

Outward: Beginners Guide

How to thrive in this awesome world

Part 1 - Getting Started

Intro

Hey guys, Churchy here, in this guide I want to show you an effective way to get started in Outward, I think it's a fun way to dive into the game as a beginner and a good way to get yourself familiar with some of the basics. So let's get straight into it.

Step 1: Loot the Beach

1. So you've just started and woken up on the beach,
2. Loot the starting beach area, harvest all the gaberries and grab all the loot. Make sure you wander up the stream, there's some loot on both sides of a wooden blockage. Also loot the junk pile on the beach and the hollow tree trunk near the hyenas. To access the trunk you'll have to fight or avoid the hyenas.
3. If you want to fight them, grab the machete from the body on the rocks nearby and try to lure one hyena at a time or if you're feeling confident fight them both.
4. To control the fight, hit tab to lock onto a target and then begin moving in circles around a hyena, moving left feels more comfortable to me. As you move closer the hyena will either jump backwards or lunge at you, as long as you keep moving in circles around it and keep a good distance, the lunge will miss you and now there's an opening for you to get a hit in.
5. This fight is also a good chance to practice a few dodge rolls and blocks.

Step 2: Loot Cierzo

1. Starting at your lighthouse, sweep through Cierzo, grabbing all of the loot you can find and harvesting all of the gaberry and crabeye bushes, make sure you grab the primitive satchel and other loot in the lighthouse. Make sure you grab the waterskin that's resting on the water purifier. Also make sure you grab the fishing harpoon on the docks and harvest the 3 fishing spots.
 - a. Make sure you loot the upstairs chest in the Town Hall, it usually has a valuable item in it.
 - b. Also loot the first part of the storage area, make sure you grab the mining pick.
 - c. If you feel confident you can try fighting the troglodytes in the cave area
 - d. If you come across the exit, don't jump down...at least not yet. If you do you'll get stuck outside of town and have to wander back through the wilderness.
2. Sell all the bits and pieces you've gathered to the merchants in town.

Step 3: Brew Potions, Cook Food

1. You should have enough silver to buy an alchemy kit and a few ingredients.
2. Buy an alchemy kit from the alchemist and any thick oil she has, also buy any thick oil the soroborean caravanner and the shopkeeper have. Also buy a second waterskin from the shopkeeper.
 - a. Harvest 3 wood from a tree, make a campfire and set up the alchemy kit on it.
 - b. Combine thick oil and water at the alchemy kit to create 3 warm potions.
 - c. Make as many warm potions as you can and then sell them to the merchants in town
 - d. If you end up carrying too much, drop some potions, sell some others and then retrieve the ones you dropped.
 - e. Now buy equal numbers of gravel beetles and blood mushrooms and equal numbers of star mushrooms and turmmips. Ideally, buy as many matched pairs as you can. The soroborean caravanner also sometimes sells gravel beetles.
 - f. Go back to the alchemy kit.
 - g. Combine a blood mushroom, gravel beetle and water to make 3 life potions
 - h. Combine a star mushroom, turmmip and water to make 3 astral potions.
 - i. Keep the life potions and if your character isn't going to be using mana, sell the astral potions.
 - j. If you need more water, gather it from the ocean, you can boil salt water to get clean water and salt.
3. I've left a link in the description to a video that goes into a bit more detail and will show you a way to use these recipes to make as much silver as you want without leaving Cierzo.
4. Now's also a good time to do some cooking. You can use the cooking station in your lighthouse or set up a cooking pot near your alchemy kit. You can buy a cooking pot from the shopkeeper or town chef and you can set it up by placing it on a campfire. Here's a few simple recipes to start off with.
 - a. For life regen make
 - i. Jerky by combining 2 meat with 2 salt
 - ii. Meat Stew by combining 1 meat with 1 vegetable and 1 salt
 - iii. Raw Meat and Gaberries are a good choice of ingredients for these recipes
 - b. For stamina regen make
 - i. Gaberry Tartine by combining 1 gaberry jam with 1 bread
 1. Make gaberry jam by combining 4 gaberries at a cooking pot
 2. You can also buy gaberry jam and bread from the town chef.
 - c. For mana regen make
 - i. Turmmip Pottage by combining 3 turmmips with 1 salt
5. A few teas that you should learn how to make are Mineral tea, Bitter Spicy tea and Soothing tea.

