

Master List of Game Guides

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Current Bugs:

1. Perfectionist achievement didn't proc for me on Xbox One after accomplishing all other achievements
2. If you refill the amphora in Naros before it's completely empty it'll create an indestructible duplicate.
3. Ametair hardlock. Basically, during *The Silent Step* it's possible to become trapped in the boss's chamber and unable to kill him. To avoid, ensure you hard save outside of Arduath and don't reduce Ametair to 1 HP or fateshift him until the 4th (final) chamber.
4. Inventory clog. The same indestructible, unsellable items that could not be removed from your inventory in the original game will clog your inventory here. (Update: the building materials in Dead Kel now don't cost inventory limit slots, but still accumulate in stacks of 10 which just makes your inventory ugly)
5. Ice Barrage & Winter's Embrace aren't boosted by Magic damage modifiers.
6. Lyria's Lost is still missing the 6th Relic, and therefore is still uncompletable.
7. Summon Faer Gorta AI is unresponsive to enemies unless they aggro you *after* it's created, or hit it, or you attack an enemy in point blank range.
8. Random combat crashes. Save OFTEN.
9. Several unique items just flat don't exist. Reference [Reddit post by u/wisdom_speed93](#)

Version 0.00 (last update 12 Dec 2021)

Update notes:

0.00 - still the old KOARR guide, just copied

Best Starting Races & Deity:

Dokkalfar or Varani race, Death as your blessing (specifically, the ability to pick Belen as your patron is all that matters). Dokkalfar has the slight edge because having the early Persuasion is valuable for not failing the A Wink And A Smile achievement, and the early Stealth is actually combat significant for Finesse

Any other setup is suboptimal, but the stat change is small enough that you can easily afford to play with a different race or deity if you prefer without ruining your build. If you prefer Almain, War is good for Might & Finesse while Fire is best for Sorcery. If you (like myself) are a Ljosalfar at heart, then Air is the way to go

Destinies:

When thinking of destinies, it's easy to sort like this:

(pro / con)

- * Might = very high survivability / slow kill times & low MP
- * Finesse = disable and kill one thing **very** fast / lacks crowd control & low MP
- * Sorcery = kill crowds fast / lacks survivability

The true hybrids kind of roll into the same scheme:

- * Might + Finesse = high survivability & kills bosses very fast / lacks crowd control & very low MP
- * Finesse + Sorcery = kill small groups of things very fast / lacks survivability
- * Sorcery + Might = maximum survivability / very slow kill times against single targets or large groups
- * Jack of All Trades = very high survivability, disables and kills one thing fast / slow crowd kill times & low MP

Archmage

Suggested weapons:

Chakrams (for trolls), Staff (for elemental)

Useful Bonuses: Epic Damage/Resist, Primal Damage, Mana cost down until zero (~85%), Damage vs Lightly Wounded, Ice Damage

Typical Endgame Stats:

Armor: 549

HP: 767

MP: 1,186

Standard: [Perfectionist](#)

Overall the most overpowered class. Meteor is really strong, the only T6 ability that *feels* like a genuine finishing move. Unfortunately, Ice Barrage + Winter's Embrace is bugged so it can't gain boosted magic damage, leaving Meteor & Tempest as your main damage options & Elemental Rage as crowd control. Ice Barrage is still good for slowing big guys down, but if you want good Ice damage, get an Ice Staff. Magic is terribly ineffective against Trolls & Golems, so that's what the Chakrams are mainly for. Later in game, you'll get Primal DoT access, and I feel that's best delivered via Sceptre for Archmages, so replacing Staves is warranted

Archmage Ability Build

Without bonuses included. This is a Very Hard difficulty leveling build.

SORCERY (TOTAL Pts: 109)

--Tier 1--

keep Storm Bolt 1

Arcane Weaponry I 1

Staff Mastery 3

--Tier 2--

Mark of Flame 1

Conservative Casting 5

Arcane Weaponry II 1

Staff Mastery 4 (+1)

Sphere of Protection 3

Fateweave (at House of Ballads): Longsword Mastery 1 & Assassin's Art 1 into Staff Mastery 5 (+1) & Sphere of Protection 4 (+1)

Sphere of Protection 6 (+2)

--Tier 3--

Ice Barrage 1

Summon Faer Gorta 6

Healing Surge 1

Mark of Flame 4 (+3, bugged to give +1 point)

Ice Barrage 5 (+4)

--Tier 4--

Transference 1

Sphere of Reprisal 4

Frostshackle 5

Smolder 5

--Tier 5--

Chain Lightning 1
Tempest 5
Masterful Construction 5
Transference 4 (+3, bugged to give +1 point)
Arcane Weaponry III 1
Arcane Weaponry IV 1
Chain Lightning 5 (+4)
--Tier 6--
Meteor 4 (bugged to give +1 point)
Sphere of Retribution 4
Chakram Mastery 6
Staff Mastery 6 (+1)
Elemental Rage 5
Sceptre Mastery 6
Sphere of Retribution 5 (+1)
Sphere of Reprisal 5 (+1)
Winter's Embrace 5
Storm Bolt 6 (+5)
Healing Surge 2 (+1)

MIGHT (TOTAL Pts: 14)

--Tier 1--
Harpoon 1
Skillful Defense 4
--Tier 2--
Adrenaline Surge 5
Hardy Constitution 4

Loadout:

Meteor / Bolt / Ice Barrage / Faer Gorta
Mark of Flame / Sphere / Rage / Healing

Warlord

Suggested weapons:

Longsword (for speed), Hammer (for Terror)

Useful Bonuses: Epic Revenge Stun, Stun Chance (until +60% total bonuses), Bleeding DoT, Lifesteal, Physical Damage

Armor: 1160

HP: 1376

MP: 555

Standard: [Firstsworn](#)

Gimmick: [Fahrlangi](#)

Tank class, with respectable damage from Concussive Force proc'd by Aftershock + Celerity and what that does for Hammers. If that isn't enough and you somehow die, you'll resurrect and can throw Wrath out there to try and pick up a kill. Overall, interesting destiny. I suggest picking up 1 level of Shadow Flare, an extremely handy move to have as it gives enemies Bleed in the 2nd strike, which greatly improves your damage output. You also have room for level 5 Storm Bolt, but that's the easy way out of your range problem and grants reliable Stun. Real Warriors fight with forged steel, not magic sparkles... no matter how useful that spell is. In any case, your mana pool & regeneration are going to suck, so Conservative Casting level 5 is a really good investment. Longswords are flexible and quick, while Hammers benefit highly from use of Terror lowering enemy armor and tend to have the Lifesteal and Stun Chance you like. I don't use Greatswords on Warlords but you can.

Warlord Ability Build

Without bonuses included.

MIGHT (TOTAL Pts: 109)

--Tier 1--

Brutal Weaponry I 1

Harpoon 1

Longsword Mastery 6

--Tier 2--

Brutal Weaponry II 1

Skillful Defense 1

Hardy Constitution 6

Quake 5

--Tier 3--

Aftershock 5

Concussive Force 5

Relentless Assault 6

--Tier 4--

Brutal Weaponry III 1

Battle Frenzy 5

Skillful Defense 5 (+4)

Vengeance 3

--Tier 5--

Bloodlust 1

Brutal Weaponry IV 1

Hammer Mastery 6

War Cry 4
Adrenaline Surge 5
Power Strike 2
Stoneskin 1
--Tier 6--
Celerity 2
Terror 5 (bugged to give +1 point)
Bulwark 5
Wrath 6
Power Strike 5 (+3)
Vengeance 6 (+3)
War Cry 6 (+2)
Stoneskin 4 (+4)
Bloodlust 5 (+4)
Greatsword Mastery 6

Sorcery (TOTAL Pts: 11)
--Tier 1--
Storm Bolt 6
--Tier 2--
Conservative Casting 5

Finesse (TOTAL Pts: 3)
--Tier 1--
Shadow Flare 1
Assassin's Art 2

Loadout:
Shadow Flare / Quake / Relentless / War Cry
empty / Storm Bolt / Wrath / Harpoon

Nightblade

Suggested weapons:
Faebldes (for AoE), Longbow (for burst)

Useful Bonuses: Epic Revenge Freeze, Evasion, Critical Damage, Damage vs Heavily Wounded

Standard: [Evasion](#)
Gimmick: [Archer](#)

Despite its flavor text and the fact that it's an upgrade of the "Assassin" class, Nightblade is NOT the 1 shot 1 kill assassination class you really want to play if that's your thing. A Nightblade's bow does work quite well for downing most things at a distance, but better at point blank range. Think shotgunners, not scouts... even though this is an upgrade of the "Scout" class. This destiny thrives on hitting from any range and inflicting many statuses, getting a damage buff when enemies bleed, causing stuns when enemies are poisoned, and landing absurdly heavy crits whenever enemies miss. In close combat, the faeblades shine vs large groups that normally would overrun a ranged character, and only Nightblades have access to Gambit, a massive crowd control move that applies Bleed. What Nightblade loses in stealth it gains in survival and close combat ability, with the lowered damage during dodges being key to close-range play. Think Dark Souls, instead of Assassin's Creed. Make sure you get the "Temperance" twist of fate during the Traveler's faction finale - it increases your Evasion rate to 17%, or 1-in-6 (from 11% / 1-in-9 without it). If you locate the Watcher's Hood cap, you can add another 5% Evasion (22% / 1-in-4.54 total), which is double your starting probability. Lastly, if you really want to max Evasion you can don the Imminent Vest, you can get one more 5% buff (27% / 1-in-3.70). Assassination's wording is a bit incomplete: it gives your next attack +100% critical chance and +300% critical damage, unless 10 seconds runs out. I like Faeblades over Daggers here because Assassination's Critical damage causes a single hit to do a ton more damage, and Faeblades hit harder than Daggers can (using Talon Strikes). There's also less value in Daggers' guaranteed crits and more in Faeblades AoE.

Nightblade Ability Build

Without bonuses included.

FINESSE (TOTAL Pts: 109)

--Tier 1--

Precise Weaponry I 1

Shadow Flare 5

--Tier 2--

Precise Weaponry II 1

Faeblade Mastery 6

Assassin's Art 6

Envenomed Edge 1

--Tier 3--

Inoculation 5

Longbow Mastery 1

Drawpower 1

Arrow Storm 2

Lunge 1

Longbow Mastery 6 (+5)

--Tier 4--

Smoke Bomb 2

Precise Weaponry III 1

Enduring Agony 5
Blade Honing 5
Barbed Arrows 2
--Tier 5--
Precise Weaponry IV 1
Scattershot 6
Barbed Arrows 5 (+3)
Poison Bomb 3
Mysterious Toxins 5
Drawpower 3 (+2)
--Tier 6--
Execution 5
Paralytic Poisons 3
Gambit 6
Drawpower 5 (+2)
Envenomed Edge 6 (+5)
Dagger Mastery 6
Frost Trap 3
Icy Explosion 5
Lunge 5 (+4)

MIGHT (TOTAL pts: 14)

--Tier 1--
Harpoon 1
Skillful Defense 4
--Tier 2--
Adrenaline Surge 5
Hardy Constitution 4

Loadout:

Shadow Flare / Gambit / Smoke / Harpoon
empty / Frost Trap / empty / Lunge

Blademaster

Suggested weapons:

Daggers (for stealth), Longbow (for range)

Useful Bonuses: Epic Revenge Stun, Piercing Damage, Bleeding DoT, Damage vs Lightly Wounded

Typical Endgame Stats:

Armor: 784

HP: 1,317

MP: 635

Standard: [Bladedancer](#)

Gimmick: [Vampire](#)

Gimmick: [Bloodgrin](#)

In the ultimate case of “never judge a book by its cover”, THIS is your assassination class. Idc that it's called Blademaster, idc that the tarot card shows a man wielding a greatsword using whirlwind. This destiny's boosts all add up to 1-shot-1-kill stealth assassin play, period. If your bow can't do it in 1 hit (your bow doesn't get the stealth bonus), your daggers can. If you get bored or ambushed you have a few other nice things for straight fights, like Smoke Bomb + Assassin's Art (+ Concussive Force + Blade Honing) for absurd damage... But Universalist does this kind of synergy-based combat better. As always, there's points left over for Storm Bolt... because why shouldn't a professional hitman carry a taser? I like Daggers over Faebledges as Blademaster because they maximize your Stealth damage.

Sidenote: The Blademaster's Stealth bonus and Nightblade's dodging damage reduction should have been swapped for logic's sake I think. The classes' strengths don't match their tarot lore at all. Also: enemies from 75% to 100% health are considered “lightly wounded”. Yes, that means you're fully capable of one-shotting a ton more enemies with that gem. I have no clue where “heavily wounded” begins but I'm guessing 25%.

Blademaster Ability Build

Without bonuses included.

FINESSE (TOTAL Pts: 62)

--Tier 1--

Assassin's Art 1

Shadow Flare 1

Dagger Mastery 3

--Tier 2--

Precise Weaponry I 1

Precise Weaponry II 1 (if leveling, you'll need rank 2 for Crossfire crits until you get a +1 Finesse modifier)

Envenomed Edge 1

Shadow Flare 3 (+2)

Longbow Mastery 3

Drawpower 4

Assassin's Art 5 (+4)

--Tier 3--

Arrow Storm 1

Lunge 1
Dagger Mastery 5 (+2)
Longbow Mastery 5 (+2)
Frost Trap 1
Icy Explosion 4
Inoculation 3
--Tier 4--
Smoke Bomb 1
Precise Weaponry III 1
Blade Honing 4
Enduring Agony 4
Barbed Arrows 4
Inoculation 4 (+1)
--Tier 5--
Precise Weaponry IV 1
Scattershot 5
Poison Bomb 1
Mysterious Toxins 4
Shadow Flare 4 (+1)

MIGHT (TOTAL pts: 55)

--Tier 1--
Harpoon 1
Skillful Defense 4
--Tier 2--
Hardy Constitution 5
Adrenaline Surge 5
Quake 5
--Tier 3--
Aftershock 4
Concussive Force 5
Hardy Constitution 6 (+1)
Power Strike 5
--Tier 4--
Battle Frenzy 5
Relentless Assault 6
Bulwark 3
Vengeance 1
--Tier 5--
Bloodlust 1
Bulwark 5 (+2)
Vengeance 3 (+3)

SORCERY (TOTAL Pts: 6)

--Tier 1--

Storm Bolt 5

--Tier 2--

Conservative Casting 1

Loadout:

Shadow Flare / Quake / Smoke / Relentless

Storm Bolt / Frost Trap / Harpoon / Lunge

Shadowcaster

Suggested weapons:

Daggers (for Piercing), Sceptre (for Fire)

Useful Bonuses: Epic Revenge Burn, Critical Damage, Piercing Damage, Fire Damage

Typical Endgame Stats:

Armor: 690

HP: 848

MP: 876

Standard: [Battle-Priest](#)

Gimmick: [Gunner](#)

Gimmick: [Poisonlord](#)

Benefits immensely from Burning damage causing Panic in enemies, which in-turn causes an automatic crit ("Dread") for your following attack, pumping DPS sky-high with critdamage components & regenerating Mana with each crit. Keep in mind: Panic wears off when you hit the mob. Using a perfectly timed Crossfire allows you to guarantee crits as well. No matter how you crit, you regain mana for each, making it REALLY difficult to run out of mana with this Destiny. Unfortunately, you have no access to Meteor, so you'll need to be creative with how you kill things. You're also squishier than everyone except Archmages (and they're actually much more survivable thanks to having a screen nuke & Sphere of Protection's upgrades), so your Faer Gorta's maxed Transference will be the most important lifeline. Handle groups of tough monsters carefully, on that note. AVOID Sphere of Reprisal, it makes it difficult to assassinate targets when your orbs are hitting and alerting them for a measly 50 damage. Poison Blink can poison things that aren't normally vulnerable to it, like Spiders. I like Daggers over Faebldes for the guaranteed Crits procing Mana Drain. I like Sceptres over Longbows because (with crits happening often enough) your mana never runs out, making your Sceptre a powerful gun with infinite ammo - also, the Elemental buff to Sceptres is stronger than the Piercing buff to

Longbows here. There are elemental bows that get the best of both worlds, if you want to go that route. Since both daggers and sceptres have poor crowd control, using Lightning weapons with Chain Lightning is very useful for leveling, up until you get Elemental Rage.

Shadowcaster Ability Build

Without bonuses included.

FINESSE (TOTAL Pts: 61)

--Tier 1--

Precise Weaponry I 1

Dagger Mastery 5

--Tier 2--

Precise Weaponry II 1 (will need level 2 if leveling)

Assassin's Art 5

Shadow Flare 4

Envenomed Edge 1

Longbow Mastery 1

Drawpower 2

--Tier 3--

Inoculation 4

Frost Trap 1

Icy Explosion 4

Arrow Storm 1

Longbow Mastery 3 (+2)

Drawpower 4 (+2)

Lunge 1

--Tier 4--

Smoke Bomb 1

Precise Weaponry III 1

Blade Honing 4

Enduring Agony 4

Barbed Arrows 4

Longbow Mastery 4 (+1)

--Tier 5--

Precise Weaponry IV 1

Poison Bomb 1

Mysterious Toxins 4

Scattershot 5

SORCERY (TOTAL pts: 61)

--Tier 1--

Arcane Weaponry I 1

Sceptre Mastery 6

--Tier 2--

Arcane Weaponry II 1

Mark of Flame 4 (bugged to give +1 point)

Sphere of Protection 6

Conservative Casting 4

--Tier 3--

Summon Faer 6

Storm Bolt 1

Chain Lightning 5

Ice Barrage 1

--Tier 4--

Arcane Weaponry III 1

Transference 4 (bugged to give +1 point)

Smolder 5

Frostshackle 5

--Tier 5--

Arcane Weaponry IV 1

Elemental Rage 5

Masterful Construction 5

MIGHT (TOTAL Pts: 1)

--Tier 1--

Skillful Defense 1

Loadout:

Mark of Flame / Rage / Smoke / Faer Gorta

Shadow Flare / Trap / Sphere / Lunge

Champion

Suggested Weapons:

Greatsword (for CQC), Staff (for burst)

Useful Bonuses: Epic Revenge Stun, Primal DoT, Bleeding DoT, Stun Chance (Up to +60% total bonuses)

Typical Endgame Stats:

Armor: 1048

HP: 1003

MP: 696

Standard: [Paladin](#)

Gimmick: [Shocker](#)

Probably the least exciting class, but also the least likely to die in any encounter. An elemental resist passive, access to the heaviest armor, plus access to Sphere or Protection and Hardy Constitution AND Stoneskin guarantee it. This destiny actually doesn't deal magical damage very well, and until you get a Primal Weapon, your best damage comes from Concussive Force setups. You get that to proc via Storm Bolt at range or Aftershock close in (or a Gem with the bonus). Take a Warlord, remove the awesome part about reviving after death and replace it with spell access & more defense. As this class converts damage into mana, you can afford to spam Tempest a good bit, and it's your heaviest hit against Stunned enemies - a Concussive Force-backed Tempest competes even with an Archmage's Meteor in terms of burst damage, at 6.4K non-Critical non-Primal. I'd remind you this class can pick up Shadow Flare for just 1 point, but I'm not sure if that'll add fun because of the longer combos you can do or subtract fun by trivializing otherwise serious challenges you run into. I like Greatswords because they have really smooth combat transitions, Piercing damage, and moves from Block & Parry. I like a Staff in the secondary because their Charged Entropy attack is a harder hitting wakeup than any other weapon, which matters when your initial choices for Stun are Aftershock (unreliable) and Storm Bolt (good but can't be followed up by Tempest)

Champion Ability Build (Glass Cannon)

Without bonuses included.

