwrites it, making it higher than before. I am not sure whether this is a bug or intentional, but I never use tenebrium for anything and this at least makes it have some use.

## 7 Honour Mode Walkthrough

### 7.1 Cyseal

#### 7.1.1 Side Quests

You will naturally get through the game and do the main quest, it is quite obvious from the walkthrough section how that goes. There are many cool little side quests though that are a source of fun, experience and traits. Many of them can only be done once you leave the city and do some fighting, but just as many can be done safely without any combat, making the characters stronger early. I suppose the main purpose of this section is to remind the player of all the side quests he can do. Also, the quests are biased in the way I would do them, if you do not like some particular way of doing it, just look it up on the wiki. I chose some outcomes specifically so I can get the traits I want which are important for my character builds from earlier.

- **A Shell on the Beach** - This is really the first quest you can do. Do it after the first stair fight and completing the mysterious cave. You can help Ishmashell. The choice is either to throw into the sea, get a chest and *Altruistic* trait (Anna), or not help him keep him in your inventory to eat him and get a permanent 10% water resistance boost (Samugol).
- **Fire! Fire! Fire!** - Do this one first, you do not even have to go to town. After the beach orc battle, talk to the legionnaire on site and he will mention something about a burning ship. You can extinguish the burning ship right from the beach. Nice and fast, even before talking with Arhu (you do it later). You can use one of the rain scrolls you should have.
- **The Apprentice and the Stone** - I strongly suggest to do this as the first quest in the city. At the clinic you can talk to Evelyn to help her decide who lives and who dies. The old guy choice is *Romantic* (Anna) and the young guy is *Pragmatic* (Samugol). After this the main quest section

triggers because you react to the blood stone. I like to get this over with as soon as possible, so I can get to questing, thieving, adventuring...As a matter of fact, I would just stay in Cyseal until you are able to get to level 4.

- **Warming the Crowd** - It is time to go to the library, get Victoria's permission to borrow books, get the two books (Cyseal's Genesis and Cracking up the Crowd) and perform the plays at the fair. Why? It gives you gold without stealing anything. It also provides you with the option to start Headless Nick quest. Don't forget to actually read the books so you know which options to choose.
- **Headless Nick** - After you talk with him he makes it clear he wants you to steal him. The best way to do that is to perform. Talk to a guy sitting in the crowd in front of Nick/Stefan. Pay him 100gold, then start the performance. Now everyone goes away from Nick to see your play. Even better, Samugol is completely free to talk to and take Nick when Anna is entertaining the crowd (just switch between them). This way you also get some extra EXP. Then go behind the clinic and take him out there and talk to him. If you take him directly to Reginald's cellar he will not recognize it is a cellar and you have to go outside, take him out to talk to him and come back to the cellar again. The key to the house is hidden in a pen with one sheep. To finish the quest you have to return his head to his body in Black Cove and kill Pontius. We will finish this much later. Do not forget to read Reginald's diary for some nice EXP.
- **Charmed, I'm Sure** - At the docks you can listen to the two legionnaires having an orc problem. I think it needs to be put down, but the overall choice does not matter much. You can either spare it for *Romantic* (Anna) but then it kills the legionnaires later in the game, or you can say it is dangerous and needs to be killed *Pragmatic* (Samugol), this saves the legionnaires but the orc lady dies. Do not touch the warehouse. Sure it has some nice valuables, but overall they do not add that much, especially with all the other thieving available in the city and the only way to get to it, is to use the door, be caught by the captain and win the reason argument. Captain has 4 charm, so he wins in 3 rounds. Even with the best possible tooth equip, you win in 2 rounds. That makes it really risky to try to attempt this persuasion in *Honour Mode*. If you fail other persuade checks, not a big deal, but this one results in a straight up fight which is a problem. Pro tip: The guy guarding the warehouse has legendary items possibly, so be nice to him and check every level to see what he has to offer.
- **Fabulous Five** - In front of the inn Mendius will initiate a conversation with you. Be sure to join the fabulous five for the quest. If you are not sure about what traits to pick look at traits specifically as there is dialogue leading to 4 traits. You will finish the quest only once you fight Arhu's

automaton. Then when you return, report to mayor as Mendius is long gone.

- **Cecil's Mighty Staff** - If you talk to Cecil and question him a bit, he tells you that he is missing a powerful staff. Go to the harbour and talk to Conrad, the ship captain. Then talk to one of the sailors nearby and he will say who took it. Then talk to Conrad again and he tells you where you are likely to find him. This is a higher level quest and requires a fair bit of fighting, so we will solve this later.
- **The Shipless Sailors** - There is a couple of sailors without a job next to a burned down ship, you can either employ them with fabulous five (*Egotistical*) or the captain that is in the middle of the market square (*Altruistic*) (Anna).
- **Esmeralda** - This is part of the main quest but it feels like a side quest :D. Get the note from the chest at the murder scene, get the book and bloodied knife (you can find both if you snoop around her house and cellar), talk to her about it. Then talk to Aureus, say to arrest her, but say that it is a bad idea to do so, because the evidence is circumstantial (*Righteous* (Anna, Samugol)) or arrest her anyway for *Renegade*.
- **Orc-Elf Feud** - Egländer can be found next to the north gate portal, he wants you to follow him and kill the orc librarian. I think the best way (for me and my roleplaying) is to go pickpocket Egländer for the bloodied amulet proof (also a key and a potion :D, be sure to close the door so if you fail and the fighting ensues it is only you vs the elf), then turn him in after speaking to Aureus (*Righteous*(Anna, Samugol)), then you have to go and see him arrested by a soldier, otherwise the quest does not continue. Then return to Victoria for the reward. This results in the best reward (you trade with librarian often, you also need the unique book she sells) and best trait gain. Of course there are other things you can do, such as kill the librarian, or let him go after you give him the amulet, but that is up to you.
- **Little Bo Bertia Lost Her Sheep** - You can get the quest that the sheep is missing from Bertia in the market. Go to the graveyard where a dog says he does not smell Jake. You can later come back and let him smell stuff (smelly panties from Esmeralda, socks from mayor, diary from Aureus and coat from Evelyn... she disappears after this). It is a very logical thing to dig up the corpse and examine it during murder investigation. You will find Bertia's heavy sheep. Now go to the mortician, find his ledger. In it he admits to stealing the sheep and taking a bribe. Confront him about it, ask why he suspects each person. You can try to win money from him with RPS challenge. It does not matter if you win or not. You can either keep the money or give it to Bertia later, but under no circumstance talk to her now. First after you are done with the mortician, talk to Aureus and have him arrested (this gives *Righteous* (Anna, Samugol)). If you



talk to Bertia before talking to Aureus, you will not be able to arrest him, because she storms into Aureus's office and then the option to arrest him is gone. After you have him arrested you can now talk to Bertia. You get the XP and the quest is finished. Second time you talk to her you can either give her the money for *Altruistic* (Anna), or keep it for *Egotistical* (Samugol). If you keep it you she does not get an attitude boost toward you though (it is nice to sell her things for more gold).

- **The Grieving Orc** - Talk to him even early on. Samugol should be *Materialistic* and mention something about a great set of armor and Anna should be more *Spiritual*. Samugol can find the armor buried no matter what the quest outcome, as long he has the shovel. It is buried close to a couple lit fire thingies a bit further. Just start diggin even if you do not see the mound. I like to do this early, because there is no better early game armor you can have.
- **The Grave behind the Clinic** - If you start digging behind the clinic you have a choice not to *Compassionate*(Anna, Samugol) or continue to get *Heartless* and blow up.
- **The Philosopher** - Dig up grave exactly left of the the Mourning woman, speak with Philosopher's spirit, ask about him and he asks you to take the test. The questions are based on a book which you can take in the library. Philosophy of death, so be sure to read that before you take his test (correct answers are 2-2-1).
- **Kitty Love** - Talk to Sam at the inn, he wants to get into mayor's cat good graces, you do it by completing the boss fight against the sea spider thingy in Black Cove, so this must wait for later. There is a collar which completes the quest. This happens later though. I still like talking to him because he can give you some interesting info. After you return the collar, follow him so you can see how he talks to Maxine. Dual conversation starts where you can either choose *Romantic* (the would end up together anyway) vs *Pragmatic* (she only married him for money).
- **Legionnaires at Church** - If you speak to Selenia (she is in front of the Legion kitchen) she mentions something about three expeditions. This is one of the expedition quests, but this is the one that can be done early without any issues. Head north from the eastern gate (the one they advise you not go through) and you will find a couple of skeletons, Blossius among them. He gives you his own quest to deliver his will, but he will also tell you about what happened to other soldiers. Come back to Selenia to report it for some EXP.
- **Blossius's Will** - You can read it and then decide not to alter it for *Compassionate* (Anna, Samugol) or alter it for *Heartless*. The quest ends once you are able to get to Silverglen in Luculla Forest and deliver it to a waitress at the inn much later.

- **Expedition Burial Mounds** - This expedition is the one about an archeologist. You can also get it from the archeologist himself outside the city. He is hiding in an abandoned building and wants you to escort him to safety. Do that for *Compassionate*(Anna, Samugol). You are attacked a bit, but it should not be a problem. He thanks you, do not forget to report to Selenia. I would not do this unless you have achieved level 4 in Cyseal.
- **Expedition Lighthouse** - This is another one where you have to leave town and fight. On your way to the lighthouse you will find dead legionnaires, but two of them survived. Go kill the boss, talk to Samson and return. Those two will ask what happened. I suggest telling and being nice for *Altruistic*, if you are hostile toward them, the quest stops there. Since you were nice and told them, you can now meet them talking to Selenia. I suggest calling their BS and getting *Blunt*(Anna, Samugol) and EXP.
- **The Strongman** - He is a ghost that challenges you to break a ball. He sells legendary items, I think it is better to not care about his test and just visit him every level up as another legendary merchant. I honestly do not care. Having a legendary vendor is nice, finishing the quest is also fine. Do whatever. He will not initiate the breaking of the ball until you say something like "I bet I could beat you". Either way you will not be able to break his ball early because you need quite a bit of dmg.
- **The Twin Dungeons** - When outside the city you may encounter a few fire elementals and a pyromancer (more in the walkthrough section). There are two dungeons close to one another, you need to beat two pretty tough guys. The answer to the correct order of elements (puzzle) is at the other dungeon. I suggest going to one dungeon, get the sequence, then go to another dungeon to use the sequence, return to the first dungeon to fight the guy, repeat. Get loot. (Only advice is to really only split when you are done with enemies and start getting to the barrier.) This is one of those that are not suitable for early play.
- **Tom, the Wannabe Adventurer** - You get the quest from Charlene in Cyseal (next to mayor), her brother Tom is missing. His body is found next to Arhu's automaton. You should tell her what happened to get *Blunt* (Anna, Samugol).
- **The Talking Statues** - After seeing the dead guy at the beach (first dual conversation), the hobo that lit his house on fire and a diver that could not breathe under water, talk to the statues that are located above the beach where you fought the sunbathing sourceror. They are full of it, hit each element with their respective element, kill them, cave opens. Talk to Bellagar, be done with it. You should not become a bellegarete just cause it is creepy. He sells nice stuff though.

