

DIVINITY[®]

ORIGINAL SIN

ENHANCED EDITION



GAME MANUAL



WHAT IS DIVINITY: ORIGINAL SIN - ENHANCED EDITION?

In short, this is a party-based, classless RPG that features turn-based combat and a highly interactive world where players are free to do as they please. It supports drop-in/drop-out multiplayer and a unique cooperative dialogue system that lets you, or you and a friend, deeply role-play two characters.

Originally published in June 2014, Divinity: Original Sin was lauded as a modern twist on classic RPGs and lauded by both fans and critics. The Enhanced Edition adds quests, story, gameplay, skills, balance, and new features to the original.

Here are some key phrases to know before embarking on your adventure:

Party-based:

You control at least two main characters at all times, and you can hire up to two companions or henchmen. In combat, your party can grow temporarily by magically summoning powerful creatures.

RPG:

A “role-playing game” is one with deep and meaningful character development. You can truly play the role of any kind of hero (or villain) you can imagine. Stats, spells, and your character’s appearance are fully customisable.

Highly interactive:

You can talk to all friendly non-player characters in the game, trade with them, help them, or even kill them if you so choose. Almost all items in the game world can be interacted with—destroyed, picked up, moved, stolen, etc. Items in the world react to one another as you would expect them to: If you set fire to a wooden door, it will eventually burn down. An important part of the magic in the world of *Divinity: Original Sin - Enhanced Edition* is combining the elements of nature. If a character is frozen, you can melt the ice with fire. If there is a puddle of water, you can turn it into a steam cloud with fire or into an ice surface with ice. Many items can be combined: You can bake your own bread, write your own scrolls, forge your own weapons, reinforce your armour, and so forth.



Turn-based combat:

The game is played in real-time, except during combat. Turn-based combat is like a game of chess; players act one after another in turns, but what they do during those turns depends on their individual strategy and the circumstances on the board. When combat is over, the game returns to real-time.



Open world:

You can go wherever you want and choose what to do and what not to do. If you kill all important NPCs, you'll have a hard time gathering experience, but you can still finish the game. If you want to take on level 12 monsters when you are level 8, it won't be easy, but if you succeed, you will gain valuable loot and high experience scores.

Multiplayer:

At any time, you can invite a friend to join you, or you can join a friend's game, regardless of how far along in the game either of you happens to be.

Classless:

Any character can wear any type of armour or weapon and can learn any type of skill, ability, or talent.

Cooperative dialog:

When a decision needs to be made, both player characters get to weigh in. You can agree or disagree, and whoever has the stronger personality in that particular conflict will win the debate. These decisions further develop your character.





GETTING STARTED

HEALTH WARNING

Some people are susceptible to epileptic attacks or loss of consciousness when looking at certain types of strong flashing lights, images in rapid succession, or the repetition of simple geometric shapes, flashes or explosions. Those with such susceptibilities are at risk of attacks when playing video games that include such stimulation, even if the person has no medical history or has never experienced such attacks before. If you or a member of your family has already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using this product. Parents should pay particular attention to their children when they are playing video games. If you or your child displays vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, the user must stop playing immediately and consult a doctor.

MANUAL DISCLAIMER

Larian Studios prides itself on regularly updating and upgrading its games, extending features and options, updating controls and user interfaces to make them more user-friendly, re-balancing in-game encounters, supporting new hardware, etc. Therefore, portions of this printed manual may become outdated once the game receives such updates. It is recommended to read update notes which may contain new information that is not included in this manual and to refer to the descriptions and tooltips in the game for the correct, most up-to-date and detailed information.

SYSTEM REQUIREMENTS FOR A WINDOWS PC

Minimum

- **OS:** Windows 7 SP1 64bit or higher
- **Processor:** Intel Core2 Duo E6600 or equivalent
- **Memory:** 3072 MB RAM
- **Graphics:** DirectX 11 Compatible GPU
- **DirectX:** Version 11
- **Hard Drive:** 12 GB available space
(subject to change in future updates)
- **Sound Card:** DirectX11 compliant

Recommended

- **OS:** Windows 7 SP1 64bit or higher
- **Processor:** Intel i5 2400 or higher
- **Memory:** 4096 MB RAM
- **Graphics:** DirectX 11 Compatible GPU
- **DirectX:** Version 11
- **Hard Drive:** 12 GB available space
(subject to change in future updates)
- **Sound Card:** DirectX11 compliant

TROUBLESHOOTING

In order to play *Divinity: Original Sin - Enhanced Edition*, please ensure that you have the latest drivers for all your hardware devices, including but not limited to graphics cards and sound cards. The latest version of DirectX 11 supported for your system is also required by all Windows versions. *Divinity: Original Sin - Enhanced Edition* requires a 64bit operating system.

