DIVINITY® II

DEVELOPER'S CUT

LARIAN STUDIOS

MANUAL

DIVINITY II
DEVELOPER'S CUT

CONTENTS

EPILEPSY WARNING

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions. Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves. If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.

Join the Divinity II - Developer's Cut community at www.larian.com for latest news, downloads and Forum!

HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running Divinity II - Developer's Cut, do not hesitate to contact our technical support department by email or via the official forum.

E-mail : support@larian.com
Technical support : http://www.larian.com/forums/
For all Technical Support requests please ensure you provide precise details of your query to our technical support team. These details should include the following points:
- Type of problem?
- When does this problem occur?
- Does this problem occur each time?

Please also include information about your computer (processor speed, graphics card, DirectX version, driver versions).

WARRANTY

Product name: Divinity II - Developer's Cut
Larian Studios warrants the recorded medium on which the Product is provided against defects in material or workmanship for a period of ninety (90) days after the date of purchase and during normal use (excluding negligence, abuse or misuse). In the event that the recorded medium is defective during that period, Larian Studios, to its discretion, commits itself to replacing the product (provided the product is still manufactured by Larian Studios) or to supplying you with a product of equal or lesser value on the conditions below.

In order for the defective product to be exchanged, send the Product in its original packaging to Larian Studios's Technical Support (you will be responsible for the cost of shipping) along with the proof of purchase, a description of the problem and your full contact information.
We strongly advise you to use certified mail with delivery confirmation when making this shipment to:
Larian Studios, Technical Support, Larian Studios, Handelsdokcenter, Stapelplein 70 A - BUS 003
9000 GENT, BELGIUM

LICENSE AGREEMENT
You may look at the license agreement of the game during the installation. You must read it thoroughly and accept the terms of use before installing the game.

A word of Welcome

Welcome to the developer's cut of Divinity II! Like you were Bellegar himself, this developer version allows you to pull all kinds of shenanigans in the world of Rivellon. Be warned though, O sorcerer's apprentice, for tinkering with developer powers can be a tricky thing indeed!

Here's what can very easily go wrong: you can break the story, meaning you'll upset the logical flow of the game. You won't be able to finish it anymore as you normally would, so please separate your 'proper' savegames from the ones you might be using in developer mode. Games saved in developer mode are tagged as such and will not be supported by Larian, so tread carefully. With great power comes great responsibility – or something along those lines.

How It Works

Pressing F11 opens the console menu, but note that it doesn't work during dialogs, trading, cutscenes, in menus, etc.

Here's an overview of the available commands:

give: select an item prototype from the dropdown list and click the give button to add it to your inventory. Only Ego Draconis items will be available in Ego Draconis and Flames of Vengeance ones in Flames of Vengeance.

gief: select a specific item from the dropdown list and click the gief button to add it to your inventory. Only Ego Draconis items will be available in Ego Draconis and Flames of Vengeance ones in Flames of Vengeance.

zuperZirani: click to become a very powerful character in one instant. Can be toggled on and off.
unlock: click to unlock a nearby container or door.

morphto: select a creature or NPC from the dropdown list and click the morphto button to become the selected character. Remove your current armour to view changes to human models.

goto: input the desired X, Y and Z coordinates and click the goto button to teleport there.

goto Region: select the region you want to go to from the dropdown list and click the goto Region button to teleport there.

loc: shows your present location in X, Y and Z coordinates as well as the name of the region you are currently in.

givegold: input the amount of gold you want to receive and click the givegold button.

god: toggle god mode on and off.

mage: toggle mage mode on and off. Skills no longer have a cooldown time and you have an unlimited amount of mana.

give bt: adds all gems, ingredients, formulas, recipes and limb types to your inventory. Warning: this will overload your inventory and you won't be able to pick anything up anymore until many items have been removed from it!

reloadscripts: click to reset all characters in a region to their default scripts.

setskill: select a skill from the dropdown list; input the level you want (1-15) and click the setskill button.

givexp: input the amount of experience you want to receive and click the givexp button.

give_all_of_type: select an item type from the dropdown list and click the give_all_of_type button to add it to your inventory. Warning: this will overload your inventory and you won't be able to pick anything up anymore until many items have been removed from it!

regionxp: click to show how much XP can still be obtained in the region you are in.

gotocharacter: input the name of the character you want to teleport to (case sensitive) and click the gotocharacter button. Only works with characters that are in the region you are currently in.

showallmarkers: click to show all the available markers on your map. Only shows the markers that are in the region you are currently in.

give_set: select a set from the dropdown list and click the give_set button to add it to your inventory.

d: toggle on and off the ability to turn into a dragon.

hj: toggle on and off the ability to perform the high jump.

debugkeys: toggle on and off the use of the logic debug keys. When toggled on there are several more commands available. Here are some examples:

> Ctrl+2-9: summons a creature. Press repeatedly to summon many.
> t: teleports you in the direction of your crosshair.
> h: toggles your HUD on and off.
> Page Up/Down: zoom in/out.
> Numpad 1: teleports you 100 meters up.
> Numpad 2: teleports you 100 meters forward.
> ...

Enjoy!

The Story So Far

Divinity II – Ego Draconis brings you back to Rivellon, a timeless world of awe and magic, torn and scarred by successions of apocalyptic wars. What the peace-loving people of the land did to deserve such terrible calamity, not even the gods can tell. But as any of their warlords will snidely say, the time to wonder and question quickly vanishes when the Lord of Chaos is slaughtering your kin, burning your cities and sowing the one-time fertile soil with salt. Twice this incarnation of evil burst forth from its hellish dimension to wade in valiant blood against the blackened sky, and twice Rivellon's defenders would not back down despite appalling losses. Still, victory brought no relief: for they knew that some day the Demon would be back.

And back he'd be, sooner than anyone could have anticipated, because, as is so often the case, evil festered from within: humans, loyal to the Damned Hordes, sought not only to ensure the return of their dark master, but to give his Demonic form human semblance – so that rather than destroy Rivellon, he would come to rule her. This group, known as the Black Ring, were close to achieving their goal and would doubtless have succeeded had it not been for the tireless vigilance of the famed wizard Zandalor and the startling fate of an unsung adventurer named Lucian. This adventurer, guided as he was by the forces of good, exposed the Black Ring's sinister schemes and, when the time came, willingly underwent a daring ritual that infused him with the powers of the gods. So the Divine was born.

Leaving but grim corpses in his wake, the avatar of light followed the enemy to its stronghold, nestled deep beneath the desert wastes of Yuthul Gor, where he stalked and killed every Black Ring elder until finally he and their diabolic leader, the Demon of Lies, stood snout to face. The fiend smiled and told the Divine he was too late: the transfer was complete and the Lord of Chaos would walk again. Indeed, behind him, on a large altar, lay a newborn infant: a shell of innocence wrapped around a soul of utter corruption. The Divine's sword saw the Demon dead, but despite being able to put an end to the vast plague that had almost brought Rivellon to her knees, he could not bring himself to kill the child.