- **Another Crazy Mage** - You get trapped after fighting the abomination at the Cove. DO NOT MOVE THAT CHARACTER!, unchain it. Then take some character safely away to ensure survival. Then, use the third character to go around the room and press the button. The button is hidden under a crate. It is best to move the crate and then push the button (you can technically interact with it while it is underneath the crate but that breaks the immersion a bit).
- **The Legend of the Weresh sheep** - This quest spans across the whole game but it starts in Cyseal, so might as well. When you first get to the old church and you get up the first flight of stairs there are two mausoleums, a burial mound is hidden between them. 10PER was not enough to spot it, but a +3 PER potion helped, so it some value between PER 11 to PER 13 to spot it, dig up the book and read it. Boreas treasure room in Hiberheim has another book which updates the quest. Speak with ghost of the weresh sheep inside Portal cave in Luculla Forest, it will appear once you dig up the mound (but be careful, you cannot finish the portal puzzle because then it is not available to dig up anymore). Then you also find a note in Maradino's cave which says weresh sheep likes stardust. In the phantom forest, there is a kickstarter tree, place the stardust herb there, in front of the tree. Convince or kill the weresh sheep, take wool to the elemental forge in Hiberheim for your reward.
- **The Wishing Brother** - This is normally a Hiberheim quest, but you can find a well in Cyseal that worries about his brother and can teleport you to Hiberheim. You will not be able to unlock the gate, so no worries. You can technically get some info from the Hiberheim well and pick up a quest to save him. Under no circumstance let him cancel the blizzard though, then you would loose a lot of immaculate encounters. You can pick up a nice amulet that can be used for a quest later. Just use *Winged Feet*. Pull one of the levers behind one of the sentinels and that unlocks a gate with another level that is pass the other sentinel. Pull that and come back to open the chest.
- **The Preacher of Earthly Delights** - There is a group of ghosts in the church area. Speak with them, then speak to Sam (the cat) and choose to send them to the Hall of Echoes (*Spiritualistic* and a fight) or let them be for some reward but less EXP (*Materialistic*).
- **A Voice in the Wilderness** - Talk to the cowering rabbit that is at the waypoint when you leave Cyseal (wiki says you need to talk to Wolgraff, but I did not and it progressed normally). Then you talk to a sad deer that is close to Luculla Forest Goblin Village Waypoint, talk to a dog in Hunter's Edge and finally a boar that is at the Phantom Forest North Portal. Then you just get to the same rune tree where the weresh sheep quest ends, but continue further. Kill a guy you will get the first ingredient, you will find the other ingredient inside the death temple, where the alchemist merchant is.

### 7.1.2 First Fight at the Stairs

The best way is to have Annie use *Ricochet* on the main archer with 2 lackeys. Samugol then throws a *Firestorm Grenade* and then the grenade made using crafting 1 and ingredients found in Grumio's backpack. The group of 3 should be dead. Next turn, Annie should summon spidey to help tank the other dude and Samugol should use *Battering Ram* and hit the other archer. The fight should not be a problem at this stage. Samugol can either continue hitting them or using spidey too.

### 7.1.3 The Tutorial Area

This does not require a special walkthrough, even the fight towards the end is easy. I have never died there, just use your brain a bit and you should be fine. Even if by some miracle you are not, just restart as it is really early.

### 7.1.4 Drunk Legionnaires

I like to go with RPS game and choose *Obedient* for Samugol and *Independent* with Anna. Either way, if the fighting happens it can be a tough fight, they throw the bleeding grenade and oil flask. It is important that nobody dies, as they give lots of XP, you would not normally get. Also the dead character loses the option of dual dialogue. The best way I think is to have Annie use *Ricochet* on the dog, then have Samugol try to knock down the dog and possibly others. Focus on the dog, he hits really, really hard. Then summon spideys and take control of the fight. They use a bleeding grenade, so be sure to heal properly. You should have some healing potions saved up, *Regeneration* also helps.

### 7.1.5 Ogre Invasion on the Beach

I never really had a problem, steer clear of the oil barrels though as enemies like to explode them. Legionnaires really help in this battle. Summon spideys and start shooting, CC what you can. Then talk to the legionnaire there and save the burning ship before entering the city.

### 7.1.6 Beneath Cyseal

In Cyseal, you can fight a few enemies in the cave complex underneath. That is also where you find Wolgraff. You can get there either through the abandoned smithy (lockpicking required to open the house door), or more easily you can get there through the hatch which is next to the bridge. Nothing hard, just wreck everyone there (do not let explode guys get to you). Other than this easy little section, there is no fighting in Cyseal. I advise to do quests that do not require you to leave the city, get as much gear as possible, ingredients for future crafting, get some stealing done, get companions and be sure to pick as many skillbook as you can afford.

### 7.1.7 West Gate and Getting to the Lighthouse

Go to the west gate (not where the orcs are, but towards the lighthouse), do not go east, there are tough enemies there. If you go west, there will be some zombies and skellies straight on that path (this is also where you can get your first *Ooze Barrel* for later crafting). Kill everyone and follow the path, it really should not be a problem with a few grenades and some crossbow/bow action. Continue on that path until you reach the waypoint gate. This is the time that I suggest you go toward the lighthouse. Kill a few enemies on the way (in the shack next to the gate you can find Snorri, it is very unlikely you will be able to break the ball at this time, so you can either try and fail-you must kill him, or come back next time and use him as a legendary vendor until you decide to finish the quest), talk to legionnaires and get to the lighthouse for your first boss fight.

Immediately attack the baddies from the distance. Great strategy is to use *Firestorm Grenades* and make the whole path unpassable (you do not have to hit them, just make it so the fire surface is blocking their way). Skills, special arrows and a bit of CC with them grenades should make a very short work out of everyone except the boss. The boss is a bit tougher though (he is protected by a sigil that is way behind him and not too practical to get to), the best strategy I found is to use *Decaying Touch* and any healing you have on him, with a couple of crossbow/bow shots mixed in. I do not suggest using spiders because if they get too close, he likes to one shot them with a really strong attack, but if you can spare some APs, they can make for decent meat shields. I did not have any trouble really. Come back to legionnaires and be nice.

Get back to the farm waypoint and start progressing in the opposite direction to the lighthouse and choose the path that leads ON TOP of the hill. There are a few bad guys there, once again, creating impassable fire surface is really helpful. Take care of them and progress further, you will find twin dungeons.

I prefer to take care of the enemies next to the non-fire entrance. Just approach the dog and the fight should start. Not a problem with a well placed grenade and some *Ricochets*. Take care of the elementals next to the other entrance, I used *Rain*, CC, physical attacks and it was not really a problem. If you want you can splash a bit and use a *Freeze Grenade*, but I would save those for later. You should come back to these dungeons later because they can be tough.

It is better to save the archeologist. He is in the house nearby. Talk to him and agree to help him. There are a few enemies that attack on the way he chooses, so get rid of them. If necessary, heal him. You should talk to him to finish his quest. Also go talk to Selenia about the lighthouse and the failed archeologist expedition.

Congratulations, you are level 5 now and have finished a nice chunk of the map. You can go to the twin dungeon/Snorri now or later (be careful there, they use charm and lots of CC, so maybe come back when you get some immunity to *Charmed* or at least some better gear, I did at lv15 and it was doable but very challenging).

### 7.1.8 North Gate and Arhu's Sparkmaster 5000

The next area is through the Cyseal gate which is next to the north gate waypoint. Keep your distance, enemies there hit like trucks. Guards even come to help. I used grenades to block off the bridge with the fire grenades and it made the fight easy. Go straight and kill everyone there too, this was a bit tougher as the enemies can get *Winged Feet* so they could avoid the fire surface. If you kill the mage then he cannot cast it on them, if he does however, the encounter is going to be a bit more difficult, spiders help. With all the dmg/CC you are able to do though it should be fine. Continue towards the bridge that leads to the Arhu's machine cave. Do not go over the bridge, but go left.

I had better experience going that way because the mage is further away so I can destroy the people more effectively before he joins the fray. This is the time a dangerous summon appeared. I think it is called arcan vortex or something like that. It is probably the most dangerous enemy you have met so far. He can port you onto your own grenade burning surface, he cannot be hit by melee, he is pretty much immune to elements. There are only a few things you can do. Ignore him and he dies... in 6 turns. Not the best option, but an option nonetheless. You can try to CC him and kill him when he is CCd. Again not the best option, because his chance to resist CC is very high, I would first try to debuff him before even trying it (*Rain*, *Drain Willpower* scroll, *Plague Grenades* etc.). Finally, you can use *Destroy Summon* to kill him outright if you have it. That is by far the best option. Try to buy that scroll any time you see it. Samugol should have *Wwitchcraft 2* so you can buy the skillbook and use it on the summon. Once he is taken care of, everything is relatively OK and the usual tactics work.

The next is the Arhus Sparkmaster 5000 boss fight. Do not even attempt it without the *Remote Control* and a manual that you can get from Arhu. The most important command by far is the ANGRY-ANGRY-SLEEPY command. That gets rid of the charge on the Sparkmaster in a safe way (meaning that it will not kill you if you stand close). Deactivate weapons command can come in handy, but only if he is not charged. The thing is, that you absolutely cannot allow him to discharge his weapon. That usually kills everyone. He also has a pew pew attack that shoots in the sky, which then also wipes the party in a turn delay. If someone is targeted by this, just move them out of the marked zone and they should be fine.

