

Outward: The Highlander

THERE CAN BE ONLY ONE!

The immortal claymore wielding warrior!

Approx 6.3k silver for skills, gear and other costs

Find Part 2 here -

<https://docs.google.com/document/d/1Pjvzpv-uxR6SHFEpOL12tJk01fdzpRiqwLUkrwGe6mg/edit?usp=sharing>

Skills (4650 silver total)

Breakthroughs and Specialisations (4400 silver total)

Shaman (650 silver)

- Call to Elements (50s)
- Weather Tolerance (100s)
- Shamanic Resonance (500s)

Rune Sage (1900 silver)

- Rune: Dez, Egoth, Fal, Shim (200s total)
 - Runic Protection (Dez + Egoth)
 - Runic Heal (Dez + Egoth + Egoth + Dez)
 - Runic Lantern (Fal + Dez)
 - Runic Blade (Shim + Egoth)
 - Great Runic Blade (Shim + Egoth + Shim + Egoth)
- Well of Mana (Increases your mana by 40) (500s)
- Arcane Syntax (Gain access to more rune combos) (600s)
- Runic Prefix (More powerful rune spells and added effects) (600s)

Warrior Monk (1850 silver)

- Brace (Block an attack, restoring stability and gives Discipline) (50s)
- Slow Metabolism (takes more time for you to become hungry, thirsty and sleepy) (50s)
- Focus (Grants the Discipline boon) (50s)
- Steadfast Ascetic (+40 Stamina) (500s)
- Master of Motion (While Discipline boon is active gives +15 to all resistances) (600s)
- Counterstrike (Completely block a phys attack, strike with high damage attack) (600s)

Universal (250 silver total)

Spellblade (100 silver)

- Steady Arm (+15 Impact resistance while blocking) (50s)
- Fitness (+25 max health, restore 20% more health when sleeping) (50s)

Mercenary (150 silver)

- Fast Maintenance (Repair equipment 50% when repairing in rest menu) (50s)
- Armor Training (Decreases stamina and movement penalties for wearing armor by 50% (100s)

Mofat (50 silver)

- Blessed (grants the bless boon) (50s)

Burac (50 silver or FREE)

- Pommel Counter (Have a 2handed sword equipped when you leave town and he offers to teach you a skill for the weapon you are holding and you'll get this for free)

Faction

Holy Mission

- Infuse Light
- Purified (+20 decay resistance)
- Spiritual Communion (+10% ethereal, lightning and decay damage) or Divine Assistance (- 10% Stamina and Mana Cost)
- Acceptance (Increases your cold and hot weather defense by 8)
- Sanctified Protection (+2 Protection)

Boons/Extra

Wild Hunter (50 silver)

- Enrage (grants the rage boon) (50s)

Cyril Turnbull (50 silver)

- Mist (grants the mist boon) (50s)

Friendly Immaculate

- Possessed (Can you help me? > I need power > Teach it to me, please)

Equipment (925 silver total)

Blue Sand Set (x10 Blue Sand + 850 silver) (Good Resistances) (Commission from Loud Hammer in Cierzo)

- Blue Sand Helmet (3x Blue Sand + 250s)
 - Alt Helmet = White Priest Mitre (Extra Lightning damage) (Laine, Monsoon, 300s)
- Blue Sand Armor (5x Blue Sand + 400s)
- Blue Sand Boots (2x Blue Sand + 200s)

Backpacks

- Light Mender Backpack (+10% lightning damage)
- Zhorn's Hunting Backpack (-10% Stamina Cost)
- Brass Wolf Backpack (+2 Protection)
- Glowstone Backpack (For style, matches Blue Sand Set nicely)

Weapons (75 silver total)

- Great Runic Blade (Ethereal Damage) (Rune Sage)
- Star Child Claymore (Physical & Lightning Damage) (Acquired from Royal Manticore in Enmerkara Forest)
- Pathfinder Claymore (Decay & Physical Damage) (Acquired from Marsh Captain)
- Lexicon (75s)

Varnishes

Bolt Varnish (Gaberry Wine + Firefly Powder + Mana Stone)

(Works well with the build if you aren't using Infuse Light yet)

Spiritual Varnish (Gaberry Wine + Ghost's Eye + Mana Stone)

(To put on Great Runic Blade for even more Ethereal damage)

Fire Varnish (Gaberry Wine + Seared Root + Fire Stone)

(For Royal Manticore fight)

All the others as required.

