

I've finished the A1 solo max difficulty (unfair+much tougher+3xdmg to the party) under 30 days, without fog glitch, with the Sworlord variant of this build:

[https://www.reddit.com/r/Pathfinder\\_Kingmaker/comments/j49la1/buildunfair\\_inquisitor\\_melee\\_tank\\_build\\_for\\_solo/](https://www.reddit.com/r/Pathfinder_Kingmaker/comments/j49la1/buildunfair_inquisitor_melee_tank_build_for_solo/)

*\*Many "features" in this build have been patched recently including double/triple greater Bane, so I decided to go for the SL variant. But it's a good thing, I don't want to finish the game with any exploit if possible.*

It's surprisingly not as tedious as I first imagined, at least if we ignore some early fight at the mansion.

My build is melee DEX and doesn't have any summon/pet/any reliable CC/AoE opener, so A1 feels like a big puzzle to solve, but it's always solvable and the solution is always available. There are resist elements scroll to counter deadly 3x elements damage, blur pot, wand of armor, & shield for melee defensive char like mine, potion of vanish/invisibility for bypass/repositioning certain encounter, a scroll of freedom of movement to counter the mites priest, etc.

Originally the build is not planned to run a whole solo unfair game, it is just a build that is strong enough to solo the hardest part in this game on unfair but still choose to do it together with his team. But someone told me that the hardest part to solo-unfair in PF:Kingmaker is not the hardest boss nor the last boss, it's the A1and maybe some early A2. It got me curious and decided to try it.

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The general tactic & strategy I use:

- I only do real melee battle after level 6, before that the exp mostly comes from skill check & pseudo-battle (watching enemies kill each other)
- Small size has an obvious advantage like AC & attack bonus (+1 every size below medium), which is good, but the real advantage of small size is stealth(+4 every size below medium). We will use a lot of stealth to sneak past the enemy or to gain the positioning advantage
- To minimize save scum battle, most of the time I only do melee fight when my AC is the same or higher than enemies attack +20, and my attack at least -10 from enemy's AC. For a long battle, I also use the blur potion to decrease the hit chance from 1/20 to 1/25.
- I still do save scum for skill checks to maximize the early experience.
- I use this amazing detailed walkthrough by kimagure to plan out my adventure & encounter management:  
<https://gamefaqs.gamespot.com/pc/242460-pathfinder-kingmaker/faqs/78328/introduction>, I will also refer some exact location in the game plan below based on this walkthrough.

Below is my gameplan that I improved recently so it is more readable. I also add some comment and a brief explanation of what I do:

*\*I'm a relatively newbie in this game and DnD mechanic in general, so maybe I won't have a good sense between exploit or bug or actual game features. So just let me know in the comment if you find something that is actually a bug and not intended.*

## Part 1 Level 5 Rush

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**[Lvl1] Alchemist Chirurgeon 1** -> [F] Weapon Finesse, [A] Shield, Reduce Person, Expeditious Retreat

We can't solo on the Mansion and until after bandits attack at Oleg Trade Post, I'll assume it's a similar experience for everyone, so I just briefly summarize some important point:

- Mansion: Loot all items we can take. Prioritize items with the highest value/weight.
- Mansion: Save scum to success every skill check.

**[Lvl2] Magus Sword Saint 1** -> [A] Shield, Vanish, Reduce Person

- World map: Rest before enter the Oleg Trade Post
- Oleg Trade Post (Bandit Attack 1): Fully Buff our party, we will rest before the next battle so don't worry about running out of buff.
- Oleg Trade Post (Bandit Attack 2): Set Trap + Set oil + Set bomb + make bokken join the fight makes this battle super easy.
- Oleg Trade Post: Before sleep, set [S] Reduce Personx2 (Alchemis) & Vanish (Magus)
- Oleg Trade Post: Sell all but keep wand of magic missile, buy: bag of holding, 2 rations, mage armor wand, keep the alchemist bomb from bokken
- Nettle Crossing: Talk to Davik Nettle to level up to lvl 3

**[Lvl3] Monk Scaled Fist 1** -> [F] Deflect Arrow

- Waterlogged lowland: Save scum + get Evil Ending for maximum Exp
- Ratnook Hill: Detect all trap save scum -> Mutagen+Reduce person -> Disarm all trap save scum