Here is the tactics that has worked for me, repeatedly, saving 2-3 guys. Once you get there position everyone reasonably well. Put Anna behind the crates, barrels whatever that is (it does not trigger combat), then put Wolgraff somewhere more to the right (so he is in a similar position to Annie but do not get too close). Then take Samugol (each character is unchained, so only I move) and just run toward the Sparkmaster so you can get as close as you possibly can, the fight begins. The two mages straight up buff him with electricity and it is your turn, the boss has really low *Initiative* so he should always go last. I would go 2-3 APs more forward, because sometimes the controller works when the fight begins immediately, sometimes it doesn't. However, going 2-3 (depending

on your movement) ensures that it works consistently. Then use the ANGRY-ANGRY-SLEEPY on him, so he discharges. If you have 3 APs left, throw a *Firestorm Grenade* nice and far so you can clip the two mages, if you cannot, not a problem, it is not relevant that much. What happens next? Well, the boss cannot one shot anyone now, because his uber move is dead. Move both Anna and Wolgraff closer so they are in range of their special arrows and make sure you fire the *Knock Down* arrow. You have 2 chances to knock him down this way. If he is *Knocked Down*, it is very likely the 3 guys survive. If he is not and he managed to resist both of them, well he might one shot one unlucky guy, or choose to hit Samugol, which is much more preferable because it only takes about 1/3rd of his HP. Congratulations, you have pretty much won the fight at this point. Both Wolgraff and Anna are in range and they can use *Knock Down* arrows to which he is vulnerable to, hopefully knocking him down in a process. You should use the controller every time to disable his charge if he has it, or his weapons if he is not charged. If neither of those tasks needs to be done or Samugol has some APs left you can start chugging some grenades on those two mages behind him. The 3 guys are actively hitting the archer and the boss dealing some nice dmg. One of the companions can help with the archer if needed or just focus on the boss. Anyone can heal the injured people there to further ensure their survival aaaand yeah. That is it really. This tactics has won every time 3 times I tried it, twice having 3 people alive and once 2 people alive.

Now is the time to come back to town, inform the lady about Tom which was found dead in the cave and finish up the fabulous five quest by talking to the mayor. Oh yeah, you can find one of the guys you saved in prison and if you pass the RPS check you get to loot the storage there.

### 7.1.9 Secluded Beach

When you leave the cave in which you fought Arhu's automaton, you will find yourself on a beach. Take the lower path (there are more enemies on the higher path and they are a bit higher level). Talk to Dietmar or whoever that pirate is and the fight ensues immediately. There are lots of hidden people there, but they do not attack if you do not accidentally attack them. Just do the usual, grenade, CC, spider, crossbow/bow thingy and kill them. By the time I killed Dietmar more of them appeared, not an issue though. Progress further up and if you turn right, you will encounter another big group of bandits (the same one we avoided earlier, I feel coming from this direction is better and easier). Do the same thing as always. They are a bit tougher but nothing too noteworthy (the guy has some strange summon, but at this point you should have *Destroy Summon* and even when I did not have it, I killed it relatively easily). This takes care of the thugs in the area.

Go toward the statues in above, you cannot really miss them. You can talk to them but you will eventually have to hit each of them with the same element. Easy fights as you are 3 against one. Also, they have big vulnerabilities. Talk to the wizard inside, maybe even trade with him. You can loot the place freely

but I like for him to leave, his presence is just unnerving. Now the only thing left at the beach is another boss fight, the sunbathing sourcerer.

I suggest stationing Wolgraff next to the crates so he is close, but not too close. Let Annie and Samugol talk to him. Ask him about the murder, but once he reveals that he is a sourcerer, say that you will kill him for the *Bold* trait (he is a sourcerer guarding a blood stained passage, no time to be lenient). By far the best way that I had in a fight was to use 2 *Frost Grenades* on his summons. Either you manage to freeze some of them outright, or you just create ice surface on which most of them will slip. Either you dmg the sourcerer and he becomes visible, or he stays invisible. Does not matter really, even though it is slightly better for him to stay invisible, because he is less trouble then. Be sure to have *Charm Arrows* on both Anna and Wolgraff. Focus all of their fire on the big sand guy, he is immune to *Knocked Down*, so charming him is perfect. As needed kill and CC the rest of the bad guys, but it should be easy as most of them are on their butt because of the ice surface. I suggest leaving 1 guy before killing the boss (if you kill everyone the boss just resummons everyone). Focus on the boss, you should have saved up all the damaging skills such as *Splintered Arrow* on both Anna and Wolgraff. He is also relatively easy to put on his butt with *Knockdown Arrows*. Kill the rest and the fight is over. I tried it 3 times like this and it was never a problem this way. However, if you do not use the frost grenade things can get quite hairy. Also try to avoid using *Rain* as it destroys the ice surface.

#### 7.1.10 Evelyn's Lair

Go through and kill the first lady that has the key, once you get to the orcs, you can talk them into leaving. Should not be hard because they only have 2 to convince you while Anna has 6+. Then there is a room full of immaculates, just wreck them. Use lots of grenades, CC and arrows, like always. They like to go back to heal to their statue which can create an amazing loop :D. You make fire surface everywhere so they can only move on it and get dmged, then they return to heal, AI wants to attack and comes back to dmg you only to return to healing fountain again. It completely wastes their turn. This is not something I planned for, it just happened. Once everything is done and dusted, go to Evelyn. It can be an annoying fight, but not really if you follow these tactics.

First listen in on the conversation from the top of the stairs, than approach, have the dialogue and the fight begins. She has the first move no matter what and it is always summoning her minions, then shackling herself to one of the characters (meaning that if you damage her, you also dmg your own character) and then she casts a *Fireball* to set most of you on fire. Your next turn as Samugol should always be to cast *Rain*, to get rid of *Burning* on your allies and throw a *Frost Grenade* on her and her summons. *Frost Grenade* will make a slippery slippery surface and also make it very likely that lots of them will be *Frozen*. Next cast *Regeneration* on the character that was hit by *Shackles of Pain* so they survive. Naturally avoid damaging Evelyn and try to CC her so you do



not kill your own party member. If you try to CC Evelyn I would advise against using special arrows on her as those are very damaging and you pretty much 1-2 shot the shackled character, use some other non-damaging CC. After this it is pretty much rinse and repeat. Start shooting some special arrows to exploit weaknesses on enemies that are not Evelyn (water on demon dogs, *Knock Down* arrow on skellies etc.). I also suggest reapplying the *Frost Grenade* a few more times (one or two should be enough) as the enemies do not usually move much from there and are prime grouped targets. Once all the minions are defeated, it is around the time the shackles are gone. Then it is time to focus on her, she should be dead very shortly with those *Splintered Arrows* saved up. Honestly it is not that different from the tactics used on the sourcerer outside, but you need to be mindful of the *Shackles of Pain*.

#### 7.1.11 Beach with Orcs

Get to the harbour portal and go. It should not be a problem, because you now have everything that you need. Samugol has *Zombie* that makes him immune to all the poison he is likely to face, Wolgraff has light-stepper talent and relatively high PER to see all the mines and traps and Anna should be immune to *Feared* and her *Leadership* 5-6 should be making everyone else immune to *Feared*. Kill the first crying orc (by this time Samugol and Annie should have talked to him and chose their respective dialogue), just straight up attack him. He is an invading orc and there is no way around that. Then you can dig up all of his buddies for some minor loot. Continue carefully to avoid all the mines and there should be the first group of orcs. I used grenades, special arrows and auto-attacks. Sure they can be immune to fire (shaman has immune to fire aura), so if you want you can get rid of the shaman that provides that immunity, but I did not do it. I nicely killed everyone from distance.

Continue onto another group with a boss that has a pretty decent crossbow. First time I tried this, everyone except Annie got *Feared* (Anna did not rush *Leadership* and that was a mistake). I was not sure what to do, so I 2 fired *Stun Cloud Arrows* to create a barrier of electric smoke. Surprisingly, that worked amazingly well. Everyone got stuck in the barrier (the shaman cast rain before it) and Anna just nicely CCd everyone until *Feared* was over. Nobody touched any member of my group and 2 of those people were feared for several rounds :D Soooo just repeat the cloud arrow tactic and use other party members too. I am sure that grenades, CC and auto-attacks will work wonders.

#### 7.1.12 Inside the Black Cove

Go in until you see the fight that the orcs vs pirates are fighting. I would just save APs, buff, let them kill each other (you get XP either way). Orcs shaman has aura that prevents fire dmg on orcs, but orcs get wrecked by skellies most of the times anyway. Then just throw a *Firestorm Grenade* on skellies which are not immune to fire so it wrecks them nicely. There are also some more skellies to your right in the room that spawn at some point. Easiest fight ever, all I

did is I put a *Stun Cloud Arrow* in the doorway (which prevented anyone from escaping) and then just used another *Firestorm Grenade* to light em up. Oh yeah, try not to get too close to the totem, it is pretty far so it should not be a problem during the battle, keep more to the right, farther away from it.

Be careful of the totem, it puts you into warm status and then lights up the oil you step on. I strongly suggest choosing only one trap disable person. I also like trap disable toolkits. Honestly, you are rich and the amount of traps is large, so use them. I do not feel like running around there and back all the time for some crate so I can put it on top of the trap vent. Just destroy all the totems and even if the character dies, you can come and resurrect it. (Samugol with his *Zombie* is a big help here but he can also explode from fire so be careful and be ready to resurrect). This is the time you approach the crab boss. Here is the tactics:

Crab boss uses both melee and water (water attack sometimes lands and deals massive dmg, sometimes it just makes you wet, I never really figured out what is up with that). Either way, he can pretty much one shot Anna, so I think the best thing is to put rangers far so they are safe, but not too far so they can deal dmg. Take Samugol and walk up to the crab, he will attack him, but Anna and Wolgraff should be further in the back. Use *Drain Willpower* and then *Stun Arrows*. *Stun Arrows* seem to work very well on him even without *Drain Willpower*. Samugol should debuff the guy even more (*Malediction* etc.) while rangers should be hitting him for lots of dmg. If he breaks the stun, you should still be able to CC him due to sheer amount of options you have. His chance to resist is high, but he should not be able to resist 5-8 CC effects at once. The second time he is CCd it is over. Just use the strong single target *Splintered Arrows* and that should do it. Loot the area, do the **Another Crazy Mage** quest (one of the characters gets trapped so do not move, let some other character find the switch below the crate you have to move, press it, get XP) and continue further.