Boons

Primary / most synergy with build

Blessed Potion (Firefly Powder + Water)

Discipline Potion (Ochre Spice Beetle + Liveweed + Water)

Secondary / as required

Rage Potion (Gravel Beetle + Smoke Root + Water)
Mist Potion (Ghost's Eye + Water)
Possessed Potion (Occult Remains + Water)
Warm Potion (Thick Oil + Water)
Cool Potion (Gravel Beetle + Water)

Extra Resistances

Elemental Resistance Potion (Smoke Root + Occult Remains + Crystal Powder)
Garberry Wine (Buy from food merchants in towns)

Healing

Life Potion (Gravel Beetle + Blood Mushroom + Water)
Astral Potion (Star Mushroom + Turmmip + Water)
Endurance Potion (Egg + Krimp Nut + Water)

Foods

Poutine (Buy from Soroborean Caravanner)
Alpha Jerky (Raw Alpha Meat + Raw Alpha Meat + Salt + Salt)
Bouillon du Predateur (Predator Bones + Predator Bones + Predator Bones + Water)
Bread Of The Wild (Raw Alpha Meat + Smoke Root + Woolshroom + Bread)
Marshmelon Tartine (Marshmelon Jelly + Bread)

Find more info on the wiki - https://outward.gamepedia.com/Outward_Wiki

Steps

Prologue: Pay off your blood debt, say goodbye to your friends and farm up 6300 silver, this will be enough to cover gear and skill costs for this build as well as some travel and set up costs. To lighten the load you can trade the silver into gold bars at all the merchants and trade them back for silver as required, the value of gold bars never changes.

While farming keep any Blue Sand you find and throughout the build guide make use of combining water stamina regen with food that gives stamina regen like gaberries or cactus fruit.

I've left links below to a couple of different farming methods you can use.

Farming guide (legit way) - <https://www.youtube.com/watch?v=IBW4EsYmtng>

Farming guide (shenanigans involved) - <https://www.youtube.com/watch?v=RxF4SP5XII>

Before you start Step 1, make sure you have a water bottle and backpack and equip an iron greatsword, then talk to Burac at the town gate, tell him you're heading outside and accept his training for the weapon you currently have equipped, he'll teach you Pommel Counter for free.

Now onto Step 1

Step 1: Get Blue Sand Armour

- You'll need 10 Blue Sand for the whole set, if you used the longer more legit farming style and are lucky, you might already have that many.
 - If not don't worry, there are 7 Blue Sand spawns not too far from Cierzo and they can drop 1 or 2 Blue Sand each
 - Before you leave town, quickly grab the Steady Arm and Fitness Passives from Eto then wait until night time, and head out the bottom of Cierzo Storage and onto the beach.
 - Side note, as you make your way up the beach, gather the fish spawns as well, they have a chance to give you a Blue Sand.
 - Make your way up the beach and get the first blue sand spawn, you'll see it glowing in the dark. Try to avoid the Mantis Shrimp nearby.
 - Now head into Starfish Cave, there are 3 Blue Sand spawns inside that are only accessible at night time, gather those and head back outside.
 - Continue heading along the beach, you should find 2 more Blue Sand spawns.
 - Next head East and make your way to the Southern Beach.
 - You'll find a Blue Sand spawns on this beach, be careful though, there are bandits and mantis shrimp in this area.
 - Now that you've gathered all the Blue Sand Spawns, you should hopefully have 10 Blue Sand.
 - If you reach this point and still haven't got 10 Blue Sand then you are incredibly unlucky and I'm sorry that life has been so hard for you, but don't worry too much you can keep hitting fishing spots or get really lucky and get a Blue Sand from the fishmonger in Cierzo.
 - If you don't want to leave things to chance and still need more Blue Sand, head back to Cierzo and sleep for 7 days, this should reset the Blue Sand Spawns and you'll be able to gather them again.
- Once you've got 10 Blue Sand, make your way back to Cierzo and speak with Loud-Hammer, commission a piece of the set and sleep for a day, repeat this process until you have the whole set.
- A side note here, the White Priest Mitre which you can buy from Laine in Monsoon is a good alternate head slot item because it will give you some extra lightning damage which can be useful in some situations.
- You should also keep in mind that for builds like this that use movement reducing armours a good strategy is to bring along some Master Trader Boots and some variant of Pearlbird mask, so you can equip them outside of combat for faster travelling.

Step 2: Unlock Mana

- Now that you've got the Blue Sand armour set, make sure you've got 3 travel rations and head over to the Holy Mission's Conflux path. You can find it on the southern side of the Conflux Mountain in Chersonese.
- Head inside, talk to Zephyrien and while the enemies are distracted fighting him, activate the three levers in the side chambers to unlock the gate that is blocking your way.
 - You can easily avoid the enemies in those chambers, just keep moving!
- Make your way into the conflux chambers, head to the leyline and trade 10 health and stamina for 40 mana
- Now's also a good time to buy a lexicon, Fourth Watcher near the boats will sell you one.