If you are experiencing performance issues on a machine that just meets the minimum requirements, it may be helpful to lower the texture quality, disable shadows, play at a lower resolution, or choose other low graphics settings. If this does not fix the problem, we have an online tool that can help pinpoint the issue:

www.larian.com/OriginalSinAlpha/AnalysisTool_DOS.exe

Download this file, run it, and then point it to your Divinity: Original Sin installation directory. After, hit “Start Tests” and then “Generate Report.” This will produce a report.zip file that can then be emailed to supportdos@larian.com.





TECHNICAL SUPPORT

If you encounter difficulties installing or running *Divinity: Original Sin - Enhanced Edition*, do not hesitate to contact our technical support department by email or the official forum:

Email: supportdos@larian.com

Technical support: <http://www.larian.com/forums/>

Please include the following information in your correspondence:

- **Platform:** What platform are you playing on? (Console, PC...)
- **Distributor:** From which digital distributor or retail store did you purchase the game?
- **Language and country:** What is the language of the game version you have, and in which country are you located?
- **Problem:** Tell us as much about the problem as you can. What exactly is happening? What are the steps to make it happen again? When did this begin to happen?
- **DirectX:** On a Windows machine, click “Start” and then “Run” and type “dxdiag”. Hit “Save All Information” and send us the resulting text file. This file includes information about your operating system and hardware that can help us troubleshoot.



PLAYING THE GAME

CHARACTER CREATION

Throughout the game, you will have to make many decisions, but the first is the most complex: Which role will you play? Before starting a new game, you will need to create your two main characters. These are your story's protagonists, and you have the power to determine their backgrounds, talents, preferences, and skills.

Divinity: Original Sin - Enhanced Edition is a classless game, which means that a hero can use any type of weapon or armour, and he or she can learn any type of skill or ability available in-game. However, the game is also party-based, featuring turn-based combat, so it is a good idea to build a team that covers many talents. A party with only fighter-type characters or a party with only wizards may be possible, but is not recommended for first-time players.

During character creation, you can select a preset character build from the list. The name of the preset describes the role of the



character. If this is your first playthrough and you are not yet familiar with the game's rules, one of these presets will help you build a well-balanced character. You can see what is included with your chosen preset by clicking the "Customise" button. While in "Customise" mode, you can change the character's appearance, too.

If this is not your first play through, or if you have played many RPGs before, go ahead and customise your characters to your heart's content by tweaking their stats, skills, abilities, and talents.

But don't be afraid to make mistakes. Because this is a classless game, you can turn the frail but smart witch you started with into a battle axe-wielding powerhouse within a couple of levels. And she'll still know some of her magic spells, to boot!

Note that in *Divinity: Original Sin - Enhanced Edition*, your party can contain up to four people (not counting any summoned creatures). Companions or henchman can aid your two main heroes. You will have to find, hand-pick, and recruit these two extra party members in the game world. Good places to look for fellow adventurers are taverns, squares, libraries, and other common meeting places. After a certain event in the game, you will also be able to hire from a pool of henchmen, each with unique stats and appearances.



MAIN INTERFACE

CHARACTER LIST

The **character list** appears on the top left of the screen. This shows the portraits of all the characters currently in your party. The **portrait** of the current **party leader** is highlighted. You can split up party members or create subgroups by moving portraits around the screen. This tactic (splitting the party) can be used to distract enemies or even solve complex puzzles.

Selecting any **portrait** will make that character the **party leader** and show their **Hot Bar** at the bottom of the screen. The **party leader** leads all characters connected to him or her. Selecting a **character portrait** will instantly focus the camera on that character.





HOT BAR

The **Hot Bar** appears on the screen's bottom-centre and is your go-to tool for many of your character's actions. In the middle, taking up the largest area, are the buttons representing skills and items. You can clear buttons from this **Hot Bar**, or add your own items, spells, weapons, or equipment to tailor it to your preferences.

The character's **Vitality Bar** is at the top.

To the very right of the **Hot Bar** is the **End Combat Turn** button. This is used to end a combat turn for the currently selected character. Doing this before a character's **Action Points** are spent preserves those points for the next turn.

On top of the **Hot Bar** are a number of slots that, during combat, fill with colored dots indicating the character's **Action Points**.

On the bottom left of the **Hot Bar** are two buttons: **Toggle Sneak** and **Draw/Sheathe** weapon. **Toggle Sneak** lets you sneak around without other characters or enemies being able to spot you, depending on your character's stats. **Draw/Sheathe** lets you either take out or put away your character's weapon. Depending on the situation, it may be important to either have your weapon drawn or sheathed.