He named him Damian and for years the Damned One, unaware of the terrible forces that brimmed beneath his boyish exterior, grew up under the Divine's tutelage. Until he met Ygerna. Sent to seduce Damian by her father, the Black Ring necromancer Kalin, she befriended the young man, who was instantly infatuated with her. Not only did she return his affections, but also his long-slumbering powers. They practiced innocent spells at first, but later on more sinister magic, rarer incantations, and, most dangerous of all, they unravelled forbidden knowledge. For some time, Damian's Divine foster-parent was blissfully oblivious of Ygerna's ominous influence on his son – until evidence connected her to Kalin, whom he recently executed. When questioned, she confessed that she supported his rotten stratagems – the most important of these being the renascence of Damian's dark, dormant powers.

After hearing such hideous testimony, Lucian had no choice but to execute Ygerna in turn: the Black Ring never enjoys clemency, whatever the circumstances. Under the eyes of the wise but worry-plagued Zandalor, the Divine's sword severed Ygerna's head from her body. Yet, at that prophetic moment, while Ygerna's blood was still claiming more territory on the floor, Damian entered and gave voice to a spell that utterly stunned even that mighty ensemble: the spell of Soul Forging. Before anyone could react, Damian turned back and seemingly disappeared. The Divine knew his son would from then on be his greatest foe and understood that Damian had already realised a great deal of his black potential: he who can Soul Forge is a stupendous adversary indeed. The Damned One walked again.

As Lucian and Damian gathered their armies, Zandalor contemplated the repercussions of Damian's acts. A Soul Forge is an exceptional enough event in its own right; a Soul Forge with a soul as it dwells amidst the few fragments of time between life and death was unprecedented. Uncertain of the consequences for either him or Damian, he entrusted Ygerna's body to the care of embalmers: forgoing the usual ritual burning of Black Ring corpses.

Within days, the Black Ring and Divine Paladins clashed. Damian, though, had eyes for Lucian only: he

would show him the same kindness he had shown Ygerna. What he did not know, was that the Divine was ready for him. He would lure his son to a Rift Temple and, if all went according to plan, banish him to another dimension. Blinded as he was by his all-consuming wrath, Damian did not realise he was being drawn into a trap and soon he was locked away in shadow-haunted Nemesis. The Divine returned to Rivellon, glad that the threat his foster-son posed was eliminated, yet strangely mournful because he realised that despite the evil that had taken hold of him, Damian's spur-of-the-moment Soul Forge was essentially an act of love.

The Damned One, however, made the best of his situation in Nemesis. He bode his time, growing in stature and power, until he did what most thought could not be done: he broke free from his prison dimension and initially overran the surprised Rivellonian forces. His thoughts were still wholly focused on one thing: to destroy the Divine and so avenge Ygerna. The war changed the face of Rivellon: for years it raged and one catastrophic event followed another. Where once there were mountains, there are now flat scorched plains. Picturesque farmlands have been pushed up and turned into jagged cliffs. Nevertheless, mankind faced its infernal foes with remarkable courage and tenacity. A decisive reason for their stubborn optimism was the newly-forged alliance between the Divine and the rare, but immensely powerful, Dragon Knights: the last and elusive proponents of Dragon magic in the Demon-swept realms.

Throughout the climactic battle, the scales of victory could have tipped either way. But then the unthinkable happened: one of the Dragon Knights betrayed and slew the unsuspecting Divine. During the confusion that ensued, the Paladins started to fight Dragon and Demon alike. Luckily, Zandalor was able to rally the troops and so narrowly avoid disaster. Damian, who had already lost much of his forces and had seen his revenge materialised, ordered his army to abandon the field. His dominion over Rivellon could wait. And besides, he had other things on his mind.

After the bitter stalemate that resulted, both sides took the time to lick their wounds and mankind prepared for yet another war. When this war did not take place after a year and not even after a decade, the good people of Rivellon were convinced Damian no longer posed a significant threat. They started to relax and rebuild their lives. Now more than half a century has passed and though the Damned One still has a more-than-frightful reputation, he is regarded as a distant threat at best. Whether this ataraxis is justified, remains to be seen ...

System Requirements

Minimum Spec

Operating System: Windows XP (32bit or 64bit) with Service Pack 2, Windows Vista** or Windows 7
CPU and memory: 1.8GHz Dual Core Processor (XP/Vista), 1GB for XP, 2GB for Vista or Windows 7
GPU*: 256MB VRAM Graphics Card that supports DirectX 9.0c with Shader Model 3.0 (i.e.; Nvidia GeForce 7600-series, ATI Radeon 1600 or better)
Audio: DirectX 9.0c Compatible Sound Card
DirectX: Direct X 9.0c with Windows XP, Direct X10 (Vista/Windows 7)
Hard Disk Space: 13 GB

Recommended Spec

Operating System: Windows XP (32bit or 64bit) with Service Pack 2, Windows Vista** or Windows 7
CPU and memory: 2.6 GHz Dual Core Processor; 2GB for XP, 3GB for Vista or Windows 7
GPU*: 512MB VRAM Graphics Card that supports DirectX 9.0c with Shader Model 3.0 (i.e.; Nvidia GeForce 8800-series, ATI Radeon HD 3800 or better)
Audio: 5.1 Surround Sound DirectX 9.0c Compatible Sound CardDirectX: Direct X 9.0c with Windows XP, Direct X10 (Vista/Windows 7)
Hard Disk Space: 13 GB

* Divinity II will not work on integrated graphics cards.
** You will be required to install DirectX 9.0c to run the game. DirectX 9.0c is included with this copy of the game.

Installation

Installation

1. Place the "Divinity II – Developer's Cut" installation DVD in your DVD drive.
2. After automatic startup, click "Install Divinity II – Developer's Cut" to start installation.
3. In the "Installations" application, click "Continue".
4. Agree to the license conditions and click "Continue".
5. Choose a directory for the installation.
6. Click "Continue" to create a link in the Windows start menu.
7. Select "Install" from the installation menu and wait until the required data has been copied to the target directory from the DVD.
** Click "Back" if you want to change the installation settings.
8. Click "Finish" to complete the installation process. The final screen of the installation routine asks you whether you want to install the latest DirectX version or run Divinity II immediately.

** You can stop the installation process at any time by clicking on the "Cancel" button. However, if the installation process is interrupted before the process is complete, the game won't function properly.

Manual installation

If the installation screen does not appear automatically when the DVD is inserted, it is possible that the autorun function may be deactivated. In this case, proceed as follows:
1. Double click the "Workspace" icon on the Windows Desktop or open Windows Explorer.
2. Double click the icon for your computer's DVD ROM drive to display the contents of the Divinity II – Developer's Cut DVD.
3. Double click the "SETUP.EXE" file to start installation.

Running the game

You can run the game by clicking on the "Divinity II - Developer's Cut" Desktop icon or via the Windows start menu: click the "Start" button at the bottom left of the screen, then "All Programs" (possibly also "Programs"), then "Divinity II - Developer's Cut" and finally "Divinity II - Developer's Cut" again. We recommend that you close any applications you have running before running the game.
The game's DVD ROM must be in the DVD drive.
The game requires DirectX to run correctly. You can install this application from the game DVD.

Uninstalling the game

Click the "Start" button at the bottom left of the screen, then "All Programs" (possibly also "Programs"), then "Divinity II - Developer's Cut" and finally "Remove Divinity II -

Developer's Cut". The uninstall routine starts automatically when you confirm the subsequent query with "Yes".

Troubleshooting

If you have problems with the screen display or running the game, or if the game crashes to desktop, you can either change the game settings or your computer's system settings. Please make sure that you are using all the latest drivers for your hardware.