Go toward another room, move the packages and there is a hatch underneath, go down. Use Wolgraff to get rid of the traps leading to the bridge. Only one character should go forward. Make sure you have the pyramid on Samugol and the other on Wolgraff and go. Choose Samugol to cross the bridge. Get into the fight, get hit (probably once or twice) and then teleport back to Wolgraff and Anna that should be far from the bridge, somewhere close to where you entered through the hatch. Then approach the fight on your own terms. If you get surprised, it is much harder because the enemies are mixed with your party and you cannot use grenades and other things too effectively. This way you can use distance, make them waste their APs, use grenades and so on. There are about 3 more ambushes so repeat the process. It is not so hard once you are able to teleport back and initiate the fight better. The key to the early chest before the bridge is hidden somewhere behind a rock (I had a ruby inside). Once enemies are defeated, use Wolgraff to approach the switches and clear the area of traps. You can bring yourself a chest using a switch too. Oh yeah, there is a ruby somewhere in the area as well (I think it is at one of the piers, but a character needs to have really high PER for spotting things, so use Wolgraff). Push the

bloodied switch next to open the door to Pontius boss fight.

I suggest spreading the party (not going past the torch is a good indicator of safe distance, you can actually go further but I would not risk it), leaving Anna and Wolgraff behind. Samugol can just go talk to him (if you shoot him from distance without doing the conversation, he still teleports the *Ooze Barrel* - the same way, magically he has way more distance than a regular *Teleportation*, but this way you are really far away and cannot throw grenades). The best strategy I found that has been foolproof so far is to use *Drain Willpower* on the boss. He will go first, then he will throw an *Ooze Barrel* on one of the party members. You should be nicely spread out, so only one person eats the barrel, ideally Samugol, when it happens, just walk out of poison, get some healing potion if it is needed, or *Antidote Potion* or you can also use *Treat Poisoning* if you have it. Make sure you are within distance to use *Drain Willpower* on him. You should also make sure you have enough APs left to throw one grenade. I suggest to use a *Tremor Grenade* as it has the largest area and you can really get some serious CC on the 5 guys (archers are likely to resist, but even if 2 guys are down it is a win). Then make sure you fire the *Charm Arrow* on him, it might be necessary to move a bit closer. You could also use *Stun Arrow*, but charming him is way better. It creates another target (so other skellies hit him instead of you) and his buddies put quite a bit of damage on him for you. He also fights them, he gives you bonuses, he makes them *Feared...* fun times. The other guys cannot do much now. You are immune to *Charmed* (Wolgraff does not have the trait), *Feared* is also not a problem and you have a boss on your side. From my experience they focus mostly on him, rather than you. Next round, just bring the pain. Now is the time to come closer and light them em. Because Pontius is still *Charmed* there is no *Winged Feet* on enemies, they get damaged a lot. You can even explode barrels now as you are closer. Rangers should continue putting the hurt on them until everyone is totally dead. You can also charm some other guy if you feel like it is a better choice. Once the boss is alone, just use all the CC you have, he cannot resist everything and finish him of. Be mindful of the mimic chest, there is a trap I think so try to spot it.

To get to Headless Nick, come back to the Pontius's office. The best way to get through the door is to use *Teleportation*, on tactician, there is no other way to get through. This is the time I would give Samugol the pyramid and lots of disarm trap toolkits. Disable what you can, be sure to place things on top of vents. Never have all characters together. Just progress carefully and get rid of all the traps. Finally, you can talk to Nick. You can totally condemn source for *Righteous* (Anna), or say that there is much that you do not know about it for *Renegade* (Samugol). Now you can go back to unlock the door that leads to another boss fight. Honestly, after Pontius this was a cakewalk. I just used *Drain Willpower* on him and then stunned him with *Stun Arrows*. Little guys should be taken care of easily, and the damage that rangers output should pretty much kill him in 2 splintered arrow shots. Get Sam's collar and talk to Desdemona after you loot everything. Get to the lighthouse and forgive Samson for *Forgiving*(Anna, Samugol), I think that makes most sense (he is dead there

is no point to suffer eternally, the last thing you want is to create another crazy ghost). You can then give Sam his collar back and watch how it goes :)

### 7.1.13 Fire Planes

I prefer to do this part now simply because I find the enemies really easy. Technically it is a higher level area than the church but realistically, you are against the fire guys that are permanently weakened by *Rain*, are the same level as you at this point and who you can exploit the hell out of because of their water weakness. Honestly the only tactics is to use *Rain* from distance and start combat. Do a bit of CC, use *Frost Arrows* for insane dmg and there should not really be a problem. There was one instance where the guy summoned the fire vortex, but there was nothing I could have done, because it was my turn (I did the things I normally do) then the enemy's turn during which he summoned the vortex and then the vortex's turn. This was scary because I was afraid he would teleport me to lava, but its first move was just to move and attack a bit. Either way the only thing you can really do is CC the hell out of everyone there as much as you can so they cannot summon it and if they do, destroy it as fast as possible. The other good tip is to move slowly and pick the fights with smaller groups, do not aggro everyone. By the time I got to the boss, there was him, the totem and 2 guys. Here is how it went.

I could write some elaborate tactics, but this encounter was so easy that I never really felt threatened. Drain Willpower on the boss. I charmed him, but that did not work that well because fire people hitting him were healing him, I think it is better to use *Stun Arrows*, which would make it easier to damage him, but would not help distract other enemies. Either way, he really, really does not like water damage. *Freezing Arrows* deal insane damage to him and I froze him every time, making the *Drain Willpower* almost useless. The only problem really is the totem, as it can fear and resurrect enemies that are pretty far away. I think the best tactics is to summon ice elementals (they deal insane damage to him), focus on him and CC the other enemies. Once he is dead, there is nothing really to threaten you. The guys should be dealt with easily and in the meantime just destroy the totem. It resurrects them every 4 rounds so you should be fine, at worst it will resurrect some enemies once, but not the boss. *Rain*, freezing, *Frost Elementals*, special arrows, ice scrolls (*Ice Wall*, *Ice Shard* etc.) really make this into a cakewalk. I heard that he uses meteor storm, but I never got to see it as he was CCd all the time. I never even used any grenades and you can totally use *Frost Grenades*. He can supposedly only unleash the attack once he is left alone for 2 turns or something, but like I said, that never happened.

### 7.1.14 Abandoned Villa

This area is riddled with traps, just take Wolgraff to cross poison and do not die (Yes Samugol is poison immune, but there are fire traps, so Wolgraff makes more sense). Go until you get to the locked door. The door cannot be opened,

so just break it or lockpick it. Again, under no circumstance let everyone go there (traps are there too). Someone should stay safe in case of a catastrophe. Once you get to the waypoint, let someone stay there and progress towards the house. Once you get through the house (it requires *Winged Feet* and someone to spot and disable traps, Wolgraff should be best for this), go to the courtyard, there are enemies. Wreck them, it should not be a problem. Go to the boss up above. Let rangers be exactly at the edge of the top step one at each side. Samugol can go initiate the conversation.

After the talk the fight begins. THERE IS A BRIEF WINDOW during which you should switch to Anna and Wolgraff and move them closer (so the wall is not in the way and they can shoot at everyone, especially the mages). This is supposedly one of the hardest fights in Cyseal. Honestly? Not really. I tried it twice and I was barely hurt. Samugol goes first and he should *Drain Willpower* the boss and then he can use the *Tremor Grenade* on the people on the right side. It should hit most of them nicely. Then rangers go. Unfortunately the boss is immune to *Charmed*, so just stun him. I strongly suggest to use *Charm Arrows* on the mages (one is hopefully knocked down so you have 3 chances to land charm on the one on the left). CC who is left. This should pretty much guarantee victory. I can throw grenades (boss + piper), I can throw grenades to the knocked down people. Reapply CC as needed. After charm is over mages and archers should be dead, boss should also be dead. All in all, use your instinct and you really should not have a problem. The boss's lady is immune to physical effects so use some elemental dmg to wreck her.

#### 7.1.15 Church Area

There are quite a few things in this area, there is a dog that wants help with some nasty wolves (they have high *Initiative* but lots of fire and *Ricochets* takes care of the problem). Then there are more skellies that lead to a house where you find some incriminating evidence against Theylorn, the healer. It is not hard again, *Firestorm Grenades* and good judgement are your friends. The small room is trapped, but one person, such as Wolgraff can get in with *Winged Feet* and disable the trap with a lever and by moving the chest from the pressure plate.

Then finally it is time to enter the church graveyard. My advice? Move slowly and preferably close, but not too close. I mean there are traps so very close is bad, but there are also enemies, so very far is also bad. Just when you move around, have the other two characters in combat distance. My advice is to dig the graves up, there is simply too much loot, enemies and also some really great stuff (*Tormented Soul* as a final chest reward). So do it. *Zombie* talent should help a lot as there is tons and tons of poison. Be careful once you reach the madman, lots of little explode guys spawn, but a party of 3 should be able to explode all of them at once.

Also there is a troll, which you can either have a conversation with the help of the book, but there is no EXP, I also think he is dangerous. Sooo just attack him and kill him. Be careful once you get to the waypoint, after the waypoint,

the fight can be quite a bit brutal, so use lots of grenades, CC whatever at your disposal. It was not a super difficult fight, but the poison attacks, archers with CC and other nasty stuff were annoying, so try to take control with grenades and CC early on (just making the area to your party impassable with fire helps quite a bit). You can talk to the ghosts there and either kill them all (*Spiritual*) or not give a damn (*Materialistic*). It does not matter (you need to talk to Sam first).

Then you talk to the statues, I like to intimidate them without the chance to succeed so I can just fight them for lots of XP and nice loot. They are easily CCd. Just do that and kill them slowly. Regular physical attacks (only crushing dmg works) do not work against them. Then you enter the church and after some conversation and a bit of fighting with immaculates (*Firestorm Grenades* and *Toxic Grenades* take care of them, there are more waves of them but...easy) you can speak to Theylyron (I like to forgive him for *Forgiving*) and proceed to a boss fight.