MIGHT (TOTAL Pts: 62)

--Tier 1--

Brutal Weaponry I 1

Harpoon 1

Skillful Defense 3

--Tier 2--

Brutal Weaponry II 1

Greatsword Mastery 6

Adrenaline Surge 5

Quake 2

Hardy Constitution 1

--Tier 3--

Concussive Force 5

Aftershock 5

Power Strike 5

--Tier 4--

Brutal Weaponry III 1

Battle Frenzy 5

Bulwark 5

Quake 5 (+3)

Relentless Assault 1

--Tier 5--

Brutal Weaponry IV 1

Relentless Assault 6 (+5)

Vengeance 1

Bloodlust 5

SORCERY (TOTAL Pts: 61)

--Tier 1--

Arcane Weaponry I 1

Storm Bolt 6

--Tier 2--

Conservative Casting 5

Staff or Chakram Mastery 6

Sphere of Protection 6

--Tier 3--

Chain Lightning 1

Mark of Flame 4 (bugged to give +1)

Ice Barrage 5

Arcane Weaponry II 1

--Tier 4--

Arcane Weaponry III 1

Smolder 5

Frostshackle 5

Sphere of Reprisal 5

--Tier 5--

Arcane Weaponry IV 1

Tempest 5

Chain Lightning 5 (+4)

Loadout:

Mark of Flame / Bolt / Quake / Relentless

empty / Sphere / Ice Barrage / Harpoon

Sidenote: I feel like Elemental Rage should have been the Sorcery T6 spell, with around 900 total damage at max with the mana cost to match. Meteor could have been T5, with around 500 fire + 200 burning at max and a lower mana cost. That would have let all the classes play to their strengths more.

Universalist

Either Assassin's Art weapon + Any non-Bow weapon

Useful Bonuses: Epic Enlightenment, Stun Chance (up to 60% total bonuses), Bleeding DoT, Primal Damage, Damage vs Lightly Wounded

Typical Endgame Stats: up to you. Mine are:

Armor: 976

HP: 1395

MP: 860

Standard: [Rapid-fire](#)

A great toolbox destiny but missing a finishing move. Universalists have a solution for every conceivable scenario

The easiest way to level without losing too many non-combat opportunities due to increasing your Skill levels by 1-3 (things like stealth and persuasion)

It also guarantees any great gear you find can be worn

The trade-off is that you're capped at ability Tier 4 (except for the Weaponry skills that are all unlocked via Mastery of Arms)

The valuable things you don't get from Tier 5: Scattershot, Tempest & Bloodlust as the biggest losses, Elemental Rage, Masterful Construction & Mysterious Toxins as softer losses. Without Scattershot, there's no reason to run a bow so that's out (if I was dev for a day, Mastery of Arms would max Scattershot & Arrow Storm to fix this). Without Tempest, your biggest hit after a Stun is the Greatsword's Gravedigger attack (1.7k non-crit), the explosion from Mark of Flame (1.8k non-crit if you pre-marked the enemy), or a perfectly timed Crossfire final hit (3.2k automatic crit). Losing Bloodlust is mitigated by having access to healing and poison at the same time

All that said, there's some Tier 3 & 4 things they've gained in a combination that's unique:

- From Finesse they get Smoke Bomb (top tier ability even before adding 60% Concussive Force damage), Blade Honing (pure DPS gas) & Enduring Agony (Shadow Flare becomes one of the highest DPS abilities with this, and with the Bleed your Might stuff will hit harder)
- From Might they get Battle Frenzy (DPS gas), Concussive Force (burst damage), and *potentially* Relentless Assault

- From Sorcery they can pick up Smolder & *maybe* a point of Frostshackle along with having enough points for Conservative Casting and Sphere of Protection at the same time. Just be careful not to take Sphere of Reprisal or your sneak attack opportunities fly out of the window

Let's look at weapons and armor. I feel like an Assassin's Art weapon is mandatory, and I prefer Faemblades because even if you don't kill with Silent Scythe, you'll Stun and proc Concussive Force

The secondary weapon is whatever you want it to be, besides a Bow ideally (if you absolutely want to use one, you can). I personally use a unique quest reward Greatsword called Rhyderk that's been crafted to attack with all three elements (it's unique in that way). I prefer a mix of the strongest armors and accessories available until Hoolgan the Hungry's set becomes available

Lastly, it's possible to have 100% of your mana tied up in constant active abilities. Blade Honing, Battle Frenzy, Sphere of Protection & Envenomed Edge together cost 100% of your mana bar. However, in this state you cannot use Sceptres or any Abilities even with 100% mana cost reduction. Also, Envenomed Edge drops badly in DPS for not having access to Mysterious Toxins or Paralytic Poisons, to the point of not being worthwhile; and Sphere of Protection becomes useless at endgame on lower difficulties when nothing can actually kill you even on hard difficulty as long as you have on *decent* armor. In Very Hard, endgame things *can* kill you but running Sphere is still questionable because of how much it restricts mana. Blade Honing & Battle Frenzy are definitely must-haves, though

Universalist Ability Build:

(Sample build, uses Faemblades + Magic. Later can additionally use Daggers, 1 of any Might weapon you level and 1 of any Sorcery weapon you level)

This build presumes you'll have +2 to Finesse and +1 to Sorcery & Might via Twists of Fate. You don't *need* these bonuses. It's put in an order so you can follow it as you level in the game as opposed to my other builds, which assume you're fateweaving at level 40.

LEVELING JACK OF ALL TRADES EVENLY:

Start as The Fateless One (1-1-1): No Bonuses

Storm Bolt 2 (+1), Assassin's Art 2 (+1), Harpoon 1

Lvl 1: Unlocked Seeker (2-2-2): +7% Attack, -25% Equip Cost

Storm Bolt 5 (+3)

Assassin's Art 5 (+3)

Skillful Defense 3

(Add Skillful Defense 4 (+1) if Fateweaving)

Lvl 4: Unlocked Wayfarer (5-5-5): +1 all Skills, Ability Tier 2

Mark of Flame 1

Conservative Casting 4

Hardy Constitution 5

Precise Weaponry I 1

Precise Weaponry II 2

(put above 3 Precise Weaponry points into Dagger Mastery if Fateweaving directly into Universalist)

Shadow Flare 1

Faeblade Mastery 1

Lvl 9: Unlocked Adventurer (10-10-10): +5% Damage Resistance

Mark of Flame 3 (+2)

Shadow Flare 3 (+2)

Envenomed Edge 1

Faeblade Mastery 5 (+4)

Adrenaline Surge 4

Sphere of Protection 5

Quake 3

Lvl 16: Unlocked Prodigy (17-17-17): +5% Critical Chance

Frost Trap 1

Greatsword or Hammer Mastery 1

Envenomed Edge 3 (+2)

Brutal Weaponry I 1

Brutal Weaponry II 1

(put above 2 Brutal Weaponry points into Greatsword or Hammer Mastery if Fateweaving directly into Universalist)

Chakram or Sceptre or Staff Mastery 3

Lvl 20: Ability Tier 3

Aftershock 2

Concussive Force 4

Icy Explosion 4

Lunge 1

Storm Bolt 6 (+1)

Mark of Flame 5 (+2)

Conservative Casting 5 (+1)

Chain Lightning 1

Chakram or Sceptre or Staff Mastery 4 (+1)

Inoculation 1

Lvl 25: Unlocked Polymath (26-26-26): +2 all Skills

Fateweave Longsword Mastery 1 into Skillful Defense 4 (+1)

Aftershock 4 (+2)

Power Strike 4

Sphere of Protection 6 (+1)

Summon Faer Gorta 6

Greatsword or Hammer Mastery X (+3)

Inoculation 5 (+4)

Shadow Flare 5 (+2)

Frost Trap 2 (+1)

Chakram or Sceptre or Staff Mastery 6 (+2)

Dagger Mastery X (+2)

Lvl 35: Ability Tier 4

Transference 1

Smoke Bomb 2

Battle Frenzy 2

Smolder 1

Lvl 36: Unlocked Universalist (37-37-37): Unlock all Brutal, Precise, Arcane weapon moves, +3 all Skills

Fateweave Brutal Weaponry I & II into Greatsword or Hammer Mastery 5 (+2) & Precise Weaponry I & II into Faebblade Mastery 5 (+3)

Blade Honing 5

Enduring Agony 5

Smolder 3 (+2)

TOTAL PTS:

Finesse 47

Sorcery 39

Might 37

Loadout:

Shadow Flare / Bolt / Smoke / Faer Gorta

Mark of Flame / Trap / Quake / Harpoon

Last sidenotes: Great cheap skills: Harpoon & Shadow Flare. If you're not using them to link combos, watch some YouTube Amalur combo videos, it'll open your eyes. Lastly, Assassin's Art is literally up to +150% free damage on unaware enemies, there's no class that can't use that.

It'd be nice if Fatesworn introduced a 7th Tier of abilities & destinies and upped the level cap to 63. That's 192 skill points. The Tier 7 Jack of All Trades would need to have a 62 Might - 62 Finesse - 62 Sorcery requirement to stop it from hitting Tier 6 in anything but OTOH they can finally use bows efficiently and gain so many skill points they max out everything they need without boosters. The other hybrid destinies would have to be 93-93 and the pure destinies flat 186. There's less room to splash in cheap abilities from other destinies but I'm personally not a fan of the ability to splash a top-tier destiny anyway. Tier 7 abilities should start at 100 ability points.

80/40 Builds

These are min-maxed psuedo-Destinies made by putting about 80 points into your main Ability Tree (to max it out) and at least 39 into another (gaining a strong ability and the ability to wear any armor in that class with the Klurikon Lorestone bonus).

77 Might, 46 Finesse - "Lord of the Hunt" Slayer

(+2 Might & Finesse assumed)

Might: Longsword Mastery, Brutal Weaponry, all the non-weapon passives besides Aftershock, Celerity 4 & Terror 8

Finesse: Assassin's Art, Precise Weaponry, Faebblade Mastery, Shadow Flare, Inoculation & Blade Honing. 1 point in Smoke Bomb & 3 in Enduring Agony

Concept: Spin to win. Faebblades are the fastest attacking weapon in the game, but normally you don't get the +20% Attack Speed afforded by Celerity or the -80% Enemy Armor afforded by Terror to go along with those blisteringly fast attacks but weak... until now. The damage, in a word, is absolutely absurd, even with no setup.

76 Finesse, 47 Might - "Agonizer" Assassin

(+3 Finesse +2 Might assumed)

Finesse: Faebblade & Dagger Mastery, Bow skills, Poison & Bleed skills

Might: Adrenaline Surge, Concussive Force, Relentless Assault, Battle Frenzy, Aftershock

Concept: Using Scattershot with a poison bow to proc Paralytic Poisons & Bleed. Using Paralytic Poisons to proc Concussive Force. Using Concussive Force to get a ton of damage out of the next Scattershot. The cycle continues. Bleed and Execution are also happening during this.

77 Sorcery, 46 Might - "Fireblade" Sorcerer

(+1 Sorcery & Might assumed)

Sorcery: Meteor 7 (free +1) & Sphere of Retribution 3 total

Might: Adrenaline Surge, Concussive Force, Relentless Assault, Battle Frenzy, Aftershock

Concept: Using Concussive Force to get the hardest hitting Meteor possible. Bonus points if Adrenaline Surge also procs - the combination of everything + Primal DoT *guarantees* a one-shot vs Very Hard difficulty Root Golems.

56 Might, 41 Sorcery, 24 Finesse - "Justicar" Seer

(+2 Finesse, +1 Sorcery & Might assumed)

Might: Brutal Weaponry, Greatsword Mastery, Power Strike, Battle Frenzy and Bloodlust

Sorcery: Arcane Weaponry, Staff Mastery, Conservative Casting, Mark of Flame, Sphere (no Reprisal), Ice Barrage & Frostshackle

Finesse: 22 raw points for Shield of Balance, but since you're already here and there's points to spare, throw 4 into Inoculation for the great poison resist. Assassin's Art & Faeblood Mastery are decent pickups on the way

Concept: All that matters is making Ice Barrage hit harder. Bloodlust, Primal Damage and equipment help this mission. Bonus style points if playing Ljosalfar or Water deity

Best Armor:

The best armor in the game are those you craft. However, crafting breaks the game's challenge, so here's the best non-crafted sets (make sure you're at the correct level for scaling parts).

When searching for random drop Armor pieces, try to grind in areas that are locked to within 2 levels of the item. For example, suppose I'm hunting for Brewmaster's set pieces: The level for those is 28. Therefore, I would hunt in areas I locked between levels 26-30 to find them, with the absolute best chance being in a level 28 zone. However, for level 32+ items, just farming Root Golems is the quickest farming method (2 near Mudfast Keep (head W for #1 then NE for #2), 5 near Siren's Den (spawn on #1, head W for #2, NE for #3, jump down E for #4, jump down and head SE to spawn #5, then rest 2 days to reset spawn))

Might Armor

Tie for golds here, and it's situational. Only guaranteed drop is the **Bolgan's Bane** set. Highest armor rating in the base game, so long as you acquire it at max level, and comes with +2 Might, +8% Crit Chance, +15% Crit damage & +15% Physical Damage requiring 4 pieces (all but Torso). You can also drop the Legs & Feet (losing the +2 Might) to free up those 2 slots for better items once you have a Shield with +1 Might.

If RNG is kind to you, you'll also get the **Crucible (Level 31 RNG)** set, a hyper-offensive set based around +15% Bleed, +40% Piercing and +18% Lightning damage with a nice +2 Health Regen requiring 4 pieces, preferably all except Chest, which can be supplemented with **Gentleman's Courtesy**. This set is best used by Universalists that can benefit from the extras far more than true Might naturally can.

Another random drop Might set to look for is **Gaea's (Level 34 RNG)** set. With only 3 slots required (Hands, Legs, Feet) you get +25% HP steal chance, +10% HP steal amount, +25% Stun chance & +15% Stun duration, or to be even more efficient just use the Hands and Legs. Combined with Concussive Force, this is a nice non-Critical aggressive set up and allows you the flexibility of adding a unique Head and Chest. I'd say this is the go-to for Warlords.

A set I found I like for Blademasters in 2 pieces is **Kerrod's (Level 37 RNG)** set, which boosts Stun Chance +12%, Crit 8% & Crit damage 15% with just Legs & Feet.

Another set that's deceptively better than it first appears is **Eagonn's (Level 40 RNG)** set. With 3 pieces (Chest, Feet & Hands) you'll gain +90% mana, 18% Stun chance, 20% Physical resist, 15% Elemental resist and 20% Fire damage. Great when paired with a way to deal Fire damage (like Niskaru Blade) or further increase it (like Dragonfang), and amongst the highest Armor rating possible. Alternatively, using **Gaea's Cuirass & Gauntlets** with **Eagonn's Greaves** gives you 20% Lightning damage, +43% Stun chance & 15% Lifesteal chance. Add the **Resplendant Helm & Mystic Chausses** to either of the above setups for a powerful Champion set.

Best Purples & Individual Golds

Helmets:

- **Helm of Bolgan's Bane** (15% Physical damage)
- **Skull of Varalin** (15% Critical damage & Physical resist, 12% Stun duration)
- **Corthian Helm** (15% Piercing damage)
- **Resplendant Helm** (3 HP regen, 2 MP regen, 20% Physical resist, 15% Daytime damage)
- **Almain Great Helm** (15% Greatsword & Hammer damage)
- **Helm of the Coast** (20% Longsword damage)
- **Crested Helm** (Naros DLC, +1 Might)

Cuirasses:

- **Gentleman's Courtesy** (Valor DLC, 15% Damage)
- **Conqueror's Plate** (20% Lifesteal damage, 10% Lifesteal chance, 3 HP regen)
- **Whirlwind Breastplate** (10% Melee Crit chance & damage)
- **Gaea's Cuirass** (20% Lightning damage)
- **Tinniat's Hauberk** (18% Fire damage, 2 HP regen, 35 HP)

Gauntlets:

- **Auspice Gauntlets** (15% Physical damage)
- **Gauntlets of Arland** (Valor DLC, 16% Hammer damage)
- **Gauntlets of Bolgan's Bane** (8% Critical chance)
- **Gauntlets of the Crucible** (20% Bleed damage)
- **Corthian Gauntlets** (15% Ice damage)
- **Gaea's Gauntlets** (15% Lifesteal chance)
- **Dvergan Gauntlets** (15% Stun chance (if building for Stun, consider Gaea's Gauntlets & Chausses over this + Kerrod's Chausses or Leggings of the Ascendant))

Chausses:

- **Juggernaut Chausses** (20% Physical damage, 3 HP regen)
- **Chivalric Chausses** (20% Melee damage)
- **Mystic Chausses** (15% Magic damage & Elemental resist)
- **The Mermain's Scales** (Kel DLC, 10% Elemental damage & 1 HP regen)
- **Chausses of the Crucible** (18% Lightning damage)
- **Gaea's Chausses** (10% Lifesteal chance)
- **Kerrod's Chausses** (12% Stun chance)
- **Dauntless Chausses** (+1 Might)

Greaves:

- **Wicked Sabatons** (18% Physical damage, 10% Lifesteal chance & damage)
- **Destroyer's Greaves** (Against Lightly Wounded: +20% damage, +3 HP regen, +50 HP)
- **Bone Greaves** (15% Piercing & Bleeding damage, 70 HP)
- **Unwavering Greaves** (Level 25 RNG, 8% Critical chance & 15% Critical damage with Edged weapons, 10% Bleed resist)
- **Eagonn's Greaves** (18% Stun chance)

Important: when dealing with "+n% Stun chance" effects, remember these are multiplicative to your static chance, not additive. If you have 63% extra Stun chance from gear but only 7% static Stun from Bulwark, then your effective Bulwark Stun rate is 11.41%, whatever decimal it rounds at.

Important 2: Lifesteal chances on armor act funny, in that it appears to take your static chance (provided either by weapon, Bloodlust or Death's Touch) and pumps them up multiplicatively, but not in the bad way like Stun. For example, using Dragonfang + Conqueror's Plate, Gaea's Gauntlets & Chausses and Wicked Sabatons, Lifesteal should be calculated $1.15 \text{ (Dragonfang)} * 1.1 * 1.15 * 1.1 = 1.6$ (60% chance). However, in practice you'll find yourself stealing life 100% of the time with this setup so either the math is wrong or the item descriptions are wrong.

Finesse Armor

Unfortunately, both top tier finesse gold sets are random drops or loot. The **Justice (Level 32 RNG)** set is the clear best for Nightblades & Shadowcasters, only requiring 3 slots (Chest, Legs, Feet) to get +40% crit damage, +8% crit chance, 15% Lifesteal damage, 25 Armor & +25% damage resist, or swap in the Head for the Feet to add 17% Lifesteal chance (but you lose the ability to use the Watcher's Hood, so this is more of a Blademaster setup as they have an ability that can actually use the Lifesteal).

Possible supplements to complete this set are the **Watcher's Hood & Gloves of Fury** or **Dirgesinger Gloves**, which boost your Evasion and Melee damage or Lifesteal respectively, the **Brewmaster's (Level 28 RNG)** set Boots & Gloves, which has +2 Finesse for 2 items but is random loot, or the **Shadowskin (guaranteed)** set Boots & Gloves, which gives +15% crit chance and is a guaranteed drop, but scales with level, so if you get it too early (maxes at level 28) the armor rating will be lower.

The other option is the **Ascendant (Level 40 RNG)** set, which in 4 pieces (all but chest) grants +23% crit damage, +25% crit chance, +15% stun chance & duration, +1 health regen, +30% health, & +15% to all blocks. This set is the best for Blademasters & Universalists who want to wear Light Armor, due to it boosting Concussive Force, and easier to find as there's a lot more level 40 areas than level 32.