NVIDIA (GeForce)
http://www.nvidia.com
ATI (Radeon)
http://www.ati.com
If the problems persist, make sure that you are using the standard settings, because functions such as "ATITruform", "Full screen antialiasing (FSAA)" or deactivated "VSYNC" can create display errors.

MAIN MENU

Continue
Continue playing from your last saved position.

New Game: Divinity II – Ego Draconis
Start a new game from the very beginning of the Divinity II saga.

New Game: Divinity II – Flames of Vengeance
Start a new game that takes place after the events in Ego Draconis with a new or previous character.

Load Game
Load one of your previously saved games.

Options
Configure the game's graphics, sound, controls and more to your heart's content.

Credits
Have a look at the names of the team that brought you Divinity II - Ego Draconis and Flames of Vengeance.

Exit Game
Exit Divinity II. See you again soon!

CHARACTER CREATION

Character Creation in Ego Draconis

Name and Appearance

Upon starting a new game of Divinity II – Ego Draconis, you will be able to choose your hero's name, sex, hair, face and voice. Note that these properties in no way affect your character's skills and abilities. Should you, during your adventures in Rivellon, want to adjust your appearance you may do so at any time, provided you know where an Illusionist may be found. These wizards can change the way you look, and even – should you so desire – your gender and name.

Starting attributes

You cannot choose any starting attributes during the initial character creation, but don't worry: you'll soon find a selection of choices is available as you progress through the opening part of Divinity II: the mountain hamlet of Farglow.

Character Creation in Flames of Vengeance

Continuing with an Existing Character

If you want to continue your adventure with an existing character, all you have to do is load a save game from Ego Draconis and proceed to the end of the game. After the finale, Flames of Vengeance will automatically begin.

Note: game saves from the original version of Ego Draconis are not compatible with Divinity II - Developer's Cut, due to various changes that have been brought to Ego Draconis in this version of Developer's c.

Starting with a New Character

When you want to start playing Flames of Vengeance with a new character, you will have the option of choosing either a preset or a custom hero after having selected his/her looks. This will be a level 35 character that begins the new journey with an ample amount of gold to compensate for the lack of previously acquired gear.

Preset

"Preset" means that you take you pick from among four developer-designed classes. These are: the Warrior, a melee specialist; the Mage, a magic specialist; the Ranger, a ranged specialist and the Priest, a summoning specialist. Choosing any one of these will skip all further customisation and immediately trigger the start of Flames of Vengeance.

Custom

Alternatively, you can opt for Advanced Customisation during which you build a brand new, level 35 character from the ground up. You can also however, still select one of the presets which you can then tweak and adjust as you see fit.

It is important to note that when choosing skills during this process of character creation, you can maximise the ones you like here and now, but when starting the game the rest will have their normal skill caps again. Your trainers can remedy that of course!

CHARACTER DEVELOPMENT

Statistics

Hitpoints

Your amount of hitpoints determines your general readiness to engage in battle and is the direct indicator of how much of a beating you can take. Forget the "less is more" theory; you'll want a decent amount of hitpoints if you intend to stay alive. Your hitpoints automatically regenerate at a slow rate. But after sustaining serious wounds, it is best to turn to potions and spells to revitalise your life energy. Remember: when your hitpoints fall to zero, you die ...

Determined by: Vitality

Mana

Your amount of mana represents your ability to cast spells and perform skills. Each incantation you speak comes at the cost of mana, so if you want to make a name as a wizard, make certain you have a large pool of mana to tap power from. This does not mean, however, that warriors and rangers can simply neglect their mana supply, because making a whirlwind attack or firing splitting arrows will also detract from it.

Determined by: Spirit

Experience

Experience is gathered by killing enemies and solving quests. When you have stacked up enough experience, you may advance in level, which means you can upscale your attributes and improve or choose new skills. Experience is also used, however, as a resource for the Mindread skill, which makes it possible to end up with an experience debt. More information about this process can be found under the Mindread section of this manual.

Attributes

Vitality

Vitality stands for your general health and fitness. Investing points in this attribute will increase your hitpoints.

Spirit

Spirit constitutes your mental power and aptness. Investing points in this attribute will increase your mana.

Strength

Strength denotes your physical prowess. Investing points in this attribute will increase the damage you do with melee attacks, the resistance you have against melee attacks, and the percentage of the Conditioned Body modifier.

Dexterity

Dexterity embodies your agility and reflexes. Investing points in this attribute will increase the damage you do with ranged attacks, the resistance you have against ranged attacks, and the percentage of the Heightened Reflexes modifier.

Intelligence

Intelligence establishes your cognitive competence. Investing points in this attribute will increase the damage you do with magical attacks, the resistance you have against magical attacks, and the percentage of the Indomitable Will modifier.

Damage and Resistances

Damage

This number shows you the minimum and the maximum amount of damage you do with the weapon you currently have equipped.

Melee Resistance

This number shows the percentage of damage reduction you receive when sustaining a melee attack and is dependent on two parameters: the sum of the Melee Armour Ratings on the gear you are wearing and your Strength. The higher your total Melee Armour Ratings and Strength, the higher this percentage becomes.

Ranged Resistance

This number shows the percentage of damage reduction you receive when sustaining a ranged attack and is dependent on two parameters: the sum of the Ranged Armour Ratings on the gear you are wearing and your Dexterity. The higher your total Ranged Armour Ratings and Dexterity, the higher this percentage becomes.

Magic Resistance

This number shows the percentage of damage reduction you receive when sustaining a magic attack and is dependent on two parameters: the sum of the Magic Armour Ratings on the gear you are wearing and your Intelligence. The higher your total Magic Armour Ratings and Intelligence, the higher this percentage becomes.

Modifiers

Conditioned Body

Conditioned Body reduces the duration you are influenced by the spells Bleed, Burn, Poison and Polymorph.

Heightened Reflexes

Heightened Reflexes determines the extra damage you do when scoring a critical hit.

Indomitable Will

Indomitable Will determines your resistance to Curse, Fear, Polymorph, Ranger Surprise and Stun.

Dragon Avatar

Your Draconic self works differently from your human self in the sense that a fixed number of points are added to its parameters every time you level up. You can add to these numbers, however, by finding pieces of armour in the game that will offer bonus points when worn. The statistics pertaining to the Dragon are: hitpoints, mana, offence and defence.

Another feature that is specific to the Dragon is that its unique skills cannot be bettered by levelling up, but by reading skill books you will either find during your travels or be given as a quest reward.

Hitpoints
Just like your human counterpart, the Dragon will die should your hitpoints reach zero. Here, too, spells will be a great aid when you are trying to avoid this eventuality.

Mana
Even a Dragon's mana supply isn't endless, so keep an eye on your mana pool as you lay waste to your enemies' fortifications. Running out of fire breath in the middle of an attack is plain embarrassing.

Experience
All experience gained with your Dragon form is shared with your human avatar.
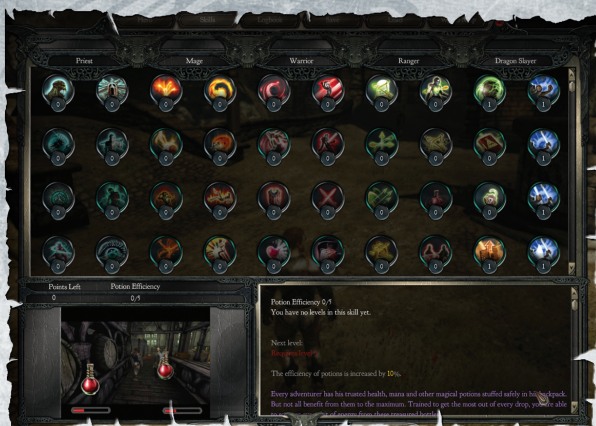
Offence
Offence determines the amount of damage you do. The higher your offence, the more damage you deal.