To be honest, I feel that this fight was a cakewalk. Compared to some other fights during which I had some trouble, this truly felt easy. I entered the room, then I left Anna and Wolgraff at the door and initiated the conversation with Braccus. He then launched the *Meteor Shower* which left my HP at 80% because I had 90% fire resistance (really make sure you can push it as high as possible). Make sure that rangers are far away before you talk to him though! If he wipes them, then yes, it is a difficult fight. Do not forget to bring rangers into the fight afterwards. Then I summoned spidey to tank the poison guy, but with *Zombie* talent you can tank him yourself. Anna used *Freeze Arrows (Oath of Desecration + Ranged Power Stance)* to ONE SHOT Twins by Fire Joined. Then I used one *Frost Grenade* to slip the Barron, he was then just shot to death by the rangers. The poison guy, similarly took a lot of dmg even from spidey and then the arrows. Braccus was attacking, but his fire/knockdown attack did not do much due to Samugol's high *Bodybuilding*, *Willpower* scores and high fire resistance. Sure Braccus is immortal, but the overall dmg he inflicted did not amount to much. Then I just took Samugol and used 3 grenades to destroy the 3 void aura idols (if you focus on those first and try to kill Braccus he then resummons them unless you can kill him fast enough, that is why it is better to focus on the other bosses). Then he was absolutely wrecked with *Freezing Arrows*. Just use *Drain Willpower* when he is not immortal to keep him under control, I even charmed him at some point, but then he resummoned the idols again, so it is definitely better to focus on other bosses first and then just stun him. Do not forget to report to Selenia after killing him.

Congratulations! Cyseal is pretty much done at this point. The only enemy left is the fire guy on the way to Luculla Forest, but with all the fire resists, Samugol can take care of him himself. Still, he can summon some nasty small fire bombs that will absolutely wipe Anna and Wolgraff, so just use *Drain Willpower* and *Stun Arrows* on him to avoid any complications. Honestly I feel that the walkthrough could stop here, because you will only be more and more powerful and there are only a handful of difficult situations.

## 7.2 Luculla Forest

You can do a couple of quests in town and kill a few enemies that are close to Silverglen, but you are more likely to end in Hiberheim, so most of the stuff described here is relevant only after you return. Check walkthrough section for more details.

### 7.2.1 Side Quests

- **The Escort Job** - When you first get to Luculla forest I would first go to town, ask what is up and then come back for Alfie (blood trail leads to him). If you go toward him first, there is some serious dialogue overlap between you meeting city guards for the first time and thankful people. So go to town, look around and then come back for Alfie. You need to talk to him and use a blood stone on him (I actually think it is a separate quest of its own). You should have a bloodstone from Pontius, so you can heal him. You will be ambushed on the way to town, but nothing you should not be able to handle at this point. If someone hurts any of the people or Alfie, just heal them. This quest is kinda important because you will get a merchant that sells more legendary stuff.
- **Bicky the Bomber** - There is some lady on the second floor of the Silverglen inn and she is threatened by a bomb guy. Take care of it. You need to accept *Cautious* (no worries you should have plenty of *Bold*), so do not mock him that is his bluffing, he explodes then, just be nice to him and then DO NOT MOVE A STEP. That automatically explodes him. There are lots of ways to solve it. You can use *Rain* to put his fuse out, then he just dies himself. Or you can teleport him somewhere else, or teleport the lady. I am pretty sure that water arrow/freeze arrow do the trick too. Talk to Bonnie downstairs after. She points you to Maradino.
- **The Legionnaire's Will** - Just find Marisa at the inn.
- **Trouble at the Mines** - Get to the mines, kill all goblins (Dreksis was his name, get his head), save the imp he tells you about death knights. Bring head to Lawrence. Make sure you do this quest before trying to prove he is responsible for Nadia's husband death.
- **Naked Truth and Troll's Bounty** - These are two quests, but you need to do them together. The lady that sells next to smithy has suspicions about her husband's death. Lawrence is the suspect. You can get proof by helping Brandon with his retirement plan "Troll's Bounty". Be sure to say that you want to hear his retirement plans otherwise you cannot do the quest. Get to Maradino's hideout, read secret files and you will know how to get to the cave. You can then pretty much kill everyone in there and mine the tenebrium. Then you get ability *Tenebrium 1* and also the proof you need to confront Lawrence. Just a note Brandon takes all the tenebrium from your inventory so if you do not feel like giving him

everything, you can drop some on the ground and then he just takes the rest. Technically 1 tenebrium is enough. Confront Lawrance, choose to decline the bribe, then tell Nadia, she then confronts him. Tell her to shout about his guilt and then once he is faced with the mob, spare him. I like this way the best (I would not take the bribe, I would not keep it a secret from Nadia, but I do not necessarily wish for his death). This way is the best roleplay plus the most XP.

- **Frederick's Bloodstone** - Close to Maradino's lair, there is wounded Frederick. At Maradino's lair that is just above him you will find a blood stone shard that he wants. You should bring it to Frederick (he is going to die if you do not hurry actually, which is not a problem really, he is a bastard, just making a note of it). If *Slaves and Masters* is completed (all interactions with Yox should be done after you get the blood stone so you can follow him to Frederick) once you give him the bloodstone he will just get angry at you and attack. Kill him and get some nice loot. Also, all blood stones in your inventory will be consumed, so just make sure you do not have any if you want to save them.
- **Slaves and Masters** - At Maradino's hideout you will find Yox. If you want him to be free, do not talk to him yet, you first need to get a potion of courage that can be crafted from a pumpkin and an apple after you find Maradino's notes in his library (the key is hidden behind a big hostile plant in this garden). If you do not make the potion prior to talking to Yox, it will not work (at least on Xbox). Tell him to hide inside the cave (*Independent*) and immediately give him the potion (Samugol can tell him to go face his master for *Obedient* and hope that Anna wins so the outcome saves the imp). He will then go and tell his master off. When you return to Frederick you will see Yox confront him. If Frederick is dead, then he will walk away. You can also make him face his master *Obedient*, but this leads to his death as Frederick immediately kills him.
- **Spider Queen** - Around where Frederick is, where the sand slow field is, you can find the Spider Queen along with some spiders here and there. If you spoke to the goblin merchant and gave him 2050 gold, he told you that you can charm her. However, you need to have *Pet Pal* and *Charisma* 5 for this option to be available. Spider queen uses poison attacks and is not too difficult to deal with though. Of course you can first charm her for lots of XP and then kill her for even more XP.
- **Goblin Village** - Past Frederick, you can enter the goblin village. You need to pass the RPS check, reason or charm give you +1 vs goblin's 2. Once you are admitted, you can talk to the totem. He will ask you about guards after the first stair fight, about the fish thief and about Alfie. If you both agree there is no problem, you just say what you did in each situation. If however there was an argument what to do, it might be confusing. I tested this, I agreed on the first two decisions (those were



too early to check), but later I deliberately loaded a file where I had a choice with Alfie. I killed him, but Anna wanted to heal him, while Samugol did not. I got different traits, I resolved the issue with RPS (Alfie died) and then I went to the totem. I had to choose the OUTCOME of the situation, so even though that Anna wanted to heal him, if they both answered anything else than "I would let it die" it would not be successful. The conclusion is always choose how the situation ended and both character should say that. Both characters then get the same trait (so even if Samugol was *Obedient* with the guards and Anna was *Independent* and you killed them, then you get both *Independent* when you speak to the the totem). If you are not successful with answering the questions the totem will tell the goblins to attack. If you kill the goblins **UNDER NO CIRCUMSTANCE SPEAK TO THE TOTEM AGAIN** as it will insta kill you. Answering the questions successfully, allows you to trade with the village and there are quite a few traders there, they do however go back and forth between their trading stations and the totem, which makes it a bit annoying. Later in the game, you can just kill all those arrogant bastards and destroy the totem for the blood stone. If your PER is high enough, you can find a hidden hatch (eastern empty part of the village), where a goblin shaman is. He controls the totem, you can either kill him for loot (*Vindictive*) or leave him alone (*Forgiving*) and have another mage trader that sells some cool scrolls. Technically you can also skip the talking to the totem part, kill the shaman and use the device to make yourself liked by the tribe so you can trade.

- **Beauty and the Beast** - Troll is lonely, make sure to exhaust all the dialogue options including asking about the toll (you then refuse to pay it for +1Independent) he will not attack, bring him Ruby. She is a whore/storyteller in town, you need 2050 gold to pay her, then he gives you the money back and the quest is done. Easy nice Early quest, because the troll is really close to the city and not fighting is necessary.
- **Angry Troll** - There will be a troll that wants you to pay. Refuse, fight begins he dies. Do not confuse this with the previous one. This is a different troll. This is the one that is next to the drunken goblins. He has hogs around him. Re
- **Like Father Like Son** - Another troll that wants to get paid, with his son. If you kill the troll king before approaching him, he will thank you and give you some loot. You will avoid the *Independent* vs *Obedient* dialogue.
- **Hide and Mikas** - The guy is hiding inside a crate inside the mines. Just talk to him, that is it. Really short quest.
- **A Long Fuse** - Inside the mine, there is that box that triggers explosions (like in cartoons). Choose not to light it *Cautious* because it will kill the imp you want to save. It leads to a cell where you want to kill the goblin that Lawrance wants dead. Just be sure to do this before you accuse him

of murder, then it is not doable. You can of course blow it up for *Bold* but that will kill the friendly imp inside.

- **Rogue Dread Lords** - This quest is automatically resolved once you approach the conduit and you previously talked to Mikas.
- **Roy's Managerie** - In the area around goblin village waypoint portal there is a guy that has animals. He plans to take them to the village so he can slaughter them. Talk to him first, then talk to Doreene the cow. Then tell the rabbit, he will scatter. You can talk to Roy afterwards and either RPS him (more XP) or pay him. If you fail RPS you can kill him to progress the quest.

### 7.2.2 First Time in Luculla Forest

When you are here for the first time, I suggest going left. Not straight at the blood trail. This way, you will get on a road to Silverglenn, but on the way you earn a bit of XP from all the creatures, plus lots of different *Eyes* and *Animal Hides*. It is mostly poison based enemies, so keep the rangers far and Samugol should be perfectly fine (I think you have to pick up a mushroom to trigger the ambush when close to Silverglenn). If there is some bad status effect, you should have plenty of ways to reverse it.

You can do some quests around town, do some inquiries, shopping etc. Then I suggest to go back to the first waypoint, follow the blood trail and go help Alfie. Honestly you can do it first, but I prefer to go left simply because I can avoid dialog overlap with guards and Alfie's thankful masters. Helping Alfie is not hard, the enemies are plentiful but easy. Take care of crossbowmen first, if the people get hurt then heal them.

Next I suggest going to where you first met Alfie and go on the road that the lit fire leads you on. You will find plenty of drunken goblins so just wreck em. Again, lots of poison so it technically should not be a problem. If you further explore the road toward the city (do not go into opposite direction, that is for higher levels), which is a dead end, it is riddled with traps. I think Samugol is the perfect candidate because there is lots of fire and lots of poison. Be careful though, as you approach a chest up there, you will trigger a switch that triggers lava. If you feel adventurous I found that if you hold really, really close to the top of where the chest is, it works, but honestly why risk it for a bit of loot on *Honour Mode*? Just come back when you have 100% fire resistance + immune to *Burning* item.

