

Pillars of eternity walkthrough

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Introduction

The classic world of magic, treasures and dungeons is now for PC, PS4 and XONE. In this guide to the Pillars of Eternity, you can find all the information to complete all missions - both basic and party - without any problems. Update: This guide is fully compatible with the PC, PS4 and XONE versions of the game. It is also compatible with the new Pillars of Eternity: Full Edition for PS4 and XONE. The controls have been updated to better understand the new user interface for consoles. This guide to the Pillars of Eternity offers a complete set of information that helps to understand the key elements of this expansive role-playing game, and helps explore the fantasy world offered by the game. This guide was divided into two main parts. The first part is a guide to the game and contains a description of all the key elements of the game. The main purpose of this part is to prepare you for the experience of the game, and to supplement the information presented in the guide. Step-by-step guides for individual quests provide information about the circumstances in which you receive them, the places you visit, when they are completed, and all possible ways to complete them. Location descriptions list their key features - their landmarks, NPCs, quests that you can get there, and the types of monsters living there. The step-by-step guide was enriched with a map of the world and several dozen maps of all the main places. The first chapter of the guide includes general tips and tips that you should follow throughout the game. In addition, it includes basic information about the process of character creation and development. Much of the text is devoted to analysing all available character classes: the brief characteristics of each of them, the next steps to be taken in the process of creating and developing in the early stages of the game, as well as practical information regarding the style of play. The guide also represents the game world along with suggestions for world research. This guide also covers issues related to combat operations, and it focuses on explaining the key terms and mechanics implemented. It also includes information about the management of the part, from the adoption of new party members to the command of them. The same chapter introduces all 8 mates you can meet during the game and take in the party. The last chapter was about the description of keep managed by you. It describes the way it is captured, how it is managed, and the recommended direction of development. Finally, it presents the basic mechanics of the craft system. The second part of this guide includes a comprehensive step-by-step guide to all quests in the game and detailed descriptions of the places you visit. Maps provide you with information about the search for specific areas, but also about the location of important NPCs, locked passages, traps or dens of strong monsters. Pillars of Eternity is a game developed with the support of the Kickstarter platform and heavy with references to such classics of the genre as Baldur's Gate or Icewind Dale. In the game you get to explore a huge world that has been presented in a top-down view, complete interesting quests to meet interesting NPCs and fight demanding battles. This guide was color in the following order: Brown - names of places Blue - Spells and Skills Green - NPCs and possible members of the Orange Party - quest names Italics - remaining terms and elements, which require the selection of Patryk Tyon Grenyuk and Jacek Stranger Halas (www.gamepressure.com) The following Basics Character creation Author : Patrick Tyon Grenyuk and Jacek Alien Halas for gamepressure.com Translator : Slawomir szczur Niejadlik and Michal Czarny Wilk Grygorowicz Guide contains : 215 pages, 256 images, 86 maps and annotated illustrations. Game Guide Last updated: May 6, 2016, visit Game Guide The White March Part I Last Update: October 21, 2016, visit White March Part I White March Part II Last Update: October 21, 2016, visit White March Part II Use the comments below to present your updates and fixes in this guide. The step-by-step guide in Pillars of Eternity 2: Deadfire is covered on this page. The first PoE game, you ruled a castle named Caed Nua. However, when Eotas, the god of light, woke up at the beginning of PoE 2, your castle was destroyed. You can import your save from PoE if you don't have a save. You can change your Pillar of Eternity story before you leave in between. (Talk to Pallid Knight. You can choose Benevolent Soul, Fair and Balanced, Survival Fittest, Dark Tmes, Keeper of Secrets, All Bad as Your PoE Story. Every background you promised a different god, apart from all the bad story, providing various bonuses.) You can create your character when you talk to Pallid Knight, see the creation of the character for more information. When you wake up, talk to Eder and Steward about the situation. Before you go face to face with pirates, you can find some equipment inside the closet. (depending on your grades and gun ownership level) Storm hit the ship after the pirate was defeated, knock you unconscious and send you to The Rest of Viliario. (You can choose to save your crew or a box from Caed Nua during a storm) There are 3 quests available when you arrive on the island: Hunting for God, Helping Hands, Stranded. But before you explore the area, you should equip your pets first. (Pets can be seen as a special type of equipment, grant party is a wide bonus.) You can find a lot of looted items and some souls. (You can use TAB to highlight objects) Asking your soul to merge with you will give you some XP. One of the crew, Irena, can on the Defiant deck. To get there, you need to pass an athletics test or use rope and grappling Hook. You can carry it back to the beach if you have 15 15 and 2 Athletics if you don't need to have 2 survival skills to help her. Another Chitupex crew can be found in the north of the beach, he was attacked by a boar so prepared for battle. Eld Engrim can be found on the road leading east. It also gives you some idea of fixing your ship. (Stuck quest) Beodul can be found inside a sea cave, surrounded by some traps. Help him get rid of the traps and he will be waiting for you outside. There are many enemies in the cave (skeleton, spider, build, bat, etc.) if you feel the fight is too hard or your health is too low. You can use some food to rest. If you have a high skill in athletics, you can use the underwater passage to get to the northwest corner of the Vliario holiday. To repair the ship, you need to ask for help from the locals. Leave the Vliario holiday and head to Port Mudge. Before you get there, you will come across some farmers on the road (Ilonet's Fork), help them and you can get some coins and reputation. There's some looted objects on the world map too so don't miss them. The Governor of Port Maya will ask you to do him a favor before he helps you repair the ship. But before you help him, you can explore Port Mudge first, there is a potential companion Xoti can join your team, along with some minor tasks: Burning Bridges - Help