Defence
Defence determines the amount of damage you take. The higher your defence, the less damage you collect.

Skills

Skills form an integral part of the role-playing experience that is Divinity II. There are many different types of skills pertaining to the warrior, ranger and wizard classes specifically, and others that do not belong to a class at all. Don't forget that Divinity II features RPG gameplay that is, in essence, classless: as you develop your character, you are free to combine all paths and specifications that you feel will give you the most gratifying game experience.

In the skill tree you can choose new skills or improve them when you have skill points available. You can immediately see all the available skills, so you can carefully plan which skills you want to unlock and strengthen as you progress through the game. Should you want to completely redo your skill choices at some point, your skill trainer can wipe the board clean – at a cost.

Human Skills

Active Skills

Battle Rage
The Battle Rage skill does exactly what it describes: like a mad barbarian would seize upon a poorly protected convent, you launch yourself into the fray, heeding not the danger it leaves you in. Most likely any clear and present danger will soon be eliminated, but do remember that this rage detracts from your defensive prowess for its duration.

Blind

To blind your enemy is to temporarily take away his vision, leaving him stumbling in the dark: in combat, about as effective as a pacifistic sparrow. Just don't stand around too long, laughing at his bewilderment, because he's bound to be a tad enraged when he gets you in his sights again.

Charm

Much like the polymorph spell, charming your opponents is aimed at lessening the number of hostiles that seek to plant their pointy ends into your skull. But the Charm spell does not merely immobilise them by turning them into ladybirds: it turns them against each other, so wounding or even killing your opposition before the effect wears off.

Curse

When you speak this spell, the creatures close to you become cursed, meaning that they become severely weakened and ready to be plucked... or decapitated. Whatever suits your fancy.

Defensive Posture

A warrior needs to know when to attack with the ferociousness of the tiger and when to take a hedgehog-like defensive stance. When in a jam, this skill will provisionally take away some of your offensive powers, but transfer them to your defensive energies.

Explosive Arrows

The rarest of arrows are perhaps also the most powerful ones. Extremely dangerous in the hands of some bowstring-happy pyromaniac – and absolutely frightening in the hands of a skilled archer – these arrows explode upon impact: not only turning the original recipient into a bloody jigsaw puzzle, but also tearing apart anyone caught near the blast.

Fatality

An instant kill is one of the greatest blows a warrior can learn to deliver, but the road to success is long. An enemy must be seriously wounded before such a blow can be struck when you are still inexperienced in the one-hit-one-kill method. But as you learn, it will take less duelling time for you to find a weak spot that will end the fight in the blink of an eye.

Fear

Fear may paralyse you: block all functions, body and mind. But this is something different. This is fear that strikes at the very core of one's being, catapults one into a sickening frenzy and leaves the victim with no other impulse but to flee. In other words: you cast the spell and your enemies do a runner.

Fireball

Like a miniature Sun that burns the flesh from your enemies' bodies, you can hurl a single ball of fire towards an unfortunate foe from the tips of your fingers. Whereas many a wizard will acknowledge this as a basic spell, none will make the mistake of underestimating its deadly force.

Firewall

Once released, this great circle of red-hot flame will blacken anything caught in its blast and burn all who are foolish enough to enter its fulgent perimeter, thus providing you with the best of both worlds by combining offence with defence in one single incantation.

Healing

When in combat, you will get hurt. But not to worry, for this simple healing spell will douse any wound like water would fire – leaving your dazed opponents wondering why their blades don't seem to have had much effect!

Hide in Shadows

Swinging broad axes, donning heavy armour, casting sorceries as the arrows whiz around your head, trying to make that precision shot as a howling troll with murder in its eyes stampedes towards you … doing battle can be a gruelling business. Which is why some prefer to give it a miss once in a while, as they become unified with the shadows, invisible to the naked eye. Because why would you go through the trouble of fighting, when you can simply bypass your oblivious opponents?

Life Tap

As you become a powerful wizard, you may find yourself in a situation in which you're casting all sorts of spells while you stay at a distance – unharmed and unthreatened. The problem is that your magical energies may start to run low. The solution: simply transfer some of your life energy to your magical energy and you can keep enjoying the grisly spectacle you create.

Magic Blast

Damning your opponent with a Magic Blast will surround him with many stab-like thrusts of destructive magic. That might seem somewhat sadistic, but it gets the job done.

Magic Missile

A magic missile is in essence a blast of raw magical energy that strikes the enemy in a few consecutive waves. Unless there are multiple enemies, for then the missile automatically targets several opponents. Like the fireball, the spell is as simple as it is lethal.

Poison Arrows

One of the more crafty, and at the same time nasty, abilities of the ranger is the coating of arrow tips in deadly poisons. Not only will the arrows wound their targets, they will keep inflicting pain as the venomous substance that entered their bodies courses ruinously through their veins.

Polymorph

Imagine, if you will, two fierce undead warriors sporting claws and jagged swords with your name on them. Facing two such savage adversaries at the same time might just be more than you can handle. Luckily, you have the polymorph spell at your disposal, which will briefly transform those on its receiving end into a harmless ladybird. This is sure to make your life easier and theirs briefer.

Ranger Surprise

Any unfortunate creature you are hunting that is struck by a Ranger Surprise arrow does not only receive the full damage of the impact, but also has its resistances lowered, making it more vulnerable for all kinds of other attacks. So what is the actual surprise? Why, death of course!

Rush Attack

During a rush attack you lash out at a single opponent, which causes severe wounds and most likely stuns him. The attack works well as an initial assault on ranged enemies especially.

Splitting Arrows

The splitting arrow has the magical property that it severs into different arrows after having been fired, so allowing the bowman to hit multiple targets at the same time. The more adept he becomes at the craft, the more separate projectiles the original arrow will split into.

Stun Arrows

Profiting from a temporary heightened concentration, you are able to shoot arrows with such precision and force that they stun any victim: leaving them immobile for a while. Scoring kills has never been easier.

Summon Demon

If ever you find yourself outnumbered in a fight, this is the skill to use. Not only will the appearance of a Demon most likely leave your adversaries stranded with malodorous breeches, its claws will send them, torn to shreds, straight to the hellish dimensions whence your unholy ally came.

Summon Ghost

Ghosts are restless beings. Terrible in appearance they haunt us, instil us with numbing fear. So why, some Mage must once have thought, should we not call them to our aid in combat? And a wise thought it was, because ever since then many a wizard has treated his foes to one final nightmare from which they never woke.

Summon Undead

The dead. What are they good for besides pushing up daisies? Those with a taste for the darker side of magic will answer that question with this particular spell. For the dead, when brought back to life, will do anything for their master, including battle. Especially battle, in fact.

Thousand Strikes

With a combination of cat-like speed and accuracy, you strike at your adversary with a series of vicious cuts: leaving him to incredulously stare at the bodily extensions on the ground before he has had the time to realise where his bane came from. Fast and brutal, it is one of the best melee attacks a warrior can master.