A third, less damaging but easier to find option is the **Privateer** set, specifically the hands and feet. The 4-piece bonus is glitched but the 2-piece works fine, high armor and decent bonuses, +10% crit damage, +8% crit chance, +10% damage with edged weapons & +10% piercing

damage. You can add the chest to become tankier, adding 10% physical resistance & +1 health regen.

For Shadowcasters (or just lightning weapons in general), **Magnon's (Level 36 RNG)** set has a 2-piece option. By equipping the Hands and Legs, you'll gain 8% critical chance, 23% critical damage and 15% Lightning damage.

In terms of pure Longbow builds, the Brewmaster's 4-piece bonus + Flint's Hunting Gloves (preferably) or Assassin's Boots are worth +25% bow damage & +15% ranged damage together.

If you want a variant for Sceptres instead, Vindicator's Cap + Flint's Hunting Gloves + Assassin's Boots + Huntsmaster's Regalia + Serpentskin Leggings is a sure go.

Best Purples & Individual Golds:

Hoods:

- Watcher's Hood (5% Evasion, 10% Critical chance, 8% Critical damage, 15% Edged weapon damage, 10% Poison damage)
- **Kentigan's Shadow** (Valor DLC, 8% Critical damage, 15% Physical damage)
- **Cap of Justice** (8% Critical damage, 17% Lifesteal chance)
- **Hood of Fury** (Naros DLC, 8% Critical damage, 5% Stun chance)
- **Vindicator's Cap** (Level 24 RNG, 8% Critical damage, 10% Critical chance with range, 15% Poison damage, 10% Poison resist)
- **Enkindler** (8% Critical damage, 5% Burn on Attack, 2 HP & MP regen)

Vests:

- **Imminent Vest** (Special Delivery, 5% Evasion, 12% Critical damage)
- Huntsmaster's Regalia (27% Critical damage, 10% Critical chance, 10% Dagger & Faebblade damage)
- **Serpentskin Tunic** (Lv 33 RNG, 12% Critical damage, 8% Fire / Lightning / Ice damage, 15% Poison damage & resist)

Gloves:

- **Gloves of Fury** (Naros DLC, 5% Critical damage, 6% Melee damage)
- **Shredskin Gloves** (Kel DLC), 5% Critical damage, 8% Critical chance, 20% Bleed damage, 5% Lightly Wounded damage)
- **Dirgesinger Gloves** (5% Critical damage, 30% Bleed damage, 10% Lifesteal chance & 5% Lifesteal damage)
- **Death's Touch** (5% Critical damage, 15% Poison damage, 10% Poison resist) - protip: if going for a full Poisoner set, use **Gloves of the Poisonlord** instead (5% Critical damage, 20% Poison damage, +1 Finesse, blue rare random drops)
- Flint's Hunting Gloves (guaranteed, 5% Critical damage, 15% Ranged damage, 10% Piercing damage, 10% HP)

Leggings:

- Bladedancer's Leggings (5% Critical damage, 15% Faebblade & Dagger damage, 10% Faebblade & Dagger Critical chance & damage)

- **Bowie's Leggings** (Lv 24 RNG, 5% Critical damage, 10% Physical damage)
- **Leggings of the Ascendant** (5% Critical damage, 15% Stun chance)
- **Serpentskin Leggings** (Lv 33 RNG, 5% Critical damage, 8% Critical chance, 1% MP regen, 15% Poison damage & resist)

Boots:

- **Boots of Fury** (Naros DLC, +11% Critical damage)
- Woven Footpads (Naros DLC, 5% Critical damage, 3% Critical chance, 1 HP & MP regen)
- Reaper's Boots (5% Critical damage, 10% Critical chance, 20% Piercing resist)
- Assassin's Boots (5% Critical damage, 10% Ranged & Dagger damage, 10% Bleed damage)
- **Dirge's Dancing Shoes** (guaranteed, 5% Critical damage, 15% Poison damage & resist, 50 HP)

Sorcery Armor

The **Sorrow (guaranteed)** set is the clear winner for golds here. An argument can be made that the **Dark Emypyrean (guaranteed)** set is better DPS for Shadowcasters & Universalists at first glance due to the higher crit rate those destinies carry, however the fact that you must use all 4 pieces of the Emypyrean set to get the +2 Sorcery bonus sinks that argument, because the Sorrow set only requires 3 pieces and is therefore more flexible.

Also, both sets scale to your level, but the Dark Emypyrean set pieces start becoming available 20% into the game and unless you wait to find them, are scaled low, whereas it's natural to be nearing max level by the time you get the Sorrow set. Therefore, I suggest you use the Emypyrean set during the playthrough and max the scaling of your Sorrow set.

You can replace the Sandals of Sorrow with the **Whisperskin Sandals (guaranteed)**, another guaranteed drop, for even better mana regen and more consistent damage than the Dark Emypyrean set at the cost of a decent bit of damage resistance (but who cares when you're trying to one-shot everything)

Specifically for Shadowcasters, the **House of Ballads (guaranteed)** 2-piece bonus is quite powerful. With the Ballads Gloves & Slippers, you gain +15% Chance to Crit with Magic (& Crit damage with Magic). Add items like the Watcher's Hood & Serpentskin Leggings to boost your Critical Chance even higher. Just be wary of your lack of Armor... the Armor of Justice is my pick here.

For Champions desperate for a little more damage, **Lachlan's** set deserves a look-see. Yes, it has a very low level, and therefore a very low armor rating... and that's precisely why it's good! See, at endgame Might-related classes have a near-impossible time actually triggering Adrenaline Surge thanks to all their survivability passives and armor... but if you shed all that

armor for low-level robes, suddenly it's much easier to drop to 25% health and get that sweet 95% damage and 35% critical chance boost (!!!), especially with level 1-3 Relentless Assault dropping your armor another 30-50%. And Champions really need that extra damage badly. However, even with a perfect setup (Dark Empyrean Robe, Lachlan Head (Level 25 RNG), Arms (Level 26 RNG), Feet (Level 38 RNG), Mala'chim Talisman (Level 20 RNG) - which becomes +1 Sorcery, +45% Fire, +30% Ice / Lightning, 2 Health regen, 1 Mana regen & 25% Mana at 373 armor) even hard mode level 40 Root Golems rarely do enough damage to trigger this quickly, sort of relegating this glass cannon strategy to a "nice if it happens" status on every difficulty besides Very Hard, and in Very Hard the enemies typically do enough damage to just wear a normal endgame set

Another option for people attempting pure-Sorcery builds with Heavy Armor is [Enke's Set](#). 2 pieces (Handwraps (Level 38 RNG) & Shoes (Level 25 RNG)) will give you -35% mana cost, +20% Ice Damage and most importantly -20% Equip requirement (game says 25 but testing proves 20). With these and the Klurikon Lorestone set bonus & Buccaneer Twist of Fate, you can gain access to Might requirement 24 armor while keeping Archmage as a destiny. For example, you could equip Brimstone Cuirass & Dauntless Chausses for 346 armor, compared to The Magister's Boatcloak (301 armor), Divine Grasp robes (286 armor) and Children of Erathell robes (276 armor).

The Kel DLC for some strange reason has a few items that specifically buff or deal high Shocking damage:

- * Handwraps of the Deep (+15% shock)
- * Rivener Tarsus (+20% shock (universal player effect), 2.5 base shock per second)
- * Katalepsis (11 shock per second + 22 Piercing + Bleed)
- * Flotsam Chakrams (12 shock per second + Bleed)
- * Fury (75% chance to shock attacking enemies)
- * Beak and Talon (5 shock per second + 35 Piercing)
- * The Spine (3 shock per second + 40 Piercing)
- * Shrine of Njordir (+0.8 Shock per second, +10% Piercing)

I'd guess Shock + Piercing is supposed to be a supported build style in Dead Kel but it's underwhelming in totality. I could almost see it as [another version of Champion](#) if you run a Piercing version of Tarsus with Katalepsis, and make the whole build around Shock + Piercing + Bleed. Would be better if there were Litanies for the Dead Kel DLC's blessings. Having only one source in the game with Njordir makes that blessing fairly unusable outside of Gallows End. Even worse with Vraekor since you have to fight to get to his single shrine on Scuttle Beach but at least you don't need that much support to get Fire + Melee to work.

Best Purples & Individual Golds:

Cowls:

- [Celestial Cowl](#) (Level 40 RNG, 15% & +3 MP regen, 15% Fire / Ice / Lightning damage, 15% Elemental resist)

- **Crown of the Weeping King** (guaranteed, 15% MP regen, 8% Magic Critical chance & damage, 15% Elemental resist, 10% Piercing resist)

Robes:

- **Shimmering Robes** (Level 40 RNG, 30% & +3 MP regen, 20% Fire / Ice / Lightning damage, 20% MP capacity)
- **Robes of the Oracle** (Level 32 RNG, 30% MP regen, 10% Magic Critical chance, 10% Staff & Sceptre damage, 15% MP costs, 25 Armor)
- The Magister's Boatcloak (Kel DLC, 30% MP regen, highest Robe armor rating, 10% Poison resist, 15% Ice resist)

Handwraps:

- **Fate's Hand** (Level 40 RNG, 10% & 3 MP regen, 15% Fire / Ice / Lightning damage, 20% MP costs)
- **Mik'hail's Resplendent Gloves** (Level 23 RNG, 10% MP regen, 15% Magic Critical chance, 10% Elemental resist, 20 Armor)

Shoes:

- Whisperskin Sandals (guaranteed, 10% & +1 MP regen, 10% Fire / Ice / Lightning damage, 10% Bleed resist, 15% MP capacity)
- Driftwood Sandals (Kel DLC, 10% & +1 MP regen, +1 Sorcery)
- **Sandals of the Archmage** (Level 40 RNG, 10% MP regen, 25% Fire damage, 20% Fire resist, 50 HP, 70 MP)
- **Arcanist's Shoes** (Level 30 RNG, 10% MP regen, 10% Stun chance)
- Seer's Sandals (Level 32 RNG, 10% MP regen, 20% Ice damage, 15% Ice resist, 15% Mana)
- Boots of Lightning Speed (Level 23 RNG, 10% & +1 MP regen, 15% Lightning damage, 18% Ice resist)

Jack of All Trades

The **Unvanquished** armor set is the specific set designed for Universalists, but keep in mind that Blademasters can use it as well due to the Leggings having no Sorcery requirement. Overall, not an amazing set - together, it only has 559 armor rating (barely higher than endgame robes), and you need all 5 pieces to get the +1 all Abilities bonus while only the Chest and Hands are actually competitive pieces at endgame. Outside those, the Head is decently ok, the Leggings skill bonus is flat out useless by the time you get them (endgame, when all your skills will be maxed anyway, especially as a Jack) and the Feet are just underwhelming by endgame, outperformed by almost all high-level purple gear. Not to mention, there's much better Golds, Purples & even Warsworn Shop Blues that can go into the same 5 slots and still meet or exceed the +1 all Abilities bonus.

However, a Universalist is able to use any of the other destinies' sets I've mentioned (with the **Crucible** set already detailed in Might Armor standing out), or just mix any 4-5 Unique armor pieces in the game into perfect min-maxed ugliness. And if you really want to run the

Unvanquished set, it's not terrible... just not good, even compared to the greens and blues you'll be finding by Alabastra. You can even craft chest pieces with an Epic Gem that basically has the same bonus as wearing all five pieces of the Unvanquished set, or even doubled. I'd suggest doing that if you're only going to wear this set for the Ability bonus. An example set you can use:

- Celestial Cowl
- Huntsmaster's Regalia or Gentleman's Courtesy
- Fate's Hand
- Juggernaut Chausses or Leggings of the Warlord
- Reaper's Boots
- Shield of Balance or Akara's Visage

Tons more damage, resistance, & regen packed into one mixed set.

Lastly, the 4 piece set bonus for **Hoolgan the Hungry's set (guaranteed)** gives "25 Ice Damage". In practice, this increases the damage of weak moves and abilities by about 75-80 damage (resisted). It also enables a few animations that don't usually damage to do so - like Shield Bash's first Dash. However, this Ice damage is special, as it isn't affected by Primal DoT or Ice buffs on your build. This Ice damage also doesn't appear to apply to Frost Trap for some reason, and it doesn't buff DoTs.

A flat damage increase on every action is best used on - you guessed it - rapid-fire attacks. Shadow Flare is a magic attack that's highly spamable, inflicts Bleed, and benefits from the Bleed on subsequent uses. There's also Ice Barrage, which could get quite powerful but there's already a better build for that.

Weapon choice using HtH's set is restrictive. Oristhimos buffs Magic damage and is the only good support weapon for that reason. Faebles have a lot of extra weak hits on their moves that are empowered by the extra damage, so they're the best primary option. Demon Horns with their extra crit rate & fire to hit Ice Sprites is my choice there.

Best Shields:

Critical: Unless otherwise noted (RNG), make sure you're at level 40 before getting these, many of them scale with the level you receive them at.

When searching for Shields, Purple-named creatures (like bosses, Trolls, Threshes, Ettin Warpriests & larger Niskaru) drop Unique and Set items more often.

Kite Shields

Fairly basic and boring, Kites are the best shields for mitigating damage. **Tooth of Naros (Naros DLC)** takes best Kite solidly due to its +1 Might, while both **Barbed Tortoise Shell** & **Mysterious Targa (both Kel DLC)** are great shields to defend with. Up until you unlock those,

Kingly Shield (quest option) is good support with +2 Might but suffers from its low level cap, while a maxed out **The Tower (Special Delivery)** is the most defensive outside of DLC. All of the unique options are pretty sucky and non-offense oriented, but you can find a (Rare Non-Craftable RNG) **Kite Shield of the Hammerlord** that gives 12% Physical damage and +1 Might (for Warlords), and **Kite Shield of the Perfectionist** that gives +12% Elemental damage and +1 Sorcery (for Champions).

Bucklers

Bucklers are the worst kind of shield in Amalur, lacking the stopping power of Kite Shields and the Elemental status of Talismans. Therefore, you should never *craft* a Buckler unless playing Nightblade. Fittingly, however, Bucklers have the best Uniques in the game. **Eye of Lupoku (Naros DLC)** is without question the best Buckler, bearing +1 Finesse and a 50% chance to Burn attackers. **Dvergan Kite Shield (Kel DLC)** grants the highest armor and blocking capability. **Shield of Ambient (guaranteed)** is a leveling option that you'll get during the Travelers questline, and gives +1 Finesse. Lastly, the **Shield of Balance (Level 25 RNG)** has half of the armor and blocking power of the others, but grants +1 to all Abilities, basically the Universalist's choice. **The Moon (Special Delivery)** gives +10% critical damage with Melee and a lot of armor.

Talismans

Talismans are the least effective shields for actually defending, but inflict Elemental Damage when you block (not *a/ways* the DoTs, sometimes just the damage).

Shadowcasters and Archmages may prefer **Fury (Kel DLC)** for its 75% chance to shock attackers as a Fire Talisman, while **Akara's Visage (Kel DLC)** is the choice for any character with access to Concussive Force, stunning attackers 50% of the time and adding +1 mana regen. If you actually care about defending yourself, **Divine Shell (Level 40 RNG)** is extremely powerful defensively and gives +2 Sorcery as a Lightning Talisman. **Logos (Naros DLC)** is another solid Lightning pick if you need the 15% mana cost reduction, and gives +1 Sorcery. On the way, **Sorrows Talisman (guaranteed)** and **The Truth (Special Delivery)** are a good pair of Fire-Ice uniques that are guaranteed drops. Better than any of these, you can find a (Rare Non-Craftable RNG) **Talisman of the Perfectionist** that gives +12% Elemental damage & +1 Sorcery.

Best Weapons:

Critical: Unless otherwise noted, be sure you're at level 40 before getting these, some of them scale with the level you receive them at.

Again, crafting weapons is always stronger, but this list is for those who prefer not to.

When searching for random drop Weapons, try to grind in areas that are locked to within 2 levels of the maximum level requirement of the item. For example, suppose I'm hunting for Scathe (which doesn't actually exist in the game): The maximum level requirement for those is 36. Therefore, I would hunt in areas between levels 34-38 to find it, with the absolute highest chance at level 36.

Utility Weapons

Sometimes, your backup weapon can behave like a static buff. Any weapon that gives a universal effect like a Utility Gem's could be considered a Utility Weapon. These effects are:

- Critical chance (not damage)
- Damage against Lightly / Heavily Wounded
- HP & MP (%age & regen)
- Stun duration

Other effects verified to work are:

- Stun chance
- +% damage while Bleeding
- +% Magic damage
- +% Fire / Ice / Lightning damage
- +% Burning / Freezing / Shocking (damage & duration)
- +x Might / Finesse / Sorcery Abilities

Effects verified to not be universal are:

- A damage "package" of any type (Physical, Piercing, Fire, Ice, Lightning, Bleed, Poison, Burning, Freezing, Shocking, Primal)
- Any Lifesteal or Manasteal effect
- Any Critical damage besides Magic
- +% Physical or Piercing damage
- +% Damage during Daytime / Nighttime
- +% Damage (like Allender's Edge)

The above effects only apply to their own weapon.

Longswords

Average speed, decent AoE, bad for proc, only weapon type with built-in iframes (vs Melee enemies)

Without question, **Belne's Sword of Ire (quest option)** is the best. If you want to craft a different Belne weapon instead (you only get 1 of the 3), you can find a Fine Prismere (84 Physical / 33 Piercing) quality **Loathsome Longsword (uncraftable RNG rare (blue))**, that can be used as a close proxy to Belne's, trading away 2 utility slots (20% damage or 14% Crit) for 22 Poison over 6 seconds. If you can't find one, **The Beast (Special Delivery)** is a good but not great proxy, sporting just the Bleed DoT. After the Bleed weapons:

- **Windcarver (Teeth DLC)** is the next best Blademaster Longsword with 101 Physical + 59 Piercing + 6% Crit damage, 160 total damage (before crit)
- **Fervor (Level 37 RNG)** is next best for Warlords with 119 Physical + 33 Piercing, 152 total damage

- **Torment (Kel DLC)** is next best for Universalists, 84 Physical + 37 Piercing + 35 Bleed, 156 total damage
- If you have a Champion build that supports Fire damage, **Niskaru Blade (Kel DLC)** is a Fire & Lifesteal sword that deserves a look
- **Dragonfang (Level 40 RNG)** is similar to Niskaru Blade but with higher Lifesteal chance, and it buffs Fire damage 35% instead of getting it. It does get burning damage so it can inflict Panic.

Hammers

Very slow speed, weak AoE, weak for proc, spacing full combos & wakeups requires skill, no piercing damage but higher physical damage

Shipbuilder's Mate (Kel DLC) or **Fist of Kreios (Level 36 RNG)** takes it for the pure Might destinies. Tons of damage and Stun. If playing for maximum Lifesteal, **Legacy's End (Level 40 RNG)** is worth a look. **Nearth's Hammer (guaranteed)** or **The Spine (Kel DLC)** are your High-crit & Piercing destiny picks, the better being dependent on your Accessory selection. Use **Fallenstar (Teeth DLC)** for your Champions.