- a. Mineral tea restores 15 burnt health, removes indigestion and gives the impact resistance up buff. You can craft mineral tea by combining a gravel beetle and water at a cooking pot.
 - b. Bitter Spicy Tea restores 15 burnt stamina, cures infection and gives a cold weather defense buff. You can craft bitter spicy tea by combining an ochre spice beetle with water at a cooking pot.
 - c. Soothing Tea restores 15 burnt mana, and more importantly when starting out it cures common colds. You can craft soothing tea by combining seaweed with water at a cooking pot
- 6. The toxic charge recipe is a good way to make a few extra silver
 - a. Grill crabeye seeds at a cooking pot and then combine 2 grilled crabeye seeds with 1 salt to make 3 toxic charges. Toxic charges can also be used to arm pressure plate traps later in the game.
- 7. Another useful thing to know is that most of the merchants in the game will sell you a gold ingot for 100 silver. 1 gold ingot weighs 1/10 of what 100 silver weighs and you can always buy and sell them for 100 silver. This means they're a great way to lower the weight of your currency, especially when travelling.

Step 4: Leather and Fang

1. Now that you've done a bit of crafting, it's time to sort out a weapon and some basic armour to get you ready for adventuring.
2. Stop by the blacksmith and buy whatever weapon type you want to use, I usually go for a halberd or greataxe at this stage of the game, they both have decent attack patterns and reach. A 1-handed weapon and shield is also a good starting combination.
 - a. The halberd has a nice amount of reach and is good at keeping enemies at bay while dealing a decent amount of damage
 - b. The greataxe deals a lot of damage and moves you forward with it's attack combos, it's a very aggressive weapon.
 - c. A 1-handed weapon and shield is a good combination of attack and defense.
 - d. In my opinion the greataxe is the best choice for farming the early game enemies, but use whatever weapon you want to.
3. If you've got a spare 25 silver, head over to the shopkeeper and buy a nomad backpack.
4. Make sure you've got a waterskin, backpack, and a weapon equipped and then talk to Burac by the town gate. He'll give you a free skill for the weapon type you have equipped and let you leave Cierzo.
5. You aren't going to be travelling very far yet, all you want to do right now is hunt some hyenas to get predator bones and hide.
6. When you leave Cierzo, head East and then Southeast and you'll find a large pack of Hyenas that you can farm.
7. Same idea as earlier in the guide, move in a circle around the hyenas, bait out a lunge and strike back when they're vulnerable.
 - a. Or if you're using a greataxe you can be a bit more aggressive.

8. You can also hit B to drop your backpack, this will allow you to move faster and perform dodge rolls without slowing down.
9. To craft a set of makeshift leather armour, you'll need 4 hide and a basic hat, basic armour and basic boots, any of the starting clothes or basic clothing items usually work for those slots.
 - a. When you've gathered the hide, open the crafting menu and combine 1 hide and a basic hat to make the makeshift leather hat
 - b. Combine 2 hide and a basic armour to make the makeshift leather attire
 - c. Combine 1 hide and some basic boots to make the makeshift leather boots
 - d. The makeshift leather armour set gives you some basic physical defence and cold weather protection as well as a small bonus to your pouch size, which can be pretty handy when starting out.
10. To craft a two handed fang weapon you'll need the weapon of your choice , 2 predator bones, and 1 linen scrap, for 1-handed weapons and the shield you only need 1 predator bone.
 - a. If you've killed the pack of hyenas and still don't have enough predator bones, you can find another hyena in the cave nearby and a few more in the surrounding areas.
 - b. When you've gathered the predator bones, open the crafting menu and combine your weapon with the predator bones and 1 linen scrap, remember 2 predator bones for 2-handed fang weapons and 1 predator bone for the 1-handed fang weapons and shield.
 - c. If you run out of linen cloth, don't worry, there are plenty of armours and clothings that you can break down in the crafting menu to get more.
11. A quick note here. There are a lot of items that break down into different materials and a fairly common practice when out exploring is to break down all the low tier iron items you find into iron scraps. Iron scrap is an ingredient in a lot of the basic crafting recipes so it's a very handy thing to collect.

Step 5: What to bring on an adventure?