Way of the Wise Wizard

Those who enjoy putting up an impenetrable shield of defensive magic will get the most out of their speciality by choosing this skill, which will enhance all the stats that pertain to it.

Way of the Battle Mage

Those who revel in the joy of aggressive magic will get the most out of their speciality by choosing this skill, which will enhance all the stats that pertain to it.

Way of the Ranger

Those born for the bow will get the most out of their speciality by choosing this skill, which will enhance all the stats that pertain to it.

Whirlwind

With the weapon you are wielding firmly clasped in your hands, you unleash a hurricane of steel by making a full circle jump that tears through any number of enemies around you. When your feet hit the ground again, only their bloody remnants bear witness to the destruction, while you, the very eye of the storm, remained untouched.

Passive Skills

Bleed

Particularly vicious, bleed attacks have a chance of causing wounds that keep bleeding: so damaging the victim over time until the bleeding stops or he has leaked to death.

Confusion

This subtle but powerful skill adds a special ability to other sorceries you cast: each time one of your offensive spells hits an opponent, it has a chance of stunning that opponent for a while, stripping him of effectiveness in battle.

Death Blow

Warriors adept in the Death Blow have spent part of their training concentrating on delivering devastating hits, which may critically hurt an opponent. The more skillful these hits become, the greater their chances are of scoring blows that will knock their enemies six foot under in no time.

Destruction

As if the ravaging powers of magic aren't terrible enough already this skill, as its name implies, will add to the destruction caused by your fireballs, magic missiles and other wizard spells.

Dual Wield Expertise

Not many make such a fierce impression on the battlefield as those who swing a blade in each hand, so engulfing their immediate vicinity in a red wave of extinction. But even though these fighters may look like frenzied, bloodcrazed savages, be not mistaken, for they are quite the opposite: cool-headed and disciplined.

With good reason: wielding two weapons in combat demands intense training, and forgoing it has often led to unintended, self-inflicted facial reconstruction.

Evade

You are highly trained in dodging the melee attacks with which your adversaries try to treat your inner organs to an outdoor holiday. It goes without saying that this is a highly useful ability for all who spend much time in the thick of battle.

Mana Efficiency

Performing a whirlwind attack costs mana, but you have trained your spirit and therefore don't need to catch your mental breath as quickly as others might. A very practical ability indeed, for, as the saying goes, two whirlwinds are always better than one.

Jump Attack

Those who have this skill in their repertoire – all Dragon Slayers do – can jump and fall to the ground with a great cleave of their weapon. Not only does it increase the pounding your enemy takes, it has quite a chance of knocking him off his feet. After that it's just a matter of having the good grace to make the kill quick and painless. Right?

Life Leech

With Life Leech, you don't just wound your enemy as you hit him, but also gradually drain his life energy from his body and perchance add it to your own with each hit you score.

Lockpick

When you encounter a bolted door, a chest secured tightly by a big padlock, you itch to find out what is behind that door and in that chest. You know you do. By adding this skill to your repertoire, your curiosity will soon be satisfied and perhaps your coin purse as well.

Mana Leech

With Mana Leech, you don't just wound your enemy as you hit him, but also gradually drain his magical energies from his body and perchance add them to your own with each hit you score.

Master Herbalist

Versed as you are in the powers and potentials of all plants and herbs that grow in Rivellon, it takes you fewer specimens to cook a successful brew. This has not only made you famous for your mushroom soup, but also for the efficiency with which you make useful potions.

Mindread

The ability to read the minds of others is given to very few in Rivellon. Powerful though this gift may be, you shouldn't shy away from developing the skill – because obviously it takes a little more experience to read the thoughts of, say, the Arcane University's dean than those of Doris, the lavatory lady.

One Hand and Shield Expertise

Those who engage in battle with sword and shield are sometimes scoffed by others on the premise that they are archaic and unimaginative.

But they never take such criticisms to heart because they know very well that their strategy, classical and rather standard though it may be, is still one of the best setups a warrior may use: it perfectly combines offence and defence and, like no other, offers excellent chances to emerge from each battle alive and well.

Packed and Ready

Adventurers often have the tendency to accumulate loot with greater diligence than a squirrel that is storing nuts for winter. It is therefore not a bad idea to train your back-pack-stuffing capabilities, because a good packer can carry around a lot more booty!

Potion Efficiency

Every adventurer has his trusted health, mana and other magical potions stuffed safely in his backpack. But not all benefit from them to the maximum. Trained to get the most out of every drop, you are able to squeeze every bit of energy from these treasured bottles.

Ranger Stealth

Like a true haunter of the dark, the ranger who is under this subtle spell's influence blends into his surroundings with chameleon-like easiness. Even when he scores a hit, the ranger still has a chance that the victim of his arrow has no idea where the danger comes from, thus leaving him unexposed.

Ranger Strength

Some rangers spend as much time training their strength as they do their agility. The result is that every arrow they fire flies with greater speed and power, naturally inflicting even greater wounds.

Reflect

Those who benefit from this advantageous spell can gleefully watch as part of the damage an enemy causes is reflected back to him. This way the foes that oppose the hero may be slain by the force of arms they themselves apply, in a wonderful example of poetic justice.

Regenerate

Forgoing the need of healing spells to patch up your wounds over time, the regenerate skill ensures the slow but steady revitalisation of your life energy. This process gains in speed as its practitioner learns to use it more effectively.

Single-handed Combat Expertise

Following in the footsteps of an old battle tradition that believes in the unification of a warrior and his weapon, you opt to specialise in the wielding of a single one-handed weapon. Brandishing a light and highly maneuverable piece of deadly craftsmanship, you learn to ply it to a state of perfection that goes beyond other combinations of armament.

Summon Mastery

As if summoning a variety of strange and dangerous creatures to your aid isn't a powerful enough ability already, Summoning Mastery ensures that those you summon are even more potent than regularly summoned battle helpers. You can probably just stand by and watch the fight.

Two-Handed Combat Expertise

No matter what some may say, combat isn't pretty or subtle. You intend to prove that by swinging about swords long as a troll's arm and hammers so ferocious they can reduce said creature's head to a bloody pulp with one well placed stroke. The advantages in battle are obvious, and more than that: you can never get lost in the woods, for you'll always leave a track of limbs that works even better than the traditional breadcrumbs.

Unarmed Combat Expertise

Swords, axes, maces: you regard them all as silly extensions for the truest of melee weapons: your fists. Rather than presenting them with the taste of steel, you like to treat your opponents to your favourite home-made delicacy: a knuckle sandwich.

Wisdom

Having studied warfare not only as a series of forceful skills, moves and abilities, but also as an art, the insight you gain after every battle is greater than that of others. You therefore advance more quickly up the ladder of experience and success.

Dragon Skills

Dragon Burst
The Dragon Burst is a powerful attack during which the Dragon very briefly meditates upon the sheer strength of its being so as to consequently release the devastating result all around itself in a burst of destructive magical energy. The grass will be greener on the other side after this happens.

Dragon Polymorph
Even a Dragon may find itself outnumbered by dangerous enemies. Turning them into oblivious ladybirds so as to finish them off in more comfortable numbers is, in such an event, a wise course of action indeed.

Dragon Shield
Incredible though it may sound, there are foes in the wildest parts of the world that may challenge even a Dragon. You are therefore able to put before you a magical force that shields against the ferocious attacks of evil flocks of enemies.