Greatswords

"Slow" speed (Average if you're using anything except the basic combo), great AoE, great for proc, great wakeup, best weapon type besides Longbow

Sword of the Bolgan King (Level 40 RNG, only drops from Bolgans) is exceptionally strong for Warlords (and can later be replaced with the even stronger **Gentleman's Favor (Valor DLC)**), while **Trencher (Kel DLC)** is powerful for Blademasters. **Rhyderk (guaranteed)** is my pick for "lethal joke weapon", being absolutely disgusting if you wait until endgame to mastercraft it with the best Flawless components. It's also the only weapon that can run all three magical elements at once, depending on how you craft it, making it powerful even on Archmages as they have boosted Elemental damage. Also, where Rhyderk is always a fire sword, **The Harpy (Kel DLC)** is icy and so is **Kellerac's Sword (guaranteed)**, which is much weaker (Crude Prismere stats) but has a weapon slot and Freezing DoT unlike Harpy; and **Lightning Cage (Teeth DLC)** is electric (although **Scourgebane (Level 33 RNG)** is arguably more impressive due to inflicting Freezing). **The Forge (Special Delivery)** is a possible pick for Lifesteal builds.

Daggers

~~Very~~ Fast" speed (just Fast actually), no AoE, good for proc, highest sneak attack damage, can automatically crit, highest Piercing to Physical ratio at 50%

Daggers have the most interesting Uniques in the game. **Rend & Carver (Teeth DLC)** is your Bleed damage pick, **Atropos & Veshani (Level 34 RNG)** is your Lifesteal pick, **Dvergan Swords (Kel DLC)** gets Ice & gives a boost to your Physical Damage, **Eyes of Tirnoch (Level 39 RNG)** gets Fire, and **Belne's Daggers of Ire (quest option)** allows you to maximize your assassination-related bonuses. Read these weapons with care. For example, Rend & Carver is rated ingame as a 78, but it's rating doesn't account for instant Bleed which should make it 114. Dvergan Swords' 111 rating doesn't account for a 15% Physical boost, making it 116, and Eyes

of Tirnoch is listed at 153 but 37 of that is Poison DoT, which Finesse should always get via Envenomed Edge. Therefore, it's true rating is also 116, but since it's wrapped up in DoT the Dvergan Swords have better DPS. Belne's Daggers have the highest possible true ratings, but you'll only get 1 of the 3 Belne weapons so choose wisely. I personally prefer picking the Daggers, since there's no other high level unique Daggers with Bleed DoT. Lastly, if you're running a Universalist, **Mirrorknives (Level 29 RNG)** are a Lightning damage pick that are normally on the weak side (Fine Sylvanite stats) but with the Crucible set & something like Gaea's Cuirass gain enough buffs to be fearsome.

Longbows

"Fast" speed (but effectively Very Slow, your ammo is restricted so you'll usually charge your shots), weak AoE, great for proc, best weapon type due to Scattershot

Tight competition. **The Deadshot (Teeth DLC)** looks like the winner here by a hair, having the most Physical damage to take advantage of the bleed that arrows cause, BUT **Lunala's Sight (Level 40 RNG)** is also really deadly, just not as reliably. Getting a crit at night with LS is an insane damage bonus, though. Deadshot is a guaranteed drop in Naros DLC, while LS is random in base game. For Shadowcasters, **Helius' Aim (Level 37 RNG)** is also superb. A Fine Prismere (73 Physical / 33 Piercing) quality **Loathsome Longbow (uncraftable RNG rare (blue))** would be the most reliable bow for procing Execution & Paralytic Poisons on Archery-only characters, **Nature's Kiss (Level 33 RNG)** maxes Poison damage for pure Poisonlords, and **Venomstrike (Teeth DLC)** is your Lifesteal option.

Faeblasses

(VERY) "Fast" speed, great AoE, good for proc, sneak attack has a small AoE & stuns. Fastest attacks in the game

The Lion's Claws (Level 36 RNG) are the best, but up until you manage to find that random drop, **Cydan's Faeblasses (guaranteed)** are the best you'll get for raw damage, or **Demon Horns (Guaranteed)** for the Shadowcasters. **The Dove's Wings (Level 31 RNG)** are surprisingly strong and comfortable to use, having fine Prismere stats, Freezing & Manasteal as a relatively low level weapon... they're easy to slow enemies down & spam Abilities with. **The Wind (Special Delivery)** has a 5% Lifesteal effect to take advantage of a set that promotes it (like the Justice set)

Staves

Slow speed, good AoE, good for proc, has highest wakeup damage

Primal Mirror (Teeth DLC), full stop. If you have access to tier 5 spells, this is the Staff for you. Coming in second, **Rivener Tarsus (guaranteed)** is a craftable weapon that's stupendously powerful when created with the best items and maxed Blacksmithing. There's other weapons that hit harder (RT has low shock damage), but lack the customization that RT gives. I'm pretty sure **Belne's Staff of Ire (quest option)** is the hardest hitting Staff but I'd avoid creating the Staff when you're just going to replace it, and the other "Belne's" weapons are irreplaceable. Based on Element: Fire is **Archsage's Light (Level 40 RNG)**, **The Flame (Special Delivery)** or Belne's, Ice is **Staff of the Ashen Prophet (Level 36 RNG)**, Lightning is **Lightning Rod (Naros**

RNG) or RT. The **Staff of Arne (guaranteed)** is a strong hybrid option while still leveling, thanks to having Bleed DoT & Piercing damage.

Sceptres

Average speed, weak AoE, great proc (but short if using basic shot), costs mana but can shoot forever as long as there's still mana (each shot after the 1st is drastically reduced damage, holding the button until it pauses resets this)

The Heavens' Gift (Teeth DLC), since it's the only Unique Sceptre with Primal Damage AND hits 43% harder per shot than the other top tier unique Sceptres *before applying the Primal Debuff*, is alone at the top by a mile. Before getting it, **The Field (Special Delivery)** the other best and there's no competition. **Khleran's Sceptre (guaranteed)** is decently comparable, especially for Finesse+Sorcery builds in earlier lategame. For elements: Gift & KS cover Fire, **Scuttler (Kel DLC)** covers Ice, and The Field covers Lightning. But honestly, Sceptres easily have the weakest Uniques in the game - and due to their almost comical weakness in comparison to all other Uniques, I suggest crafting your Sceptres until you get The Heavens' Gift, even in a non-crafted items playthrough. My favorite crafts are Primal dowel + Bleed handle (named "Bloodlust") as an instant Debuff weapon & Ice dowel + Piercing handle (named "Sedeas") as DPS weapon.

Chakrams

Average speed, great AoE, decent for proc (you'll have to get close to do it quickly), deals with groups exceptionally well

Hengerings (Naros DLC) take top spot, being Primal and giving a separate Elemental buff at the same time. **Flotsam Chakrams (Kel DLC)** are the arguable #2, inflicting Bleed, Poison & Shock DoTs simultaneously. For Elementalists: Flotsam have Lightning, **Oristhimos (Level 39 RNG)** have Ice (& increased Magic damage), and **Baronett's Blades (Kel DLC)** have Fire.

Best Accessories

Accessories aren't craftable or salvageable, so you're completely at the mercy of RNG for most of these. However, level acquired doesn't matter, they always have the same effect. I split accessories up by the destiny they're best for:

Necklaces

All: Coral Necklace (Level 26)

Warlord: Pendant of Unbridled Rage (Level 40) - I love the synergy this has with Last Stand & (non-suicidal) Adrenaline Surge. Even when you're not in low health, the vampire effect is useful.

Blademaster: Ravenclaw (Level 8)

Nightblade: Fae Clasp (Level 14)

Shadowcaster: Ancient Phylactery (Level 36)

Archmage: Lunala's Tear (Level 38)

Champion: Dverga Ornamental Chain (Kel DLC)

Universalist: Thresh's Seal (Level 22)

Honorable mention: Rimescathe (Level 34) - for certain builds trying to get lower mana costs, good amulet.

Later in game you'll be able to find (by pure RNG) an "Obliterating (Amulet/Necklace/Medallion) of the Warlord" (+60% damage, +8% Critical chance). This is the absolute best necklace you can find.

Rings

All: Peacemaker (Level 40)

Might: Divine Signet (Level 40)

Finesse: Either **Loop of Meditation (Level 34)** or **Jade Band (Level 22)**. Jade specifically boosts Ranged damage up to 25% while Loop is all-inclusive at 15%.

Sorcery: Either **Archsage's Ring (guaranteed drop)** or **High Priest's Seal (Level 24)**. They're very similar, but ultimately it boils down to the Ring being the mana cost lowering option vs the Seal actually doing more damage. Typically, on endgame Sorcery builds mana isn't actually an issue, so I'd take the Seal.

Honorable Mention: Ring of Judgment (Level 40). A good utility ring.

Items

Item quality goes:

White (Junk)

Green (weak bonuses a.k.a infrequents)

Blue (stronger bonuses a.k.a rares)

Purple (uniques. Usually the best non-crafted weapons, accessories, and standalone armor pieces)

Gold (set pieces. Usually inferior to Purples by themselves but sometimes they make potent armor in set combinations... also a pain to find more than 1 piece when random, so you'll almost always wear Purples & Blues)

There's also a minor difference between "Crude", Normal (unlabeled), and "Fine" items (items that don't have effect keywords and just list the material it's made of), but usually if an item doesn't have an effect keyword you don't want to use it... the exception is when there's 2+ slots and you happen to have awesome gems to plug in.

In general, Prismere, Ebony, Dreadscale & Spiritweave items will start dropping at itemcap level 33 minimum (character level 24 on Very Hard difficulty), with their base components starting dropping at itemcap 36. Flawless support components start dropping at itemcap 37.

If you ever get stuck and want to buy an overpowered weapon instead of crafting, Warsworn keeps and certain other merchants usually have Blues with uncraftable bonuses that are even stronger than Purples at their level but at a high price. Also, buy them before doing bad things if you're planning to become Forsworn (recommended Twist of Fate, better stats than Truesworn). When looking for these bonuses, here's some to keep an eye out for (preferably, 2 of these on a single Blue item). Some titles only exist on certain body parts & accessories. Rare exceptions to the body part restrictions can be found at a few merchants):

- of the Warlord (+30% damage, +8% Critical chance, legs & accessories only (doesn't exist in robes))
- of Madness (+30% damage, -15% damage resistance, head & accessories only)
- Deathless (+25% damage resistance)
- Merciless (+25% Crit damage)
- Juggernaut's (+2 Might)
- of the Hammerlord (+1 Might, +12% Physical damage & Stun duration)
- Renascent (+1 Might, +1.5 HP regen)
- Archmagus' (+2 Sorcery)
- of the Perfectionist (+1 Sorcery, +12% Fire, Ice & Lightning damage)
- Sorcerous (+1 Sorcery, +25% MP)
- Spy's (+2 Finesse)
- Shrouded (+1 Finesse, +20% Critical damage)
- of the Poisonlord (+1 Finesse, +20% Poison damage)
- Loathsome (+22 Bleeding & Poison DoT each over 6 sec)
- Thunderous (20 Lightning damage, +20% Stun duration)
- Universalist's (-20% Equip requirement)
- Innervating (+2 HP & MP regen)
- Wise (+2 MP regen & 60 MP)

(At endgame, you're looking for weapon requirement level 18 and armor requirement ability 43 (the "Fine" variants, a 10-15% buff) - these requirements change with stuff like the Klurikon Lorestone bonus or Buccaneer Twist)

Inventory management is much, much more difficult. Buy backpacks whenever possible but your natural inventory maxes at 130. Your first access to your stash comes partway through the Webwood questline, but only holds 300 items.

Chest and other loot point levels are set as soon as you enter an area, but Quest Rewards are set to your Fateless' level at the time of award. Loot point contents seem to lock upon entrance of an area, while Pickpocket targets seem to be set when you first view the character's steal menu. In Re-Reckoning the cap of an area will change if you re-enter it at a new level. Also, on Very Hard mode the item drop level caps are significantly increased for each area - so much so that farming low-level items after outleveling the zone requires discussion:

Itemcaps (Very Hard verified)

Unless otherwise stated, modifier in Very Hard mode is +9

Odarath (meaning the 1st large open area): typical drop level 5 - 6 (reports of level 13+ exist)

Agnur Farhal: drop level 6

Yolván (meaning the 2nd large open area): drop level 17 - 20

Webwood:

Etinnmere: 13 -

Glendara:

Haxhi: 12 - 20

Lorca-Rane: 14 - 20

The Sidhe: 16 - 20

Alserund: 20 - 24

Hollowlands: 20 -

Note: it appears that as soon as you're outside of Dalentarth, drop level 20 is the minimum

Special Delivery chest

I'm the one guy who advises folks to wait to open the box because a few of the weapons ARE special.

- * The Beast (Bleed Longsword)
- * The Forge (Lifesteal Greatsword)
- * The Wind (Lifesteal Faebldes)
- * The Flame (part Physical Staff)
- * The Field (2nd strongest Sceptre)
- * The Moon (critical damage Buckler)

These weapons max out when you reach level 40, while armor varies. If you're a gear completionist then missing out on the best versions of these is a bitter pill to swallow, but if you're just casually playing then feel free to open the chest and sell everything except the Imminent Vest - which is actually the best chest piece for Nightblade no matter what level since there's only 1 version of it. If you sold that, I recommend a restart

Specific playstyle tips:

Important note for hard mode rogues: **do NOT invest more than 1 point into Envenomed Edge until after Webwood.** 80% of the enemies there are immune to poison and you're just losing mana cap there by having it active. However, in the very next area (Etinnmere), having Poison's weakening will keep you alive in a lot of scenarios where enemies could outright kill you, and that'll continue through the game, making Envenomed Edge a very useful tool to have.

Shine & Shadow are remarkably powerful daggers for early game. Everyone playing a Finesse or hybrid finesse class should get them. In the Sidhe, a certain persuasion event will also get you the **The Hunter's Friend**, which boosts your Stealth+1 at a time when you'll be struggling to increase it.

Same applies for the **Selkie Veil** and Sorcery-related classes: too good not to use it for far longer than its defense would suggest. Later on, you'll also get the **Whisperskin Sandals** from a certain quest. Very good item

For Might-related classes, you'll gain the **Dauntless Chausses** during a faction quest halfway through the game, and they're quite potent. Also, late in the game, during quest **The Lost Squad**, you'll randomly receive one of three unique Might shields as a reward. Use reload abuse to make sure you get the **Kingly Shield**, the other two aren't anywhere near as powerful.

Sorcery+Finesse hybrids: **don't use robes in hard mode**. You're too squishy already without losing an armor slot. Instead, find finesse chests & leggings with critical or armor bonuses and focus your veils, gloves & shoes on the magical buffs. About 2/3rds through the game you'll get the **Shadowskin Vest and Leggings** (+37% critical damage, +15% crit rate, +18% mana), and never truly need to swap your chest or legs again. Not using robes probably applies to Sorcery+Might hybrids as well... Robes just aren't worth it. Pure sorcery characters really don't have a choice, but I suggest ensuring your robes are the armor boosting variant.

Sorcery-related classes: **Don't use Blink just as a dodge**. It allows you to go THROUGH enemies to their blind spots and a lot of attacks (wolf charges, ettin hand swipes, etc). Especially with Poison Blink and Ice Blink... think offensively.

Using Dodging vs Blinking: Dodge roll starts immediately but moves slowly so it's better for panic situations but worse against tracking moves, Blink has a startup delay but moves instantly so it's better vs tracking moves and worse as a panic push. You just have to be more cautious with the Blink destinies because Blink is usually worthless when you get greedy and an enemy punishes you for it. A reasonable alternative is to either parry or if you're in the middle of a Chakram combo, use the delayed attack

When leveling, you can unlock new Destinies at the following levels if spending ability points correctly:

Tier 1: level 1

Tier 2: level 3 (weave required if not Wayfarer)

Tier 3: level 9

Tier 4: level 16

Tier 5: level 25

Tier 6: level 36

Damage Types

I tend to use the terms "Vehicles" and "Packages" to describe player damage.

The player has 3 main Vehicles: Melee, Magic & Ranged.

Melee:

- * all weapons except Longbows & Sceptres

Magic:

- * all Sorcery Active Abilities except Ice Barrage, Winter's Embrace & Summon Faer Gorta
- * Tempest
- * Shadow Flare (both hits)
- * Quake
- * Smoke Bomb
- * Harpoon
- * Lunge

Ranged:

- * Longbows & Sceptres

"Packages" are the secondary damage descriptions (Physical, Piercing, Poison, Bleed, Elemental (Fire / Ice / Lightning), Burning, Freezing & Shocking). These can "ride" on any vehicle to be delivered to the opponent.

Physical: Reduced by enemy armor

Piercing: Ignores enemy armor (not just literal armor; creatures with thick natural defenses have high armor ratings too)

Bleed: Increases victim's damage taken from Physical & Piercing 33%

Poison: Reduces all of victim's damage to poisoner by 33% (same applies to you - if one monster Poisons you, it's the only one you deal reduced damage to)

Lifesteal: **Lifesteal %ages on armor do not give you the ability to steal life, they buff the Lifesteal chance/amount from static sources (Lifesteal weapons, Bloodlust or Death's Touch)** - if you're using Lifesteal armor pieces make sure you have the weapons to actually use it. Lifesteal actually counts as a type of damage, and when it procs you get a much larger damage number than usual even without a crit. Although the UI typically says a number between 18-30, it's best to think of these as "base numbers" that are multiplied by the relative power of the attack being used. Even on the same weapon, different attacks have different move multipliers, Critical multipliers, Stealth multipliers, outside accessory multipliers, so what starts as a tiny number can readily become hundreds of HP at endgame. And with the Bloodlust ability or Belen's shrine blessing granting static Lifesteal, big attacks such as Tempest can refill your entire health bar in

a single cast. The Iconoclast twist of fate from the House of Ballads ending DOES NOT give static Lifesteal, it gives a Lifesteal chance buff, so you'll still need another static source to use it.

Manasteal: See above, but for MP.

Elemental: Fire, Lightning, Ice. Generally, monsters that use an element resist it. Trolls & Golems resist all 3 elements. Boggarts are weak to fire but resist lightning. Threshes & Spiders are weak to fire. Barghests & their Arcane variants resist ice.

Burning: Debuff DoT, not the same as raw Fire. has highest damage typically. chance of Panic

Shocking: Debuff DoT, not the same as raw Lightning. has chance to jump between enemies.

During jumps, 33% interrupt chance, 17% stagger chance (not stun)

Freezing: Debuff DoT, not the same as raw Ice. lowest damage typically. slows enemies by 30% for duration

Primal: As long as it's applied to at least 1 enemy, all enemies take 50% more Elemental Damage (Fire, Lightning & Ice, not the debuffs).

(Only certain attacks in the game actually apply DoTs that are on weapons. For Melee weapons, it's the very last attack of the extremely long basic combo. If you're using Level 2 of the Weaponry abilities, there's often *several* hits of the charge, delay, block, dodge & parry moves that apply DoT, making them faster and reliable ways to apply DoTs. For instance, it takes about 7 seconds to apply Bleed with the Faemblades basic combo, and just 1.5 seconds with a barely charged Shadow Strike. To compare, there's also the Shadow Flare ability which applies Bleed in 1 second, and uncharged Gambit which can do it slightly faster than a second and hits more enemies. For character-based DoTs like Envenomed Edge, any attack with the appropriate weapon can trigger those)

Weapon Damage Types:

Longsword: Melee, Edged. 75% Physical, 25% Piercing

Hammer: Melee, Edged. 100% Physical

Greatsword: Melee, Edged. 85% Physical, 15% Piercing

Daggers: Melee, Edged. 50% Physical, 50% Piercing

(Important: Crossfire doesn't automatically crit until ability level 2+. Timing for the crit button press is literally as the first delayed attack would hit the enemy. You can tell because blood red lightning surrounds your hands for the crit - you can practice without an enemy this way.