Next try to get to Witches Cabin, it leads to Hiberheim and I think that is the best next destination. Continue from the first waypoint you uncovered in Luculla across the bridge. I think that makes it the easiest when you are trying to orient yourself. You will be faced with an immaculate guy. I did not pass the check and instead just killed every summon he had (I think it is better to kill everyone for more XP anyway, also I hate immaculates). Be careful though, they have a lot of CC effects. There is also some void crystals that I just shot

with a crossbow from distance the moment I could. The fight began after that. I liked using *Rain* + lots of rain based CC. It should not be that much of an issue since you should have a very decent *Bodybuilding*, *Willpower* on every character except Anna. Anna should be quite tanky at this point though, you should have really nice armor for her + everything essence proofed.

There will be more enemies like this as you go further. Kill all of them and pick all the nice essences they drop (that is why I like to intimidate the guy and just fight, it is straight up essence town). Then, if you talk to the mushrooms (does not matter where, there are 2 clusters). Answer the riddles. They are stupid easy but since I do not know what happens if you fail in *Honour Mode* the answers are corn, stone and butterfly. You then get the spell which if you read in front of the barrier, you are able to disable the barrier.

### 7.2.3 Inside White Witches House

Here is the thing, I could describe each and every encounter but... I feel that you should be so powerful now that there is very little advice I can give. By this point you are familiar with the game very much, have great tactics etc. I had no problems whatsoever. So my advice is... just clear the cave, every enemy. Pyromancers, random enemies and once you kill the final woman go to Hiberheim.

### 7.2.4 Clearing Orcs and Goblins

Once you get back from Hiberheim, the best place to go is to where you met those drunk goblins. If you continue further, there is a troll that wants an unreasonable toll, I just killed him because I failed the "tell me about your king" part of conversation. A bit later are some orcs. The path diverges into two, but no worries. There are just orcs everywhere so take both paths until you kill them all. Orcs can hit pretty hard so it is advised to initiate the battle from afar.

Once you get past the orcs, there are lots of goblins you can take on. Keep fighting until you get to the mine, there are lots of fights but at this point I reached level 14 and it really wasn't much trouble. There are numerous choke points (*Stuncloud Arrows*, *Firestorm Grenades* etc.) so use it to your advantage.

### 7.2.5 Luculla Mines

Once you get inside, you can speak to Mike hiding behind the crates for some info. I strongly suggest to go left first. Break the rubble and go. There are quite a few iron veins and one tenebrium vein which needs some positioning to be able to mine (you can highlight the ground and it should not be a problem). You can use the tenebrium vein to finish the quest for Brendon. You can get by with giving him one ore, but that is a bit of a cheese. I suggest to give him 5 ores from one vein.

But before you are able to get to the vein you are most likely forced to fight some immaculates and a totem nearby. Kill them, it should be easy enough.

Destroying the totem frees skellies and if you talk to them later they share a password to Leandra's lab. You can go a bit further that way and loot what you can. There is also a silver vein. However, at this point I would just return because there are death knights and you cannot really deal with them.

Go back to the beginning and now turn right. You will find another room full of immaculates. Deal with them (the key from the previous group unlocks the door). Then you can have a conversation about the denator. I like to skip it and just go fight the goblins. Use the lever nearby to open the cell. Kill the goblins and do not forget to take the head a proof for Lawrance (if you want to do his quest do this first, because once he is accused by Nadia it is not available). You get to talk to an imp and invite him to your homestead.

Now is the time for some sneaking. I suggest the character that has *Walk in the Shadows* and just run. It is not difficult to get around the death knights. They make lots of noise and the controller vibrates once they are getting closer. That is the time to quickly pop the skill. The best way is to cross the bridge and get to the portal. Then you are pretty much done sneaking. If you time it right, you can get from the portal and just go straight (other way from more tenebrium veins). Do not go on a path that continues from the bridge, but take the runaround way. You will meet some immaculates and then you should be relatively save (just listen for footsteps). Honestly, death knights are not a problem. If you get spotted just flee and start again. There is no repercussion to letting them see you really other than starting again.

Now you are in front of the door. Say the password and loot as much as you can before you get to the stairs. Leandra appears and you will have to run. Her death knights are so stupendously slow you can comfortably loot stuff above (I would suggest to loot at least the chest hidden behind the crates). Make your way to the portal. Then you can check all the locations for loot (crypt, library, office and entrance). Once you get to the entrance just ask the mirror to get you to sunlight. There is no way to ask for the gold inside option because I do not think there is any. You can technically loot everything, but there is lots of fire so it is a bit of an inconvenience. Report to Icara and continue on your journey.

### **7.2.6 Infiltrating the Immaculates 1**

Speak with Loic and do his initiation (answers are in the book he gave you), then make your way to their cave, if you say nice things to immaculates on the way, you do not have to fight them, but I kinda like to. Once there, you will have to do a series of trials.

After opening the door you will get rot, but that does not matter because you should probably have tenebrium resistance by now (you get it if you help Brendon with tenebrium ore). Then you need to weigh correct weights on those scales. Just look at how heavy the object you place on it is and the percentage it shows. It should not be difficult to get to 100%. Books help a lot, they have nice round increments, but you can use whatever you do not need really.

Then there is another room where there are a few levers. If you get the

combination wrong, a shade will appear and you will have to fight it. It does not give any experience so just get the correct order of levers (they are on the wall, I think it is right right middle and pull the lever that is out of line). Then you get to a bloodstone.

Then you get to Loic who is confused why you are healed and leaves for a moment. Decide if you want to sacrifice the chicken or not. Once you make your decision fighting begins. Nothing hard, just wreck them. He uses a summon so you can take care of that. Then loot everything for keys and goodies and go back to Silverglenn chappel. Unlock the hatch and you can pick another two blood stones up. You do not need bloodstones for anything at this point so feel free to consume them and unlock as much as you can at homestead. Go through the portal.

### **7.2.7 Cave of Portals**

If you go down from the hill and a bit lower you will find a cave full of portals. There is nothing on the first level so just go up the ladder.

If you look around this part you will find a skeleton with notes that have the right order of the portals. Brrr is frozen, mountain is portal with rocks, pant is fire, waterfall is waterfall portal, mop is a portal hidden behind a cloth and bronze is the one that has gear and machines around it.

If you get through the first ice portal, there is a hidden mound which hides the weresheep ghost right next to the portal. You should use some perception boosting stuff so you can have a conversation with her and continue the quest. Do this before you finish the portal puzzle because then it is not accessible.

If you go through portals in the correct order you will get to the library. Once there you can choose one of the useless skillbooks and loot the place. The most valuable thing there is the second sister chest, so grab that parchment.

### **7.2.8 Wandering Around the Sandy Area**

That is the place you went to get through the immaculate trial. There are quite a few things in the area. There are several spider encounters, there is a spider queen that you can convince or kill (or both). There are quite a few iron ore veins, so take advantage of that. There is a goblin village, so look that up in the side quests, there is Frederick and Maradino hideout. A troll with his son, Roy and the animals. You can do all of this either before or after the immaculate trial, but I would not go to this area unless you are level 15 or higher.

### **7.2.9 Sacred Stone, Immaculate Village**

Once you port through the chapel portal and come down of the mountain, you can find a couple of wandering immaculates and a village of immaculates. I am not sure what the deal is here. You can ask for permission to enter if you have the enlightened amulet and then wander around.

There are no quests really (there is a guy behind the waterfall that has a quest with Bairdotr, but not much else). I looked around and tried to find what

the purpose of this place might be, but there does not seem to be any. Since I really hate immaculates I just slaughter everyone there.

You will lose two merchants, but at this point you should have quite a few. I do not do business with immaculates. So you can kill everyone and free the prisoners. There is an orc that cannot leave his cell, so just teleport him out, but do not talk to him afterwards because his dialogue is bugged.

#### **7.2.10 Infiltrating the Immaculates 2**

Go through the hazardous area with those funny plants. All you have to do really is to use *Winged Feet* and pull those two levers. Once that is done, there should not be any issue crossing.

Kill the two orcs and get inside (I suggest to kill the guards). Light the 4 sconces so you can open the door. Then you will have to fight a few immaculates and a two demons, try not to kill the bystanders. You can have a chat with a librarian and she points out that immaculates spent a lot of their time behind a pillar, so look behind those and you will find a lever that opens up a path.

Go through and you will find yourself in a big room with lots of books. Search everything for the book that contains the clue to solving this puzzle. There are 4 buttons. One for each direction (south, north, west, east). One is at the stairs, the others are scattered around, so be sure to check all the walls. If you press them in the correct order, fighting ensues.

Once you kill the guy, just get through, read all the books and loot the place. If you talk to Icara you can craft a skillbook that will help you defeat death knights.

#### **7.2.11 Finishing Luculla Forest**

There are only two things left to do here. I would kill all the trolls (I really do not like those annoying troll trolls) and loot the place. You can also kill all the immaculates left (like those on the way to the immaculate trial) if you want a bit more XP and hate them as much as I do.

Once you leave the forest, Zixzax appears and tells you that homestead is under attack and the source of the invasion is in Luculla forest (it is above a sandy area). He even tells you he scouted ahead. The demons are in the middle so that is not ideal. The best way is to go left and kill all the immaculates. There is one encounter with invulnerable dogs, but once you kill the immaculate shepherd they are not hostile any more. You need some tenebrium dmg to destroy the blood stone, which stops the invasion and the demons. After this, you are free to leave Luculla.

### **7.3 Hiberheim**

#### **7.3.1 Side Quests**

- **The Legend of the Wereshoep** - You just need to destroy king Boreas and get into his treasure room to find a note that updates the quest. Then

you need to get back to Luculla Forest for the quest to continue.

- **The Wishing Brother** - Once you defeat the guardian, you can go to the wishing well and have a talk (he can stop the blizzard but then all the immaculates disappear, so be sure to only do it after you kill all of them to get the most EXP out of it). Also be careful when you are first gettin to him. You can put something on the 4 switches (one of them is hidden) or you can just take Samugol and go. To free him and reunite him with his brother, you must get into king Boreases treasure room to get the spell. Then come back and read it. Do not forget to go to Cyseal to get a reward.
- **The Captives in the Crystal** - You will gradually meet three prisoners if you defrost them. Choose what to do in each situation based on your judgment. There is a psychopath murderer Heizea (*Altruistic* if you kill him and *Egotistical* if you let him go). There is Arroka (*Righteous* if you agree with wardens and *Renegade* if you fight for him) and finally Antzigar (*Forgiving* if you fight with him and *Vindictive* if you fight against him).