Rinko get your money back from Juan's women, you can find her in Satahuzi. Once you hear another part of the story, decide what to do, then back to Rinko. Restoring Order - Help Savia in the prison of Port Mecha tp to restore order. Drive to Go Gurucci Street and take care of Hilary. The best people - Help the hotel owner to get rid of Galian. The house of Vista Rinko, the prison of Port Maje and the eye of Kraken to get these tasks. Once you complete them, venturing forward to Engwithan Digsite. If you are exploring the island, you can find a burial site west of Port Mudgee, if you spend a few hours exploring the area, you can get some wonderful equipment. East of Port Mudge, there is the Old Battle Ground, you can try exploring it for equipment. If you enter Uphovo Varo Woods, you will find an old druid and wild boar. If you convince him that you don't mean any harm and just need help to get into the woods, he will give you a Wise Teeth necklace. Whakura Pass has some traps set by xurips, disarm them with mechanics skills. You can ambush xurips later for extra benefit, and if you cipher, you can turn xurips to fight each other and get XP and coins without a fight. Engwithan Digsite is a place with many bushes and downs, like the Ancient Learning Room, foreman's quarters, and the Glowing Pool of Adra. There are some enemies in these subareas as well as loot. At the bottom of the arena, there are some Panthers. them and feed the explorers in a cage nearby, you'll find out what happened here, and find a potential Alost satellite. The Sub-Level arena is filled with skeletons, shreds and structures. If you find them difficult to handle, you can use a powder barrel to destroy them. (by luring them into gunpowder, then lighting them up. Don't get too close to the barrels.) There is a puzzle in the room called Flame Test to put out the fire, you need to activate three sigils on the ground that matches the shields in the previous room. (correct sigs from the top left, from top right and bottom to left) The rest of Odesiri can be found in front of the Adra Pillar. Once you've touched the adra post, you'll connect to Eothas. However, there is nothing you can do to stop it at this point. When you leave the area after the pillar is activated, a group of souls will appear, asking for help. (Help them earns you the reputation of Xoti, and some XP) Back to Governor Clariot, you may decide to give him a note Odesiri or not. In any case, it will help you repair the ship and instruct you to go to Neketaka. (Before you sail, be sure to buy some supplies such as food and water, medicine and repair supplies. remember that your crew will consume food and water daily. Note: There is a rice farm in the south of the island, you can buy cheap rice there. Once you repair Defiant, you will get two new tasks: Skeleton Crew and Basic Locations. You can hire a crew and buy supplies in Port Mudge. If you have a lot of coins to spare, you can release Rum-Dumb Riggere in prison (Drunk Sailor), he's an experienced Deckhand. Map of the World: A strange ship will approach you the first time you set sail, this captain wants you to hunt the pirates for a bounty - Meriel Mad. Between Neketaka and Port Meha is an unnamed island, on it is the cave Xaur Tuk-Tuk. To explore the island you need to fight some xaurips and desert Wurms etc in 2 encounters (Howe Gorge and Broken Spear Pass). Once you clear the cave xaurips, you can keep a high rank xaurip, Mother Sharp-Rock, she will follow you afterwards. Explore the ruined tower you can find some materials. (Once you explore the whole island, you can name it.) The first time you have reached Neketaka, the host of the harbor will appear and question the nature of your visit. In response to her unfriendly You can scare them off with the help of Pallid Knight - the gods of death. There are many merchants in the Royal Wharf, as well as quests. If you have enough coins to spare, upgrade your equipment here. In here. You can buy large ships and all kinds of ship equipment from the ship. (He also gives the quest The Plight of Shipwright, finish it first to get a discount.) Near the threshold of Sanza's Map Emporium you meet Nera Bardatto, she is looking for her brother. Larro Bardatto can be found behind a waterfall distracting. However, he is involved in a duel with Orso Valera. Settle the conflict and then head back to the Bardatto estate. (You'll also get a Family Pride quest.) Nera Bardatto will reward you, talk to your mother to get the next quest Sinking Feeling. (If you have High perception, you can rush her documents when you speak to Ezzali Bardatto.) Both quests lead to zily Valera, he plays the flute around one of the local watchdogs. From zil Valera, you'll find out that Persa is responsible for the plot. It can be found in the Gullier Tavern. Take care of her and her guards, and then report to Ezzali Bardatta. (The sinking feeling is complete here. Deal with the thieves, and then report it to her. She's giving you another job to kill Valera. In addition, you can visit the Valera family and convince them to abandon the plot. So you can organize two families to have a trace. Otherwise, you will have to kill one family leader to complete the quest. You can also switch sides and kill Ezzali. In any case, the quest is complete. In front of the headquarters of the Weilian Trading Company, Tavenu wants you to deal with a land contract between the locals and VTC. Listen to him and find out his situation. If you agree to intervene, you need to talk to Luca at headquarters. (You can enter the headquarters only in the daytime) Luke, on the other hand, told you that Tavenu used forged documents to return the land. You can convince Luca to cancel the diplomatic skills contract, or you can steal the original contract from the archive room in the headquarters building. (You can find this information catching Luke in the local drinking tavern) you can also help Luke get rid of Tavenu by persuading Tavenu to leave. Remember, do not try to kill Luca or Tavenu otherwise this issue cannot be solved legally. Once the issue is resolved, return to Tavenu or Luca for a reward. The VTC Governor will give you the Poko Kohara Storm quest, but this quest will need you to leave the city so you can do it later. Aenia can be found near the headquarters of VTC. It will give you a different bounty task. (requires you to hunt pirates etc, you can do her task after you have upgraded your ship) In wild mare the noble woman Kahn wants to return her money from the old elf Oswald. Talk to Ena Alice on the second floor of Wild Mare and see if she knows anything about Oswald, where O. Or you convince Enali that Oswald is in. (Perception) or search her armoire to get Oswald's Journal. Return kanu magazine, she suspects that Oswald was taken to an ancient temple near the Karatapu Canal southwest of Nekekaki, Neketaki. The tavern can also give you some reward tasks. A potential companion, Constantin, can be found on the second level of the Wild Mare. He's Chanter/ Barbarian/ Howler. Leave the queen's dock and head to Gullet, the slums of this city. Gullet is full of neketaka's poorest people, you can help them