Mastering Crossfire early will cause your dagger DPS to skyrocket during some of the hardest parts of the game)

Longbows: Ranged. 70% Physical, 30% Piercing

Faemblades: Melee, Edged. 65% Physical, 35% Piercing

Staff: Melee. 100% Elemental

Sceptre: Ranged. 100% Elemental

Chakrams: Melee, Edged. 50% Physical, 50% Elemental (not counting damage over time)

(Despite ingame text, Chakrams do receive the effects of Envenomed Edge & Blade Honing)

Money Problems

Your poverty is extreme in the beginning, especially in hard mode where you need to buy potions in the beginning areas, but generally disappears halfway through Dalentarth. By the time you get to Ysa you should have enough cash to pay all 6 trainers and then some. Basically, by your 2nd region you should have more gold than wants.

Once you have over a million gold, start breaking weapons and armor down for useful components. Way more cost-effective than just selling everything for gold if you're ever going to craft.

Twists of Fate

Getting the correct Twists will make the Fateless One much stronger. The biggest example of this is getting Temperance for Nightblades. Unfortunately, the best Twists stat-wise are usually the worst lore-wise, so the price for an optimized Fateless One is a world that'll need every bit of his power.

Temperance is essential for getting maximum DPS from Nightblades. If there's any chance you'll ever want to experiment with pure Finesse, make sure you get it. You pick it up for getting the Travelers questline bad ending. Temperance's 6% Evasion boost is comparable to a flat 18-21% damage boost (due to Assassination) and Evasion is only found in 3 other places period. Any Nightblade build without Temperance loses a massive amount of DPS and a decent amount of survivability.

Fearless and **Disciplined** are both fine choices. Fearless is less situational, however - as long as your attack uses magic. Disciplined may be a more attractive option for Warlords, Nightblades & Blademasters. You literally just pick a response during "A Crowded Mind" to choose one.

Forsworn is just way more useful than Truesworn is, no matter the class you play. You get it from the bad ending of the Warsworn questline. But unlike Temperance vs Chariot both 10% Physical damage & 5% Fire damage can be found easily. Any build using Truesworn instead of Forsworn is missing 5-10% of its potential damage outside of Shadow Flare & Ice and Lightning spells.

Lorestones:

Here's the Lorestones I prioritize:

Summer - +1 HP regen

Klurikon - -10% Equip requirement

Haxhi - +3% Crit chance vs Fae

Cradle of Summer - 5% rate to Manasteal 10

The Red Marches - +20% Burning duration

Webwood - +6% Fire damage

Ettinmere - +3% Melee damage

Caeled Coast - +3% Ranged damage

The Midden - +6% Bleed damage

Menetrye - +6% Armor

Alserund - +5% Armor

Kandrian - +20% Bleed resistance

Gorguath - +6% Faebblade damage

Summer's End - +6% Hammer damage

Windemere - +2% Crit chance

A few more good bonuses in the level 40 areas:

Autumn/Fall - +1 MP regen

Amaura - +6% Magic Critdamage

Alabastra - +4% Damage resistance

Bhaile - +10% HP & MP

Failable Achievements:

Destiny Dominated: Either don't start the game on Hard or Very Hard difficulty, or change difficulty during the playthrough.

A Wink and a Smile: If you fail too many or don't find enough Persuasion attempts while they're available, you won't be able to get this one

Out of Your League: Simply get to level 32 without accomplishing this to fail it for the playthrough. Primordia in High Fulgen has a minimum level of 35, which is the highest in the game. **Note:** Easy way to do this: Start a new game on casual mode, throw all your available points into Longsword Mastery, grab Shepard's set & The Beast from the special delivery box and fateshift-kill a guard in Lawbreaker's Grotto (jail in Gorhart) after getting to level 2 - or just fight it out the hard way at level 1 to avoid having to build Fate (the swordswoman is the easier target). Takes about an hour.

Perfectionist: apparently it won't proc unless you fulfill all the requirements for the other achievements in the same continuous save. Obviously this makes Out Of Your League much, much harder

Difficulty:

KoA:R's difficulty between modes is determined by 3 things. The harder the mode, the more HP enemies have & damage enemies do, & the more enemies can hit you before you become immune. This is critical in Very Hard Mode, where a large boss along with minions can effectively stunlock you to death.

The game progressively gets more difficult until you reach the 2nd major region - following my guide, that's Detyre. Even switching back and forth between Detyre & Erathell, you'll start hitting and exceeding levelcaps until part-way through Klurikon where the enemies will catch up to you again. Early game, switching areas always accompanies a significant difficulty jump in Hard & Very Hard difficulties, the most noticeable being the jump from Webwood to Ettinmere.

Leveling Skills:

Need to use 2 skill trainers in Basic, 1 in Advanced, and 1 in Master (2 for Stealth/Alchemy/Mercantile)

You shouldn't *put* more than 2 *leveling* points into a skill unless you've seen both its basic trainers, more than 6 unless you've seen its advanced trainer, and more than 8 unless you've seen its Master trainer (7 for Stealth/Alchemy/Mercantile). Once you've seen a skill's master trainer, use the Skill Book. This approach will allow you to max out all your Skills and keep fateweaving at a minimum.

However, it is nigh-impossible to max all Skills with zero fateweaves unless you play a very low-level game (going to Rathir very early). Therefore, I've designated two gameplay-critical skills as early dump skills that you can just throw points in while waiting for trainers for other skills.

Early dump skills:

When in doubt, throw points into these. They're always helpful and you'll be able to correct them later with the "Rathir Fateweave" (see questing guide).

- Stealth (after getting trained in Star Camp)
- Persuasion (after getting trained in House of Ballads)

Bestiary (authored by u/SkylarDN9 on Reddit)

Super special thanks to Skylar for both writing and giving me permission to link to his incredibly in-depth bestiaries. Really, worth the read!:

(https://www.reddit.com/r/kingdomsofamalur/comments/ja1w1a/the_koa_enemy_bestiary_index/)

Quest Order Guide:

I've gotta start by stressing this: you don't need a guide to play and enjoy KoA:R. If you say Hakuna Matata and just play it, you'll complete the game with no issues except backpack space. This guide is purely for people wishing to see all this game has to offer while staying at a reasonable level of challenge. This guide is written with completionism and efficiency in mind.

Hubs are either the places you should try to get to when first entering an area, or serve as temporary operating bases in the wilderness. But not all areas have hubs, and not all hubs are created equal. The difference between hubs in places like Webwood (safe area & support facilities), Ettinmere (safe area but no support facilities), and Haxhi (no safe areas & Trolls everywhere) should be taken into account in Very Hard & Hard Mode. If an area is listed as "no hub", you'll want a good amount of potions before entering..

Whenever possible, pass the Persuasion events. The only one that you're expected to fail is the very first, as any race except Dokkalfar will have a 5% success rate. There's an achievement tied to it

If you're an item completionist, whenever you enter a new zone clear the main area of as many chests and gathering points as possible before taking quests. Open every chest, desk, rack & bookshelf in every building, and go into every NPC's pickpocket menu (**IMPORTANT NOTE: unlike all other gathering spots, Pickpocket inventories (and death inventories) are generated when you first look at them, like Schrödinger's cat. However, missing Pickpocket targets is missing a LOT of opportunities for Purples & Golds**). Don't get too complacent after unlocking Detect Hidden rank 10, as it doesn't show you Skeletons, Corpses or Reagents.

I personally only use the Prismere Lockpicks on Very Hard chests. The game gives you a max of 3 organically which makes them seem super rare, but you'll find new ones fairly fast if you're actually using them.

If you're the kind of player who prefers to be the same destiny as the faction you're doing missions for, here's the list:

Warsworn: Might

Travelers: Finesse

Scholia Arcana: Sorcery

House of Ballads: Might & Sorcery

House of Sorrows: Finesse & Sorcery

House of Valor: Might & Finesse

Guide Format Key:

Area name / Hub name, Approx arrival level

Main Quests, *Faction Quests*, Other Quests, **Skill tips**, **Good boss to Fateshift (and use exp potions) in this quest**, **Endgame area**

t = take quest (but don't finish yet)

c = complete quest

t&c = take & complete quest immediately

p = progress (to a point where the next step happens)

PART I - Dalentarth (Forests)

Allestar Glade, 0

Area Theme: Tutorial

On first level up, ensure you put a point in Persuasion if you aren't playing Dokkalfar. Then persuade Dwarf being attacked by a bear near the shrine. **Never ever use any Skill Books you find! Save them for a special point later!**

After gaining 1st Destiny from weaver, explore Stonecandle Mines first for loot instead of heading straight towards city.

Odath / Gorhart, 2 (don't open Special Delivery chest if you want strong "The X" weapons)

Area Theme: Bandits

While leveling here, attempt to get to Detect Hidden rank 2, Persuasion rank 2 & Alchemy rank 1

t (take) Crisis of Faith & t&p (take&progress) Building Bridges up to taking Recipe for Trouble t&p Recipe for Trouble through cave, c (complete) Recipe (potion lootable in alchemy shop basement desk) & Crisis, c Bridges up to giving Herc potion (pick Ballads), t *The Commendation*, buy lockpicks & "Amman's Key - Esharra" from barkeep.
Buy Gorhart backpack (7.2 - 7.5k gold) & lockpicks from general store
t&c Members Only, t Long Overdue&Out of the Past
get 1st Red dagger

Yolvan / Shieldring Keep, 4

Area Theme: Beasts

Get Dispelling to rank 2 then level Lockpicking & Stealth while here

t&c Red in Tooth and Claw&Reprisal, Reprised, c Bridges to fae report
t&c *Song of Sir Sagrell* (while here: you can Fateweave (1.5k gold)), t *Ballad of Bloody Bones*, loot keys of Spring & Summer from House of Ballads E room, c Statues of Amman (see wiki)
c *Commendation* & Bridges
t Homecoming, c *Patrol* to Shieldring, t all board quests
c Ungentle Beasts, c Into The Light to Hut

Webwood / Canneroc, 8

Area Theme: Spiders (use Fire here, don't use Poison)

Finish getting Stealth / Lockpicking / Alchemy to 2 here, then do Sagecraft

get Overdue book, t A Tangled Web, Hair of the Dog, Grim Harvest & Resting the Bones
c Web questline (*fateshift Widow*) & Hair (don't let any people die besides whichever leader you didn't support)
max Gossamer End (loot after each upgrade)

Etinmere / Ballads Oratory, 10 (in Hard Mode, ensure you stock up on Health Regen potions before entering, there's no potion shops here. Don't take Shine and Shadow quest until Dellach is scaled to level 14)

Area Theme: Ettin (use Ice here, don't use Lightning)

Get Persuasion to rank 3 (4 after trainer) while here. Then start towards rank 1 Blacksmithing & rank 2 Mercantile.

t&c The Fisherman's Bride, p *Ballad* to meeting King, p Imelda's Charm to finding it (Essence of Fate in SW swim cave)

p Rallying Cry to killing Shaman near Oratory, c Into The Light (take W path in Dellach to clear extra Brutes early, **fateshift when Agarth is hopeless (happens automatically)**), t&p Shine and Shadow to **getting daggers**

kill northernmost Shaman (Lorestone on nearby island), attack island shaman from north (Lorestone S of him), kill last Shaman and completely loot area

c Charm & Shine

c **Ballad** (trainers in Gorhart Inn & House of Ballads), p Old Friends, New Foes to Alyn says go, t The Flame of Rhyderk (Cairn in Ballads Hall of Accolades), c Rallying, t&c Knowledge Lost (alchemist table in House of Ballads W room)

Glendara / Didenhil, 13

Area Theme: Bloodplague

t&p The Natural Order to Kester

t Gathering Flames (Crafting Hall) & Plagueshield (Healer's Cottage), c The Road Patrol to Wyl p The Hunters Hunted to meeting Agard

Go to Othel Holn (dock or mill) and talk about Thaddeus, then go and persuade him

p Homecoming to persuading Camden & c Plagueshield (while in the NE, t Brother Fallon's Beads (at chapel in NE, support Mitharu when asked) and p to getting nearby shrine)

c Homecoming & get St. Odwig's shrine blessing, p Hunters through Pit (if taking E entrance, go N inside to release Barghests. Either entrance, you should clear the other entrance path of chests before leaving through Agarth's exit)

c **Natural** (don't persuade Balthasar), get Dirge's Dancing Shoes (follow river to southeast) & Overdue book

Haxhi / no hub, 14

Area Theme: Trolls

Take Ironhold Passage to Webwood, c Resting & Harvest (5th Webwood Lorestone S of Togh Farm)

p *Two Knights and a Troll* to library

Kill western trolls, get **Fae Cairns**, kill Itran for dagger & last trolls, t&c The Height of Crime (find Padric)

t Treasures of Meropis (Cairn inside Library)

c A Brutal Contract (trainer in Shieldring Keep), *Knights*, Out

t&c *The Guided Hands* (outside Star Camp) up to Prayer (get 2 trainers in Star Camp)

Lorca-Rane / no hub, 15

Area Theme: Jottun

At this point you should start using Persuasion and Stealth as dump stats

t Lost (bridge above your head when entering from Star Camp path, on Hard & Very Hard modes you'll need to run up there quickly to save questgiver Jedda from nearby enemies), t&c The Antelope, head east, t The Flowering, c Lost to Turin, get east seeds (trainer in southeast)

c *Patrol* & **The Heart of Sibun**

c Lost, get nearby treasure & c Flowering

p Flame to getting blade, c Treasures
t Shadow of Enfamanir (Cairn in Ballads Oratory or Library)

The Sidhe / Vorm Lodge, 17

Area Theme: Summer Fae

[Get Persuasion to rank 6 while here.](#)

I was unable to locate ANY random purple or gold items in The Sidhe or its dungeons. Do not farm here!

Vorm Lodge: get Overdue book, pickpocket or persuade Gunnar's key & get his map, t Aggressive Brownies, t&c Dangers of The Sidhe (p *Guided* to daggers while out there)
t Hunting the Thresh, p *Guided* to Didenhil (easy way: speak to him from behind to turn him around, then wait by bookcase at room entrance until his awareness zeroes)

c Beads & Band of Brother Monks

c *What Lies Beneath* & *Guided*, t *The Silent Step* & Keeper of the Keys

p Hunting & Aggressive, c *Shadow*, discover Rundamir, p *Silent* to Aergase, c Hunting & Aggressive

c The Brownie Den & p *Friends* to Nyralim, c *Silent* (persuade), *Jailbreak* & *Friends* (*fateshift Gnarsh*, persuade tree)

Ysa / Felltown, 19

Area Theme: Summer Fae City

[6 trainers here to grab. Get Detect Hidden trainer in Embassy Hall, then level Detect Hidden to rank 5.](#)

It IS possible to pickpocket Purples and Golds in Ysa. I got a Gold from a generic citizen in the main city & a Purple from a guard in the Font. I also got a Purple from a dive spot during the Trial of Initiation.

t&c Oh, The Indignitaries (order: Huntress first, Warlord second, Viscount third, Faemage last), One Drop, What Ales You (Asker's Alley, get backpack), Uprising (Embassy Hall, you can buy a bedroll to rest from Alley) (if killing Keen, leave delivery until Wolds section) & *Trial by Fire* (Scholia Arcana, t Order of Operations, get 3 dive spots during Initiation), t *The Ruin of Aodh* & Status Symbol

c *The Coming Storm*, talk to Alyn & Agarth

c Order

[Now that you finally have Detect Hidden rank 5, you can backtrack to the following Dalentarth locations for Hidden Doors:](#)

NE Odarath (hard dispel & hard lockpick chest)

Gorguath 1 (2 bubble chests, 2 dive spots)

Gorguath 2 (Lorestone)

Didenhil Barclay House (skeleton)

Hunter's Pit - West (2 chests & 1 hard dispel chest)

Brigand's Hall Cavern (chest, rack, two gold piles & 2 skeletons)

Brunuath (1 easy dispel bubble, 1 hard dispel bubble & 1 cache)

Ohn's Stand (1 average chest & 1 easy chest)

With Alchemy 3, you can create an invisibility potion for pickpocketing easier. It is made from Sky Blossom, Star Thistle & Cripplespore Caps

PART II - Detyre (Desert) & Erathell (Plains)

Alserund / no hub, 20

Area Theme: Narca Affliction

Warning: On Very Hard difficulty the Narca Warlocks & Sorcerers can two-shot kill you.

Avoid groups as much as possible.

t&c Kidnapped questline (trainer by Mitharu shrine, stone order: waterfall, pillar, tree (easiest to clear dungeon of enemies before clicking last two, then face **boss**), while finding Pura, go into western passage until Eagonn's tomb discovered)

The Red Marches / Galette, 21

Area Theme: Belen's Testament

(CRITICAL: ONLY DO ONE QUEST (HAVE 1 ACTIVE) AT A TIME IN THIS AREA. DO NOT FAST TRAVEL AT ALL ONCE YOU START THE 1ST QUEST, UNTIL THE END OF ALL 4 QUESTS. DO THESE IN ORDER. REST AT CAMP IN GALETTE BETWEEN QUESTS.

CREATE A SEPARATE SAVE FOR EACH, THEY'RE PRONE TO BUGGING. IT'S ADVISED TO STOCK UP ON POTIONS AND EMPTY YOUR INVENTORY BEFORE STARTING)

t&c Worth Fighting For (from Varani in heavy armor), rest at Galette, t&c His Brother's Keeper (from elf mage), rest, t&c Her Righteous Fury (from bowgirl, **swapped mage and ranger to see if ranger will allow immediate final quest after her completion**) & c **Into the Breach**

The Wolds / Ayten, 22

Area Theme: Commerce

c Uprising (if killed Keen), t Ratofer's Pawns (don't buy all), The Erathelle's Blessing, Rogue Harvest, Castor's Wrath, & Strict Accounts (in Apothecary)

p Ratofer to returned after Nell (weapon Gem & Ring acid in inn chest), Strict to getting 4 invoices within town, c Blessing (order is lowest to highest), t&c The Waters of Madness (at farm SE of Ayten)

Tala-Rane / Helmgard Keep, 22

Area Theme: Ruins

Start leveling **Dispelling to rank 3 & Persuasion to rank 7 while here, if they aren't already.**

get final invoice, p *Lock and Key* to Keep, t Wrest from Peace, Vane's Luck, & A Pilgrim's Setback

p Castor to killing Castor, c Ratofer (t The Aster Inheritance from Skeleton near strongbox in Corgan, also pickpocket & read Ratofer's journal)

c Castor, Rogue & Strict

find north amulet, t Niahm's Labors, t Dangerous Games (near exit to Detyre), find south amulet & merge, kill south Kob, get SE strongbox (beware, leaving this area has a battle vs **2 Warpriests & a Shaman**)
t&c Bell, Book & Candle (strongbox outside on wall & inside in boss room, don't pick up Death Notice in Library), p *Lock* until ordered to gnome but don't go, kill north & **center** Kobs, c Inheritance & Niahm (fateshift **Warpriest boss**)

Forsaken Plain (East) / New Culn, 23

Area Theme: Refugees

t The Treasures of Culn (SW corner of area), p Wrest to ring, p Culn to end of escort
t Buried Alive (refugee camp to east) & Raising The Dead (near tomb, discover Shining Labyrinth enroute), get grave N of Oriator's Tomb, c Buried
get grave E of Refugee Camp, grave between Plains, then grave S of Bitter Cove
c Wrest

The Hollowlands / Motus Mining, 24 (need to be able to deal fire damage for The Century Flowers)

Area Theme: Reanimation

t Fae at the Mine (outside) & Bloodbane (inside Office), p Bloodbane until map marked with brownies, p Fae through returning Light, t The Century Flowers, c An Old Friend, bloom flowers c **Bloodbane** & Fae, t Miners In The Sand, c Miners & Century
(Lootable: Canyon Hill Mine & Duneshead Mine)

Menetyre / Ironfast Keep, 25

Area Theme: Canyons

t Making Enemies (at camp), A Master's Touch (in keep), Whereabouts Unknown, Running With Scalpels, & Spider Season
get Flint's Gloves, c Whereabouts, c **Making** (get Master's Tallow from Mine, kill all Jottun on cliffs & take their Stew while returning from Mine)
c Master's, Time of Need (trainer at keep), Spider, Dangerous
(Lootable: Hurvar's Doorsil)

Apotyre / Whitestone, 26

Area Theme: The Wild West

This town has a lot of pickpocketing and theft opportunities. If you don't have Smoke Bomb you can use the Phasewalk (invisibility) potion recipe from before.