Step 3: Get Shaman Skills

- With mana sorted it's time to head over to the Shaman in the hermits house/cabal of wind, you can find it in the North Eastern part of Chersonese and will have to go through Ghost Pass to get to it, it's easy to avoid the enemies in the pass.
- Once you get there buy the following skills for a total of 650 silver
 - Call to Elements (50s)
 - Weather Tolerance (100s)
 - Shamanic Resonance (500s)
 - You can come back and get Infuse Wind later if you'd like, it's fun to play around with and the extra impact can be nice for fighting endgame bosses but it isn't required for this build.
 - Make your way back through ghost pass, head left upon reentering the fort for a quick and easy way back through.
 - Make your way southeast past the Vigil Pylon and enter the Enmerkar Forest

Step 4: Get Rune Sage Skills

- Once your in the forest, head South then East towards Berg
- Find the Rune Sage in Berg and buy the following skills for a total of 1900 silver
 - All of the Runes: Dez, Egoth, Fal and Shim (200s total)
 - Well of Mana (Increases your mana by 40) (500s)
 - Arcane Syntax (Gain access to more rune combos) (600s)
 - Runic Prefix (More powerful rune spells and added effects) (600s)

Step 5: A quick trip to Levant

- Make sure you have 8 travel rations for the journey there and back. Make your way out of Bergs North Exit and head over to Levant in the Abrassar Desert.
- All you need to do here is buy the Fast Maintenance and Armour Training skills from Jaimon the Mercenary trainer for a total of 150 silver.
- If you want to get the Brass Wolf Backpack from Sand Rose Cave, now is a good time to do so.
- When you're ready, wander back across the desert and into Enmerkar Forest.

Step 6: Get the Warrior Monk Skills

- Stock up on some more travel rations in Berg and make your way to Monsoon, the town in the Hallowed Marsh.
- The easiest path to take from Berg is to duck back into Chersonese quickly and then head to the Marsh so that you can follow the Pilgrim Road, the road is illuminated with glowing pillars and is easy to follow all the way to Monsoon. You'll need 6 travel rations to take this route.
- When you arrive in Monsoon find Galira the Warrior Monk and buy the following skills for a total of 1850 silver
 - Brace (Block an attack, restoring stability and gives Discipline) (50s)
 - Slow Metabolism (takes more time for you to become hungry, thirsty and sleepy) (50s)
 - Focus (Grants the Discipline boon) (50s)
 - Steadfast Ascetic (+40 Stamina) (500s)
 - Master of Motion (While Discipline boon is active gives +15 to all resistances) (600s)
 - Counterstrike (Completely block a phys attack, strike with high damage attack (600s)
- Now find Mofat and accept his training for 50 silver, he'll teach you the Blessed skill.
- Now is also a good time to join the Holy Mission, because after a short quest where you can just talk to Damien Lockwell in the town hall to do him a favor, and then talk to him again because you are already a mage. You can quickly unlock Infuse Light.
- Side note, a great stamina regen food for this build is marshmelon tartine and you can stock up on it in Monsoon easily, buy marshmelon jelly and bread from Ountz the Melon Farmer and combine them at a cooking Pot to create 3 Marshmelon Tartine.
- Anyway make sure you've got 6 travel rations and move on to Step 7

Step 7: Get the Starchild Claymore & Zhorn's Hunting Backpack

- The time has nearly come to fight the Royal Manticore, claim the Starchild Claymore and grab Zhorn's Hunting Backpack
- Gather the following items, they'll make the fight a lot easier, you can buy most of them from alchemists or craft them yourself.
 - 1 Gaberry Wine, you can buy it from the chefs in the towns
 - 1 Mineral Tea
 - 1 Discipline Potion
 - 1 Rage Potion
 - 1 Wam Potion
 - 1 Fire Varnish
 - 1 Possessed Potion
 - 1 Antidote
 - 1 Elemental Resistance Potion
 - Water