with the following quests and tasks: All on board (Help the Biha family get a seat on the ship. You can read his soul to find out where he hides money. Harsh Medicine (Get medicine for the priestesses at Pilety Sanctuary. You have to pay a fee to get into Delver's row, or force the way in, if you don't want to pay him, you can kill the Spindle Man for him. Be sure to find Persa to search for a sinking feeling. In addition, there is an ogre in the kitchen you can hire for the ship's crew. Once you have made fame here, Dereo will send a messenger to you. Interact with Narrow. Turn right, left and tell the guards that Dereo wants to meet you to enter Dereov's lair. He will give you a quest To Call Cornet. You have to ask permission from the warden Hitenga to use the old city elevator, it takes you to Old Town Overlook. But be careful, the elevator will only wait for half a day. If you are vacationing in the Old Town of Overlook, you will have you leave through Undercroft. The old town of Dereov is full of Guls and Skeleton Warriors, there you can find the corpse of Botaro (All on board), you can read his soul to find out where he hides money. In the center of the Old Town overlook the ruins of the temple, if you have a high Constitution (16), you can purchase Comet depth. But be careful with the enemies appeared. On the southeast corner of the Old Town Come Out, there are some enemies and nightmare sigils. The Old Town overlooks the Old Town (through the northwest exit). In the Old Town, if you take items from a corpse at Gulllet Falls, all the sips in the area will rise and attack you. You can use the Comet depths you found in the Old Town Out to unlock the tide chamber. Inside the chamber is a giant cave larva. It has a very high HP, can swallow your characters to cause a lot of damage, and can cause less cave grubs. You have to reach at least a level to fight it. (or you can just leave it for now, come back when you visit the snake crown and d 2 parts cornets.) You can come back here later when you have both Cornet depth and Cornet waves, use them to unlock the inner camera. Lots of good equipment there. In the south of the House of Tides, there is a sigil of darkness and some enemies. Leave the Old Town for the Ruins of the Old Town, there you will find another explorer set by Dereo. The exit to Hidrcroft is right behind it (southwest corner). Mad Morena, captain of the smugglers in Undercroft gives you a quest Goods and Services. And tells you if you don't change the situation, she can't smuggle food to people in Gullet. (Food for thought quest). Use the elevator in Undercroft to leave the area. You can inform Dereot that you will find the ruins of the temple. If you already meet the soul of Botaro in the Old Town Review, you can find your money before the hole. Now go to Periki Overlook, if you have spare coins, you can visit merchants first. They sell better equipment than the queen's jetty. In one of the stores, The Dark Cupboard, you'll find that Berteno stole Fasina's gloves. She's asking you to find Bertno and get the gloves back. On the doorstep of the Arkmery manor you will find two women arguing. They both want an old sigil in Arkmery's vault. If you want a tablet, you need to find a way to inch either Netech or Tumara has ideas. They can be found in the Crown of the Serpent and the Brass Citadel in the daytime. Someone named Iren may know how to get inside the vault, he was turned into a fortune teller in the Dark Closet. Go and go to the Dark Buffet and talk to Iren, you will find out that there is a passage to the Arkmere Manor in Luminous Bathhouse. Degnos can be found outside the Glowing Bath in Periki in Overlook. Agree to help him get his pack. (His handbag can be found on the second level of the Luminous Bathhouse, in the wardrobe.) Open it and then decide how to deal with it. In the Watersper Guild, you'll find another potential companion, Tekehu. He's druid/Chanter/Turg. A useless idiot, imp, can be found in the garden between the Watershifter Guild and the Arkmery Estate. It can be recruited as your team, for free. After leaving the area behind the Snake Crown, you can visit Villa Takano. Use your observer ability to read his soul. To remember that he doesn't really need an artifact, it belongs to someone who really understands that it makes sense. You can convince him to sell Cornet Waves for 750cp. Visit the Muhai estate, talk to Muhai, and then find her body on her bed. Don't forget to take her body before you leave. There's a merchant named Eredi selling all kinds of pets. At Kahang Palace, there, the BARATI NPC will issue all kinds of task awards. In the throne room you will see a familiar face, Pallegina. She can join your team, or you can have Maya instead. Talk to the queen and the prince, purchase quests. (Empire of Brass, Trade Secrets, Last Sanctuary) If you've already explored Undercroft and Line up before, you can conclude the trade secrets quest now. However, you can convince the prince to let Delver's Row open. Leave it on the Sacred Staircase, if you have Muhai's body, you can put it in the fire of the Temple of Magran. Or let him be a priest there to bury her. The second option will greatly upset Muhai. Visit the temple of Gawnn, the priest here promised to provide food to Gule. But you have to let the guards let it. You can convince Prince Aruiha in the palace to make it happen. (Otherwise you need to steal six boxes of raw glowing adrah from the adra mill in the queen's dock to convince Mad Morena and her smugglers to help you.) Either way, tell Enoi to complete the quest. If you have Xoti in your team and you are travelled for enough time, Xoti will need to perform a rite at the Temple of Gawnn. (Gawnn Lantern) Talk to Flaun Elett at the top of soul-sea's Spire on the Sacred Staircase. Agree to take part in an animation experiment and you will teleport to the realm of the beast of winter. Flight its way to the southeast corner. There you need to defeat the Soul Collector. The god of entropy will appear and speak to you, after which there will be a portal to the physical world. Talk to Flaune and she will give you the next quest skipping ahead. (You have to wait for her messenger to start this quest) In the temple, Verat Kasu wants you to find a sacred text called Eulogy of the Dead. He will give you a coil of eel to enter the hanging tomb. Search the hanging tombs. Be careful, this place has a lot of pitfalls. Bringing the character of high skill mechanics is a good idea. In addition, resurrected undead may appear from coffins or other angles, so some enemies may be more difficult to handle than they look. One of the texts can be found in a room in the northeast Hanging Tomb. The other is in a forgotten Muslim. Once you find two parts of the text, read it to find out the names of the two skeletons guarding Isaira's camera. Interact with skeletons to open the gate. You can convince Yseyr to let you take the text on history and religion skills, otherwise, you will have to accept it. Bring the text back to Kasa to complete the quest. Brass Citadel is a region controlled by the Royal Deadfire Company. Merchants in this region sell the best