GAME LOG

On the very bottom-right of the screen is a button that allows you enable or disable the **Game Log** window. This window is used to log actions that happen within the game. You can drag this window around, resize it, check boxes to choose what actions you wish to see, and set other options to make it behave like you want it to.

RIFT TRAVEL

After a certain event in the game, a **rift travel** button will appear on the screen. You will be able to transport your party to previously-discovered locations in the game world using this menu.

MINIMAP

On the very top right corner of the screen appears the **minimap**, which shows you the location of your party on the map. The **party leader** is represented by a special icon; your other characters are represented by blue dots, NPCs are represented by green dots, and enemies are represented by red dots.



Around the minimap, there are also the **Journal**, **Game Menu**, and **Show Map** buttons. Two buttons on the bottom-right that let you zoom in and zoom out of the minimap. The **Toggle Tactical Camera** button shifts the camera to a vertical top-down perspective and highlights all characters according to their alignment. This mode can help you navigate surfaces, clouds, traps, and mines during combat or while solving puzzles.

At the top, the diamond-shaped button called the **Connection Menu** allows you to determine who can and cannot join your game in multiplayer.



LOG

The **Log** contains several tabs with different pieces of information about the game, such as **Journal**, **Secrets**, **Dialogues**, **Map**, and **Recipes**.

JOURNAL

The **Journal** page shows you the current status of all your quests and the most recent information you've picked up. Check **Filter Completed** if you only want to see your pending and unfinished quests. You can hit **Collapse All** or **Open All** in case you want to collapse or open all the journal entries at the same time. Stories with new journal entries will flash until they are expanded.

SECRETS

The **Secrets** page contains hidden locations and treasures you can or have discovered. You can uncover more secrets by solving problems for certain characters, exploring your surroundings, and especially by purchasing special maps showing their locations.





MAP

The **Map** page contains the most detailed in-game map. Zoom in or out using the buttons on the top right, or drag the map around to focus on a different area.



CHARACTER SHEET

The **Character Sheet** represents the current status of your character in terms of inventory, abilities, and other characteristics. These sheets are the most important places to go in order to understand the characters in your party. You can switch between **Character Sheets** by using the left and right arrow buttons on either side of the character's name.





STATISTICS

At the top left of the **Character Sheet** are the statistics which define your character. As you level up and become more powerful, you will be able to make decisions about your character by improving these statistics. As you engage in combat, it is important that you understand what these statistics represent and how they affect your character.



Base Statistics

These are the primary statistics that define your character. As you level up, you will determine which of these statistics you wish you fortify.

- **Strength:** Determines your character's proficiency with Strength-based weapons, how much your character can carry, which items your character can lift, how far your character can throw items, and improves Man-at-Arms skills. Better gear often requires higher Strength.
- **Dexterity:** Determines your character's proficiency with Dexterity-based weapons, influences your character's Defence Rating, and improves Expert Marksman and Scoundrel skills. Better gear often requires higher Dexterity.
- **Intelligence:** Improves magical Elemental and Witchcraft skills. Better gear often requires higher Intelligence.
- **Constitution:** Determines how much Vitality your character has and the maximum number of Action Points you can save up during combat.
- **Speed:** Affects how fast your character can move, their Initiative in combat, and how many new Action Points your character gets every turn.
- **Perception:** Affects your character's Critical Chance, Initiative, the amount of Action Points you start combat with (starting Action Points), ability to detect traps and other hidden items, and accuracy when shooting over a long distance.



Extended statistics

These statistics are determined by your character's **Base Statistics**. They can be affected by **Skills**, **Abilities**, and **Talents**, as well as stances, statuses, and gear.

- **Sight:** Influences weapon range, which mostly affects archers. Higher Sight extends attack range and boosts accuracy at the same range.
- **Hearing:** Determines at what distance your character can spot enemies on the minimap
- **Movement:** Determines the distance your character can move with each action point
- **Initiative:** Determines how soon your turn comes during each round of combat

Experience Points

- **Experience:** This represents the total number of **Experience Points (XP)** your character has accumulated.
- **Next level:** This determines how many experience points your character needs to earn before reaching the next level.



Ratings

Ratings determine how your character fares in battle and character interaction. They can be affected by **Skills**, **Abilities**, and **Talents**, as well as stances, statuses, and gear.