Outside: t Whitestone Tarnished, Bone Town, pickpocket Vonne Gortan, t Runaways, The Darkvari, The Zungars, The Cynrics

In bar: t Dinner Time, Missing Keys, The Messenger, get bar upstairs paper
release Steg, talk to Mayor, get Overdue book upstairs & steal Mayor's item

p Darkvari (get Culminate & Mysterious Parchment in mine), deliver death notice, p Zungar

t Rock Collection (at Motus HQ, pickpocket Bursars key) & get deed (do not enter downstairs lab yet), get Courdan's letter (grass in S corner near entrance to Cynric Quarry), p Bone then Cynrics (don't pickpocket Adath), c Bone and family notice board quests (turn Mayor down)
p Opening a Vein until ring received
c Missing (t Tinker's Task (get bookshelf in his tent) & Detect Hidden trainer ([start maxing Detect Hidden afterwards but don't use skill books](#))), Runaways, Whitestone (last paper in shack dresser S of Snaketail) [Opening](#), & Dinner
Loot Canyon Hill Mine & Duneshead Mine (Hollowlands) & Hurvar's Doorsil (Menetyre) if you haven't already.

Adessa / Sandstone Villa, 27 ([ignore Persuasion & Stealth trainers](#))

Area Theme: Gnome City

t New In Town (Villa), return letter to Courdan (backpack in same building), train dispel (Eric), t A Silver Tongue (in Isles), c Tongue ("Blfi, For Nay, Yzzzzhgoi") & Scapels (2 Bursar keys in here)
c Return to Sender & p Under Watch (don't talk to Jorielle about Octienne until mission completes)
t Executive Orders (Bursars, 1 Bursar key) & Paper Trail (Livrarium, 1 Bursar key here), get 2 overdue books, c [Enemies in High Places \(automatic Fateshift\)](#) (ignore Forum trainer but loot her Bursar key)

t&c The Tithes that Bind (Hospitalis, ignore trainers), Hand-Delivered, Shipping Error, & Community Service (Hospitalis Office)
get 2nd chapter (loot door guard's Bursar key & Sparring Arena) & 3rd chapter (3 Bursar keys), t&c Lab Assistant & Applied Science, get 4th chapter (c Under Watch here)
c Executive Orders, Looting the Bursars & Paper Trail
deliver Ironfast Keep death notice, warp to Whitestone to enter Kandrian

Kandrian (East) / Mel Aglir, 28

Kandrian (West) / Tam's Wagon, 28

Area Themes: Safety

t&p The Lord Kandrian (in pub), t&c The Best Defense, The Tinker's Daughter, c Lord

Acatha / Derfel's House, 28

Area Theme: Floodbasin (for reference, "Acatha" here is the flooded lowland between Derfel's House & Gloamthicket. We'll get the eastern bit during Tywili Coast)

t&p Derfel's Labors thru return after 3rd task (Fateshift Vane), then get Rose

Galafor / Tirin's Rest, 29

Area Theme: Faith

t&c The Secret of the Fae Pools (N purple, W red, S blue)
c *Lock* (trainer, [then go back to Hospitalis for another lock trainer but ignore Stealth trainer](#)) & c Vane (while at Keep)

p *The House of No Doors* until ordered to Tywili
t&c Tirin's Secret (in Cergren shop, persuade Nil) & Collections (in inn, confront thief inside church at midnight), buy Bloodstone
t&c **Valley of the Blessed**
t Out of the Ruins

Tywili Coast / Moon Camp, 30

(ignore Stealth trainer)

Area Theme: Desertion

p *Something Borrowed* thru Moon Camp, t Satorial Spendor, get Overdue book, see Mercantile trainer
t&c Family Arms (only need 1 bottle of Maybyrn Wine, keep arms)
t&p Deserters' Deserts, p *Doors* thru Elbin
If you have 42+ Might, you can get Kellerac's Sword between two semi-circle structures on local map. Otherwise wait until Rathir Fateweave
c Out (talk to Priestess while back in Tirin's Rest) & Deserters

Forsaken Plain (West) / Emaire, 30

(need rank 5 Detect Hidden before A Pilgrim's Setback)

Area Theme: Selfishness

t They Walk Among Us, Unlucky Charm (in oddities) & Life's Work (pub), confront spy 1, p The Great General to inn (Alchemy trainer), get Overdue book next door
c Raising (you can give her the rings then steal them back, only she aggroes and you won't be stopped by guards), c They (**if you played a near-perfect game you'll get "A Wink and A Smile" achievement here**) & Pilgrim (get 1 fae note each outside and in Mull-Rane & pickpocket Dark Sliver there)

Cradle of Summer / no hub, 30

Area Theme: Nature

You should get the last "Stone of Summer" Lorestone (+1 HP regen) on arrival here. If you do not, use rank 10 Detect Hidden to track them down in Odarath (connecting pathway), Webwood, Lorca-Rane, Menetyre, Apotyre, Forsaken Plains E, Forsaken Plains W, Acatha, & Tywili Coast.

t Sisterly Love & Rivener Tarsus, p Unlucky to thief, take western alcove to discover Shardfall, p Sisterly thru spiders, p General to returning after 1st windstone, get Khas-ti's Helm from hidden door, p **Unlucky** through dungeon, c Sisterly, get all Lorestones
c Unlucky, p Rivener to pieces, c General (**fateshift the Ruin's actual boss, but not the chime Tyrant. There's a good chance you'll trigger Floodgates warping back to Urul-Tusk and you'll need that fateshift for the Trolls**)
loot Bristlethorn in Forsaken Plains W
c Aron Excavations & Sandstone Villa (loot between upgrades)

Other People's Property / Sun Camp, 31

Area Theme: Travelers vs Fate

c *Something Borrowed* (easiest to pickpocket after midnight, persuade Maire, get backpack & 3 trainers ([Alchemy rank 5, you can make Greater Phasewalk now](#)) at Rathir in Scholia Arcana Main Hall), *Going Rogue*, *Mirror Mirror* (don't use Buru's Boots), *Outside the Box* (you can persuade Elore, one Greater Phasewalk will get you through the Armory if running), *Classic Misdirection*, *Rock*, *The Purloined Letters*, *Thick as Thieves* (take east wing)

Fateweave to increase skills ([see blue text section "Rathir Fateweave" below](#))

Rathir Fateweave:

Don't use ANY skill books found in game until after Master training except for following:

- Finish Travelers questline
- 1st Fateweave: Max out Blacksmithing, Sagecrafting & Alchemy to create any weapon/armor needed & unlock all recipes. Get 42 Might for Kellerac's Sword if you didn't get it already & sagecraft a Gem of Slaughter for it (Pristine <any element> Shard + Pristine Physical Shard)
- 2nd Fateweave: Fateweave to Stealth & Persuasion 3, Alchemy & Mercantile 7, everything else 7 or 8
- Use Persuasion basic trainer (Rathir Upper City), & Stealth basic & advanced trainers (Moon Camp & Hospitalis) & Persuasion advanced trainer (either Hospitalis or Forum)
- Use all the skill books you currently have. You should have 8 of 9, the last book (Blacksmithing) is found later in The Hall of the Firstsworn during the Warsworn questline
- No need to dump into Stealth and Persuasion anymore - the rest of your Skill leveling will progress normally. Make sure to get Persuasion and then Stealth to 7 for Master trainers, though.

PART III - Sister Cities

Rathir / Lower City, 32

Area Theme: Dokkalfar City

Sleep for 4 days outside of city before doing this section (to update zone to your current level)

c Treasures, t Tidings of War, Every Sparrow Fallen, Good with Locks & A Second to a Duel (tavern)

c Sparrow & Second (war notices in bar & tunnel), t&c Mixing Business (in Officer's Hall, give 2 bottles (make a weak Epic Gem at Goods to donate later))

death notice & fae note in Leaf building

t&p Bad Blood (Upper City) thru meeting Coriana, t The Orisen (Temple), t&c Lyria's Lost (quest unfinished, only 5 Relics available, none in Kandrian Keep), war notice (House Wyvyrn-Gifre)
t Learning Curve (Scholia Grounds) & A Page-Turner (Scholia Library, get fae note & Circlet here), get Scholia Grounds lesson, Overdue book (Scholia Dormitory)

c Locks & **Doors**, t&c *The Isle of Eamonn*, complete Warsworn Armor Set: take Warsworn Set gauntlets in Shieldring & Boots in Helmgard (far NW corner)
t&c Cureseeker (Cairn in Ysa Trellis's Ballads Sanctuary), c Life's (while in Emaire)
p Orison & **Learning** & Bad (all same time, starting from Refugee camp)
p Page-Turner through Lesson 4 & c Derfel

c Tidings, Learning & Derfel
c Orison (have a Social Grace potion (Leechwood Bark, Sky Blossom & Bloodroot)) & Bad (same time)
p Breaking The Siege to Mel Senshir

Mel Senshir / City Square, 32

Area Theme: Alfar Army

Important: You can perform the backpack glitch here. Highly recommended if you want 100% of the unique and set items and books in the game. If you want every unique and set you'll have to grind him to get 390 slots.

To perform the Mel Senshir backpack glitch: buy a backpack from Illyn. Save next to him then reload that save. Activate hostile mode and kill him as quickly as possible - if you one shot him then immediately warp you won't have to pay the fine. Warp to Canneroc. Rest 4 days (you don't have to wait between rest inputs). Repeat from buying backpack (Illyn respawns).

backpack, c Breaking the Siege (**fateshift Witch Knight Malwyn & Niskaru Tyrant**), 4 trainers, t&c Rite of Honor & Malicious Practices (hospital), deliver death notice, t Remembrance

PART IV - Klurikon (Swamps)

Cursewood / no hub, 33 (ABSOLUTELY DO NOT DESTROY ANY PRISMERE CHANTRIES UNTIL FOES' HEARTH MEETING**, don't enter Shattertier Mine until level 38 for maxed Sin)**

Area Theme: Casualties

t Eyes & Ears, meet Cydan

find Remembrance soldier & SW scout, loot Seven Widow Mine (Tuatha Handwraps on corpse outside)

t Deadeye (near Shattertier Mine but don't enter) & *The Sorrows' Call* (just run east towards Midden), p Silence Falls to Hearth (Stone of Autumn here), find last scout

The Midden / House of Sorrows, 33

Area Theme: Death

(The Headsman may glitch and never attack his opponent, preventing acceptance of any of the nearby quests, marked in **Maroon. Fortunately, none of these lock dungeons or come with Unique gear. I suggest looting Tinehil in this case and forever avoiding the Headsman himself)**

discover Proving Halls, c Messenger, Dinner, Remembrance, & Eyes & Ears
c Sorrows, Dispelling trainer in House (get her ASAP)
t&c **On The Hunt** (in House), **A Time To Reap** (Headsman) & **In Memoriam** (Kreger the Devout, just turn in Alfar Earrings you collected during the previous quests, I found 36 out of the maximum 41)
t&c **Elf's Best Friend**, p *Voices of the Dead* to Taibreath safe

Important - skill caps (via leveling) from now on, not counting green bonuses:

Alchemy: 8 (2 trainers left)
Blacksmithing: 9 (book left)
Detect Hidden: max
Dispelling: max
Lockpicking: 9 (trainer left)
Mercantile: 9 (trainer left)
Persuasion: max
Sagecraft: 9 (trainer left)
Stealth: 8 (2 trainers left)

You should be able to level to 38 without breaking this. At 39-40, add to Stealth.

Drowned Forest / Alfar Camp, 34

Area Theme: Murghan & Thresh

t&p Spawning Pools, **destroy NW chantry**, t&c Artifacts and Castles (**Princess**), get Tinniat's Hauberk (invisible path in alcove south of Bonnlach), loot Sanctuary Grotto, c Spawning, **destroy SE chantry**
c *Voices* (**wait until level 35 to talk to Taibreath back at the House**) & p *A House Divided* thru talk with Bisarane

The Keening / none, 35

Area Theme: Evil

(don't kill camping Jottun nearest Chantry until being told to. Don't enter Ghennig until level 34+ for maxed Demon Horns & Khleran's Sceptre)

Sagecrafting trainer & t&c True to the Cycle (near path to Drowned Forest, **Horrinox**)
t Witch Knight of Ghennig, **destroy nearby chantry**, c **Ghennig** (level 34+ for max weapons)
p *Divided* thru Fallen Hall, get Tuatha Robes & Shoes from invisible path left of jump point nearest Fallen Hall
c *Divided* & Silence (both quests have level 34 max items)

Caeled Coast (North) / Odi's Camp, 35

Area Theme: Bolgans

(for maxed Bolgan's Bane set, ensure you're level 34+ before entry of area)

t Brun the Bard & Worthy of Chernobog, p Brun to request for letter
t&c Southern Lights (wiki for details, c **Worthy** & get Tuatha Cowl from hidden door when passing them - no real reward at end, the last light hangs above the far SW tower)

c Echoes of the Past

c *The Eldest* (Alarane uses Faebldes, Caelrod uses Spells)

Caeled Coast (South) / Seawatch, 36

Area Theme: Nobility

(for maxed Bolgan's Bane set, ensure you're level 34+ before entry of area)

t The Lady's Children & The Blades and the Seal (NW of zone), The Lost Squad (SW of zone)

c Brun, t&c **The Last Gastyr** (get Ansilla Key via Persuasion, Hillared will follow you indefinitely if you don't turn her quest in after boss)

t Ghosts of Seawatch (inside Seawatch at E of zone, Lockpicking trainer outside Seawatch)

p Overdue, **Squad** (savesum to get Kingly Shield reward if you don't already have it) & Lady (leave Castle Ansilla through front door, open Ansilla dolls)

c Overdue, loot Shining Labyrinth in E Forsaken Plains

c Ghosts (loot Seawatch between getting new people but don't take any extra Verdant Blades or Royal Seals, get Alchemy trainer)

c Squad, Lady & Blades

c *The Weeping King (Myrcyr)*, *Such Sweet Sorrow*

PART V - DLCs & Factions

Summer's End / no hub, 37

Area Theme: Fairy Tale

c *The Champions*, *Cursed Kingdom*, *The Hero and the Maid* (**all final battle enemies besides Maid**)

- **Grind to Level 38** -

My favorite grinding route:

1. Warp to Castle Ansilla, clear Tuatha at warp, go slightly southwest for more, then back northeast for the last few. **Possible to trigger and Fateshift all at same time.**
2. Warp to Castle Gastyr and head east for a massive Bolgan encounter, then run north into the northeast corner where you fought Chernobog for 4 more.
3. Warp to Sanctuary Grotto and head east-northeast for 1 Bog Thresh, northwest for another, and back southeast towards shrine for 3 more (**that can be fateshifted**). You can catch Blood Plague (-30% Damage Resistance) from the Boggart Plaguebearers - if you do there's a healer at the Alfar Camp.
4. Warp to Ghennig, head northwest downstairs for 2 separate groups of Tuatha with some Jottun, then northwest at the fork to trigger 3 more Tuatha & Jottun, back southeast for 3 more Jottun, then further southeast for a group of 4, then near Fallen Hall for 3 more (**fateshift these 7 together**). Jump down the cliffs for a group of 3 then head southwest

into the river for a Bog Thresh. Lastly head northwest for 3 more Jottun, and north into the enclosure for 2 more.

5. Warp to Tinehil, head south downhill towards camp for several enemy groups: 3 Venomsplitters, a Crudok & Ancient Leanashe, a Crudok & 3 Faer Gorta Sentinels, and another Crudok & Ancient Leanashe. Then head north to straight north & uphill for 4 more Faer Gorta, then 2 with an Ancient Leanashe. Then southwest for 2 more Ancient Leanashe.
6. Warp to Seven Widow Mine. Head northwest for Bog Thresh, southwest for 2 Ancient Leanashe, then northwest along road for 2 Niskaru Hunters, then northeast from there for one last Ancient Leanashe.

Cloudcrest / no hub, 38

Area Theme: Fahrlangi Cultists

(do ALL Warsworn training and buy anything needed before finishing Khamazandu's Gift or you'll lose access)

c **Deadeye** (you get level 40 Sin at level 38)

c *The Mystic Hammer* (you get level 40 Mystic Hammer at level 38), *The Mountain Prison* (betray Warsworn but don't loot Besin until told to) & *Khamazandu's Gift*, then loot Keeps

- **Grind to Level 39** -

Scholia Arcana / Rathir Chapter, 39

Area Theme: Elemental Ruins

(you get level 40 Dark Empyrean set pieces at level 39)

c *The Ruin of Aodh*, *The Unquiet Bride* (unlock Morkan house in Mel Aglir before going to Tulan), *Shardfall*, *Lightning in a Bottle*, *A Crowded Mind* (take north path first during dream), *Revelation*, loot Archsage Quarters

- **Grind to Level 40** -

Teeth of Naros / Idylla

Area Theme: Greece

Naros main quest rewards are based only on your highest Ability point stat - your chosen weapons, abilities & playstyle don't factor in (i.e. for a Might 39, Sorcery 40, Finesse 44 build, Finesse always wins. In the event of a tie or near-tie, Might takes priority, then Finesse). Highly recommend entering area with Sorcery as your highest stat. There is no stash here.

c Special Delivery (finally!)

t&c The Teeth of Naros (give Helyc a Minor Healing Potion when he gets hurt) & *Rites of Passage* (automatic shift) (complete as Sorcery for Primal Mirror, **don't kill boss's Kobolds until he's dead for achievement**, tell Secandra to spare the Jottun if you want them to become peaceful NPCs later)

t&c Labor of Love (t The Lost Litanies in Warrens)

t Myrrine's Burden, Lost Arts, backpack in market, **jump into center of city and die for achievement**

t&c 1st round of board quests with Of My Own Invention (in Living Quarters) (use sewer East Henge to warp to South Henge for quests)

t&c School of Hard Knocks (in Lykeios)

t 2nd round of boards

c Shapen in Iniquity (complete as Might for Crested Helm), 2nd round of boards (also in Under Sewers) & The Strange Man (Under Sewers Hidden Door, talk to him twice to start)

c Into Temptation (complete as Finesse for Labyrinthine)

t&p Will and Waters (Idylla) to filing amphora, t&p Back to Basics (near font) to Dareios & t&c Ashes to Ashes (near Dareios)

Nyxaros / Henge & Secandra's Camp

Area Theme: Sacrifice

find all invisible paths & Kolossi altars in Naros for Trailblazer Twist of Fate

loot Nerotelos (violet pathway 1st (puzzle: just hit all the levers once), gold 2nd (no jumps required for chests, for exit head to far east center of maze then upstairs to highest jumps across), emerald 3rd)

c The Lost Litanies, Will and Waters & Back to Basics, refill amphora

c The Perpetual Desolations (defeat Choir Leader as Might for Lightning Cage, save the Jottun first (East) if you want them to be peaceful)

c Ascension (complete as Sorcery for Primal Set)

t The Great Game (in Lykeios)

If you don't have Denric's 3 journals, fast travel to Ettinmere, but not Helyc's camp, find Denric's 3 journals in Southern Passage and save for later

t&c Dramatis Personae (after choosing roles, go to into theater before talking again), The Sewer Run, & Circles of Strife

c Lost Arts (bug: you probably didn't find any), Myrinne's Burden & Great Game

warp to Southern Passage to talk to Helyc (be nice)

Gallow's End / Cape Solace

Area Theme: Castaways

Note: You can't leave the island until Dark Harbor is completed

Favorite Pets: Rat, Wolf, Barghest

Important: If you want Captain Brattigan's achievement (and The Harpy greatsword), ALWAYS be nice to her.