**[Lvl4] Magus Sword Saint 2** ->

- Ratnook Hill Cave: Sneak & reduce person before entering the cave (sneak 20), make sure we are not spotted when entering the cave -> after entering the cave, vanish [A] to pass between 2 first wererat, circle the last wererat take the loot behind it including a vanish potion & **Wand of Shield** (45 charge x 2 minutes), important for this build. Escape using the same route, use the vanish potion we just loot to pass between the 2 first wererat.
- Old Sycamore 1 (Before Ancient Ruins): Sneak, Loot, detect disarm trap, do all viable skill checks. Useful items would be amulet armor +1, dueling sword +1, & wand of the lead blade.

- Old Sycamore 1 (Before Ancient Ruins): [Refer to kimagure's Map] Thylacine at AA & F will be replaced by mite & kobold later so if we want an extra 500ish exp, we can eliminate them. There is a chokepoint on both spots so you can fight the Thylacine 1 by 1 or AoE bombing them with bomb/chemist fire with only 1 Aoo risk.
- World Map: Set Spell to Expeditious Retreat x 2, Reduce Personx1, Vanish x1 -> Rest before enter ancient ruin
- Ancient Ruins: Vanish -> talk to Tartucio -> bypass the mercenary -> Loot all item, Detect secret door & trap, disarm the trap, leave the area and save scum for the skill check when leaving this area
- Pine Patch: Kite the kobold with expeditious retreat & alchemist bomb (is still any left) + Chirurgeon bomb + magic missile wand
- Thorn Ford: Convince Kressle to abandon Stag Lord -> free Jhod -> Poison Wine -> Detect Disarm Traps, loot all item

### [Lv15] Magus Sword Saint 3 -> Dazzling Display

- World Map: Set Spell to Expeditious Retreatx1, Reduce Personx1, Vanish x2 -> Rest
- Two-River Field: reduce person, expeditious retreat -> kite left boggard to join the middle fight (hope 3 out of 4 enemies down) -> vanish, out of combat -> sneak, loot, detect, and disarm traps
- Fangberry Cave: sneak and loot, usable item wand of cure wounds
- Endless Plain: reduce person -> find the manticore-> vanish, out of combat -> sneak & loot all item, useable item

## Part 2 Clearing the Old Sycamore

- Oleg Trading Post: Sell all unusable loot, buy 3 rations, some alchemist fire x12, blur potion x2, protection from fire scroll x 2, resist fire scroll x 3, protection from lightning x 2
- Oleg Trading Post:
- Abandoned Hut: Possible to eliminate the wolf with all buff + alchemist fire opening, since we will need rest anyway before reentering Old Sycamore

I'm not doing it on my last playthrough, but I think we should also go to the Oak-That-Strayed: Sneak past the Dyrad, loot all, important item: freedom of movement scroll to fight against mite's hold person at Old Sycamore.

When I see some unfair walkthrough this Dyrad is doing 2d6 lightning damage, however, In my playthrough, the lightning damage is 3d6, maybe because I change the difficulty to "much tougher enemies", also considering this run is 3x dmg to party instead of standard unfair 2x dmg to party, with our current damage we will almost always out damaged by the Dyrad even with resist lightning scroll. So just sneak for the freedom of movement scroll.

- Old Sycamore Outer: Observe the fight between the kobold & mites and get free exp, you can sneak and observe, but I prefer to influence the battle, try to balance the encounter by bombing or flanking or Aoo so the enemy left can be handled by us. Ideally, we want a kobold archer as the last man standing since we have [F] Deflect Arrow & also our low damage means a waste of time against mites' DR. After finishing all the kobold vs mites encounter, enter the cave from the southeast entry by sneaking past the kobold guarding the entrance.
- Old Sycamore Cave: Sneak, detect, disarm, also get the miner lever and destroy the gate for exp. After all of the trap is disarmed, go to the EF area and start to full buff to 36+ AC, resist fire, protection from fire, remove fear, & blur. Kite whole kobold around the bonfire (inc. some spider), position the melee kobold & spiders between you and the alchemist and see they all go down. After that, we will move to put the magician between us and the alchemist, then the archer, and finally between 2 alchemists. After that either kill the alchemist or vanish.
- We can replicate this tactic for the Sootscale battle, but for now, let's level up first, this is an important level for us