1. Now that you know a few useful crafting recipes and have some decent starter weapons and armour, it's time to prepare yourself to head out into the world.
2. Don't worry about it too much the first time you set out to explore but while you're learning the game you should aim to bring the following items when setting out on an adventure.
 - a. Bring at least 2 of each tea
 - b. Bring 3 - 6 life potions, I usually assign my life potions to 5 in the quickslot bar.
 - c. Bring 3 - 6 bandages, bandages are handy for a bit of extra life regen and stop bleeding, you can combine 2 linen cloths to make a bandage.
 - d. Bring 5 jerky and 3 meat stew, these should cover your life regen needs

- e. Bring 6 - 12 Gaberry Tartine, the more the better, you use a lot of stamina when roaming around and combining the stamina regen from the gaberry tartine with the stamina regen you get from drinking water will make running around much easier. If you run out of tartine, you can harvest a gaberry and eat it, and that will give you a small amount of stamina regen.
 - f. Also bring along 2 - 3 Waterskins, for longer trips I'll usually bring 3.
 - g. If you're character will be using mana
 - i. Bring 3 - 6 astral potions, so you have a way to restore mana
 - ii. And 3 - 6 turmmip pottages to cover mana regen
 - iii. Also consider bringing some extra soothing teas so you have spares to restore burnt mana.
 - h. When starting out, you should also always make sure you bring along a tent or bedroll, a lantern, a backpack, a fishing harpoon and a mining pick. You should also bring a flint and steel.
 - i. It's also worth bringing along a bow, at least 15 arrows and 3 - 6 tripwire traps with the same number of iron spikes
 - i. You can buy a bow and arrows from the blacksmith
 - ii. You can also craft 3 arrows by combining 1 iron scrap and 1 wood
 - iii. You can craft 2 tripwire traps by combining 2 iron scraps, 1 wood and 1 linen cloth.
 - iv. And you can craft 3 iron spikes by combining 4 iron scraps.
 - j. Traps and spikes can also be bought from the blacksmith.
 - k. Having a bow and traps will allow you to strike at a distance and also easily lure enemies into some pretty painful situations, traps can also give you a decent fallback plan if a fight gets tough.
3. Now that you've got your gear sorted if you want to keep your lighthouse you should farm up 150 silver to pay off your debt or pop down to the beach via the Cierzo Storage exit and give Michel Aberdeen a bandage to earn a tribal favour which you can also use to pay off your debt. If you lose your lighthouse, don't worry you can buy it back for 300 silver.
 4. If you've got a spare 100 silver, also consider stopping by Eto the Spellblade and picking up the Fitness and Steady Arm passive skills, they're 50 silver each and both quite useful.
 5. Also it's worth quickly mentioning here that you only have 3 breakthrough points to spend on breakthrough skills and some of the specialisation skills after the breakthroughs are mutually exclusive, so think carefully about what skills you want to get, what breakthrough skills you want to get and the skill trees that you want to follow

Outro

Anyway, now you know some useful crafting recipes, have some basic gear, and have an idea of some useful things to bring with you on an adventure, you're ready to build on a solid foundation and get out into the world and explore.

I hope this guide has been helpful and that you've learned a thing or two.

Part 2 - Combat Overview

Intro

Hey guys, Churchy here. So combat in Outward can feel a bit clunky at times and can be pretty frustrating when you first start out, so in this guide I want to give you a basic overview of the various aspects of combat in Outward, this guide doesn't cover magic, so with that said let's get right into it.

Is Fighting Worth It?

Something worth thinking about and quickly mentioning here is that in Outward, before you even start fighting, an important question to ask yourself is if the fight you're about to get involved with is actually worth it or if avoiding the situation and saving your resources for later is the better choice. So keep that in mind while playing and assess situations accordingly.

Main Hand Weapons

There are a lot of different types of weapons in Outward so I'd encourage you to experiment with the different weapons and their attack combinations and then choose one that suits your playstyle, here's a quick rundown of the different weapon types.

Swords are balanced weapons with reasonable damage and impact and are generally faster than axes or maces. The swords attack combinations reflect this. An interesting thing to note about the two handed sword is that some of its attack combinations result in a spinning side step which can sometimes be used to dodge attacks, it's not super effective but can be useful sometimes.

Maces have a higher impact but slower attack speed than axes and swords. The maces attack combinations are slower. The special attack in particular is slow but does a lot of extra impact.

Axes sit somewhere in the middle of swords and maces, generally trading impact for extra damage and a faster attack speed. The one handed and two handed axe attack combinations have a lot of forward momentum and work well for an aggressive playstyle.

Spears are great at keeping some distance between you and your opponent and their attack combinations emphasise this.

Polearms have decent damage, decent impact and their attack combinations are mostly large sweeping attacks, so they're good for hitting multiple enemies.

Staves have low damage with reasonable impact and are primarily designed to provide bonuses for spellcasters.

