

Pathologic 2 - Tips and Tricks

First, you must never idle or stall in Pathologic 2. You must always be doing something in between your daily quests. Remember this- *you cannot waste time*. The only time the game is 'paused' is:

- Opening your Inventory (I)
- Opening your Map (M)
- Looking at your Thoughts (J)
- Reviewing other People (L)
- Opening the Menu (Esc)
- Talking/Trading/Autopsying someone

At all other moments, time is moving forward- so you have to be quick

- Looking in a bin or looting a body? Do it fast (Right click items to automatically drop them into your inventory)
- Opening a draw or using your storage space at your hideout? Time is ticking.

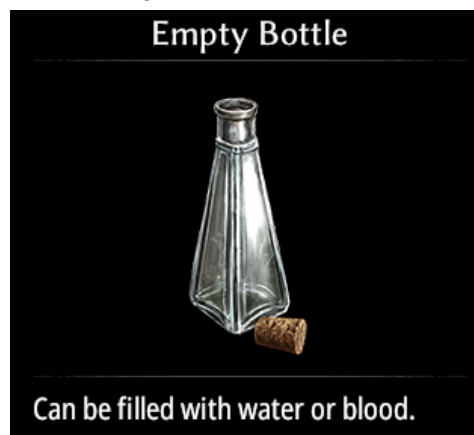
You should run everywhere (Hold Shift), although this raises thirst, there are many sources of water around town in barrels and fountains. Time is always against you so plan the fastest route through town before traveling.

While your reputation starts low, it will improve overtime assuming you do nothing that drops your reputation, after completing the first days quests you should improve your reputation. Either go to the town hall in the middle of the map or visit Lara's house at the top of the map.

When traveling, loot every single **bin** and **trash can** you walk past.



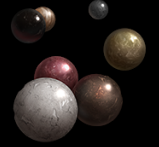
The most common item you will find is an **empty bottle**



Collect these and fill them with water, water can be traded with NPCs with hangovers as described on Day 1. Around town you should find NPCs that look like this:



You can trade **Water Bottles** for **Bandages** and **Tourniquets** which allow you to heal, note that **Water Bottles** will be required in large amounts when you start creating tinctures and the availability of them appears to decrease in correlation with the number of days passed, i.e. you'll find less bottles the further into the game you get. The other items you find in the bins are the following:

Broken Scissors  The Moerae must have been in a hurry.	Button  A trifle to a human, but a whole eye to a doll.	Beetle  A surprising find in autumn, if not useless.	Marbles  Children give them names. They believe you can find a lost marble by calling after it.
Fishing Hooks  Sharp objects are regarded as dangerous and thus frowned on by the locals.	Safety Pin  Both safe and unsafe at the same time.	Chalk  A piece of chalk. Used to draw lines.	Metal Scrap  Invaluable if one needs to fix a gun or a relatively complex contraption.

While these items have no immediate use, they can be traded with children. Children will always trade with you and you can trade for food, medicine and ammunition. **Nuts** are also very popular with children, never eat **Nuts**! Always trade them for better items. The value on items also differs from NPC to NPC, for example marbles can get up to 5 in "trade value" with certain NPCs while you get 2 or 3 "trade value" with others. Always look for the highest value before you trade. Furthermore, certain higher end trade items like **Charms**, **Rings** and **Watches**, while valuable to trade, often offer greater value when sold in shops for money as they sell for a surprisingly high price, sometimes as much as 1000.

You can easily find children in playgrounds which look like this:



You can also go into houses by Knocking (K) on the door, inside you can trade with the tenants and you'll usually find children.

After you gain a hideout (Day 3 Main Quest), you can brew **Tinctures**. These **Tinctures** are made with any two **Twyre Herbs** and a **Bottle Of Water**. Herbs can be found around town by following a 'buzzing' noise or at night by investigating firefly lights. A note about **Twyre** is that it grows commonly on the Steppe. If you have already looted all the bins in town, try traveling into the Steppe to find Twyre Herbs.



These **Tinctures** can be traded with Steppe folk who look like this:



By constantly trading junk with children and tinctures with Steppe folk you should have enough food to keep you going. Remember to eat all the 'big' food like **Fish** and **Loaves Of Bread** as they take up too much inventory space, but save the single item space foods like **Eggs** and **Pemmican**.

Also every Tincture and medicine in general can be traded with anyone who is sick (Check inside houses in sick districts)

Fun Fact: Each coloured Tincture has a different effect other than raising your Immunity:

White - Raises Hunger

Yellow - Raises Exhaustion

Orange - Raises Thirst

You want to use Orange Tinctures for the most part, as you can drink away Thirst easily. Save the other two for treating other characters.