- **Damage:** How much damage your character does when attacking an enemy.
- **Armour Rating:** How much damage is absorbed when your character is attacked. Armour cannot absorb magical damage.
- **Blocking:** A percentage representing how likely your character is to block a melee or ranged attack. Blocks can only occur if a shield is equipped. Magical attacks cannot be blocked.
- **Critical Chance:** A percentage representing how much of a chance your character has to strike a critical hit.
- **Offence Rating:** Determines your character's chance of hitting an enemy.
- **Defence Rating:** Determines how hard it is for others to successfully hit your character with a melee or ranged attack.
- **Vitality:** Determines how much damage your character can take. If this reaches 0, your character will die and must be **resurrected** in order to continue.



- **Action Points:** Determines how much you can do in one combat turn. When combat starts, your character has a number of starting **Action Points (AP)**. When it's your character's turn, you have a set amount of **Turn AP** that can be used towards various actions, such as movement or attack. When you end your character's turn with leftover AP, it gets added to the next round, but your total amount of AP can never exceed your maximum AP score.
- **Reputation:** Determines people's initial reaction to your party. The higher the number, the more beloved you party is. The lower the number, the more infamous you have become. Reputation is a party-wide stat. Your reputation changes as you make decisions which may positively or negatively affect the NPCs around you.

Elemental Statistics and resistances

There are six magical damage types in D:OS: fire, water (ice), earth, air (electricity), Tenebrium, and poison. Every character has six corresponding resistances which show damage reduction in percentages. Having 0% fire resistance means that any fire damage will be taken in full amount, while 100% means that the character will take no damage when attacked with fire. Resistance cannot be negative, but it can go over 100%. In that case, the character with 150% fire resistance will not be damaged by fire magic, but instead will be healed by 50% of the amount of damage. The player starts out with resistances equal to 0%, and can raise it by casting buffs with positive statuses, equipping magical gear, and drinking potions.

Keep in mind that passive resistance from magic items and talents will be capped at 100%. You'll need to stock up potions and learn elemental skills if you want to temporarily go over 100% and heal from incoming elemental damage.

INVENTORY

The bottom half of the character sheet shows the items the character is carrying. Each character has a weight limit to what they can carry; exceeding this limit makes a character **encumbered**, which can prevent them from running or moving altogether.

Drag an item onto a **portrait** to give the item to that character. Drag an item onto the **Hot Bar** to keep it within easy reach or to the ground to leave it behind. Drag a piece of equipment to the paper doll to equip it, or into a container window to store it there. Items usually stay where you leave them, unless NPCs run off with them.

By default, all items are visible in the inventory. You can filter by various kinds of items using the **item category** buttons, which include:

- **Equipment:** These are items, such as weapons and armour, that you can equip onto a character.
- **Consumables:** These are items that can be used only once and which have a temporary effect on your character, such as a potion which may restore **Vitality**, a potion that temporarily improves your **elemental resistance**, or even **food**. Experiment with different foods to find out what they do.
- **Magical:** These are items, such as scrolls, that are imbued with magical attributes, making them relatively valuable and rare.
- **Ingredients:** These are items that can be combined with other ingredients or items in order to craft special items, to improve equipment, to prepare food or to create tools.

EQUIPMENT OR PAPER DOLL

These represent the items currently equipped by your character. These items work like all item icons and can be dragged between characters and into/ out of your inventory. You can equip a helmet, body armour, a sarong, a belt, two rings, a single-handed weapon in each hand (or one two-handed weapon), a shield (if you don't have a two-handed weapon equipped), boots, bracers, and a pendant.

Your inventory also shows how much gold a character is currently carrying and how much weight the character is currently bearing, which is a combination of inventory and what you have equipped.

ABILITIES

When your character levels up, he or she is allocated a certain number of points to spend on Abilities. The choices you make are important, because they dramatically affect your character and how your character is played. Abilities can affect your use of weapons, magic and special skills; your ability for thievery; as well as social interactions. It is best to level up your separate characters differently in order to maximize the utility of your party. For a detailed description of each Ability, refer to the in-game tooltip by hovering over the Ability's name.

TALENTS

At certain times in the game, you will be given points to spend on Talents. Talents are unique attributes that give your characters advantages (and sometimes disadvantages) in certain situations. Choose Talents that complement your game experience/ roleplay and your desired character build. For a detailed description of each Talent, please refer to the in-game tooltip by hovering over its name.



TRAITS

Traits consist of personality continuums. Each side of a continuum represents a trait that cannot progress without the opposing attribute becoming weaker. By making choices in the game, and by having dual dialogs with the other party members, you will start defining your characters' Traits. A Trait can have an impact on your character. When you gain a Trait, you gain its effect automatically. If you start make decisions that go against that Trait, the bar will start moving to the other side, and you will lose the opposite Trait and its effects. It is possible to have multiple points on each side of the scale, in which case the Trait with the most points wins.