Dragon Spirit
When the fight is over, Dragons also tend to take time to lick their scales. If you feel like forgoing this lengthy process, this spell will heal the wounds you may have sustained – and save you the nuisance of a tired tongue.

Fire Breath
Almost synonymous with the Dragon is his most feared attack: the breath of fire, a huge cone of scorching flames that utterly destroys and disintegrates all its stifling claws meet. Those Dragons that wield this mighty force may be confident their enemies will either horribly perish or flee, never to return.

Fire Sphere
Even more formidable than the usual bellow of fire is this fully-fledged orb of flame capable of incinerating even the toughest of foes. It isn't subtle, but it gets the job done.

Summon Friend
When engaging flocks of airborne adversaries it is always handy to have a wingman, and you'll find a wyvern is perfectly suited to fulfil that role. Of course, it also gives the enemy something else to shoot at.

Wrath of the Patriarch
Concentrate the pure rage of the Dragon into a massive attack that will easily lay waste to scores of hostile structures or entire flocks of airborne enemies.

Zeppelin Barrage

Yes, you are a mighty Dragon: but a little back-up never hurts, now, does it? With this skill you can assign targets that a friendly zeppelin will then blast into oblivion. Because friendship means never having to obliterate alone.

Mindreading

A special skill given only to Dragon Knights and Slayers is the art of mindreading. In Divinity II, you can choose to read the thoughts of NPCs, which will result in the acquiring of new information, the discovery of secrets and sometimes even added quest solutions. Mindreading, though, comes at a cost: each time you perform the skill, you will have to pay a certain amount of experience. This means that each mindread adds to the experience debt parameter, which must be lowered to zero before you receive additional levelling experience: so balance these pros and cons well.

The Creature

Your Creature is a unique ally that is yours to use and even craft. Within a necromancy circle you may use the limbs taken from goblins, undead and Dragon Elves to customise your base Creature. New limbs will give it new, different powers. It is up to you to experiment with them (see the Necromancy Circle interface).

To summon your Creature onto the battlefield you will need a Crystal Skull – a charm of sorts – which you may discover as you explore the game world. The Crystal Skull functions as a summoning device with which you can call your necromantic ally. Once summoned, the Creature stays until it dies or is de-summoned by the player. After a cool down period it can be summoned again.

GAME INTERFACE

The game screen

1. Mini Map

The mini map shows the geography of your immediate surroundings and the position of NPCs, be they hostile or not. Red dots indicate enemies; green dots are friendlies.

2. Status Bar

In the status bar you can first of all find a health, mana and experience bar – so you can keep an eye on your hitpoints, mana pool and level advancement. Secondly, there are the quick map slots. These slots can be filled with the item or skill of your choosing. It is best to make a good combination of preferred skills and handy items like health potions. Press and hold the corresponding button on your keyboard to open the quick map menu.

3. Pause Bar

From the Pause Bar you can choose either to unpause and so continue playing, or to browse the Item and Skill List, which is especially useful to browse for the items and skills you do not have quick-mapped in the Status Bar.

Divinity II – Developer's Cut

4. Weapon Sets

Need to quickly change from bow to sword, from normal-damage-heavy to magic-damage-heavy weaponry? Via this menu it takes but an instant.

5. Enemy Info

The enemy info shows the name or type of enemy you are dealing with, the level of the foe in question and its health bar.

6. Cursor

Use the cursor to select and cast spells on particular enemies. It is especially handy to pause and target a specific enemy this way when using tactical skills like Charm, Blind and Thousand Strikes.

7. Buffs and Debuffs

Buffs and debuffs represent the many good and bad things your character can be blessed or afflicted with and can greatly aid or hinder you while they last.

Buffs and debuffs list

Feared
You are panicked and unable to control yourself.

Burning
You are on fire! Literally.

Butcher
You deal extra critical damage.

Cursed
You are cursed, which means that many of your stats have been lowered.

Dragon Spirit
Your Draconic avatar is slowly being healed for a short period.

Drinking
You are drinking and as a consequence being healed slowly for a short period.

Eating
You are eating and as a consequence being healed slowly for a short period.

Extra Damage
You deal extra melee and ranged damage.

Extra Magical Damage
You deal extra magical damage.

Greater Resistance
All your resistance stats are boosted.

Healing
You are slowly being healed for a short period.

Heightened Dexterity
Your dexterity is being boosted.

Heightened Mana
Your Mana is being boosted.

Heightened Intelligence
Your intelligence is being boosted.

Heightened Strength
Your strength is being boosted.

Hide in Shadows
You are invisible.

Lifeline
Your hitpoints are boosted.

Magic Resistance
You are less susceptible to magical attacks.

Melee Resistance
You are less susceptible to melee attacks.

Poisoned
You are poisoned and taking damage.

Polymorphed
You are polymorphed and very susceptible to fly-swatters.

Ranged Resistance
You are less susceptible to ranged attacks.

Ranger Surprised
You are caught flat-footed and suffering penalties to all your resistances.

Reflect Damage
Some of the damage enemies do to you is reflected back to them.

Regeneration
Your hitpoints regeneration is increased.

Resist Curse
You have just recovered from a curse attack, and thus immune to it for a short while.

Resist Fear
You have just recovered from a fear attack, and thus immune to it for a short while.

Resist Polymorph
You have just recovered from a polymorph attack, and thus immune to it for a short while.

Shielded
You are shielded and receive less damage.

Shielded Stance: Battle Rage
You are under the influence of the Battle Rage skill.

Stance: Defensive Posture
You are under the influence of the Defensive Posture skill.

Stance: Way of the Battle Mage
You are under the influence of the Way of the Battle Mage skill.

Stance: Way of the Ranger
You are under the influence of the Way of the Ranger skill.

Stance: Way of the Wise Wizard
You are under the influence of the Way of the Wise Wizard skill.

Stunned
You are stunned and can't move.

COMBAT

Human Combat

Excelling in battle in Divinity II will require a good combination of deadly weaponry, daunting skills and powerful magic. Things will get hectic, but if you know how to benefit from the following features, you'll fight like the best of them in no time.

Pause

Always remember that you can pause the game at any time by pressing Enter. This not only gives you the possibility to calmly overlook the battlefield, it also gives you the time to (re) map items and skills, and allows you to consume potions if needed. This can be a real life saver.

Evade

A Dragon Slayer is a very agile warrior. Master the controls well and you'll see that by jumping and evading you can deny your enemies the taste of victory. You can always jump forwards and backwards to dodge incoming missiles, but you can also make evading ducks to your left and right by strafing in either direction and pressing Jump.

Locking

You can map keys to go into lock mode, which means all your attacks and target-based skills will now focus on the chosen target specifically and negate all other enemies.
You can choose a key to Acquire/Cycle Target lock, which means you lock unto the desired enemy. Pressing the same button again will cycle through the available targets.
Cancel Target Lock, will undo any lock you have active and Quicklock provides you with an option to immediately target the nearest enemy.

DRAGON COMBAT

Dragon combat consists entirely of bringing down your enemies with ranged attacks, the most common of these being the fire breath. But don't omit to make good use of the Dragon skills at your disposal. Summoning, healing, shielding and more, also belong to the Dragon's cunning.

Pause

See "Pause" under Human Combat.