firearms in Neketak. However, some of the vendors may sell products to you if you work for the Royal Dead Fire Company. You can get the following quests here: Dim Perspectives brass empire Wakoyo in this area will give out reward tasks for you. Bertno, the man who stole the glove from the Dark Buffet, can be found in the port. Help him pay his debt (400cp) or deal with Hamuto to get the glove back. Return Fasine's glove to complete the quest. Tumara can be found at the gates of imperial Command, she will tell you that the pupil Fassina has the key to the Arkmere estate. Back to Periki in Overlook. Either enter the Arkmere Manor through Luminous Bathhouse, or key to Fassin. (If you helped her get a glove in search of a velvet glove, brass fist.) Or you can just unlock the front door of the manor (requires 10 mechanic skills) tip: there are tons of traps and locks in Arkmerys Manor. So bring character with high skill mechanics is a must. In addition, the Arkmere Manor is guarded by Ironclad structures and steel structures, you will need some high penetration weapons. To unlock the vault in the Arkmyr estate, you need two things: the community and the special pearl. Kommania can be found on a note in Arkmery's study, the gem is on imp on the second level. Unlocking the vault, inside a ton of loot, as well as traps and locks. Once you get the tablet, you can decide to return it to Tumara or Netehe. Once you complete this quest, Arkmyr will immediately send an imp to invite you. Returning to Arkmere Manor and talking to him, he will give you another quest called The Stupidity of Bekarna. Now you have the full majority of quests in the city of Nekekaka. Fill your supplies and are ready to sail. Right southwest of Neketaki, you will find the Oathbinder Sanctuary on the island, at the bottom of the Sanctuary Oath, you will find Oswald and some Oathbinders. Deal with the Oaths, if Oswald is alive, he can join your team after that. (quest Lost contributions in good faith) Tip: If your ship is modernized, you can try to complete some bounty tasks around Neketaka. Your best strategy is to board an enemy ship as quickly as possible (you can see the enemy level in the top right corner of the ship's battle screen.) If your ship has good consons and crew ranks high, you can try to sink them. Sail in Hasongo, it is marked on a map of the world, in the northwest of Neketaki. Hasongo visited Eothas and is controlled by Nagas now. In the observer tower near the port, you can learn from the survivors what happened. You can use ammunition in the workshop (near the northern gate) to reload the mortar on the wall. If you have enough strength and mechanics skills, you can use it to blow up a cluster of naga in the middle of the fort. When leader Naga reaches the Lighthouse on the left side of the district, he guards the adra inside. You can convince them that it is not because of the activity of the surfaces that the adra has become dim, and prove it, re-ignited adra. Otherwise, you need to defeat these naga to interact with the adra pillar. Once you interact with the adra post you will be connected to Eothas again, after the conversation you have purchased the next quest He is waiting on fire. If Xoti is on your team, you should let her touch the post after it is activated, for her personal search for The Gap Lantern. When you leave Hasongo, you will see a large fleet of Royal Deadfire. Talk to them, find out some information about your next destination. You'll be talking to again after you activate the pillar of the adrah in Hasongo, this time a group of different gods, they want you to continue hunting Eothas. When you return to Neketaka, the queen will invite you her palace. When you return to Neketaku, Alost will talk to you about why he visited the Daitfire archipelago. (quest Painted masks) (Tips: Many satellite personal quests are available at this time. Once you have returned from Hasongo, talk to the queen, she can be found on the roof of the palace. The queen of Onekaz wants you to speak to the Mayo Guild. When you got to the Watershaper Guild in Periki Overlook, she had already been attacked by naga. Go to the sanctuary near Guildhall to find Myra. Myra is badly injured when you find her, defeat the nagas, and then read her soul to learn how to open the stone door at the entrance to the sanctuary. Defeat the Nagas leaders at the sanctuary to get the Mayo rod. Use it to unlock the stone door. (Correct set order, Nagati, Moon, Rain, Moon, Hands.) You will find Scyorielaphas, a dragon imprisoned in a cell. After listening to his story, you have to decide to release him or keep him in jail. (Free it and it can add you to the sea, but the queen will be upset if you don't have enough diplomacy skills (at least 10) she won't be an ally with you. Report to the queen, don't lie to her because she can read minds. If you release the dragon, you need to at least 10 diplomacy skills to convince her that you can still serve the court. If you have Maya on your team, you can help her deliver missions to Tuah in Port Mudge. (Tuah stands near a tavern in the west. Tuah says that there is some man Juan pursues her, find a man Juan nearby and take care of him (either convince or kill him) and then talk to Tuaha again. Fort Deadlight is near Port Meja, visit there to complete the Blow The Man Down quest. Sail to Fort Deadlight, use Principi to avoid attack. The fort is full of pirates if you don't plan to kill all of them. You need to find a smart way to get close to Benvet. (he's on the team). There are some traders in this fort, you can trade with them. On the west side of the court, you will find some drinking pirates. Calling them a drinking game, it will attract the attention of the guards. Sneak into the forge before the guard returns. Lamond in the forge recognized you, but he's also planning against Benuet. To get his help, you need to free his crew first. Use the ladder behind Lamond to get to the dungeon, his crew can be found in the brig on the southeast corner. (if you've been discovered by guards, you can kill them before they sound the alarm) Free Lamond's team, if you can lock the door, you'll be able to find the key to the jailer. Back in Lamond, he steal Benuet's ship and lure him out. (or you can just storm the Benvet quarter on the second level, but it's heavily guarded) If you agree with Lamond's plan, move east to Use the stairs to get to the personal dock under the dungeon. Kill the guards there and leave. Go to the roof to voice the call, Benvit will come out of his neighborhood. You can decide what to do with it to complete the quest. On an island west of Fort Deadlight, there are the ruins of Amir's recreation, where you can get some good Grimoir, and the Koro River Delta, where you can get Pukestabber. Other encounters include a false ferox mouth and a Blighted Bog. A few days after the completion of Blow The Man Down, you will receive missions from Furrante and Aeldys. In the southwest corner of the world map is Sandy Rains Island. He has no enemies, but tons of traps. Also, look out for some traps requiring much higher mechanics skills to disarm. If your skill level is not high enough, you