Later you can make 'Super tinctures' using rarer herbs, these improve your stats instead of harming them. Later you can mix tinctures with organs, using a super tincture with an organ is not beneficial, so use your regular tinctures instead.

The second important element of your hideout is the upgrade and repair tables:



You want to upgrade your inventory as fast and as frequently as possible.



For the first upgrade you need **Thread**, a **Needle** and a **Cloak**. The **Cloak** can be bought at most Clothing stores around town, so keep a lookout!

Treating people with medicine:



This is the normal treatment chart. You want to give the character an **Antibiotic** that matches the colour of their disease. This can be done by randomly guessing- but beware you only get **one chance per day** to treat such illnesses.



You can apply a **Tincture** to get a hint as to what colour is correct.

I will apply a **White tincture**



As you can see, the disease is in the orange **OR** white part of the body.

HOWEVER, the **pain** of the patient has risen, if this gets to 100% the patient will die. You can reduce this by spending painkillers like **Morphine**.

Once you know the colour you want to use, apply the appropriate **antibiotic**



There is one item that bypasses all these issues:

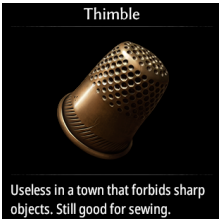
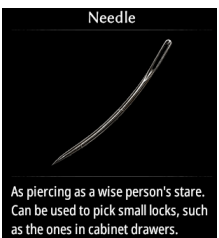


"SHMOWDER"

Smells like medicine. A dangerous idea for a game. Destroying this would be the responsible thing to do.

Shmowders are rare items usually only found in quest rewards and sometimes in hidden stashes around town, little girl NPCs may have them for trade as well. They fully cure and remove the plague but are extremely rare. *Use wisely.*

Pathologic 2 - Item Cheat Sheet

Item name	Where to find	Used for...	Traded with...
Safety Pin  Both safe and unsafe at the same time.	- Bins - Female Towns Folk - Clothing shops	- Repairing clothing - Upgrading inventory	- Children
Thread  Ties that which is torn; fates, if it's red.	- Female Towns Folk - Clothing shops	- Repairing clothing - Upgrading Inventory	- Female Towns Folk
Button  A trifle to a human, but a whole eye to a doll.	- Bins - Female Towns Folk - Clothing shops	- Repairing clothing - Upgrading Inventory	- Female Children
Thimble  Useless in a town that forbids sharp objects. Still good for sewing.	- Bins - Female Towns Folk - Clothing shops	- Repairing clothing - Upgrading Inventory	- Female Children
Needle  As piercing as a wise person's stare. Can be used to pick small locks, such as the ones in cabinet drawers.	- Bins - Female Towns Folk - Clothing shops	- Repairing clothing - Upgrading Inventory	- Children
Toolkit  Used to make complicated repairs.	- Clothing shops - Quest rewards	- Home base repair - Item repair	

Sewing Box  Smells of home. Useful for intricate sewing and mending.	- Clothing shops - Quest rewards	- Repairing clothing - Upgrading Inventory	
Straight Razor  Too wonky to be used as a weapon or surgical instrument, but kids love it.	- Bins - Male Towns Folk - Herb Brides	- Item Repair	- Children
Tweezers  Useful to repair delicate equipment.	- Bins - Male Towns Folk	- Item repair - Base repair	- Children
Chisel  Used to mark and sharpen tools. Handy when fixing bladed weapons and simple machinery.	- Bins - Male Towns Folk	- Item repair	- Male Towns Folk
Spring  A rusty metal spring. Useful to fix all kinds of tools.	- Bins - Male Towns Folk	- Item repair - Base repair	- Male Towns Folk - Children
Grindstone  Used to sharpen knives, scissors... and scalpels.	- Bins - Male Towns Folk	- Item repair	- Male Towns Folk
Metal Scrap  Invaluable if one needs to fix a gun or a relatively complex contraption.	- Bins - Male Towns Folk	- Item repair - Base repair	- Male Towns Folk

Repellent Cloak  Repellent Cloak DURABILITY It's not pretty, but it protects against infection during contact.	- Clothing shops - Quest loot/rewards	- Upgrading inventory	
Cloak  Cloak DURABILITY A piece of rough cloth. Can be used as a protective cover against infection during contact... somewhat.	- Clothing shops - Quest loot/rewards	- Upgrading inventory	