Important 2: be careful not to ever pick up more "Bundle of" items than you actually need for quests. Any extras clog your inventory & cannot be removed.

Exact amounts needed for the whole island:

- **14 Beachstone**
- **9 Bearhide**
- **16 Emberwood**
- **11 Sailcloth**
- **13 Seasteel**

t&c The Legend of Dead Kel (talk to Tari before leaving with Captain Brattigan, set sail as a Sorcery-most Destiny for The Magister's Boatcloak (find on north-center corpse after waking up (also a message bottle on same beach)))

t&c *Gravehal Keep*

message bottles: 1 west of Cape Solace near Souldeep (1 Alfar text north of this)

t&p *Restoring Gravehal* thru material turn-in (**2 beachstone, 3 emberwood, 3 sailcloth**)

c What Remains (map fragment in Cliffbreak, "check wreckage", after leaving Cliffbreak a message bottle is in north center of Scuttle Beach)

t&p *Gravehal Armory* thru material turn-in (**2 emberwood, 2 sailcloth, 4 seasteel**) & *Beast Training* (pick 1st pet)

t&c An Infestation (SE of Gravehal) & The Prison Ship (Scuttle Beach)

c *Gravehal Armory* & t&p *Gravehal Tunnels* thru material turn-in (**3 beachstone, 2 bearhide, 3 seasteel**), upgrade 1st pet twice & pick 2nd pet

t&p Dark Harbor thru giving amulet ("you should stay here"), t Scattered Fragments (heading west into Jawbone (message bottle near 1st Thresh)), t&c Ties That Bind (in Jawbone, Dvergan text in chest east of Mudhold entrance. When boss is running up to you for conversation, use a Phasewalk potion, succeed in both Persuasion attempts & pickpocket Seaglass from her. Message bottle in boss room, 2 map fragments in Mudhold)

push north to discover Undersea Fasting (Dark Harbor) & Siren's Den (Northern Coast), then take tunnels east of Undersea back for Lorestone

t&p *Gravehal Library* (**3 bearhide, 3 emberwood, 4 sailcloth**) & *Scouting Mission* (you can reroll choices by selecting "Not now". Reward type is locked when Zoltan leaves. Prioritize:

- Dvergan for Shipbuilder's Mate (because it floods you with building mats - **savesum to avoid taking too many**)
- Alfar for Shredskin Gloves+Alchemy trainer
- Traveler for Barbed Tortoise Shell+Stealth trainer
- Gnomish for Whale Tooth Pendant & Talisman of the Perfectionist (RNG)
- Warsworn for Kite Shield of the Hammerlord (RNG)
- Almain for Leggings of the High Seas
- Merchant for The Leviathan's Shell or Corsair's Shirt), upgrade 2nd pet twice & choose 3rd

t&c Coveting Tragedy (SE of Gravehal Keep; run or fast travel straight to Den to save husband, make sure he gets all the way out alive, then Dvergan text in east middle of Den on a skeleton.

pickpocket husband at camp), c *Gravehal Library* & t&p *Gravehal Gallery* (4 beachstone, 3 emberwood, 2 sailcloth, 3 seasteel), t *Translations* (Library), upgrade 3rd pet twice

p Dark Harbor to Quay (Alfar text under his stairs), c *Gravehal Gallery* & t *Gravehal Paintings* t&c The Expedition (Undersea Fasting, 2 map fragments inside & a message bottle at end of Fasting), p *Paintings* to turning in 1st vials, resting 24 hrs, then getting new vials & killing 3 Murghan (can find on Scuttle Beach)

Gravehal / Gravehal Keep

Area Theme: Pirates

c Dark Harbor (must persuade, once you get the fast travel for Dark Harbor p *Paintings* to next vials then complete Dark Harbor)

t&p *Gravehal Tower* (3 beachstone, 4 bearhide, 3 emberwood, 3 seasteel)

kill a Root Golem (find near Mudhold) then p *Paintings* to next vials

c *Gravehal Tower*

c Justice Done (enroute, loot dead Watcher outside Souldeep Fasting then kill Watchers near Scion for armor set, combine Northern Coast map and dig near Scion, Gnomish text in far west chest here)

c Until Death (map fragment & Dvergan text in Souldeep)

kill Scavs in Flooded Cavern to p *Painting* to next vials

t *Master of the Keep 1st petition*

p Scattered Fragments thru Jawbone & c *1st petition*

t&p *2nd petition*

c An Offering (your pick will have a romance scene. only one visit to Akara so loot everything including Dvergan text) & The Exiles (allow escort to escape first), talk to Captain Brattigan for The Harpy & snoo-snoo

turn in painting vials

t&c *Combat Training* (Ollie in Keep)

c *Master of the Keep* thru Tidal Pools (need 3 meat for a petition, message bottle after jumping from highest wooden platform in Cape Solace and running south, Varani text further south & Dvergan text inside Tidal Pools. Also a merchant inside Tidal Pools)

c *Gravehal Paintings*

t&c The Invaders (from Alder, get Kail enroute, last message bottle & a Varani text on beach outside Hideaway, map fragment & Almain text inside)

c Scattered Fragments, then get Gauntlets & hand by jumping from point directly N of Mudhold Fasting down to lake and going E until find Mudcrab for loot

p *Master of the Keep* until Myfa has dress (2 beachstone, 2 emberwood)

t *Diplomacy*, gain all special rewards (Olghorn, then Hrenloc, then Emberdeep. Tribute 5000 ×3 (Olghorn & Emberdeep) and Trade 10000 ×3 (Hrenloc), then form alliance (doesn't work 100% of the time, just keep trying)

c *Master of the Keep & Translations*

To farm Flawless components, use *Scouting Mission* for finding Dvergan Raiders

c The Flame Of Rhyderk, Rivener Tarsus

House of Valor / Market

Area Theme: Gladiator

t&c *Earning Valor* (Fighters), *Magic Men* (Mages), *Simply Mercenary* (Archers), *A Valorous Proposition*, *A Viper For All Seasons* (Mixed), *Meeting With Magnus*, *Championship Match*, Arena Battle Board

PART VI - Alabastra (Mountains)

From here on, just go ahead and Fateshift every Witch Knight you want to.

High Fulgen / Camp Moondown

Area Theme: War

c Pride Before a Fall, discover Camp Moondown

t Bolgan Bane, t&c The Siege of Moondown, c Bolgan Bane

Shadow Pass / none

Area Theme: Loss

t The Killing Fields, clear Dark Glow Caverns (Stealth trainer)

c Killing

loot Mordus-Torr & clear full outside area of Tuatha because survivors will congregate here

Twilight Pass / none

Area Theme: Winter Fae

t Gask, t&c Esha (inside Glowlode Mine) then run up to where survivors are outside cave to save them if necessary

t&c Ordo (inside Weconai SE of Ashmoor) & Bareth (inside Echoing Light Mine)

get Eventide Treasure & kill 1st Witch Knight

get Ergel's Legwear in whirlpool near easternmost jump, c Gask

Amaura / Cann-Rane

Area Theme: Vengeance

Don't tell Agarth you're ready yet, loot Prismere Basin, t&c Masters line (inside Cann-Rane) clear area of enemies, c Taking Vengeance

Bhaile / None

Area Theme: Fate

c Reckoning, loot Primordia

Congrats, you've 100% beaten the game's quests.

Starting Abilities:

Longsword Mastery (Might), Assassin's Art (Finesse), Storm Bolt (Sorcery)

- Suggest fateweaving at level 1-3 if you aren't happy with the above Abilities. The longer it takes for your first weave, the more likely you'll screw up your Skill progression with trainers.

Moves

Information, data and how I personally think about Moves & Abilities.

Move damages are recorded as a Universalist at level 40 with max level equipment against a Root Golem with 90% damage in jewelry, all weapon damage Abilities at level 6+, and all Lorestones and ideal Twists unlocked, but minimum weapon / armor buffs to damage and no critical hits unless otherwise stated. Parry moves are mathematically adjusted (can't parry Golems). Full Build Multipliers tell you how hard a test weapon hits when equipped to a specific destiny build (see "Abilities" seconds I section for equipment). The multiplier is taken from the basic attack. Stronger attacks have slightly higher multipliers (i.e. the Warlord's multiplier for the strongest Longsword attack is 2% higher than the listed 212.90%). Since this is a negligible change, I simply use the basic attack multiplier to cover the whole weapon. If the test weapon isn't the ideal type for the build, I also include an ideal weapon.

Longsword Moves -

Test weapon: The Beast

- Combo: $93 + 143 + 118 + 218$. procs on hit 4
- Upheaval: 124. Launches small enemies. No endlag. No proc
- Comet Strike: 165 and no proc on uncharged. $181 + 105$ on partial charge, and $294 + 143$ on full charge. Procs on hit 2. Partial charge is the fastest, most consistent way to proc with Longsword. Full charge is ideal sword wakeup for Concussive Force. Either charged version travels double the distance of the uncharged.
- Phantom Edge: $206 + 93 + 168$. Intangible to certain attacks during duck (seems like the same attacks you can Blink through). procs on hit 3
- Horizon Edge: $80 + 118 + 218$. procs on hit 3
- Riposte: 54 (parry) + $93 + 80 + 255$. procs on sword hit 3

Full Build Multipliers:

- Warlord: 2.1290 / 2.7096 (Fervor)
- Huntmaster: 1.6129 / 2.1505 (Bleeding)
- Fireblade: 0.7741 / 3.0000 (Niskaru Blade)

Hammer Moves -

Test Weapon: Shipbuilder's Mate

- Combo: 219 + 275 + 415. Procs on hit 3. Most consistent way to proc with a Hammer
- Minotaur Rush: (23+163) uncharged. (23+163) + 219 + 275 + 415 charged. Best when buffered during endlag. procs on hit 4
- Spine Bender: 163 + 219 + 415. Hit 3 misses often, making it much weaker than the basic combo in practice. Best if used to extend the basic combo by going Attack, Attack, Guard Attack, Attack, Attack but final hit will miss if enemy isn't stuck against an object. procs on hit 3
- Crushing Blow: 54 (parry) + 247 + 303. often misses first hit depending on enemy type. procs on hit 2

Any 415 damage attack above is the hardest-hitting Concussive Force wakeup with a Brutal Weapon, but you have to space it correctly or risk whiffing.

Full Build Multipliers:

- Warlord: 2.4657

Greatsword Moves -

Test Weapon: Scourgebane

- Combo: 339 + 223 + 195 + 380. procs on hit 4
- Whirlwind: 108 + 108 + 166 + 397 uncharged. 108 + 108 + 223 + 166 + 166 + 397 charged. procs on final slam
- Guillotine: 252 + 368. procs on hit 2
- Gravedigger: 397 in an AoE. launches small enemies. the fastest and most consistent method to proc DoTs outside of Arcane Weaponry. Also can wakeup multiple stunned enemies for Concussive Force, and is the most reliable weapon wakeup in general
- Gut Thrust: 54 (parry) + 480 + 252 + 185 + 480. procs on greatsword hit 1, making it good with bleed

Full Build Multipliers:

- Archmage: 0.9026 / 2.5398 (Rhyderk)
- Warlord: 1.8613 / 2.0029 (Gentleman's Favor)
- Champion: 1.2005 / 2.2359 (Rhyderk)
- Universalist: 1.6401 / 2.5870 (Rhyderk)
- Justicar: 1.8230 / 4.2330 (forgot what I used here... I wrote Scathe but that's impossible. Probably Rhyderk or The Harpy)

Dagger Moves -

Test Weapon: Dvergan Swords

- Combo: 191 + 140 + 343 + 267 + 216 + 444. procs on hit 6
- Backstab (general animation): 1443 + 709. procs on hit 1
- Backstab (special animations): 41182. no proc, so no Mysterious Toxins trigger from an instant kill unless Envenomed Edge procs
- Shadow Strike: (90+14) uncharged, 3×(90+14) partially charged, 5×(90+14) fully charged. either charged version travels double the distance of the uncharged. procs on all hits, making it efficient with bleed

- Crossfire: 216 + 572 (crit). if timed correctly, hit 2 is always a critical hit (with Precise Weaponry II rank 2-3). best dagger move for Nightblade Assassination wakeups. procs on hit 2.
- Cross Slash: 140 + 216. launches small enemies. procs on hit 2.
- Punishment: 17 (parry) + 240 + 157 + 157 + 157 + 352. procs on dagger hit 5

Full Build Multipliers:

- Nightblade: 1.0471 / 1.0523 (Rend and Carver)
- Blademaster: 1.5354
- Shadowcaster: 1.1413
- Agonizer: 0.9371
- Universalist: 1.8272

Longbow Moves -

Test Weapon: Nature's Kiss

Special exception: tested as an Assassin

- Shot: 74. doesn't proc weapon DoTs
- Charged Shot: 146. procs
- Arrow Storm: 117 uncharged, 120 + 64 charged. only procs weapon DoTs if charged. procs weapon DoTs on 1st hit (unsure about 2nd)
- Barbed Arrows: 16 damage + 31.7 DPS for 10 seconds
- Scattershot: (225+101+74+127+127+74+101). procs. the single most damaging thing in the Finesse tree besides Backstab & Silent Scythe. Also one of the most effective wakeup hits.

Barbed Arrows & Envenomed Edge can proc no matter the charge or hit of any move. Blade Honing does not benefit Longbows.

Full Build Multipliers:

- Nightblade: 1.1081 / 1.3378 (Lunala's Sight at night)
- Blademaster: 1.0675 / 2.5945 (The Deadshot at light damage)
- Shadowcaster: 0.8108 / 2.2972 (Helius' Aim at day)
- Agonizer: 1.0000 / 1.0810 (Venomstrike)

Faeblade Moves -

Test Weapon: The Dove's Wings

- Combo: (81+81) + (81+57+57) + 273 + (177+81) + 393. procs on hit 5.
- Silent Scythe: 2904 in a small AoE. doesn't proc, but stuns for 5 seconds.
- Twisted Claw: 105 + 105 + 184 uncharged, 105 + 105 + 105 + 105 + 105 + 184 charged. charged travels twice the distance, and doesn't land all hits even against giants. procs on all hits, making it efficient with bleed
- Talon Strikes: 177 + 369. procs on hit 2. the best Faeblade wakeup for Nightblade Assassination under most conditions
- Cyclone: 129 + 129 + 129 + 249. procs on hit 4
- Savage Wing: 17 (parry) + 129 + 93 + 93 + 93 + 93 + 250. procs on faeblade hit 6

Full Build Multipliers:

- Nightblade: 1.0493 / 1.3086 (Demon Horns)
- Huntmaster: 1.9629 / 1.9135 (The Lion's Claws while Bleeding)
- Agonizer: 0.9382
- Universalist: 2.8765 / 3.1482 (Demon Horns)

Staff Moves -

Test Weapon: Primal Mirror

- Combo: 319 + 417 + 564. most powerful non-stealth Concussion Force weapon wakeup if properly spaced. procs on hit 3
- Charged Entropy: 354 uncharged, 438 partially charged, 522 fully charged. more reliable for Concussive Force than the combo. always procs
- Mage's Vortex: 59 + 80 + 101 + 122. procs on hit 4
- Arcane Fury: 123 + 165 + 165 + 165 + 228. procs on hit 5

Full Build Multipliers:

- Archmage: 0.8683 / 3.1724 (Lightning Rod)
- Champion: 1.0000 / 2.6948 (Lightning Rod)
- Justicar: 1.6896 / 3.3605 (Staff of the Ashen Prophet)

Sceptre Moves -

Test Weapon: The Wavemaker

- Shot: 252 + 169 + 85($\times n$). procs on every hit, however the proc only lasts 50% of the weapon's listed timer
- Charged Shot: 252 partially charged, 252 + 97($\times 4$) fully charged. Partial charge can be used to reset full damage scaling for Shot spamming - you don't have to wait for the light, the pause is good enough to reset. procs on hit 1, the smaller projectiles do not proc
- Warding Blast: 192 uncharged, 192($\times 3$) + 252($\times 3$) partially charged or fully charged. no reason to ever use full charge. all three can hit a large enemy at point blank. procs on hit 2. this move cannot proc Primal DoT.

Full Build Multipliers:

- Archmage: 2.1071 / 2.3809 (The Heavens' Gift)
- Fireblade: 1.6388 / 2.5515 (The Heavens' Gift)
- Shadowcaster: 1.0992 / 1.8611 (The Heavens' Gift)

Chakram Moves -

Test Weapon: Hengerings

- Combo: 164 + 265 + 214 + 415. procs on hit 4 for either chakram hitting an enemy
- Maelstrom: 214 + 214 uncharged, 315 + 315 + 315 partially charged, 415 + 415 + 415 fully charged. full charge is less likely to land all hits, even on giants. all hits proc so uncharged is a very reliable way to proc
- Elemental Escape: (164+164). procs on either chakram hitting. good way to proc and get some immediate distance

- Orbital Blades: $139 + 76(\times 5) + 139$. procs on hit 1 but you automatically use the rest of the attacks unless you cancel via guarding or using an ability. continuing to attack after the full string uses Elemental Escape

Full Build Multipliers:

- Archmage: 0.8353 / 1.7073 (Oristhimos)
- Universalist: 1.9207 / 1.8414 (Oristhimos)

Despite being left out in the description of both abilities, Chakrams do benefit from Blade Honing and Envenomed Edge.

Shield Bash -

Test weapons: Eye of Lupoku, Hoplon, Logos

Hit 1 is the step-dash, and doubles in distance when charged. It only does damage when wearing the Hoolgan set. Hit 2 is the step-bash. A charged shield bash travels 50% farther in total and procs elemental DoT for talismans.

- Without the Hoolgan set: the first step doesn't damage. Hit 2 does different damage based on the type and level of the shield. 33 Physical damage with an uncharged Buckler, 66 Physical with a charged Buckler, 82 Physical with an uncharged Kite, 164 with a charged Kite, 93 Elemental with an uncharged Talisman, and 273 with a charged Talisman (and procs DoT)
- With the Hoolgan set: Hit 1 does 61 damage, regardless of charge. Hit 2 does 99 with an uncharged Buckler, 137 with a charged Buckler, 156 with an uncharged Kite, 250 with a charged Kite, 154 with an uncharged Talisman, 340 with a charged Talisman (and procs DoT)

Overall, the damage just isn't high enough to be worthwhile. The single scenario I'd use it is if an enemy without hyper armor is stunned, Mark of Flame isn't on it, Storm Bolt isn't available, and I don't have a Hammer, Greatsword, Daggers or a Longbow available to do more damage.

Abilities

Ability damages will be recorded as the most relevant builds at level 40, with non-critical hits vs a Root Golem. This puts Finesse destinies at an artificial disadvantage because a lot of their bonus damage is critical hit related.