Dash

Pressing the right mouse button will make the Dragon briefly dash forward, which is useful to quickly cover ground. You can use it creatively to, for instance, dash into enemy territory,
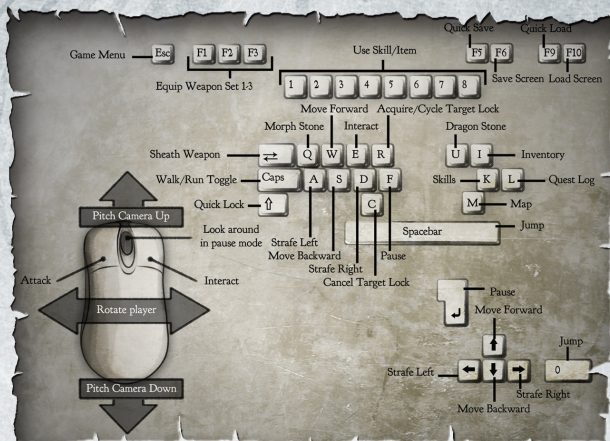
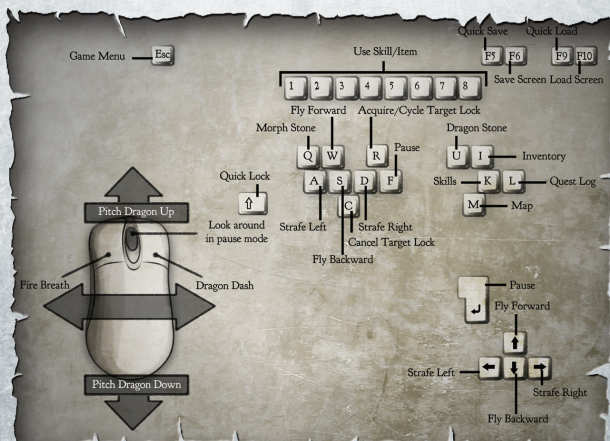summon a creature, and duck out again.

Locking
See "Locking" under Human Combat.

CONTROLS

Human Control Scheme

Dragon Control Scheme

Interacting with NPCs

Dialogues
To interact with the people you will meet in Rivellon, press the "use" key when near to them (default "e"). During the dialogue in question, you can choose the questions and answers you want to give, trade with the person you are talking to (if he has anything to sell), and mindread him if that option is available.

Trading
You can barter with all NPCs that have items to trade. However, the amount that the NPCs can buy from you is determined by how much gold they have to spend. Within the trade menu, you may cycle between you and the trader's inventory to sell and buy the items of your choice. You can also buy back items you sold by accident in the buy back tab.

Mindreading
You can choose the mindread option in the dialogue screen. This allows you to find out about silly thoughts, hidden treasures and new quest outcomes.

XP and Levelling Up
When you have earned enough experience you will level up. Each time you level up, you gain additional statpoints that can be assigned to vitality, spirit, strength, dexterity and intelligence at your discretion. You also receive (a) skillpoint(s) that can be assigned to the skill of your choosing.
Once you are a Dragon Knight, the Dragon's hitpoints, mana, offence and defence will increase automatically. Dragon skillpoints are not rewarded after level-ups, but can be chosen and increased by finding the right books in the game.

Interacting with objects
When you come near to an object you can interact with, you will be given the possibility to press "e" and start the interaction.

Game Menu

Resume
Continue playing.

World Map
Your map has three different view levels: the world view, the region view and the zoomed in region view. You can use your map to find your bearings and locate the map markers that are sometimes placed automatically, but can also be placed by hand. Right clicking a marker will make it appear on your mini-map to allow easy tracking. Your own position is always highlighted for ease of orientation.

Hero
The model of your hero is displayed in the inventory screen; the slots on his left and right are used to equip weapons and armour. Clicking on the slots will open up a window with all available items that are equipable on the designated slot. The items can also be dragged onto the right slots: the slots that are available for the dragged item will light up leaving the other slots greyed out. Clicking the Dragon orb in the bottom left corner will switch to the Dragon inventory.

In your inventory you can find all the items you found, bought and gathered under different tabs: weapons and shields, armour pieces, jewellery, consumables, quest items and miscellaneous. When you select an item you can choose to equip yourself with it or to charm it, drop it, destroy it, or send it to the battle chest in the Battle Tower (only available when you have conquered the Battle Tower).

Powerful items may be augmented by adding charms to them which can be discovered in the game world. Charming is a permanent and thus irreversible process, so think before you charm.

You can use the destroy function to clear out your inventory, but be aware that doing so will obliterate the selected item and effectively remove it from the game. Should your inventory become cluttered and confusing, simply press the 'sort' button to tidy it up.

Under the Hero tab you can furthermore find all your hero stats.

Skills
The skill tree can be found under this tab. When you have available skillpoints you can select the skills you want here.

Logbook

The Feral Fjords Unlocked		You have discovered the Orobas Fjords.
Off the Leash Unlocked		You have summoned your creature.
Mirror, Mirror Unlocked		You have made use of an illusionist's services.
Goodbye to Sun and Moon Unlocked		You sided with Behrlihn.
Lunatic and his Verses Unlocked		You sided with Bellegar.
Peeping Tom Unlocked		You have read someone's mind.
Shape of the Dragon Unlocked		You have morphed into a Dragon.
Divinity Unlocked		You have reached an epic level.

Quests

These tabs keep track of each quest you have been sent on. Quests have a short and longer description, so you can always have a quick glance at what to do next, or read a more elaborate description should your memory fail you.

Active Quests

Here you can find your currently active quests. People are counting on you, so don't stall!

Closed Quests

Here you can find a list of your closed quests. They are the testaments of a job well done.

Dialogues

Each conversation you have is carefully logged under this tab. This source of dialogues combined with your quest journal should ensure you never get stuck.

Trophies

Each kill you score is carefully recorded here, so you may glance over your record with satisfaction.

Achievements

Here you can keep track of the achievements you have unlocked and those you have yet to unlock.

Combat Log

The combat log details the statistics of the last session of combat you have engaged in.

THE BATTLE TOWER

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Introduction

Looming like a colossal stone claw over Sentinel Island stands the Battle Tower, a vast citadel built many centuries ago by Maxos, the Dragon Mage. It was his house, his palace, his workplace, his laboratory and thus the scene of countless experiments of the most fantastical kind. But what makes the tower a true hub of might and the envy of all who aspire to own it is its Throne Room, where Maxos could raise his most proven acolytes to the rank of Dragon Knight: an ability hitherto given only to the Ancient Race of Dragons.

Long the tower and its ruler withstood the ages unchallenged. Until one day Maxos vanished and his fortress was locked by a seemingly impenetrable spell, which proved to be an insufficient deterrent for the vile necromancer Laiken, who, some two hundred years after Maxos' disappearance, broke the spell and claimed the Battle Tower as his own. Should some adventurer challenge his dominion over this mighty structure, though, he or she would gain access to its many interesting features:

The Battle Tower is a central structure to which you can teleport at all times (once it is yours, that is) using a unique item called the Dragon Stone. More than that, the tower houses multiple rooms and terraces, where different attendants provide a variety of services.

THRONE ROOM AND MASTER CHAMBER

The Throne Room and Master Chamber form the heart of your Battle Tower and host several amenities.