Each of the melee weapon types and their one handed and two handed variations have a unique skill. You'll be able to get the unique skill for whatever weapon you have equipped for free if you talk to Burac when you first leave Cierzo. You can also pick up these skills from different trainers later in the game for 50 silver so it isn't a big deal if you miss out on the skill you want.

Bows are a different playstyle entirely from the other main hand weapons and from my experience synergise best with a high movement speed and hit and run tactics.

Again I would encourage you to experiment with the different weapons and their attack combinations until you find something that fits your playstyle.

Off Hand Weapons

Off hand weapons can be used in combination with one handed weapons to compliment different playstyles and to meet the requirements to use certain skills. Here's a quick rundown of the different Off hand weapons and items.

Chakrams are great at dealing damage to multiple enemies in an area and the skill Chakram Arc is great at knocking enemies off their feet.

Daggers can be hard to get the most effective use out of but when combined with the pain and confusion debuffs some of the dagger skills can inflict an incredible amount of damage.

Pistols deal a ridiculous amount of damage and impact to individual targets but suffer from incredibly long reload times which can leave you vulnerable. The pistol skills can make for some interesting playstyles but I've gotten the most use out of pistols by filling my quick slots with 3 or 4 loaded pistols and then firing them while standing in a Sigil of Wind to double their damage and swapping between them rather than having to reload.

Lanterns provide light and when held in your off hand rather than attached to your backpack they can be used to cast the flamethrower spell. You can also use the throw lantern skill which deals some decent fire damage but permanently destroys the lantern. One lantern that is worth mentioning is the Lantern of Souls which you can acquire during the Blue Chamber faction questline. When held in your off hand, the Lantern of Souls provides some resistances and can be used as part of some endgame builds to achieve 100% resistance to most damage sources in the game.

Lexicons provide you with access to Rune Magic, which can be quite useful. Runic Protection which can be cast by combining the Dez & Egoth runes is particularly powerful and used in a lot of different builds.

Shields provide extra impact resistance so are good for blocking high impact hits, they also have a high impact which can be used to great effect with some of the shield skills in the game.

If you're using a one handed weapon then choosing an off hand weapon or item that will compliment your playstyle can be pretty important, especially because some of the skills for the different off hand weapons and items can cost quite a bit of silver. So once again consider which weapon or item will work best with the playstyle you're aiming for.

Blocking

Blocking is an important part of combat in Outward, it prevents all damage from melee attacks and physical projectiles, you can also block some magical projectiles and some skills will allow you to block some spells as well.

Whether it's with a shield or weapon blocking will increase your Stability by 50% which is important when you're trying to avoid being knocked down.

When talking about blocking I think it's worth mentioning that there are a lot of really useful block skills you can learn from various trainers, usually they'll be a skill which blocks a hit and then counters with an attack. I love these skills and find them to be very powerful. They're definitely worth looking into as you progress through the game.

Impact & Stability

Stability is a measure of your balance and impact attacks lower your stability bar. If it falls below 50% you'll be staggered by each hit and if your stability bar is drained to 0% you'll be knocked down. Once you stand back up, your stability bar will refill completely.

Impact resistance lowers the impact damage caused to your stability bar which will also make blocking use less stamina because the amount of stamina used to block is based on the impact damage taken.

All of this applies to the enemies in the game as well. They have stability bars and can be staggered and knocked down. In most cases you want to stagger an enemy as much as possible before knocking them down and some of the most powerful end game builds use this tactic.

I'll quickly mention here that a great combination at the start of the game is to use the push kick skill and then immediately follow up with an attack from your weapon, in a lot of cases this will cause enough impact damage to stagger the early game enemies.

Also keep in mind the rage boon which you can get from a skill as well as various potions and foods, it will increase your impact and more impact is always good.

Mineral tea and a couple other sources provide the impact resistance up buff, more impact resistance is also always good, especially later in the game.

Dodge Rolls & Movement Speed

Dodge rolls and movements speed are also both important aspects of combat in Outward.

Dodging allows you avoid attacks that you might not have any resistance to or attacks that may otherwise stagger you or cause damage over time effects. It can be used in some builds to replace a lot of blocking.

Backpacks will slow down the dodge roll, so it's sometimes a good idea to drop your backpack while fighting. However there are a couple of backpacks that won't slow your dodge and those backpacks are the adventurer backpack and the scaled satchel. There's also a breakthrough skill on the Rogue Engineer tree called Feather Dodge, it also removes the dodge slowdown caused by backpacks.

Dropping your backpack will also usually give you a small increase to your movement speed.