need to clear the way in traps, then let your team members pass through it one by one. To put the firewall in the last chamber, you need to pull all the levers at the same time. (you need 4 of your team members standing next to each of the levers.) As soon as you rob the coffin, the camera will be filled with sands. You need high power or athletics skills to escape. The winding pass has some enemies waiting to ambush you, but you can find an alternative way to avoid them. You can join the researchers in Lowlands Sands, if you find an alternative way you can sell it to them for some coins. Go back to Fort Daylight, if you want to work with Eldis, you must first help Mad Mirena in Neketak. Dunnage is a small pirate town with several tasks and rewards, Iron Gut requires you to find three ingredients to help the pirate and Tidy Performance needs you to find 2 artists. To complete the Death Symbols, talk to Captain Furrante in Balefire Beacon. He asks you to help him cope with the phenomena of the supermoon, the ghost ship. He wants you to find any useful information about the ghost ship, if you complete the quest Eulogy for the Dead, then this quest can be completed now. Otherwise, sail to Neketaka, visit the tomb under the Temple of Berath in the area of the Sacred Staircase. (You have to get the eel coil to open the tomb from Kasu, priest brath. See Eulogy for the Dead) One of the texts can be found in a room in the northeast Hanging Tombs. The other is in a forgotten Muslim. Once you find two parts of the text, read it to find out the names of the two skeletons guarding Isaira's camera. Interact with skeletons to open the gate. Talk to Yseyr then return to Captain Furrante, he will give you the next quest insightful sentence. (You can also visit Aeldys again to hear her porposal.) Sail to the Bekarna Observatory, located in the northwest of Neketaki. Search the library and defeat the enemies inside, be sure to collect the books of Nouaaua and the Huntress (4 pieces in total) Reach Bekarna, there you meet Concelhaut, defeat Tim and his buddies. Use a telescope to observe four constellations. Then activate the orria to receive The Bachelor's note. Tikiwara is located in the southeast of the southeast Daitfire archipelago. There are three things you need: when you visit Tikawara, talk to Vector near the port to find out the current situation. And learn the VTC sent a team to study Poco Kohara. When you're done on Tikawara, go to Poco Kohara. There you will find the VTC camp on the northwest corner. Explore Engwithan Waystation, on the third level, you will find paper on Beza's body. Enter Adra, where you will meet the spirits and find out what caused the storm. You have to decide how to stop the storms. Return to Poco Kohara after you have defeated the spirits. Sail to the island of Motare-o-Kyozi, some local un tribes want to stop you, defeat them and proceed to the ruins. Motare-o-Kyozi is full of corrupt animals and the spirits of nature, you can read the souls of the former expedition team to find out what happened. One of the members of the expedition, the Baltic, is still alive. If you helped her (Druid or 16 Might), you can have her as your team. The map in the center of the ruins misses two parts. You need to find a golden order ring made of mouth lady wood (which you can heal to clear the adra), and a golden inner ring from the tiger's lair. Use the parts to repair the map, the correct order of koiki fruits, glowing adras, waoshaping, and Ukaizo. Sail to Ashen Maw, but be careful with Rathup Long Boats, their common tactic is to approach your ship as quickly as possible then board. Keep your distance if you want to outgun them. When you get to Eshen Mo, persuade the Rathuns to let you go. Or drive across the street. When you reach the Lower Bridge, head to the Ancient Lair first. There you can find the body of the high priest and her dragon. Convince the dragon to leave (or defeat her) and then take the frying out of the priestesses's body. Back Jagged Keep, you can use the frying to ignite the sanctuary of Magran. Talk to Eotas after you've lowered the magran sanctuary. He will enlighten you with his purpose. (If Xoti is on your team, he will have a short discussion with her as well.) You will be automatically transported back to Neketaka when you have finished talking. There you get the next quest, Coming Storm. You need to form an alliance to confront Eotas. There are four potential alliances, VTC, Royal Deadfire Company, Huana, or Principi. Complete your factional quests to team up with them. Alternatively, you can do it alone if you have Blackwood Corps and Dragonwing Sail. (They can be bought at the queen's dock) (If you have unfinished quests in Neketaka, it's opportunity to do so. Like Storm Poko Kohara, Courier Calls, Bekarna's Folly, etc. Note: Calling a courier can lead to some bad endings for different regions.) If you reach level 16 at this point, you can explore the split reef, an undead town on the southeast corner of Deadfire. Defeat the fampyr lord there to complete the Paradise of Mind quest, you can also save the surviving antelopes in eel to complete the last journey. You can also visit the recessed moonds before you sail to Ukaizo. It's on an 8 N 36 E. Northwest in Ori-o-Koike. (See our locations.) There you will get two quests: The Little Ester and The Lost Grimoures. VTC Faction quests: RDC Faction quests: Principles quests: Huana quests: A fruitful alliance of choosing traders trading secrets The easiest ally you can get is Huana, as they have fewer quests. The Weilian trading company and Royal Deadfire quests require you to take hostile action against someone else. In the Principi quest line you need to choose a side between Aeldys and Furrante. (You can also get a special carrack in the Principi line, but it's not as good as a completely updated junk.) If you are allied with the Royal Deadfire Company, you will receive the Takawa Blade, the Rauatai submarine. Once you meet an ally, or you are ready through the storm yourself. (You also need high-ranking crews) Sail to Mortar Ondra in the northeastern part of the archipelago. Sail through Magran's teeth to get there. (You need high-ranking crews to help you through the storm. If you have teamed up with one of the four factions, you need to defeat a fleet of rival factions before entering the storm. There will be 2-3 fights in a row, if the health of your vehicles fell too low, it cannot withstand the storm. However, if you help the dragon in the Shadow quest under Neketaka, it will help you now. Once you're through the gate you have reached Ukaizo. (Please note that this game does not allow you to continue playing after you have reached Ukaizo. The keeper of Ukaizo is adra build a dragon with three heads. First it will cause some enemies to build to join the fight. Once you have damaged it less than half hp it will cause a second head and restore health. When she is close to death, the third head will attach to her and restore her full health. You need to prepare some high penetration weapons in order to win this fight. In order to get to Moi Gweath, you need to turn off the car on the Spire of Ondra