The Runners

Don't feel like ferreting for gems, ores or herbs yourself? Then send your runners! These loyal servants will go out on missions for you and gather the requested valuables. Keep in mind, though, that the world of Rivellon is just as hostile to them as it is to you. The consequence is that the poorer equipped they are, the fewer items will be gathered and the higher the chance they will venture into hostile environs and end up wounded and empty-handed.

There are ways, however, to increase your gatherers' odds. Your trainer – who is located in the Skill Trainer Arena – can provide them with weapons that will increase their combat effectiveness and therefore yield better results, i.e. more items. Your enchanter – who can be found on the Enchanting Platform – can forge armour for them that will decrease their chance of being wounded. Should they still be hurt during their travels, you'll need to inform your alchemist so he may heal them. You cannot send your runners on a new mission before their wounds have been mended.

The Battle Chest

When you find yourself stuck with a full inventory in the middle of a dungeon, don't worry! You can magically send items to a chest that can be found in the Master Chamber of your Battle Tower, from which they can be retrieved at your convenience.

The Wayshrine

The wayshrine placed in the Master Chamber can instantly bring you to any other discovered waypoint shrine in the game world.

You can click on the wayshrine panel, then browse and choose a discovered exit. Selecting it will immediately transport you to the desired location.

The Illusionist

The illusionist will accommodate your wishes for alternative appearance in any way you see fit (see Character Customisation).

The Platforms

The Necromancy Ring

On this platform, a pupil of the black arts will seek to build you the ultimate Creature. As you travel through Rivellon, you will be able to collect the limbs of the foes you have slain. The necromancer will then assemble these limbs to form the Creature, its powers depending on their composition. You can summon this Creature in combat to serve as an ally by using your Crystal Skull (see Creature).

You can swap the Creature's head, torso, arms and legs and see the results on its statistics and skills underneath, so you can customise it to fit the fighting style you want your pet to have: melee, ranged, magical or a mix.

The Alchemy Garden

The Alchemy Garden is the domain of your alchemist. This character is in charge of the herbs and plants that grow in the tower, with which he brews his potions. But, of course, he will need you to provide him with ingredients and formulas should you want to expand his repertoire.

The Enchanting Platform

The workshop is the platform of your inventor and enchanter. This specialist smith has been working on both sides of the divide: he has dabbled both in science and in magic. Convinced that in doing so he holds the key to ultimate powers, he has blurred the line between the two disciplines – attuning his machines so as to give magical qualities to your items.

Enchanting

Powerful weapons and armour have enchantment slots, which may be filled with a variety of enchantments that augment the item's might.

Disenchanting

Once an item has been enchanted, it is possible to remove and replace it with another one of your liking. But bear in mind that the previous enchantment will be lost in the process.

The Skill Trainer Arena

The skill trainer platform is an area where you will be able to discover and/or upgrade your skills under the supervision of an expert trainer who has mastered the arts of combat and magic alike.

The Dragon Stone

The Dragon Stone is a unique item that lets you instantly travel to one of the Battle Tower platforms or the Throne Room, and back to the location you last used it from.

OPTIONS AND PREFERENCES

Audio

Effects Volume
Use the slider to adjust the volume of effects, i.e. the sounds of weapons, spells, explosions, etc.

Music Volume
Use the slider to adjust the volume of the game music.

Speech Volume
Use the slider to adjust the volume of the player and NPC voices.

Controls

Mouse Sensitivity
Use the slider to adjust the sensitivity of the mouse.

Y-axis
Choose whether or not you would like to invert the Y-axis of your mouse when controlling the camera during human and/or Dragon gameplay.

General Controls

Here you can map the mouse and keyboard buttons so they correspond to your favoured setting.

Gameplay

Tactical Pause
Use the slider to decide when you would like the game to automatically pause when your hitpoints drop to a certain percentage. This can range from never (deactivated) to as soon as 40%.

Overhead Damage
Choose whether or not you would like to see the damage you do with every hit displayed above enemies.

Difficulty
Use the slider to adjust the difficulty level of the game. You have the choice between easy, medium and hard.

Crosshair
Choose whether or not you would like the crosshair displayed in game.

Free Camera
Choose whether or not you would like to enable free camera movement. Free camera means you can pan around your character when it stands still. If switched off, the camera is locked in the default third person view.

Pain Effect
Choose whether or not you would like to see a red effect of pain on the screen when your character gets hit.

Graphics

Resolution
Choose a resolution. Please note that high resolutions may affect performance.

VSync
Synchronize the frame rate and your monitor's refresh rate to prevent screen tearing.

Anti-Aliasing
Use post-processing anti-aliasing effects to minimize jagged edges.

Quality Level
Opt for a predefined level of quality. Please note that higher quality may affect performance.

Geometry
Set the geometry quality. Please note that higher quality may affect performance.

Dynamic Geometry Distance Rendering
Use the slider to set the distance at which geometry will start to cull away. Please note that higher distance may affect performance.

Dynamic Lighting Quality
Use the slider to set the distance at which dynamic lighting remains visible. Please note that higher distance may affect performance.

Timeslice Animation Update
Update animations every few frames only. This is less attractive visually, but increases performance.

Render Shadows
Enable or disable real-time shadows. Enabling them may affect performance.

Timeslice Shadow Update
Update a single shadow map during each frame only. Disabling Timeslice Shadows may affect performance.

Shadow Quality
Use the slider to adjust the shadow resolution to create smoother shadows. Please note that high resolutions may affect performance.

Texture Quality
Adjust texture quality. A 512MB video card (or higher) is recommended if you opt for high quality.

Anistropic Type
Enable anisotropic filtering, which increases the texture quality on acute angles. Please note that this may affect performance.

Anisotropic Samples
Set anisotropic quality. Please note that this may affect performance.

Dynamic Reflection
Enable real time reflections. Please note that this may affect performance.

Use HDR
Enable HDR. Please note that this may affect performance.
Use Depth of Field
Enable depth of field. Please note that this may affect performance.
Render Light Shafts
Enable sun rays. Please note that this may affect performance.
Tree Quality
Use the slider to set the distance at which trees become billboards. Please note that high distance may affect performance.
Vegetation Quality
Use the slider to set the distance at which vegetation will be rendered. Please note that high distance may affect performance.

Brightness

Use the slider to adjust the brightness. 50% is the default setting.

CREDITS

Divinity II – Developer's Cut

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AUDIO
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David Vink

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Wim Vanherle
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Alex Vanden Abeele
Bert Peers
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Joachim Vleminckx
Jonathan Housieaux
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Wai Yeh Leung
Koen Van Mierlo
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USER INTERFACES
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Koen Van Mierlo
Iva Müller

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Bram Van Rompaey
Reinout Swinnen
Stijn Valkenborg
Thierry Van Gyseghem

IN-GAME SCENES
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Bram Van Rompaey
Joachim Vleminckx
Reinout Swinnen
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Robin Haudenhuyse

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CONTENT & COMMUNITY MANAGER
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ADDITIONAL GAME PRODUCTION
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ADDITIONAL PROGRAMMING
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Kris Taeleman
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Sébastien Van Deun
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ADDITIONAL FLASH PROGRAMMING
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Hugo Puzzuoli
Cliff Laureys

ADDITIONAL ENVIRONMENTAL ART
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Martijn Holtkamp
Djego Ibanez
Mark Brouwers
Paul van Eekelen
David Vink

ADDITIONAL MUSIC
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ADDITIONAL AUDIO
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David Sampimon
Roman Kim