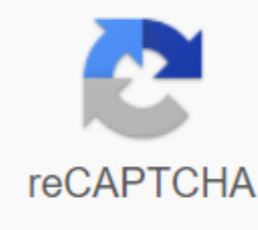




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Divinity original sin 2 fish factory basement

This page has been cleaned and will be removed within 14 days Strange cargo is a side quest in Divinity: The Original Sin 2 You can purchase this quest from Higba, which hides in an aquarium in a house on a fish complex. Suggested level: any We found a master named Higba hiding in the Fishery. It is suspected that he was involved in the disappearance of several Masters. Tinker insists that he is innocent, however, and asks for help, escaping from Driftwood. Maybe we should help him... Or maybe we should report it. NPC Walkthrough One way to complete this quest is to accompany it from Driftwood. One possible route could be to teleport it to the other docks where the two children are and pull him from the northeast gate from there. Another way to complete this quest is by simply telling the magistrates about it. He'll tell us everything he knows if we can help him escape. Tinker knows the bomb. The Tinkerer Higba Trust trusts us to bring him outside of Driftwood. We can take him to safety... or we could betray him for a greasy reward... Tinker betrayed We informed the magicians about Higba's whereabouts. They'll close on him. Tinker betrayed the bomb, informing magistrates of Higba's whereabouts, but also alerted them to his bomb. We then agreed to help lure him to a more remote location where the explosion could cause less damage. Tinker convinced escape We told magisters that Higba had already escaped and that there was no point in continuing the hunt. Tinker killed the Higba factory was killed at a fish factory. Tinker, who was killed outside Higba, was killed on the outskirts of Driftwood. Tinkerer Officer Master Carver is now aware that Higba is not responsible for the disappearance, but refused to withdraw the seach for him as he sourcer. Tinkerer escaped, we helped Higba escape from Driftwood. Tinkerer Teach Higba Rewards has provided us with some information about powerful Sourcerers - the kind that may be able to help us. Tinker Left Higba successfully escaped from the region. Maybe we'll intersect with him again someday, or maybe not. Close left RC We sailed off the Reaper coast without helping Higba. Strange Cargo is a quest in Divinity: The Original Sin II, Act II. Important NPCs Strange Cargo Targets Escort Higba safely from Driftwood. Strange cargo step guide After the beginning of the search for the missing masters, Master Carver told you to find Higba, the main suspect in the missing Masters. You will find it hiding in a barrel of fish in a pantry at the fishery. If you talk to Higba, he begs you to help him escape Driftwood. are on the hunt for him because of his his with explosives, the main cause of suspicion directed at him. If you decide to help him escape, you need to accompany him outside Driftwood without being caught by the Masters. You can use the mini-map to track where the Magisters are, and use the opportunity to sneak run. An easy way is to bring it to the west side of the port and use Teleport's skills to send it to the other side of the river. After that, he will re-enter his barrel. Talk to him for a scroll of acid spores and some other rewards, one of which is Runa. Once he is safe, he will tell you that he suspects that the cook in the tavern has something to do with the missing Magisters, and the quest will be closed. Also, another choice is to turn it into a Magister. This will lead to you having to fight and kill him. Note: In the original release, you could complete the quest instantly by traveling to Waypoint outside the city. This exploit was removed in the final release. If you're traveling on Waypoint or on a teleport pyramid, Higba will be left behind. Mistakes while escorting Higba, every time you run to the magistrates the choice will be reviled by you, either turn it over or protect him. If you decide to escort him out of town and you proactively attack the magistrates before this dialogue box appears, as soon as you defeat NPCs immediately becomes hostile, forcing you to recharge or kill him. This can be avoided by allowing each group of magistrates to come up to you and try to arrest him or clear every magistrate in the city before accompanying him. The Law of the Order is a quest in Divinity: Original Sin II. Important NPCs Lohar Magister Julian Brayton Barnes Mordus Magister Reimond Law Order Purpose to investigate the involvement of dwarf Lochar in Driftwood Find evidence To report this to the Magistrates' Order Of the Step guide This quest is acquired by talking to Master Raymond in Driftwood. Talk to Master Julian to get more specific instructions right after talking to Raymond. Lohar, the boss of the local gang can provide useful information, provided you are careful. It can be found in Hittavern. In Driftwood Fisheries, you can find out that The Void Tainted Fish are being bought by someone in The Arks while talking to Brayton Barnes. If you deliver a note from Mordus Lochar in search of Shadow over Driftwood, you will find out that Lochar's men have stolen a shipment of some Masters. In the depths of the Wrecker Cave, you can find several letters and a ship manifest, mentioning the Deathfog delivery device was stolen. After defeating Mordus, head north to the exit of the cave. Near the exit, on the east side, you will pass an open room with a letter from the dwarf queen. Take it and read it to the quest Then you have to decide how to complete the quest. If you give a letter to Lohar, the quest is closed, with some modest modest and no further experience. This is the safest way to take and will not hurt a relationship with anyone. However, it has the least history and offers the least material reward. If you give it to Master Julian, he'll give you the key to the chest in a barracks with good contents. He then asks you to kill Lochar and bring his head (sub-quest No Small Mercies). The murder of Lochar gives 5000 EXP, and his corpse has good prey in addition to the head. Bringing your head to Julian Magister gives an extra 9000 EXP and some interesting (Epic) items, and closes the quest. Warning: This path makes enemies out of everyone in Undertavern, which means you will lose access to multiple merchants. As a third option, you can talk to Lohar first, but refuse to give him a letter. He's attacking you. After killing him (and any henchmen who notice the fight) you can give Master Julian a letter and head to close the quest and collect all your rewards. This avoids the problem above. Warning: If you eat Lochar's head before you give Magister Julian a letter, this won't stop the search from closing and you'll still get a chest key, but Master Julian will be unhappy with you and you won't get extra EXP and extra items. Tips and tricks: If you use the third option, you'll get 35K exp in total if you also kill Magister Reimond. Note that having the beast as a (recruited) party member, threatening to cut off Lochar's head, the Beast threatens to leave the party if you don't get rid of him. Secret: If you go to Driftwood Fisheries, there is a hidden hatch leading to the basement located where the dog is. The cellar is mined, and has a decent prey. At the end of the basement (which is on the other side of the door), there is a marked barrel with Soulforged weapons for you to loot. The opening of the box will show that the dwarves were smuggling. The looting of weapons will spawn a lot of Voidlings, so be sure to have the whole lot with you. Fortunately, Voidlings are very weak to shoot, and there are plenty of barrels around, so feel free to ignite the entire area for a light AoE wipe. Voidlings all drop really nice to loot, making the fight completely worth it. Error: If you killed Mordus and got his amulet, you won't be able to give a note to Lohar as the shadow over the Driftwood quest will take precedence and prevent you from seeing the opportunity to give Lohar a note. If you tell Lochar to deal with Deathfog himself, he will leave, which will make this quest impossible, except to pass a note to Master Julian, who will only tell you to find and kill Lochar. Instead of telling Lochar to deal with the matter yourself, you have to offer the ark and fix the question for him, otherwise he will leave after you give him the Mordus amulet, and you won't be able to him a note. Error 2: There's been a lot of a lot that it's easy to lose a note because it's not marked as a quest element (and therefore not immune to changes), so be sure to complete this quest as soon as possible to avoid this situation. Chapter IV - Reaper's Coast A Web of Desire Prev Chapter IV - Reaper's Coast Delusions of Grandeur A barrel with fish will talk to you inside one of the fish warehouses. Talk to him and you will find out that barrel is a man named Higba who is wanted by magistrates. During this conversation you can decide what you want to do with it. Choice 1: You told the magistrates Choice 2: You promised to help him With Choice 1: You told the magistrates In this option you should not promise Higba that you will help him. Instead, choose a dialogue option that doesn't specify which decision you want to make. Then you have to go to the nearest magistrate and inform them of the search and his whereabouts. This master will hire Higba and start a fight. You can join it if you want. Reward: 4,000 Experience ExperienceChoice 2: You promised to help him If you decided to help Higba, then your goal is to transport him outside Driftwood so that he will not be considered by magistrates. The best way is to go through the fish warehouse and go to a shallow passage across the river. You can also use the teleportation spell. Reward: 3 guaranteed rewards - 1 in 4 that you can choose from depending on the character class - Hero tag Next Chapter IV - Reaper's Coast A Web of Desire Prev Chapter IV - Reaper's Coast Delusions of Grandeur Page 2 Download Game Guide PDF, ePUB and iBooks Free iOS App Time for the next adventure in Rivellon! Divinity: Original Sin II Game Guide contains a description of all the quests available in the game, from those related to the main storyline to optional, side-effects adventures. In addition, the highlighted chapters contain maps of all locations. 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Moving the Cursor Hero / Movement Party On On Object-contextual menu Any place - interruption of movement, cancellation of interaction Changing camera position (interchangeable with the direction of keys) Change of the currently controlled hero - Left mouse button - after pressing, the cursor changes to the command of the attack on the chosen target - the right mouse button - after pressing, you can stand in the action queue (they will be executed after the release of the button) - The left mouse button shows the location of the mouse which we can take combat mode to switch between party members Use item (0,1,2,3,3,3,4,5,6,7,8,9,-) Fast Download Fast Download Fast Download Saving Equipment and Characters Window Main Menu Now Open Log Map Window Opportunity Sneaking On/Off During The Battle - End Turn Inventory Window - Take AllDivinity Original Sin 2 PC System Requirements System? No, the system requirements are not so high. To start the game, you only need a computer with An Intel i5 2.93 GHz, 4GB of RAM and a GTX 550/HD 6800-class graphics card. To learn more, visit our guide's System Requirements section. There you'll find a brief note on the performance and system requirements of the PS4 version. Next introduction Author : Jakub jbugielski Bugielski and Agnieszka aadamus Adamus and Lukasz Keczip Wisniewski for gamepressure.com Translator : Philip Asfalto Jaron Guide contains : 39 pages, 198 images. Strategy Guide Last Update : November 13, 2017, visit the Strategy Guide Step-by-Step Last Update : November 13, 2017, visit the Step-by-Step Guide Use comments below to present your updates and fixes in this guide. Page 3 Download Game Guide PDF, ePUB and eBooks Free iOS App Time for next adventure in Rivellon! Divinity: Original Sin II Game Guide contains a description of all the quests available in the game, from those related to the main storyline to optional, side-effects adventures. 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To start the game, you only need a computer with An Intel i5 2.93 GHz, 4GB of RAM and a GTX 550/HD 6800-class graphics card. To learn more, visit our guide's System Requirements section. There you'll find a brief note on the performance and system requirements of the PS4 version. Next introduction Author : Jakub jbugielski Bugielski and Agnieszka aadamus Adamus and Lukasz Keczip Wisniewski for gamepressure.com Translator : Philip Asfalto Jaron Guide contains : 39 pages, 198 images. Strategy Guide Last Update : November 13, 2017, visit the Strategy Guide Step-by-Step Last Update : November 13, 2017, visit the Step-by-Step Guide Use comments below to present your updates and fixes in this guide. Page 4 Download Game Guide PDF, ePUB and eBooks Free iOS App Time for next adventure in Rivellon! Divinity: Original Sin II Game Guide contains a description of all the quests available in the game, from those related to the main storyline to optional, side-effects adventures. In addition, the highlighted chapters contain maps of all locations. This Divinity Original Sin 2 guide is an extensive collection of tips useful at the beginning of the game and at the conclusion of the storyline quests. Inside you will find information useful at any point in the game, whether you are a veteran gamer or just starting your adventure with video games. Our guide was divided into two main parts. The first of these is Divinity Original Sin 2 guidebook. Among other things, you'll find starting tips to help you start your adventure with the game. In addition, you will learn how to avoid basic mistakes, what abilities are useful at the beginning of the game, how easy it is to steal from the NPC, and more. Further pages offer insight into the various mechanics and features found in the game, such as reconnaissance, combat or conversations with inexhaustible characters. We Are We devoted several pages to the characters of the story, accessible to the classes of characters and party management. The next stop is sections on character progression - they offer a lot of information about attributes, levels of experience, talents and abilities. The frequently asked question chapter answers the most frequently asked questions. Using the information found in this chapter, you can learn how to get Source Points, how to avoid Fort Joy, how to save a black cat or where to find a shovel and a bed. The guide is also complemented by chapters on management, system requirements, and trophy guidance, which provides information and ways to unlock them. The second great part of the guide is a detailed step-by-step guide to Divinity Original Sin 2. The step-by-step guide lists all the main places that are visited during the game. Among them are Fort Joy, Reaper Coast, Nameless Island and Arks. Each location chapter offers step-by-step guides for both basic and side quests. Descriptions of quests contain important information, including their further course, choice and consequences of your decisions, struggles, puzzles and mining. The rest of the chapters also contain useful data - our world atlas offers high-quality maps of all locations appearing in the game, with markers representing NPC, important locations or treasure locations. A section dedicated to puzzles and secrets offer solutions to more complex puzzles. Their solution can help you gain access to new areas or treasures. The Tough Fights and Bosses section offers help for those whose progress has gotten hampered after meeting a difficult enemy. The guide includes a chapter on Companion quests. Divinity Original Sin 2 Guide contains: Starting tipsAvoid overload backpack - sell tasteless items from merchants or store them in a chest on board the ship. Try to thoroughly explore the environment. You can find many interactive items that can be used or taken, and also encounter many NPCs.Use highlight combination to display interactive items - this will facilitate exploration and help you avoid having to check each item in person. Check each chest - many of them may contain valuable treasures. However, remember that some chests are locked - in this case, you'll need a lockpick. Talk to the animals - it's possible if you chose Pet Pal as one of your talents. Communicating with animals can lead to important information, such as the location of a hidden treasure. Protect the black cat after the party - if you keep it alive for enough time, you will receive a special reward. Save as often as possible - it will protect you in if you made the wrong decision or lost the fight. Console players can also make hand saves. Use the obstacles of the terrain to your advantage - for example, you can hide weak party members behind stones or place archers at altitudes their effective range. Find a shovel and bed as soon as possible. Shovel can be used to dig out treasures or discover secret paths, while bedroll allows you to rest wherever you want. Other tips for Divinity Original Sin 2 can be found here (Starting Tips) and here (General Tips). Typical errors Don't attack every colliding character. Many NPCs are friendly to the player and they can be involved in many quests. In addition, some of the NCPC are very powerful and can defeat the party easily. Don't let anyone see you while you're stealing. Consider saving before each theft. Don't steal from NPCs that are in the sights of another NPC. Don't waste your gold on unnecessary items. Buy only the most important and valuable items. Many medium items and weak weapons can be found thanks to reconnaissance. Don't ignore side quests. Completing side quests rewards you with experience points, valuable items, and improves your relationships with other NPCs.When in combat, avoid placing your heroes on oil pools or near explosive barrels. If the oil lights up or the barrel explodes, your heroes may be seriously hurt. Other examples of errors and bad decisions can be found here. The frequently asked questions section of our guide contains many answers to frequently asked questions. Here are some: How long does it take to complete The Divinity of the Original Sin 2? - The storyline lasts about 60 hours. If you decide to complete side quests and other activities, you can easily spend more than 100 hours. Initial points - what is it and how to get them? These glasses are necessary in order to give out more powerful spells. You can get them, for example, by absorbing souls or using the ability to cleanse. How to escape from Fort Joy? You can choose from a variety of solutions - you can escape by boat, through the sewer, the high judge's room or The Orivand, or the gate. How to save the Black Cat in Fort Joy? - The animal will start to monitor the party on its own. Saving a cat is rewarded with a unique and useful ability. Where to find a shovel and a bed? These two items really make the game easier. The shovel can be used to dig up treasures and unlock hidden paths. The bed allows the party to rest and regenerate the points of health. How Is Corpse Restaurants Talent Work? This talent is only available to the elves. By eating certain parts of the body, the character can learn new useful skills. Does Divinity Original Sin 2 require a PS4 subscription? Yes, a PlayStation Plus subscription is necessary if you plan to play online. If you want to play locally, PSG are not required. It should be noted that Divinity Original Sin 2 offers split-screen mode. What is the difference between a Definitive Edition and a standard one? Final Divinity Original Sin 2 offers many additions compared to the standard version of the game. Most Important Changes/Additions: Improved gameplay gameplay content, Redesigned dialogue system and new voiceovers, Improved combat system, New lowest level of difficulty - History mode, Advanced textbook, New Companion - Sir Lohr, White Knight, Improved Graphic Engine. The final edition is available to all users of the game. If you play on a PC, the game is updated through a free patch. For PS4/XONE users, Definitive Edition is the only one available. Warning - If you've played the standard version of the game, your saves won't work after the upgrade to Definitive Edition. Unfortunately, in this case you will need to start a new game. Does Divinity Original Sin 2 have microtransactions (MTX)? No, the game does not contain microtransactions, but offers one paid addition - a new companion, Sir Laura, a squish knight. After buying the add-on, Sir Laura is added to the list of playable heroes and you get a new storyline associated with it. Do console versions support 4K resolution? Yes, but this only applies to the PS4 Pro and Xbox One Xif you play on the PS4 Pro, the game will allow 4K resolution based on checkboard technology. This is unfortunately not native 4K. If you play on Xbox One X, the game allows 4K resolution along with HDR. PS4 and XONE run the game at 1080p. Can you move the saves between different copies of Divinity Original Sin 2? Yes, you can move saves between different versions of the game. This is supported by a cross-saving feature that is compatible with the Steam version of the game. You can move your savings between PCs and consoles. Victory in battlesInformation and tips on wrestling can be found in several different chapters of our leadership. Here's a list of the most important ones: Fight/Basics - This page will help you get to know the turn of the combat system, the point of action, or how to properly place party members on the battlefield. Status Effects - We have listed all the positive and negative statuses that can be inflicted on your heroes or enemies. Main Effects - This page has a list of the main effects that can be converted into combinations. Environmental Impact - This page contains all possible environmental impacts. Clouds - This page contains all possible cloud effects. Difficult Encounters - This chapter lists all the difficult battles that face in the game. It can be boss meetings or regular battles against more powerful opponents. Puzzles When you play Divinity Original Sin 2, you may encounter several puzzles that are not so easy and solving them can cause some difficulties. Luckily, our guide is here to help. The puzzle and secrets chapter contains solutions to all the complex puzzles found in the game. Puzzles and Secrets: Fort Joy - This chapter offers solutions to the following puzzles: putting out burning pigs, getting through Gargula, and Conservation Historian.Puzzles and Secrets: Reaper Coast - This chapter offers solutions to the following puzzles (among others): The password to the burning chest, lighting torches near the Burning Prophet statue, activating the totems of the season, unlocking the door in Riker's cells. Puzzles and Secrets: Untitled Islands - This chapter offers solutions to the following puzzles: disabling the wall of illusion in a cave, the Moon Temple, removing the barrier in the Academy.Puzzles and Secrets: Arx - This chapter offers solutions to the following puzzles: reaching the Guild of Thieves, opening a secret room in Linder's Kenn Vault, solving the pipe puzzles. Developing the main character The highlight of the main character in Divinity Original Sin 2 is a complex and difficult process, but fortunately it has been detailed in several different chapters of our guide. We especially offer to visit the following chapters: Character History -We have listed all available heroes that can be added to your party. The section dedicated to each character offers general information about the hero, as well as their special abilities. We have also included our recommendations on the selection of their character classes. Classes - We have listed all available classes. Descriptions for each class contain information about the style of play, their impact on attributes, abilities and talents, as well as available skills. Party - This chapter contains information about available races, a step-by-step guide to the character creation system, and our recommendations for the best team. Character Development - These two pages contain descriptions of attributes and alignment of rules. Talents - a detailed description of the three main groups of talents - normal, advanced and racial. You will learn what talents you can use, their effect and when to choose them. Skills - We have listed three main skill groups - basic, combat and civilian. Our guide provides information about each skill and number of action points it requires. Magic Schools and Skills - This section lists all the magical schools and skills. You can view the spells, skills and influence available. All the basic and side questsNasha step-by-step guide was divided into chapters. Step-by-step guides for individual quests (basic or side quests) can be found in sections devoted to all the major chapters of history. AtlasWorld's World Atlas is one of the toughest chapters of our Divinity II guide. The maps list important areas and locations of skills books and other unique finds. 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