- Marshmelon Tartine
 - 1 Life Potion
 - 1 Soothing Tea
 - 1 Astral Potion
 - Bring 2 of each if you want to fight the normal manticore that spawns in the Royal Manticore Lair.
 - Also bring along
 - 1 Mist Potion
 - 1 Spiritual Varnish
- Next, get yourself a Large Emerald, you'll need one to access Zhorn's Hunting Backpack
 - A guaranteed way to get one is to kill Mad Captain's Bones in the Pirates' Hideout, which you can find near the Southern Ancient Ruins Marker in Chersonese.
 - Cast Runic Protection, drink a Mist Potion, summon your Great Runic Blade and apply a Spiritual Varnish to it. With this combo you'll absolutely destroy him.
 - Head over to the Enmerkar Forest and make your way to the Royal Manticore, head south and then west into it's valley when you reach the ruined settlement, the valley sits North West of the Cabal of Wind Temple.
 - When you spot it, keep your distance and make sure you're well rested before the fight and have equipped your Blue Sand Set. Also make sure you've got full or close to full mana, drink a soothing tea and astral potion, this should give you enough to cast the spells you need..
 - Drink a mineral tea, gaberry wine, discipline potion, possessed potion, rage potion, warm potion, elemental resistance potion and some water and also eat some marshmelon tartine.
 - Cast Runic Protection and summon your Great Runic Blade
 - Apply a Fire Varnish to the blade, now you're ready to fight the Royal Manticore.
 - You've done it the Royal Manticore is defeated, grab the Starchild Claymore from the body
 - One more stop before you're done, head to the southern end of the valley and enter the Royal Manticore Lair.
 - Run past the Manticore and drop off the ledge to the left of the first cavern
 - Or if you want to fight the Manticore, use the same potions and varnish you used to fight the Royal Manticore.
 - You'll find two locked Troglodyte Doors
 - Head to the one on the right and activate it, it requires a Large Emerald to open.
 - Head into the room and find Zhorn's Hunting Backpack on the ground. This backpack gives you -10% stamina cost.

Step 8: Holy Mission Skills

- This build is most effective with the Holy Mission Questline, the skills you get from this questline make you even tankier and deadlier, you'll unlock
- Infuse Light which consumes the blessed boon to give you the divine light imbue, it works like a varnish and looks amazing
- Purified which gives you +20 decay resistance
- You can choose either Spiritual Communion for +10% ethereal, lightning and decay damage or Divine Assistance for -10% Stamina and Mana Cost. Go for whichever you prefer Divine Assistance is maybe a little more useful for endgame boss fights.
 - To get Divine Assistance make sure you find Zephyrien while he is still alive in the Forest Hives in the Enmerkar Forest during the Doubt and Secrets quest
- Acceptance which increases your cold and hot weather defense by 8
- Sanctified Protection which gives you +2 Protection
 - To get Sanctified Protection make sure you select the following answers when dealing with the rebel priests during the Truth and Purpose Quest.
 - Option 1 "The Scourge spell was designed..."
 - Then Option 2, "Remember, Elatt was human..."
 - Then Option 2 again, "He may be a god, but his powers are not unlimited..."

Epilogue: Become Immortal + Quickslots Setup & Backpacks

- Quickslots set up as follows
 - Pommel Strike on Q
 - Counterstrike on E
 - Brace on R
 - Starchild Claymore on 1
 - Lexicon on 2
 - Dez rune on 3
 - Egoth Rune on 4
 - Whatever is most useful at the time on 5
- The backpacks that work well for this build are
 - Zhorn's Hunting Backpack, it gives -10% stamina cost, combines nicely with Divine assistance and is useful during endgame boss fights
 - Light Mender's Backpack for an extra 10% lightning damage, complete the Strange Apparitions quest in the Hallowed Marsh to get it.
 - The Brass Wolf Backpack which gives +2 Protection and can be found in the Sand Rose Cave in the Abrassar Desert
 - The Glowstone Backpack, purely for style because it matches really well with the Blue Sand Set, you can find it in the Dead Tree, do the Purifier quest in the Hallowed Marsh and acquire 4 notes in the Dead Roots dungeon to get the key to the Dead Tree area further in the dungeon.
- So to become practically Immortal for a few minutes, make sure you're wearing the Blue Sand Set, Drink a Warm Potion, Cool Potion, Possessed Potion, Mist Potion, Blessed Potion, Discipline Potion, Gaberry Wine, Elemental Resistance Potion and Mineral Tea and cast Runic Protection.

- Now you'll have 10 - 14 Protection depending on if you're wearing the Brass Wolf Backpack and if you've got the Sanctified Protection passive, 25% increased impact resistance and 100% Resistance to everything else except Physical which will be at 98%
- This build is great for dominating the endgame bosses
 - You're almost unkillable, you can switch between your Great Runic Blade and Starchild Claymore depending what you're fighting and can easily incorporate other weapons into the mix, I quite like the Pathfinder Claymore for this build as well. It fits the theme and gives you another damage type to utilise.

Anyway that's it for this build guide, I hope you guys find it useful.

Cheers,
Churchy