### 7.3.2 Finding the Assistant

The moment you get here, you will be greeted by a statue, turn right until you reach the gate (BTW this is around where the 2nd sister chest is, you can straight up see it, it is not really hidden, it is a part of map that does not really go anywhere and there is the chest).

To open the gate you need to stand on a rock switch, you can also put something on it. Once you get past it, if you pull the lever fighting begins. The mechanical guys drop a lot of metal scraps, just get that. They are easy to kill with *Stun Arrows* because they are super weak to air dmg. You need to go more to the left until you reach a gate to lava where Icara's apprentice is. The key to it is hidden somewhere in a hidden mound very near there. Once you open it there is more fighting. When you talk to Almina about the White Witch, I think this is the perfect time to come back to town and do some shopping because either you are close to level 12 in which case you want to buy everything because you have been playing for quite a bit (and then more shopping at level 12). Or you are already level 12 and want to take advantage of all the new shopping goodies. First though, before you leave make sure you unlock the portal so you can come back without any issues and backtracking.

### 7.3.3 Entering the Frost Area

Continue further through a path where there is a sentinel that drops ice thingies. Again you can deactivate him by putting something on a switch. Go to the top of the hill, there are a few traps. Hopefully Samugol has immunity to *Frozen* item, you can then just trigger them. Once you open the chest more fighting. Same guys more metal scrap. Then go toward the gate to frosty Hiberheim part.

You need to go through some crates (there are traps but Samugol is impervious at this point) and activate the switch on top of the hill.

If you pull the lever this opens the gate permanently. Make sure that Samugol does not go to people, but uses a pyramid to port to them. If you come back. More fighting. I remember this fight. I think I have died in my first playthrough, but now? Damn, just domination. You can CC and hurt them pretty well, Anna is really tanky too and you just destroy them with *Stun Arrows*. Samugol can throw a few *Tremor Grenades* or *Freeze Grenades* to make it a bit easier on the other two. There really should not be any problems. Pick up all that precious scrap. Then you can go back to the snowy part through the gate where Arhu greets you and gives you some advice.

### 7.3.4 Exploring Around

I do not think it is necessary to write a super detailed walkthrough here. There are only a handful of side quests. I would mention that you meet Hilda, some sort of immaculate that wants to fight you. She is unmissable because she is close to the waypoint at the beginning, next to a huge lumbering oak monster. If you kill her, you get a special wand. This wand can and should be used to kill the guardian oak (next to one of the wishing brother wells). It is by far the easiest way to dispose of him.

Then I suggest to explore around. Kill all the immaculates you can find (try to leave the temple toward the end), free the prisoners and use your best judgment or look into quests sections if you are interested in specific trait outcome. It is not hard. You may come across some elementals that are fighting or maybe wolves. Pretty much kill most of the stuff that moves and explore the area well. There will be an encounter where a snowman is trying to kill the rabbit. If you help the rabbit, you get a lot of XP and he will show you how to get to the prison. Be careful though, because he cannot get an attack off because he one shots the rabbit. You have to either kill him or disable him so he does not get to do anything during his turn (there usually is a conversation afterwards that you have killed an innocent, just regret it a bit to get more compassionate). You will come across some imp that would like you to kill every immaculate at the forge temple. Just go on and do it, you would have to do it anyway. Do not forget to unfreeze every block of ice, sometimes there are chests and whatnot. Deers are also a great source of *Animal Hides*, *Antlers* and *Sinews*.

After you kill all the immaculates in front of the temple (there are quite a few of them, but nothing a couple of *Tremor Grenades* and *Love Grenades* could not take care of). The fight inside is actually kind of hard. Demons hit like trucks. Be sure to use as much CC on them and dispose of them individually, *Drain Willpower* helps, it might be a good idea to use a couple of scrolls. The stairs make the fight a bit awkward. If you are not able to hit the demons with CC arrows, you can summon some summons to take the brunt of the force. After the battle you have a dual dialogue (if you say that how bad it is and she is taking your souls you get *Spiritualistic* if you say a more brave statement that she cannot change the fact that we are source hunters ready to protect the



realm, it is *Materialistic*).

After you completed the few quests that you could, it is time to visit either the prison or king Boreas himself.

### 7.3.5 King Boreas and the White Witch

You should be able to get to king Boreas now, because you have killed the immaculates and they have the barrier removal spell. I found fight against the king very easy. Yes, he is very much immune to every element, but he is still vulnerable to physical dmg and poison. At this point I did not have *Arrow Spray* (I forgot to pick it up at level 12) and I was still able to kill him comfortably. *Drain Willpower* helps once again, then just hurt him as much as you can. I also saw his fire phase where he summoned a few fire elementals and some fire surface, but at this point, the team should be extremely resistant to elements.

Afterwards you can get to his treasure room. There is a statue next to one of the sentinels that you can speak to (it is kinda hidden), the correct answer is Lurrean. Then you are able to get through the barrier. There some sentinels and traps. By far the easiest way to get through is pick a character and use *Winged Feet* and *Walk in Shadows* at the same time. Then once you get past all the sentinels there is only one locked gate which is unlocked through a chain on the wall.

There are several things you can do in the vault. If you purchased the faery book from Victoria (the orc librarian) is Cyseal you are able to open the big chest. There is a note about the weresheep which updates the quest. You should also grab the spell that can transport the well to his brother. If you also have an amulet of the royal guard (you get it if you are next to the well and complete the puzzle, just use *Winged Feet* to pull a lever behind one of the sentinels, which unlocks one of the gates and another lever behind it, once you pull that lever, you can get to the chest) you can put it on and stand in the middle of the circular grid in the middle of the room. That gives you the some unique ring. There is also another path from Boreases throne room that leads to a gate to where you started in Hiberheim, there is some minor loot there and a teleport to some special small prison where you can get more loot.

Now you should go free the elementals that are imprisoned in Boreases staff. Go to the temple where you beat the immaculates and fought Leandra. Combine the staff with the forge. Afterwards you get a shard that you can use once you get to prison. Prison entrance is marked on your map, there are numerous way to learn about it (help the imp, help the rabbit, Heizea...). There is lots of traps and stuff, at this point, Samugol was immune to fire and poison. So I just walked through. You might get stunned for a moment, but nothing major. Inside the prison, dig a tunnel (easy enough to spot with a bit of PER). You can loot other cells and destroy iron maiden that gives you a blood stone. Again pick Samugol so you can get through sentinels and then you are golden. Use the shard, the fire king frees Icara and you are done with Hiberheim.

## 7.4 Phantom Forest

### 7.4.1 Side Quests

- **For Whom the Troll Tolls** - Not long after you get into this area, you will find a troll arguing with the immaculates. If you refuse to pay for the slavers, fighting will begin. Just kill them all and the quest is done.
- **Infiltrating Hunters Edge** - You will find a skely that sells some nice armor, he warns you about this little town. This is how the quest begins. It ends, if you are able to get inside. Easy.
- **To Be or Not to Be** - You will find a skeleton near the fountain. Michaelis is his name. You can help him solve his soul problem by simply speaking and choosing what to do. *Romantic* if you believe he can change any skull he wants or *Pragmatic* if you believe otherwise.
- **The Star Crossed Lovers** - There is an orc and a human near the fountain sitting by the fire. If you approach them they make it look like they are arguing, but if you are a bit further and out of sight, you will overhear they are in love. Once you overhear another option in the dialogue becomes available. You can decide to either keep their secret (*Compassionate*) or not give a damn for *Heartless*.
- **The Armoury Key** - Near the lovers there is an orc desperately trying to find the key. If you talk to the bartender and convince him in RPS (intimidate works well) then he tells you it is in his cellar (you can find it either way). Either give it back to the orc or Grutilda.
- **The Back Alley Trader** - There is a trading orc behind the wagon. If you ask him, he tells you that he is stealing stuff from Grutilda. If you report him you get *Righteous* but you loose a tenebrium (I do not use tenebrium weapons anyway) trader.
- **Distill My Heart** - If you speak with the bartender he does not have enough booze for the orcs. Go to the cellar in the house where the orc was looking for his key. Find the book, get some barley (you can get it at the towns entrance if you look around a bit), use bucket and mix it in the water, then distill it in the same cellar you found the book and finally bring it Zixzax to age it. If you do it, all of the orcs will be permanently drunk, that helps a lot with the final fight.
- **The Hunt at Hunter's Edge** You can complete this quest two ways, either to talk to the cat, kill any rat, put a poisoned cheese in front of a rat hole (there is a discrete one around the house where the waypoint portal is). Then talk to the rat king. Since I have a cat I always side with the feline and kill him (just attack him once you are done talking with him). And the cat tells you how to get to the hidden trio. Or you can go downstairs (I like to to be invisible just to roleplay a bit, after

all if you are the last person in a place where everyone was murdered, it might put you under suspicious light) where Jahrl is. Pretty much murder everyone downstairs and save the prisoners. As a reward, you get the same information as the cat gave you. I suggest to do both, because they are both cool quests and net lots of XP. Then you just get to them, talk to Icara because they want proof, they will grant access to Zandalor's house, there are lots of traps there so just use Samugol that should have some serious immunities. Get upstairs, light the candles so you can activate the mirror, use it, get to another room, use the lever, get into the final room and disable traps. You can loot the place for the important medallion that helps with getting to Phantom Forest (it is beside the huge bed on the second floor, the first area that was accessible immediately in a small box). There is also a hidden cellar so if you loot the place you will find the spell to help with that. Return to the family, tell them the traps are disabled and you can now progress to the Phantom Forest if you wish, or clean up things in Hunter's Edge.