The ability builds from the beginning of this guide AND the equipment from the following videos will be used for each destiny unless otherwise noted:

Archmage: [Ashen Prophet](#)

Warlord: [Firstsworn Hammerlord](#)

Nightblade: [White Palm](#)

Blademaster*: [Hierophant's Bladedancer](#)

Huntmaster: [Lord of the Hunt](#)

Agonizer: [The Agonizer](#)

Shadowcaster: [Vraekor Battle-Priest](#)

Champion* : [Gaea's Tempest](#)

Fireblade: [Tyrgash Fireblade](#)

Justicar: [Icebrine Justicar](#)

Universalist: [Hoolgan the Hungry](#)

* using Rhyderk (all Elements)

* using Belne's Daggers (1× Saboteur's Gem + 2× Conqueror's Gems)

Storm Bolt - Sorcery Tier 1

Universalist: (619 + 86)

Blademaster: 328

Warlord: 285

Champion: 625

Fireblade: 809

Justicar: 1115

Archmage: 1141

Shadowcaster: 318

Point-for-point it's much weaker than the other two basic spells. It's main utility is as a quick, reliable source of Stun. Use to proc Concussive Force from a distance. Upgrades with Chain Lightning.

Harpoon - Might Tier 1

Warlord: 59

Huntmaster: 51, 62****

Nightblade: 20

Blademaster: 34

Universalist: 123

Champion: 31

Agonizer: 25

Harpoon: 46

Fireblade: 19

Archmage: 19

"GET OVER HERE - oh you're pretty heavy, guess I'll go over there". Generally, throw 1 point into this skill to keep the mana cost down. The game says to use for movement - to grab one enemy from a group, or to enter the fray faster. However, it's most damaging use is as a combo extender. If an enemy would normally be pushed just out of range or your attack cooldown is taking too long, activate Harpoon and you reset to step 1. Harpoon counts as a Magic ability.

**** Bleeding with Cydan's Faeblades

Skillful Defense - Might Tier 1

You have to put at least 1 point here in order to parry. You may get a total of 5+ for Shield Bash.

Assassin's Art - Finesse Tier 1

You have to put at least 1 point here in order to use Backstab or Savage Wing. Keep in mind that the +10-70% critical damage works with other basic weapon moves (just pressing the attack button once) and many activated skills, so long as the full inputs are done in Neutral Stealth. (i.e. Storm Bolt works because the full input can be done crouching, but Longbow and Sceptre shots don't because you fire while technically in a charging stance even if you just tap the button) If a move works you'll see a black outline around the damage

Shadow Flare - Finesse Tier 1

Universalist: $138 + (268 + (328 \times 4))$

Huntmaster: $37 + (166 + (215 \times 4))$

Shadowcaster: $27 + (129 + (172 \times 4))$

Nightblade: $27 + (129 + (172 \times 4))$

Blademaster: $39 + (156 + (208 \times 4))$

Warlord: $11 + (39 + (52 \times 4))$

Agonizer: $27 + (124 + (165 \times 4))$

Justicar: $33 + (131 + (154 \times 4))$

Despite the name, this is definitely more of the Universalist's bread and butter than the Shadowcaster's. Despite the tree, it counts as Magic. And despite the tier, it's probably the 2nd most useful Finesse active overall, after Smoke Bomb. Enduring Agony is basically mandatory as a damage upgrade.

Frost Trap - Finesse Tier 2

Universalist: $(84 + 66)$

Shadowcaster: $(84 + 75)$

Nightblade: $(103 + 75)$

Blademaster: $(84 + 75)$

This move sucks. Even all the way upgraded with Icy Explosion and quadruple-planted, these mines do basically no damage. Your damage multipliers don't apply to this ability, not even "+n% Damage". There's other readily available more worthwhile ways to stun, and freeze isn't that important. Even if you try to make it a Universalist thing by throwing it on a build to proc Concussive Force and Frostshackle, the move still sucks and now your build has wasted points.

Envenomed Edge - Finesse Tier 2

1 point here is good enough for most builds. A tad mana expensive for RNG poison but it does make Mysterious Toxins & Paralytic Poisons more convenient when you don't want to use poison weapons, and more consistent when you do use them. It's an okay passive. Just don't invest in it a lot prior to leaving Webwood.

Conservative Casting - Sorcery Tier 2

Very necessary for Sorcery destinies early on, but falls out of usefulness as these destinies gain absurd mana cost reduction and regen (Archmage), Mana Drain (Shadowcaster) & convert damage into mana (Champion). Ultimately, it ends up being low Sorcery characters that need

this the most by endgame, since good mana cost reduction & regen isn't easy to find outside of Sorcery.

Sphere of Protection - Sorcery Tier 2

Champion: 54

Fireblade: 42

Archmage: 45 (Reprisal), 80 (Retribution)

Maxes out at 16% damage reduction. Whether or not it's worth 35% of your mana is up to you.

For me, it usually is unless I'm playing Universalist and need the mana more. Sphere of Reprisal is great for protecting yourself from small enemies stunning you during a cast, so long as you have zero intention of ever landing a melee sneak attack. Sphere of Retribution is even better.

Mark of Flame - Sorcery Tier 2

Shadowcaster: 5 + 1463

Universalist*: 92 + 1555 or 92 + 2488**

Fireblade: 9 + 2632 or 9 + 4475**

Champion: 3 + 869 or 3 + 1498**

Justicar: 5 + 1528

Archmage: 8 + 2287

An overpowered but mana expensive skill when you first get it, and your first option for crowd control. Even deep into the game it's solid gold. After some point in Dalentarth it's bugged to give +1 ability point for free. Also super useful for breaking stuff for the Bull in a China Shop achievement. Upgrades with Smolder.

* using level 7 Mark of Flame and level 5 Smolder

** Concussive Force

Quake - Might Tier 2

Champion: 68 + 70 + (89+12)

Fireblade: 27 + 34 + 45

Agonizer: 65 + 81 + 102

Warlord: 156 + 195 + 247

Blademaster: 107 + 113 + 160

Universalist: 184 + 208 + (243+86)

If you're playing a Might + Sorcery destiny, this is your only reliable ability for getting Tempest a Concussive Force boost. Outside of that context, the damage is too low to be used. This ability counts as Magic.

Hardy Constitution - Might Tier 2

Buffs elemental resist, which is the most important resist, and it lets you make an extra mistake with the extra health. Good passive.

Adrenaline Surge - Might Tier 2

At max this is a 90% chance to do +95% damage - and with Power Strike, also adds 35% critical chance. Very good passive.

Lunge - Finesse Tier 3

Shadowcaster: 0 + 48

Blademaster: 0 + 69

Universalist: 0 + 167

Nightblade: 0 + 73

Huntmaster: 0 + 120

Agonizer: 0 + 65

The first Dash counts as a hit, so don't use this after a Nightblade Assassination proc. I suggest Harpoon instead of Lunge for most builds because Lunge plays the same combo-linker role with similarly low damage and higher mana cost, but Shadowcasters can regain mana even from 0 damage crits so the mana cost is okay. Plus my Shadowcaster build can't afford the 1 ability point for Harpoon. This ability counts as Magic.

Inoculation - Finesse Tier 3

Underrated in Very Hard difficulty. Prevents most damage from Crudok swarms, Leanashe vomit and Golem tosses. Very good passive.

Healing Surge - Sorcery Tier 3

Not a fan. Useful to recover quickly from trap or post-battle damage on Very Hard mode.

Otherwise, Transference is your main source of healing, or Lifesteal / potions on non-Sorcery builds.

Ice Barrage - Sorcery Tier 3

Justicar: $568(\times 9)$ or $(0.8 \times (568(\times 9)) + 0.2 \times (779(\times 9)))^{***}$

Archmage: $343(\times 9)$

Fireblade: $243(\times 9)$

Champion: $159(\times 9)$

Shadowcaster: $112(\times 7)$

Universalist*: $284(\times 9)$

My go-to 1st spell vs bosses. A ton of concentrated damage & a slow effect vs a single enemy.

Only marginally more damaging than Mark but gives you far more breathing room. The

Justicar's primary weapon. Upgrades with Frostshackle.

* using level 7 Ice Barrage and Frostshackle

*** Bloodlust active

Summon Faer Gorta - Sorcery Tier 3

Shadowcaster: 132 normal, $66(\times 7)$ combo

Archmage: 132 normal, $66(\times 7)$ combo

Universalist: 119

100% necessary for Sorcery destinies in Very Hard due to the huge passive healing from Transference & the aggro control of having an ally. The AI glitch doesn't happen if your Faer Gorta's already summoned before entering combat, so it's a good practice to just keep it active whenever you're in a hostile area. The healing doesn't deal any additional damage to the enemy. Your equipment bonuses and buffs don't appear to have any effect on the Faer's damage or properties.

Relentless Assault - Might Tier 3

Use it offensively to execute full combos without interruption, or it defensively with Bloodlust. The choice is yours. Vengeance is a cool passive addition. Just one point investment gets you half of the effect.

Concussive Force - Might Tier 3

Much thought is put into proc'ing this as much as possible on every build that has it. Even more thought is put into what to use to maximize the damage. Very good passive.

Bulwark - Might Tier 4

Seems worse than it actually is. It only maxes at 7% but the stun chance from your build factors into it, which can make it nice as a passive on builds that have difficulty proc'ing Concussive Force. Still, even at max and with full stun gear it'll only proc ~10% of the time, so don't rely on it.

Vengeance - Might Tier 4

Put 1 point here and it'll do its job. Your ROI for further investment is garbage. An okay passive for activating Relentless Assault.

Battle Frenzy - Might Tier 4

Don't worry about doing the math here. You may only need 5 points to unlock the max number of kills, but 7 points buy you 33% extra time to get to the next trigger. More times than not, it'll be the difference between losing your Frenzy and getting maxed out. Very good passive.

Blade Honing - Finesse Tier 4

If your build can afford it, get it. Very good passive.

Smoke Bomb - Finesse Tier 4

Blademaster: 21

Universalist: 108

Nightblade: 14

Shadowcaster: 11

Agonizer: 14

Huntmaster: 16

The best Finesse active ability. Up until you unlock this, your ability to sneak attack any enemy depends on your Stealth skill and ability to get into Melee range. For a lot of bosses, not

happening. But this allows you to get a sneak attack at any time, and with Concussive Force depending on your build. 1-minute cooldown. Ability counts as Magic.

Stoneskin - Might Tier 5

Just invest a point so you can move up to Celerity. Later on you can put more in if you want, but a defensive passive that needs kills is the opposite of reliable

War Cry - Might Tier 5

Warlord: 7

Huntmaster: 4

Being Might even makes *active* abilities defensive. Lol. Anyway, it's trash until it's upgraded into Terror. Just make sure you have a total of 4 points in this ability so it can knockdown small enemies.

Bloodlust - Might Tier 5

Yet another defensive Might passive, but at least this one's got a bit of offensive application and the player chooses when to proc it. It can be used as a less reliable version of the Hoolgan the Hungry set bonus, especially in respect to Ice Barrage & Faebblade flurries since it adds flat damage to attacks. Here's a list of extra damages observed:

- Champion, normal Primal Mirror attack: +163
- Champion, normal Scourgebane attack: +162
- Champion, Guillotine: +163 possible on both hits
- Champion, Gravedigger: doesn't work
- Champion, Ice Barrage: +120 possible on all hits
- Champion, Mark of Flame: +94 possible on both hits
- Champion, Quake hit 1: +94
- Champion, Storm Bolt: +94
- Champion, Tempest: +82
- Blademaster, Shadow Flare: +89 hit 1, +79 other hits

You don't need to be missing health for the Lifesteal to proc.

Poison Bomb - Finesse Tier 5

Blademaster: 15.75 DPS for 15 seconds

Shadowcaster: 17.25 DPS for 15 seconds

Nightblade: 12.25 DPS for 15 seconds

Agonizer: 11.25 DPS for 15 seconds

The most damaging *reliable* poison DoT in the game.

Mysterious Toxins - Finesse Tier 5

Agonizer: 25 damage + 93.75 DPS over 4 seconds

Nightblade: 23 damage + 93.75 DPS over 4 seconds

Blademaster: 25 damage + 93.75 DPS over 4 seconds

Shadowcaster: 25 damage + 93.75 DPS over 4 seconds

The actual most damaging poison DoT in the game, but getting it to hit anything in practice is RNG

Elemental Rage - Sorcery Tier 5

Shadowcaster: $(199+66+66) + (491+305+305) + 720$

Archmage: $(389+130+130) + (749+476+476) + 1406$

Fireblade: $(287+104+104) + (809+526+526) + 985$

Your best crowd control spell, and also a combo starter/linker and enemy positioning tool due to its fast startup and recovery time when only using Attack 1.

Poison Blink 3 - Shadowcaster-only, 113 damage + 11.5 DPS for 10 seconds

Tempest - Sorcery Tier 5

Champion: 2269 or 3838**

Fireblade: 2924 or 4971**

Archmage: 3889

Weaker than Meteor, and it can be interrupted, but it's cheaper and has a much faster cooldown. A factor that the ability doesn't tell us is that it casts noticeably faster at 5+, so get it there asap.

** Concussive Force

Wrath - Might Tier 6

Warlord: $(115 \times 3) + 115 + 975$

Not as damaging as it looks and costs way too much mana, but it AoEs a wide area around you and seems to interrupt almost any enemy action so it makes for a decent panic button. The best way to use it offensively is in a crowd - if the pulses kill some small fry and proc Battle Frenzy 3+ times, the final stomp can wreck bosses and elites, even one-shotting Bog Threshes who usually are a lot harder to handle when they have Boggarts around.

Celerity - Might Tier 6

The best overall passive in the game imo. Here's a few times for comparison (always timed first input -> last hit):

- Whirlwind: 1.78 normal, 1.55 celerity
- Greatsword charge: 0.89, 0.74
- 8-hit Hammer combo: 7.12, 6.21
- 10-hit Longsword combo: 6.55, 5.78
- Guillotine: 1.58, 1.43
- Gravedigger: no change (only 1 hit)
- Quake: no change (Abilities aren't affected)
- Precise and Arcane Weaponry are affected
- Longbows and Sceptres fire much faster

Celerity's description is confusing. You don't have to actually proc Battle Frenzy for it to grant you extra attack speed, it just does so as long as Battle Frenzy is activated.

Terror - Might Tier 6

The only reason you'd actually use War Cry. Terror allows you to reduce an enemy's armor rating by 80%, drastically increasing the amount of physical damage done. This ability is why Hammers can compete against Greatswords on Warlords despite Greatswords having a strictly better moveset. It's bugged to give +1 point so short it 1.

Paralytic Poisons - Finesse Tier 6

So, only attacks that would proc poison can trigger this. If you play a Finesse + Might build with this, poison weapons and Concussive Force the damage capability would be overwhelming.

Gambit - Finesse Tier 6

Nightblade: 70(×n)

Drains a lot of mana for not a lot of damage, but at least the traps are a pseudo-AoE that inflict Bleed. Typically the uncharged version gets that done well enough. The attack staggers and often launches small enemies so the charged version with more traps can be useful vs a large group of annoyances.

Execution - Finesse Tier 6

Nightblade: 164

One of the best overall passives in the game. Faebldes and other very quick attacks get the most out of this.

Winter's Embrace - Sorcery Tier 6

Archmage: 97+6 DPS for 15 seconds

For a Tier 6 upgrade of a very damaging ability, this is pretty pathetic. It does half the damage of an Ice Barrage in 10× the duration. Even in an AoE of ice-weak things, it's probably faster to spam Ice Barrage.

Meteor - Sorcery Tier 6

Archmage: 68 + (5445+749)

Fireblade: 81 + (6470+890) or 127 + (10998+1512)**

King of spells. As soon as you cast it it's guaranteed to impact, even if your character is hit out of the animation. It's bugged to give a free +1 point, so enjoy.

** Concussive Force

Ice Blink 3 - Archmage only, 92 damage + 3.6 DPS for 21 seconds

Fast run-through for Hard Difficulty Achievement

- Run as pure Might, pure Finesse, Might+Finesse or Jack. In all cases except pure Might, focus on leveling Faebledges because Cydan's Faebledges are a guaranteed drop. For pure Might, Longswords and Greatswords are your best bet
- Dispelling 2, Detect Hidden 5, Stealth 7 (if applicable) and Alchemy 5 are your focus skills, with Mercantile as a dump stat
- Do not open the Special Delivery chest until you're about to enter the House of Vengeance
- Don't go looking for fights while running, but finish any that start. On casual, this method will keep you correctly leveled. Rarely, just running away will be more prudent (like the Cave Banshaen before Octienne's camp, or the Freeman Mages NE of Tirin's Rest)
- Don't be scared to use potions. The game will provide more. (Exception: you'll need a few stocked for Octienne's boss battle)
- Always take nearby shrines, chests & Lorestones ("within 10 seconds" is nearby). Generally, Shrines of Ethene (bonus exp) pop up a lot on your early route, and Shrines of Mitharu or Belen will keep you alive
- Save outside of dungeons, roughly every hour
- Get used to using the Prayer Circle in Ysa whenever fast traveling or about to take on a tough fight. It'll save you time, potions, money and frustration. For best results, start with the Shrine of Ethene (lengthens the other blessings)

The Run:

1. Grabbing shrines before engaging in combat is crucial in Dalentarth
2. Sell at Shieldring Keep enroute through Yolvan first time.
3. Take but don't turn in Shine and Shadow enroute to Dellach for exp from killing Kurtorix and daggers. Fateweave by talking to Agarth outside Dellach
4. Actually killing Kurtorix and his two guards for S&S is the single hardest part of this playthrough, even with Agarth's help and a Fateshift. However, it makes everything that follows a lot easier. Kill the Shaman first, then Fateshift the other two.
5. Take loud route through Hunter's Pit for max exp
6. From there go through Lorca-Rane, discover Warden's Bridge, and discover Vorm Lodge (sell here) enroute to Nyrallim
7. Fateshift Gnarrsh (not automatic)
8. Sell stuff at Vorm after Ysa king, then head for Detyre quests
9. In Domus Politica (where you meet Jorielle in Adessa), sell stuff and buy the backpack and lockpicks and Overwhelming Medallion (if you can afford)
10. Discover Ayten warp enroute to Emaire
11. Don't get all five Cradle of Summer Lorestones! Just 4!
12. Get Khas-ti's Helm after leaving Tilera
13. Sell at Helmgard Keep enroute to Tala-Rane Windstone.

14. Fateshift Tyrant at Acatha Windstone. Sell at Tirin's Rest after Acatha Windstone
15. Fateshift Azaghaal. No chests on north or west branch.
16. Buy backpack in Mel Senshir
17. When getting Chantries, get Keening then NW Forest then SE Forest, then to Odi's Camp in Caeled Coast to sell. Don't warp back to Cydan until you're level 18 after a DLC
18. You need to get to level 17 before going to Dannestar Island and level 19 before trying to fight through Alabastra. The quickest, most effective route is to run through the Naros DLC's main quests until level 18. After finishing Ascension and getting armor from Secandra, warp straight to Alabastra and you can use her as a follower. Alternatively if running Jack, head for the Kel DLC and get Akara's Visage to proc Concussive Force.
19. In Alabastra, fight everything on the main road except the one group with a Witch Knight. Fateshift whenever possible up until reaching 2 XP segments from level 20, then sprint to meet Cydan in Amaura. If you're playing a Jack, get up to 24 Might while leveling so you can wear Hoolgan the Hungry's set
20. Once you get to Vengeance house, warp to Helmgard to buy the Greatsword, Cuirass & Kite Shield, sell junk, warp to Ysa for the prayer circle, then enter Vengeance. From now on, looting is pointless (except for the Cur)
21. Inside Vengeance, mix at least 3 Fate potions (to skip Tirnoch's phases). From now on, save your Fateshifts for Cur of Vengeance & Gadflow unless you mixed extra potions. After discovering the Court of Winter, you can warp back to Ysa for one last Shrine refresh