and then sit down the stairs on the Grand Embankment. Depending on which faction you are allied with, you will meet a different group of enemies on the Grand Promenade. (Principles, if you sail here alone.) Defeat them to continue. Confront Eothas on My Gweath and then chose what you suggest he do. The Forgotten Sanctuary of DLC Temple of Revelation The first quest of the Forgotten Sanctuary of DLC, Hidden Depths, can only be acquired when you swim to the sea. (The probability of this chance encounter is not very high, so you may need to sail for some time.) After meeting with Lengrath, travel to the hall of the invisible (On the island of the southeastern region of the Deadfire archipelago, see Places if you do not know where it is), in chamber, you will meet Lengrath again, follow her to the Temple of Revelation. Talking to Tayn and Lengrath will give you some new quests (Under Surveillance. Annotated Story). History). Imps here can sell you some items/potions and let you catalog. Go to Central Stacks or Corps to continue working. Central stacks are part of the central stacks, librarians here will tell you about Mora and how she was pursued by a magician in a mask. You can explore this area peacefully. But stealing books will turn librarians into hostile. (You can distract them and then steal the books. In the catalog number, you will find an infected (animal) and catalog entry. Bekarna in The Sky Grimoire (Wasting Minds). To open the door to a limited section, you need to place 2 books on the indentations. See below: While the offspring of the forest and the adra fought, the dreams of the invaders died: The founding of Readercs They carried the potential born of the word and shared as a secret: The Tribe of Deer People Ignore the Door Of The Vault in the center by now and in the east first. Defeat some controversy and infested librarians, rob Annals of Lengrath, Volume I V, which will trigger Root and branch quest. Go to the quarantine section. The quarantine section you can explore the blood-red armor, breaking its charm to acquire Disembodied Amulet Animation. Loot armor to purchase Crimson Panoply and Crimson Plate Helm. Also, swipe the necklace to fight it (and the animated weapons it evokes), there are four Annals of Lengrath in the region. One in the upper right-hand room. One at the bottom left of the chamber, guarded by some controversy. Alone in the middle-left cell. One in the upper left chamber. Once you have collected all 5 chronicles, you can return to Lengrath to complete the Root and Branch quest. Exhausted Grimoire Bekarna can be found in the southwest room. (for the Rising Star quest) The Western Exit will take you to a locked limited-zone room, an imp boss named Notnock is there. Defeat him and rob the legendary great sword. In the room of the giant Luminssent Spore, defeat the self-proclaimed Lengrath to get the Spores encrusted key and Mora infested Grimor. Use the key to unlock the south-central door and then take the exit to the Central Stacks. This time, you should get a book, a snouted statue at the top of the region. Then you can open the door to Wael's oratorio. But before you go there, you can explore the limited section first. A limited section of the quarantine section, you can enter the buried hole, imp the boss named Notnock is. Defeat him and rob the legendary great sword. To open the right top door to the Central Stacks, you need to put four books on the indentations. From left to right, History Eora, Volume 7, Volume 10, Volume 9 and Volume 5. Oratorio Wael Once you have entered this region, you will find Fyonlecg killed Mora. The masked master will turn you on and he can use the environment mechanics to attack you, so be vigilant and keep your group away ray of energy. After you have destroyed two power channels in the west and east, Fyonlecg will join fight with yourself. Be careful, it can cause tentacles and mirrored souls. After you defeated Fyonlecg, you can find the book Mora was looking for on the bookshelf next to her body. If you have a Bekarna grimoire, you can place it on the table of the chief librarian's room at midnight. (For the rising star. If you return after defeating the Oracle of Wael, you will find that Maura's body is infested with spores. She attacks you with some controversy, defeat her and get the capture of Mora's belt. Scriptorium The first time you have reached here, you can learn some information from the chief librarian. Throw Hever's Horn (get on assembling an echo) into the incinerator, and place Hever's Memories on the pulpit to open the chest in the north of the room to appear. Open it to find the Oracular Focus Weyc (legendary little shield). If you don't have the right item don't worry, you'll be back to that place later. If you've already studied both the collection and the library, you can now use the key you get in the Echo Build to interact with the machine in the middle. You have to sacrifice the memory to use this machine to reveal the stairs to the upper intestine. If you haven't explored both places yet, go back to the Temple of Revelation and head to another area. Corps When you explore this area, do not destroy the Mouths of Organs, otherwise the prisoners attack you. In the southwest aviary, you can find Dreadbeast, defeat him to get a pet unusual dog. Speak Bekarna in the wizard's enclosure to get the quest to waste minds. The key of the elevator case to the elevator can be found in the upper left area on the table. The swirling terrace there are many spiders in the area, you can find Roba Weyc near the confiscated Sundries. Recipe - Entrancing Daze (quest item) can be found on Spidery Hatchery. In the southeast, you can find adorable spider/Giftwrapper (animal) and Vithrack Silk slippers. If you like, you can go back now to Sleepy Puke and ask him about

The classic world of magic, treasures and dungeons is now for PC, PS4 and XONE. In this guide to the Pillars of Eternity, you can find all the information to complete all missions - both basic and party - without any problems. Update: This guide is fully compatible with the PC, PS4 and XONE versions of the game. It is also compatible with the new Pillars of Eternity: Full Edition for PS4 and XONE. The controls have been updated to better understand the new user interface for consoles. This guide to the Pillars of Eternity offers a complete set of information that helps to understand the key elements of this expansive role-playing game, and helps explore the fantasy world offered by the game. This guide was divided into two main parts. The first part is a guide to the game and contains a description of all the key elements of the game. The main purpose of this part is to prepare you for the experience of the game, and to supplement the information presented in the guide. Step-by-step guides for individual quests provide information about the circumstances in which you receive them, the places you visit, when they are completed, and all possible ways to complete them. Location descriptions list their key features - their landmarks, NPCs, quests that you can get there, and the types of monsters living there. The step-by-step guide was enriched with