- **Getting Rid of Orcs** - This is not a quest per say, but it helps with the final battle. You can tell about some orcs to Grutilda (rat orc, tenebrium trader orc, loves human orc and lost armoury key orc). She will go and kill them. You may loose a bit of XP, but the final battle is easier and it is really cool because they are hanged on the gallows and it really makes you feel like you are disassembling the orc operation slowly. I also like to kill the orcs at the temple before the final battle, because they are nicely isolated.
- **The War of the Stones** - Jahrl asks you to investigate bloodstone theft. If you have high enough PER (11 I believe) you can follow the trail of blood. If your PER is not good enough, just go the gate that is close to the passage to Zandalor's house. Either RPS them (charm works well) or kill them or both (I like to RPS them first and then you can come later and kill them if you wish). Once inside you will fight 4 guardians. They will one shot any character really, but that is OK. They can be easily CCd (charm works well) and are easily destroyed with crushing dmg and any arrow skills. If you walk up the stairs you will be insta killed by lightning no matter your resistance. It really helps to have a character with high PER. You can either follow the footsteps that should be visible once you have good PER or you can do the HOT vs COLD game. You should follow the hot trail, every time you deviate, you get a cold warning. Once you get to the second set of stairs, you are done with the trap. Get the note and a broken horn. Once you return to the jahrl with this proof, the fighting begins and no other side quests in Hunters Edge will be available so think carefully before finishing this quest. I like to kill the orcs in front of the temple at this stage and then come to jahrl. He then confronts Grutilda and the fighting begins. She hits really hard, so it helps to CC her immediately (she cannot be *Charmed* but *Stunned* works well). The tribesmen will kill everyone orc in Hunters Edge. I think that they will

finish at Zandalor's house as there are two orcs left (maybe at the temple if you left those orcs alive). Either way, once the fighting is done, they very nicely group together. Talk with them to finish the quest but then you have to be quick and attack before they leave (have both girls positioned and ready to attack, ideally with a big AoE spell so it clips a lot of them. Then the fighting begins, it can be tough as you are against two dozen mountain men, but hey... no guts no glory. The reason I like to attack them, is because they are murderers that would go and murder more if you let them go, not to mention a lot of XP. Once you attack them just quickly click on END dialogue and enjoy the XP.

- **The Watch Is Coming** - At the tomb where you find the evidence of orcs crime, you will meet two people who are hunting imps. If you tell them where they are you get *Righteous* and an attribute tome. I like to turn them in, because they are responsible for the situation they were in. Also, I really hate how they make getting around homestead so difficult.
- **The Legend of the Wereshoop** - Once you get to the Phantom Forest, you will find a big tree with runes on it. Just place a *Stardust Herb* in front of it and move it (I had to move it a bit otherwise the quest would not activate). Then you get the wereshoop, but be careful, that thing hits like a stinking truck, either just try talking to it, or try to CC it. Once you get its wool, get to to Hiberheim elemental forge and you will get a nice enough suit of armor.
- **The King's Dark Deal** - It is Jahan's quest, but since I did not have him in the party I cannot be sure, he thanked me once I returned to homestead though.

#### 7.4.2 First Time in Phantom Forest

Phantom Forest is a dangerous place, so lets get some things straight. Only one character can enter it with the medallion from Zandalor's house. Then be mindful of watchful eyes, if the character does not have fire immunity (and *Burning Immunity* item) they will one shot them. So if you see them coming, just take one character and approach it, better then the entire party wipe (of course you do not have to worry if you have a character impervious to fire dmg). There are 6 death knights. Under no circumstance fight them 3 vs 6, they move in groups of 3. So find the group and wreck them. They hit really, really hard and you cannot really defeat them unless you use the special skill, so it is imperative that all of you stay alive. It is best to initiate the fight with it. Then try to use *Drain Willpower* and any charm effect on at least one. Summons help to distract them, when you see things are dire, try to use scrolls of *Invulnerability* or flee. Once you are able to de-invulnerability them and at least one is Charmed, you should be fine. Just approach them with humility and a

plan. The other animals (especially near the swamp) also hit really, really hard, so try to exercise a bit of caution, have a plan and do not be afraid to use a few scrolls. You can explore the place freely, just be more careful than elsewhere, this place can be challenging even to a late game party.

### 7.4.3 Cassandra and Arhu

If you find her (she is on a narrow path next to the weresheep tree path). Talk to Cassandra and Arhu. Arhu wants to stay a cat. You will need to defeat a demon at the other side, inside a house close to swamp area. If you kill him (get the stone he had), you can buy a special herb from an elemental he imprisoned. This can either finish the quest outright but Arhu will be human which he does not want to be.

Instead you can talk to a giant titan head in the middle of the forest (you should have grabbed a dictionary inside Zandalors house) that tells you what to do. Then you go to the temple of the dead. Lots of lava here so be careful. If you pull the lever, dead cattle disappears, only dead things can enter the temple. Use you teleporter pyramid to transport it there.

Once there just go ahead and loot the place. There is a big tomb, open it and lots of poison and zombies appear. Kill them, they hit hard, but you should be able to have lots and lots of good AoE dmg to kill most of them first. Poison heals your party too so that should help. Then proceed further. There is a skull that lowers the bridge. There are some dogs and lava. Get to the other side (go straight) and loot the place. Then turn right. There is a hidden room there, just walk through the stone. This is where you will find Cassandra's grave, burn her bones so she is vulnerable.

There are no enemies from this point, just more traps so get Samugol and go. In the next room you will find a merchant and an ingredient that finishes the mute quest. Then just return to Cassandra. Speak to Arhu first, give him the plant so he can stay a cat. I opened the cage with *Unlock* scroll, but that did not work out so great because it is bugged. Arhu will fight Cassandra, but then he will say he wants you to open the cage which you already have. The best way is to just talk to Cassandra, wreck her with piercing dmg (both girls should be close and use *Arrow Spray*). Once you kill her, open the cage for Arhu and everything is fine and finished.

### 7.4.4 Belleghar and Other Stuff

You should uncover the whole map, kill all enemies you find and be mostly done with this area. There is a mountain of gold, which unlocks a secret maze that has a puzzle. I had lots of leftover *Unlock* scrolls, so I did not bother. I was level 20 so I did not feel like I need more XP, I just opened the door for loot and left. If you want to play around with it, sure

no problem. The only thing left at this point is the source temple and finishing the game. Of course Belleghar is only here if you helped him in Cyseal.

#### **7.4.5 Source Temple**

It may seem daunting at first, but you should be fine. One character at least should have complete lava immunity so just move around and use him to get to each gate. You can just teleport through each gate and click on 3 out of 4 elemental thingies. The last one, you need to move statues to their place (there is a stone circle where this needs to happen, close to the temple, you even see it on the map).

Once you get inside, just find the secret passage and you are golden (you can dig a place near a broken mirror for an extra bloodstone, but some PER is needed). Once you get through the gate (you need to be complete-have enough bloodstones so it lets you pass). There go left, and inside the poison room and to the broken bridge. Teleport through and use an archer to break the wooden door. You cannot get through it as there are rocks but coming close and looking around unlocks another portal, go there and destroy the guardian that is not in accordance with your trait (this unlocks the first clue), the earth key can be found a bit further.

Then you can go back to the broken bridge but this time port through the metal gate and leave one character standing so it opens the double door. Go further and you will eventually reach another key with another duo of statues, so destroy one that you disagree with according to your trait.

To reach the final statue send someone to the poison room but leave someone out so they can go forward and use the last key. There is a maze, just jump from hatch to hatch. Once you reach hatch number 7 (there is a metallic gate separating two hatches, one is in blood I think) you can spot a button, but you need quite high PER so have some boosting items with you (12 I think). Then progress forward into another hatch and you should reach the last duo of statues. This gives you all the clues on how to light the candles (all but middle one, only middle one, three candles only).

Then you are able to reach Zandalor and be on your way to the the final fight.

### **7.5 Point Of No Return, End Game**

#### **7.5.1 Entering the Last Portal**

This is the point of no return, I was level 21 here, so start this once you are ready. Do your last shopping round, craft the best gear and make sure you have everything that is needed (destroy summon scrolls, scrolls

of invulnerability, soulsap...whatever helps). Then go through and just proceed from portal to portal and always answer what Leandra wants to hear, that yes you are scum and yes you are a deserter.

Once you get to the king crab in, you can find the key in the basement, this unlocks a series of closet portals. Once you get to the one with the blue force field, just uncover one painting and go ahead, burn the body of Astarte and proceed to fight Trife.

It is not a difficult fight, it helps a bit to get close as you see the general ghost, so you do not have to waste APs if you have melee party members. Just focus on the boss and kill him, there is little threat from other guys. Destroy the globe and it is time to move from this terrible dream.

### 7.5.2 Leandra Fight

It is time to fight her, since all the void demons and her are invulnerable for 2 rounds I suggest to use scrolls of invulnerability and heal Zandalor and Icara in the meantime. One of the demons is always vulnerable, so kill that one and other vulnerable void guys. After you kill the last demon, Leandra summons Arcane Vortex which can be annoying due to its very strong defensive aura. Just use *Destroy Summon* on him. Destroy all the crystals and beat Leandra. She summons void knights twice, so just use *Rain of Arrows* twice to get rid of them, this helps Zandalor and Icara survive. If you teleport one of the demons far, the round before he should buff Leandra, it is possible to kill her faster. I tried it both ways and the teleport is definitely easier, but not necessary in the least. Use the wand's ability to unlock a portal and go.

### 7.5.3 Death Knights

This is by far the easiest fight of the finale. Just equip the wand on one of the characters (the one that has the highest initiative) and get as close as possible. Use the wand, ideally 2-3 times but **ALWAYS LEAVE YOURSELF AT LEAST ONE AP**, so your turn does not end and you can send the wand to the next person that comes after you (naturally the wand must be with the person that has the most initiative and goes first). *Adrenaline* helps here, as it gives you extra wand use. This way, you can pretty much kill the knights without any trouble. You can fight them if you wish, but many more come every 2-3 turns, so you might be in trouble this way. Equip your weapons and gear again.

### 7.5.4 Final Dragon

**BE SURE TO EQUIP EACH PERSON'S RELEVANT WEAPON** after wand switcheroo. Then you can fight the dragon. I would go to the

left of the godbox, so you can protect Astarte better (more targets for the bad guys that want to her). First, kill the three guys around her, then Samugol can debuff the dragon with *Drain Willpower* and *Soulsap* scroll. The girls should be able to kill the three guys around astarte easily, then just focus all your firepower on the dragon. You have two turns, then things can get difficult, because if Icara and Leandra are as one, they turn against you and the dragon can summon some dangerous spiders around Astarte. The dragon can easily be finished in one turn though, so no worries. If some of the people get *Slowed* just haste them immediately and try to do the same thing. There are some things you can do to protect Astarte, cast *Fortify* on her and *Regeneration* also helps. Focusing on the dragon is the best tactics, because then every enemy dies.