**[Lv16] Aldori Swordlord 1** -> Deft Strike (DEX mod to Dmg, x1.5 with both hand)

- On the defensive, we also have +2AC & +2 atk from the size modifier. Our AC can further increase by wand of mage armor (+4) & wand of shield (+4). We can reach 30-40 AC even without fighting defensively and can overcome most A1 enemy attacks+20. Most of the reload now will be because we lose initiative rolls (flat-footed) against the nearest enemy, even our build is Dex build, in this difficulty we will still often lose initiative rolls.
- Since I'm targeting 30 days to finish act 1 (just for roleplaying), buff & encounter planning is crucial, Our mutagen & reduce person usually only last for 4-6 encounters.
- However if we okay with 90 days deadline, we can take our time and has the optimum stat for each encounter. Ideally, we want to replicate the alchemist tactic for the Sootscale battle, but at that time I don't know whether Jaethal & Harrim can be recruited if I don't talk directly to them, so I decided to delay the Sootscale until we almost clear the dungeon. (I want to recruit Jaethal & Harrim, but also keep solo as much as possible, but also want to finish A1 under 30 days)
- Old Sycamore Cave: So since we are already fully buffed we can eliminate the spider and kobold at the southeast. Use sneak to gain positioning advantage for AoO and/or chokepoint.
- Old Sycamore Outskirt: Continue to clean the southeast area of the Old Sycamore outskirts (kobold, bandit, frog). Go to the north part and clean up centipede & mite at the north entry
- Old Sycamore Cave (north): Eliminate all the centipede encounters before we rest.
- On my playthrough before resting, I go to Three-Pine Islet and Tranquil River Bend to disarm some traps for extra exp & get the amulet of natural armor +2 (full sneak). However, this is proof later to be an inefficient choice that makes me can't perfectly clear A1 under 30 days.
- Old Sycamore Cave (Depth): Rest, cleared the Old Sycamore Cave Depth except for the skeletons, southeast spider, & tremendous centipede (vanish when only 1 centipede left so the tremendous centipede does not spawn). The notable battle in

this session is against 5 frogs. My tactic is to move to the chokepoint (north side of the rock at the northeast area of the frogs' room), so we only fight 1 frog every time & attack them first. As long as we do not lose initiative against the closest frog, we will only hit by nat20 (5% chance to hit). I have 19 attack with 16-21 damage, 2 frogs have 28 AC (55% chance to hit), and 3 frogs have 24 AC (75% chance to hit) and need 2 hits to kill each frog, so on average, we need 17 attacks (10 attacks that actually hit) to finish this fight before they hit us (5% chance). We can use the blur potion here for an extra chance, but I don't think it's necessary.

#### [Lvl7] Magus Sword Saint 4 -> Mirror Image

What I just realized of Mirror Image (as a person that never played any DnD game before), is that mirror image is following the PnP ruleset and will get destroyed if an attack is a **miss by 5 or less**. So in order the Mirror Image is only working when we hit by nat 20, we need to have  $AC = \text{enemy attack} + 20 + 5 + 2$  (if flanked). This 5 or less is not mentioned in the game description and potentially misleading in my opinion, especially for a new player like me that never played PnP Pathfinder or any DnD mechanic game in general.

Ideally, we continue to finish the old Sycamore, however, since I just realized how annoying the hold-person from the mite priest, I need to go north to Oak-That-Strayed to get the freedom of movement scroll. I recommend getting the scroll earlier when we visit the abandoned hut so we only need to get back to the north one time only when we return Jaethal & Harrim to Oleg.