a map of the world and several dozen maps of all the main places. The first chapter of the guide includes general tips and tips that you should follow throughout the game. In addition, it includes basic information about the process of character creation and development. Much of the text is devoted to analysing all available character classes: the brief characteristics of each of them, the next steps to be taken in the process of creating and developing in the early stages of the game, as well as practical information regarding the style of play. The guide also represents the game world along with suggestions for world research. This guide also covers issues related to combat operations, and it focuses on explaining the key terms and mechanics implemented. It also includes information about the management of the part, from the adoption of new party members to the command of them. The same chapter introduces all 8 mates you can meet during the game and take in the party. The last chapter was about the description of keep managed by you. It describes the way it is captured, how it is managed, and the recommended direction of development. Finally, it presents the basic mechanics of the craft system. The second part of this guide includes a comprehensive step-by-step guide to all quests in the game and detailed descriptions of the places you visit. Maps provide you with information about the search for specific areas, but also about the location of important NPCs, locked passages, traps or dens of strong monsters. Pillars of Eternity is a game developed with the support of the Kickstarter platform and heavy with references to such classics of the genre as Baldur's Gate or Icewind Dale. In the game you get to explore a huge world that has been presented in a top-down view, complete interesting quests to meet interesting NPCs and fight demanding battles. This guide was color in the following order: Brown - names of places Blue - Spells and Skills Green - NPCs and possible members of the Orange Party - quest names Italics - remaining terms and elements, which require the selection of Patryk Tyon Grenyuk and Jacek Stranger Halas (www.gamepressure.com) The following Basics Character creation Author : Patrick Tyon Grenyuk and Jacek Alien Halas for gamepressure.com Translator : Slawomir szczur Niejadlik and Michal Czarny Wilk Grygorowicz Guide contains : 215 pages, 256 images, 86 maps and annotated illustrations. Game Guide Last updated: May 6, 2016, visit Game Guide The White March Part I Last Update: October 21, 2016, visit White March Part I White March Part II Last Update: October 21, 2016, visit White March Part II Use the comments below to present your updates and fixes in this guide. The step-by-step guide in Pillars of Eternity 2: Deadfire is covered on this page. The first PoE game, you ruled a castle named Caed Nua. However, when Eotas, the god of light, woke up at the beginning of PoE 2, your castle was destroyed. You can import your save from PoE if you don't have a save. You can change your Pillar of Eternity story before you leave in between. (Talk to Pallid Knight. You can choose Benevolent Soul, Fair and Balanced, Survival Fittest, Dark Times, Keeper of Secrets, All Bad as Your PoE Story. Every background you promised a different god, apart from all the bad story, providing various bonuses.) You can create your character when you talk to Pallid Knight, see the creation of the character for more information. When you wake up, talk to Eder and Steward about the situation. Before you go face to face with pirates, you can find some equipment inside the closet. (depending on your grades and gun ownership level) Storm hit the ship after the pirate was defeated, knock you unconscious and send you to The Rest of Viliario. (You can choose to save your crew or a box from Caed Nua during a storm) There are 3 quests available when you arrive on the island: Hunting for God, Helping Hands, Stranded. But before you explore the area, you should equip your pets first. (Pets can be seen as a special type of equipment, grant party is a wide bonus.) You can find a lot of looted items and some souls. (You can use TAB to highlight objects) Asking your soul to merge with you will give you some XP. One of the crew, Irena, can on the Defiant deck. To get there, you need to pass an athletics test or use rope and grappling Hook. You can carry it back to the beach if you have 15 15 and 2 Athletics if you don't need to have 2 survival skills to help her. Another Chitupex crew can be found in the north of the beach, he was attacked by a boar so prepared for battle. Eld Engrim can be found on the road leading east. It also gives you some idea of fixing your ship. (Stuck quest) Beodul can be found inside a sea cave, surrounded by some traps. Help him get rid of the traps and he will be waiting for you outside. There are many enemies in the cave (skeleton, spider, build, bat, etc.) if you feel the fight is too hard or your health is too low. You can use some food to rest. If you have a high skill in athletics, you can use the underwater passage to get to the northwest corner of the Vliario holiday. To repair the ship, you need to ask for help from the locals. Leave the Vliario holiday and head to Port Mudge. Before you get there, you will come across some farmers on the road (Ilonet's Fork), help them and you can get some coins and reputation. There's some looted objects on the world map too so don't miss them. The Governor of Port Maya will ask you to do him a favor before he helps you repair the ship. But before you help him, you can explore Port Mudge first, there is a potential companion Xoti can join your team, along with some minor tasks: Burning Bridges - Help Rinko get your money back from Juan's women, you can find her in Satahuzi. Once you hear another part of the story, decide what to do, then back to Rinko. Restoring Order - Help Savia in the prison of Port Mecha tp to restore order. Drive to Go Gurucci Street and take care of Hilary. The best people - Help the hotel owner to get rid of Galian. The house of Vista Rinko, the prison of Port Maje and the eye of Kraken to get these tasks. Once you complete them, venturing forward to Engwithan Digsite. If you are exploring the island, you can find a burial site west of Port Mudgee, if you spend a few hours exploring the area, you can get some wonderful equipment. East of Port Mudge, there is the Old Battle Ground, you can try exploring it for equipment. If you enter Uphovo Varo Woods, you will find an old druid and wild boar. If you convince him that you don't mean any harm and just need help to get into the woods, he will give you a Wise Teeth necklace. Whakura Pass has some traps set by xurips, disarm them with mechanics skills. You can ambush xurips later for extra benefit, and if you cipher, you can turn xurips to fight each other and get XP and coins without a fight. Engwithan Digsite is a place with many bushes and downs, like the Ancient Learning Room, foreman's quarters, and the Glowing Pool of Adra. There are some enemies in these subareas as well as loot. At the bottom of the arena, there are some Panthers. them and feed the explorers in