Movement speed when combined with a bow can be one of the most overpowered playstyles in the game but it can also be really useful to have a high movement speed in melee combat as well because it allows you to more easily weave in and out of attack range and to move around your opponents to avoid attack combinations or to strike at an ideal time.

Enemy attack combinations

Most of the enemies in Outward have their own attacks and attack combinations and they all vary greatly in damage, speed, reach and impact. So one thing that I'd suggest that you get in the habit of doing is taking some time during each fight to try and observe your opponent's attack patterns and the pacing and rhythm of those patterns.

The more you learn and understand about an opponent's attack patterns and timings the easier combat will become.

DoT, Resistances & Weaknesses

Another important thing to take note of is that some enemies will cause damage over time effects like burning and poison if they hit you or hit you enough. With enough resistances most of these effects can be completely ignored but it's useful to be aware of them.

Here's a quick list of some common DoT effects and how to treat them.

If you're burning, drink water. If you're bleeding, apply a bandage and if you're poisoned drink an antidote.

There are quite a few damage types in Outward and I may cover damage types, resistances, potions and varnishes more in-depth in another guide but for the purposes of this combat overview guide I'll say that you should try to learn the resistances and weaknesses of the different enemies you come across as well as the type of damage they deal and then when possible drink the appropriate potions and apply the appropriate varnishes to your weapons to make fighting them easier.

For example most of the enemies classed as Scourge have some physical resistance, are weak to lightning and deal physical and decay damage. So when fighting them a good start before engaging would be to wear some armour with physical resistance, drink a possessed potion to get some extra decay resistance and then apply a bolt varnish to your weapon for some lightning damage.

You can push this further with more potions and skills.

Two skills that are ridiculously powerful in terms of resistances when combined together are Shamanic Resonance from the Cabal Hermit Tree and Master of Motion from the Warrior Monk Tree. The Runic Protection spell in conjunction with the Runic Prefix skill from the Rune Sage Tree can be used to push this combination even further and this group of skills is a combination you'll see in a lot of builds so it's worth looking into.

Armour & Protection

Another thing to consider is that a lot of the enemies in Outward do physical damage so having a high physical resistance and protection can be quite useful sometimes.

Physical resistance will reduce the physical damage you take by a percentage and Protection will reduce the physical damage you take by a flat amount.

But it's important to remember that there are also a lot of enemies that can hurt you with different damage types and wearing a lot of heavy armour can slow your movement speed significantly so it's not always the best choice.

Regeneration: Stamina & Health

A common issue new players have in Outward is running out of stamina during a fight and then finding themselves in a 5 minute bout of walking in circles and occasionally poking an enemy. It's a pretty frustrating situation to be in and can really put a person off playing.

A good way to tackle this issue is to make sure you're constantly stacking the water effect and a stamina recovery effect together. Stamina recovery has 5 recovery levels, different foods provide different tiers.

A good source of stamina regen when starting out is gaberry tartine. It provides Stamina Recovery 3. You can make three tartine by combining one bread and one gaberry jam at a

cooking pot. This is a good recipe because both of the ingredients are stocked by town chefs and aren't too expensive so it's usually pretty easy to stockpile some tartine.

A good late game replacement is marshmelon tartine, you can buy marshmelon jelly from Ountz the melon farmer in Monsoon and then combine 1 marshmelon jelly with 1 bread to make 3 marshmelon tartine. Marshmelon Tartine provides Stamina Recovery 5.

Health regen is another great way to keep yourself in a fight. Much like the Water effect and Stamina Recovery, you can stack bandages with the Health Recovery effect. The Health Recovery effect also has 5 levels.

A couple of good sources of health regen in the early game are jerky and meat stew.

You can make 5 jerky by combining 2 meat and 2 salt at a cooking pot. Jerky gives Health Recovery 2.

You can make 3 meat stew by combining 1 meat, 1 vegetable and 1 salt at a cooking pot. Meat stew provides Health Recovery 3.

Some health recovery items to consider later in the game are the Alpha Sandwich and the Bread of the Wild.

You can make 3 Alpha Sandwiches by combining 1 raw alpha meat and 1 bread at a cooking pot. An Alpha Sandwich gives health recovery 4.

You can make 3 Bread of the Wild by combining 1 smoke root, 1 raw alpha meat, 1 woolshroom and 1 bread. Bread of the wild gives health recovery 5. You can find all the ingredients in the Enmerkar Forest.

Outro

Anyway that's it for this combat overview guide, hopefully you've learned a thing or two and have a basic understanding of the many aspects of combat in Outward.