- Move to ancient ruin and Rest
- Ancient Ruin: Clear Tarctucio mercenary should be easy now, buff up, use the resist acid scroll/pot, sneak past them position yourself behind the coffin, you will only face against 1 melee build here & archer is negligible due to deflect arrow, and the magician also negligible due to resist acid.
- Clear the outskirts: Endless Plains, Fangberry Cave, Two-River's Field
- Oleg Trading Post: Rest resupply + buy Honey
- Clear Oak-That-Strayed with resist lightning, then move to clear Boggard Hunting Ground, the chokepoint is the edge of the map.
- Rest before entering Old Sycamore + cook Sweet Pancakes.
- Old Sycamore Outskirt: Buff up with the mage armor & shield, clear all easy-medium enemies including Deers, the enemies left at outskirts should be: Garrukh, Lonely Shambling, Viscount, Peaceful Mites & Kobold.
- Old Sycamore Cave (North): Buff up + freedom of movement scroll, Clear all mites encounter that has mites priest, including Queen Bdaah (Honestly I still new in this game, and have not found any consequence of killing the Queen, so I just do it for extra exp). With Sneak we can divide Queen Bdaah encounter into 3 parts -> (1) the lower group near the Hall, (2) Queen Bdaah and Seneschal Vaggik (somehow the Butcher & west Scout won't aggro), (3) Butcher & the west Scout. Pick up the headband of Charisma +2.
- The enemies left at the cave at the moment: Tremendeous Centipede, Greater Spider, Skeleton Group, Sootscale Group & Sootscale Doorkeeper Group, Tartucio.

## [Lvl8] Paladin Hospitaller 1 -> Shellyn

- The Old Sycamore: We will run a boss marathon within 1 buff duration. So we need to be quick:
  1. Buff up + Blur Potion except mirror image -> Kill Lonely Shambling Mound;
  2. Go to Garrukh & Mirror Image + Expeditious Retreat Scroll + Smite Evil-> Kill Garrukh, Chokepoint is between the Tree Roots, I recommend to cast Grease (Wand) before the battle started;
  3. Run to Tremendous Centipede, Rebuff with resist Acid + Reduce Person + Blur Potion, on my experience the resist Acid is actually not necessary because I luckily evade all the spitting centipede attack while killing the Tremendous Centipede;
  4. Kill Greater Spider, loot the Wand of True Strike.

Honestly, at this point, I don't know whether recruiting Jaethal & Harrim now is an efficient choice or not. If it happens that we can leave them now and recruit them later, the efficient choice should continue to the Temple of Elk, Tecnic League, Old Mesa, & North Narlmarches Area (Except Tranquil River Bend, which I recommend to complete after Stag Lord due to Cat's Grace Wand) and then come back to the Sycamore & recruit them.

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## Part 3 Clear the Fog & A1's West Area

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- Oleg Trading Post: Report to Rest, Resupply,
- Technic League Encounter: Vanish & move out of combat -> rebuff + acid resist scroll & flank them so you can defeat Kalanah first, don't use your mutagen & smite evil here.
- Technic League Encampment: Approach from the east side, Kill archer & swordsman one by one -> Free Octavia & Regongar & finish the remaining enemy, don't use you mutagen & smite evil here
- Old Oak: Full buff inc. mutagen + Smite Evil + blur potion and/or mirror image to kill the Troll, finish the Boggard on the west side before the buff run out.
- Temple of Elk: Rest before entering, clear the temple of Elk, use Full Buff when we fight against Bear-Like Treant, and finish other beasts before the buff runs out. There is always a chokepoint on every fight at Temple of Elk.
- Three-Pine Islet:
- Glade in the Wilderness:
- Tranquil River Bend:
- Old Mesa:

### **[Lv19] Inquisitor Tactical Leader 1 -> Luck Domain**

Luck Domain level 6 will be very useful later to fight solo against some of the strongest enemies in this game (51% crit chance, 1/400 chance to roll nat1, etc), however, Luck Domain level 1 also has its use even for solo. The Bit of Luck that cast just exactly before combat makes your initiative roll twice and use a more favorable roll. In certain conditions (and positioning) we can also execute our first 2 attacks while still under a bit of luck duration.

- Old Sycamore:
- Oleg Trading Post:
- Tuskgutter's Lair:

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## **Part 4 Bring Down the Stag Lord**

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- Oleg Trading Post:
- Riverine Rise:
- Ratnook Hill:
- Trail in the Hills:
- Stag Lord Forest:
- (Opt.) Tranquil River Bend:
- Nettle Crossing:
- Oleg Trading Post: