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Divinity: The Original Sin 2 of the Common Discussion is a topic of detail in search of two items! Hey guys first: sorry for my bad English... As the name sais them in search of two items: as I entered the old Temple of Fans people I found a weapon blueprint now. my nativ language is not English, but I think it's called oathbreaker (in German it's called Oathbreaker). . it looks like scythei hope that someone will know what the weapon is ... ^^there now in search of a two-piece oter to complete the weapon and again in not sure if the names are correct. Blade Oath (in German: Pen des Eidbrechers) I hope someone knows where to find these pieces or at least knows the weapons that I mean. And again: Sorry for my bad English ^ Last edited by Dannte; 6 October 2017 - 1:44pm Note: This is only to be used to send spam, advertising and problematic (harassment, wrestling, or rude) messages. Home Forums of the Games of the Game Forum, the Home Forums, the Game Forum, has a Review of The News Preview Tips Cheats Issues Pictures Video I created 1 Swornbreaker and I gave it to Almira. Who should I swear to, which is in the vault of Kemma - Windego or Sadha? Which option would give the best ending to the story? Page 2 12 comments So I killed Riker and beat Aeternan. I've heard that the pill is essential for forging a weapon (sworn) - I don't think I've done that more weapon yet. Will giving the pill her ruin my chances of doing so? I hear she gives it back to you sometimes? Page 2 5 comments Eternal Windego In Arks Prison in Magistrates' Accommodation, Paladins Sauer and Alzette guard the large grate door with a ladder behind it. If you talk to Paladin, you will learn from the witch who is in captivity here. In fact, it is the infamous Windego that you encountered again and again after a shipwreck in the prologue. In Arks, she is held captive by the Paladins in a magic cage. You can start this quest in a standard edition on Besnamed Island while searching for numbers in the bleach cave. He insisted on Paladin that you wanted to talk to the witch. Now you have to successfully convince Teacher Olivia to give you a free hand with Windego. If you sent an owl war to Paladins in dark shops in a Black Pit quest, this will save you the first persuasion test with Olyvie. In the dialogue with Vintago you will learn that since then she has refused to be faithful to God to the King. However, in order to be able to continue to talk to her, Windego demands to be released from the cage. Apply to the source magic inhibitor next to the cell. If you choose to use blacksmith technique from the holiday of joy to remove the source of the ring, you do not need the Magic Point Source donate the opening of the cage. She then tells you who, instead of her, is now in favor of God the King: Linder Kemm, boss of Paladins. Vintago wants to finish the agreement with God-king. To do this, she needs an oath switch, which she suspects in the catacombs of Linder Kemma. The deciding factor now is whether you've already won the oath switch from Linder Kemm or. Thus, there are two different ways in which this quest continues, depending on whether Linder Kemm is alive or not. Option 1: Windego enters the catacombs If you have not yet completed the main quest of the Catacombs Linder Kemma, the liberated Vinthego will go to the catacombs to get an oath switch there. As soon as you arrive there yourself, you come through the body of Vintho on the plain where Mr. Archu is in captivity. Their attempts appear to have failed. The Oath Destroyer no longer helps: Vendigo is cursed for all eternity and is at the mercy of God's King. All that remains is to summon the spirit of Vendigo. Remove the source so that at least the torment of God's King will end; or leave it at the whim of the king of God. Finally, with their remains, you will find two more signs of virtue, the consumption of which immediately gives you the source of magic dots. Option 2: Transfer Windego to Oathbreaker If you have already completed the main quest of the Catacombs LinderA Kemma, and thus destroy Kemm, you can take the oath from the hands of a stone statue near Mr. Archu. If her windego takes an oath breaker in prison, she can terminate the agreement with God the king and disappear into the echo hall. Windego rewards you with an epic piece of equipment and a book of Empty Awakening Skills. As a hint, let's reveal so much at the moment that this magic can be very useful for you in the finale. With her corpse you will find two more signs of virtue and the oath of the intruder. You can use Oath Breaker again, for example, on the side of the Lizard Nightmare quest. Back to the Review of Divinity: Original Sin 2 is a complete solution. Almira's request is a quest in Divinity: The Original Sin II. Almira seeks a plaque to free her from being sworn in to God by the King. Can you help her? The important NPC in Almira's Request Goals Find Tablets Deep in the Caves of Blackpits. Give it back to Almira. Almira's Request Walkthrough After you complete the quest Unlikely lovers, Almaria will ask you to continue helping her, this time to bring her a certain pill deep in the Blackpits. Once you enter the Blackpit Caves and make your way to the temple where the Eternal Aetera Boss is located, search for two chests next to her sarcophagus and you will find the pills. This ancient plaque is the same one that was claimed by Riker. You can just give First Riker, let him betray you, then snatch him from a dead body and give it to Almira anyway. Also, you can give it to Almira and then pickpocket it from her afterwards (she'll be on lady revenge). Reading The Ancient Stone Tablet will give you knowledge of the Swornbreaker recipe, and for making it you will need a tablet as one of the components. There is now a bug where if you give the Almira tablet, it sometimes does not remove from your inventory, giving you the opportunity as a craft swornbreaker and complete this quest at the same time. Despite this, in order to complete the quest, give the tablet Almira, and it will reward you with a ring called Ravisher, as well as 51 900XP. This ring gives you the ability to dominate The Mind. The quest is complete for now. Awards: 51,900XP and Ravisher Ring after completing the quest. Your first journey to the Academy will lead you to an empty creature. It is not good to talk to you and prophecies end of life. However, it leaves you in the end and not fight you. It's also good. Behind the next door is the point of the Academy of Seven. To your left you see a locked door and the right one that can be opened quite normally. In addition, you can just walk right past the point of the path. However, we first advise you to inspect the room behind the door to your right. Divinity: Original Sin 2 Complete Solution: The Hall of Teachers There Teachers Hall awaits you, after which you immediately apply the kind of ghost. In the middle of the hall is a large long table with six ghosts: Master of Power, Master of Consitationmaster, Finesmaster, Master of Mind, Master of Intelligence and Master of Power. If you turn to one of the Masters, he will make you an offer: It increases one of your attributes by five points and lowers the other by five points. While the names of the Masters already tell you what bonus awaits you, you experience a minus only during the conversation: The Master of Power increases strength and reduces the mind. The teacher of the Constitution increases the constitution and reduces intelligence. The master of intelligence increases intelligence and reduces sophistication. The master of power increases memory and reduces power. The master of the mind increases the mind and reduces the constitution. The sophistication of the master increases the sophistication and reduces the mind. Keep in mind that under no circumstances will you get a minus in your memory, but two masters reduce your mind. Either way, you can use these suggestions to target or thank you for completely giving up the strengths of your characters. At the table you will see another flash symbol engraved on the floor. If you apply a flash skill to it, the beam passes through the table. It's stopped by an obstacle, You can rotate and have a smooth mirror surface on one side. Rotates the obstacle once so that the surface points to the northeast, and activates the flash symbol using the lightning skill. The beam then deviates from the surface to a nearby space. However, it immediately faces the next obstacle, so you dedicate yourself to your research. According to the review card, there are three ways at your disposal. The one in the East is blocked against what is visible on your map. The one in the southeast is closed. So all that's left is the door to the north that leads you to the big library. The great biotek again turns to the vision of ghosts and tries to speak with one mind after another. In some cases you notice an insatiable hunger that encourages you to eat spirits. Stay more civilized and stay away from it. In the case of Naryan Gray, you will get a quest of Nothing for scientists, according to which your mind wants to know what happened to her lover Raedalus. You can immediately follow the north, talking to the spirit of Lennard Rohl. He blocks himself from revealing his thoughts. You can only hack his mind if you convince him of a character with high value beliefs. If you have done so, you will learn about Raedal's fate. So you have to visit the banned library, but its access is closed to the north. Although two levers are installed in front of the door, they cause a lightning trap when used. Stay in the library and watch the ghosts. You will notice that Master Tremley's spirit regularly moves around the hall and eventually pulls one of the two levers in front of the Forbidden Library. Keep watching him until he sits in front of his desk in the southeast. Soon after he stand up and stand in front of one of the upturned shelves. In fact, there is a barely noticeable pressure switch on the ground. After that, Master Tremley runs east and presses on a small switch attached to a large wide column. He then goes south to the table where he sat at the beginning of his round, and touches the triangular prism. When you walk on it with a mouse cursor, the game calls it an invisible device. Finally, Tremley walks up to the door in the north and presses to the right of the two levers. Repeat these four steps immediately: Check the pressure switch in the middle of the library. Click a small switch on the column to the east. Uses an stealth device in the southeast. Pulls the right lever to the north. Then the door opens to the Forbidden Library, where you will immediately find Raedalus through a ghost view. Send him to Toryan and return to her to complete the quest Nothing for Scientists. After that, you should be in carefully inspect the library and, above all, browse the cabinets for various skill books. Also inspects the cabinets in the regular library, whether they float or lie on the floor, and tables left and right. Especially important: the table in the northwest of the house is the key to the pantry. This allows you to open the door to the west of the point of the path, as well as the door southeast of the Teachers Hall. In the first case, you enter the said storage room, which houses several properties. In the latter case, you enter a weapons depot equipped with a portal. When you enter the portal, you end up in the arena of the ages. The arena of centuries in the arena of centuries, you will immediately meet the great Guardian. He makes it clear: if you want to continue here, it's just about his corpse ... Uh uh... his scrap heap. The Great Guardian is supported by four eternal protectors - all floating machines that annoy you with far-reaching rays of fire and lightning. As a result, in the next battle, you should avoid having more than two characters in a row. Also, you have to decide how many experience points you want. You can drastically shorten the fight if you do the Guardian directly. As a result, the treads also break down into separate parts. While the Guardian loses its physical armor defence relatively quickly, defenders lack magic. You have to be strong enough to put a defender with a maximum of two magical skills out of action. Even so, machines have a full program of negative status effects: you can knock them down, freeze them, charm them, or even panic them. After your victory, you will find not only a few feisty gear items, but also the second part of The Oath Breaker (see the Key to Freedom quest). Recall that the first part you found in the Cave of the Bleached Man, just after winning both him and the undead Windego. You can immediately combine the two pieces (i.e. the pen and blade of the oath switch) with the old board, return to the Duchess of Revenge, and give Almira a weapon to complete the Key Freedom quest. Although there is another quest in the next chapter where you need to sworn a switch yourself. However, you get another one during the game. 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