a cage nearby, you'll find out what happened here, and find a potential Alost satellite. The Sub-Level arena is filled with skeletons, shreds and structures. If you find them difficult to handle, you can use a powder barrel to destroy them. (by luring them into gunpowder, then lighting them up. Don't get too close to the barrels.) There is a puzzle in the room called Flame Test to put out the fire, you need to activate three sigils on the ground that matches the shields in the previous room. (correct sigs from the top left, from top right and bottom to left) The rest of Odesiri can be found in front of the Adra Pillar. Once you've touched the adra post, you'll connect to Eothas. However, there is nothing you can do to stop it at this point. When you leave the area after the pillar is activated, a group of souls will appear, asking for help. (Help them earns you the reputation of Xoti, and some XP) Back to Governor Clariot, you may decide to give him a note Odesiri or not. In any case, it will help you repair the ship and instruct you to go to Neketaka. (Before you sail, be sure to buy some supplies such as food and water, medicine and repair supplies. remember that your crew will consume food and water daily. Note: There is a rice farm in the south of the island, you can buy cheap rice there. Once you repair Defiant, you will get two new tasks: Skeleton Crew and Basic Locations. You can hire a crew and buy supplies in Port Mudge. If you have a lot of coins to spare, you can release Rum-Dumb Riggere in prison (Drunk Sailor), he's an experienced Deckhand. Map of the World: A strange ship will approach you the first time you set sail, this captain wants you to hunt the pirates for a bounty - Meriel Mad. Between Neketaka and Port Meha is an unnamed island, on it is the cave Xaur Tuk-Tuk. To explore the island you need to fight some xaurips and desert Wurms etc in 2 encounters (Howe Gorge and Broken Spear Pass). Once you clear the cave xaurips, you can keep a high rank xaurip, Mother Sharp-Rock, she will follow you afterwards. Explore the ruined tower you can find some materials. (Once you explore the whole island, you can name it.) The first time you have reached Neketaka, the host of the harbor will appear and question the nature of your visit. In response to her unfriendly You can scare them off with the help of Pallid Knight - the gods of death. There are many merchants in the Royal Wharf, as well as quests. If you have enough coins to spare, upgrade your equipment

the recipe, after which he can offer you a new holiday option that provides resistance to the intelligence of grief. If you give the guard a contract (found on ??) Sissack in his nest, you can avoid fighting him and buy things from the merchant afterwards. (Or you can kill him and rob the Third Eye) Reconfiguration Hall If you entered the Bloody Chamber, a frightened child will call imaginary friends and attack you. Enter the flesh control (you can rob the flesh controller room key to the Alcove cut, but be careful it will turn the librarians against you) and give the machine a soft compression to cause the nearby flesh designs to allied with you; give it a hard squeeze to destroy them. Two pets, a shrivelled horse/Lucero and a Docile Oozling/Ooblit can be found in the waiting room. Use hidden mode to steal them or fight librarians. With a table in Alcove of Incision to get fungal fertilizer, you can use it to avoid a fight with the boss of Giant Luminescent Spore. Spore. The quarantine section) book (Advanced Wistful Stargazing) to search for wasting minds, can be found in Alcove cut room reconfiguration. You need to steal it or fight the librarians. The collection of the Echo Loot area to acquire Hever's Horn. Defeat the Memory Hoarder you can rob your left hand hidden. Come to a connection that will give you three options: Read the spell of Mystery in the diaphragm: Return to Tain later, and he will tell you that he wrote something extra in his spell that will cause prisoners who knew too much to be extra talkative, thereby revealing the secrets of the Hand of the Occult tried to suppress. You get a 11810 XP and a 5x blast charge. Read Llengrath's spell in the diaphragm: Return to Llengrath, and she says you have sent souls to their next life. You get 11810 XP and some valuable potions. Reach down in the mouth tool: You will acquire an egg. The egg will hatch later (when you return to the Temple of Revelation) and give you a pet. If you've researched both the library and the case, you can now use the key you get in the Echo Build to interact with the machine in the Scriptorium. You have to sacrifice the memory to use this machine to reveal the stairs to the upper intestine. The Upper Bowel quest item Fungal Ingredient can be found on fungal growth. The quest item External Godseed Fragment can be found in the subbasement archives. In the Archives of Subbasement, the place of the story of Eora Tomes, how to learn below to open the door to the Alchemical Chamber: The Gods have lost them, but we will find them again: The story of Eora Vol XI They think their difference is a blessing when it is only a brand: The story of Eora Vol XIV Death comes at all times: The story of Eora Vol XIII In their fear, they will give it power and ask for security. But it will only give them orders: The story of Eora Vol XV Defeat enemies in the alchemical chamber, you can find fungal growth problems and antiseptic creams on the table. Add them to a tank nearby to clog the ducts. In Celestial Remnant, you can get a Fragment of Starmet (To Search from Eternal Horizons) when interacting with minerals. (You can try to communicate with the spirits or sacrifice your pet) At the Surveillance Center, after you have defeated enemies there, destroy two polyps to neutralize the giant eyeball. Another External Godseed Fragment can be found in Siphon's memory, be careful when you are fighting enemies there without stepping on run otherwise you may be killed by dangers. Steal an alchemical charge on the table in the excavation site. (or take it by force) Then use it to blow up the last bile channel. Once you have sabotaged all three bile pipelines, descend to the heart of the mystery. Heart of The Mysteries You Need to encounter with Oracle Wael here, so make sure your team is polished and have enough potions/scrolls. The oracle is weak to all suffering except the suffering of the mind, but he to call the henchmen. Put them down first and then focus to focus on Oracle, it will fall fast. Once you defeat the oracle, you will meet Wael and decide what to do with his body. (If you have Conkelhant's skull, you can give him a body. The last part of the artifact (the quest of the Seeds of Deception) is on the opposite side of Oracle. Find him and go back to Tain. Thane. pillars of eternity walkthrough wiki. pillars of eternity walkthrough gamefaqs. pillars of eternity walkthrough white march. pillars of eternity walkthrough side quests. pillars of eternity walkthrough gamebanshee. pillars of eternity walkthrough part 1. pillars of eternity walkthrough bells. pillars of eternity walkthrough temple of eothas

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