Left Bonus	Left	Right	Right Bonus
+2 Reputation	Altruistic	Egotistical	+1 Bartering
+1 Willpower	Independent	Obedient	+1 Willpower when an ally with Leadership in Sight
+1 Leadership	Righteous	Renegade	+1 Pickpocketing
Immune to Charmed	Blunt	Considerate	+1 Charisma
Immune to Fear	Spiritual	Materialistic	+1 Loremaster
+3% Critical Chance	Compassionate	Heartless	+20% chance to hit when backstabbing
+1 Initiative	Bold	Cautious	+1 Sneaking
+1 Crafting	Pragmatic	Romantic	+1 Lucky Charm
Immune to Cursed	Forgiving	Vindictive	+20% chance to hit on attacks of opportunity





INTERACTION

PLAYABLE CHARACTERS

As characters explore, do battle, solve quests, and finish storylines, they will begin to level up and colored icons (a yellow arrow and green plus signs) will appear on their portraits, signifying you should bring up their **Character Sheet** and allocate the points required for them to proceed to the next level.

You can save up points, but as enemies become more powerful and the world becomes more demanding, you will have to make a choice. **Skills** will level up along with playable characters, but will also be affected by your Stats and Abilities.

Whenever party members want to talk to each other, an exclamation mark will appear above their heads. Party members may discuss their own motivations and origins, comment on your actions, or offer insight into your current adventure.



FIRE

Novice

Flare Start.....	Level 1
Burning Touch.....	Level 1
Burn My Eyes.....	Level 1
Avatar of Fire.....	Level 3
Wildfire.....	Level 3
Self-Immolation.....	Level 3
Fire Fly.....	Level 3

Adept

Smokescreen.....	Level 6
Fireball.....	Level 6
Summon Fire Elemental.....	Level 9
Fire Absorption Shield.....	Level 9
Purifying Fire.....	Level 9
Explode.....	Level 9

Master

Immolation.....	Level 12
Meteor Shower.....	Level 15
Infectious Flame.....	Level 15

AIR

Novice

Teleportation.....	Level 1
Blitz Bolt.....	Level 1
Thunder Jump.....	Level 1
Shocking Touch.....	Level 1
Bitter Cold.....	Level 3
Wind Of Change.....	Level 3
Avatar of Storms.....	Level 3

Adept

Invisibility.....	Level 6
Headvice.....	Level 6
Summon Air Elemental.....	Level 9
Tornado.....	Level 9
Air Absorption Shield.....	Level 9

Master

Chain Lightning.....	Level 12
Invisibility Target Level.....	Level 15
Storm Lightning.....	Level 15
Nether Swap.....	Level 17

WATER

Novice

Regenerate.....	Level 1
Freezing Touch.....	Level 1
Rain.....	Level 1
Avatar of Frost.....	Level 1
Slow Current.....	Level 3

Adept

Ice Shard.....	Level 6
Summon Ice Elemental.....	Level 9
Water Of Life.....	Level 9
Ice Wall.....	Level 9
Water Absorption Shield.....	Level 9
Cleansing Water.....	Level 9

Master

Mass Disease.....	Level 12
Winter Blast.....	Level 15
Mass Healing.....	Level 15
Hail Attack.....	Level 15
Mass Slow.....	Level 15

EARTH

Novice

Bless.....	Level 1
Boulder Bash.....	Level 1
Summon Spider.....	Level 1
Midnight Oil.....	Level 1
Fortify.....	Level 3
Avatar of Poison.....	Level 3

Adept

Magical Poison Dart.....	Level 6
Petrifying Touch.....	Level 6
Earth Absorption Shield.....	Level 6
Blessed Earth.....	Level 9
Tectonic Spray.....	Level 9
Summon Wolf.....	Level 9

Master

Summon Poison Slug.....	Level 12
Deadly Spores.....	Level 12
Summon Earth Elemental.....	Level 15
Earthquake.....	Level 15



WITCHCRAFT

Novice

Oath of Desecration	Level 1
Malediction	Level 1
Vampiric Touch	Level 1
Decaying Touch	Level 3
Summon Undead Warrior.....	Level 3
Lower Resistances.....	Level 3

Adept

Rapture.....	Level 6
Destroy Summon.....	Level 6
Drain Willpower.....	Level 6
Mute	Level 9
Summon Armoured Undead	
Decapitator.....	Level 9

Master

Horrific Scream.....	Level 12
Soulsap	Level 12
Death Punch.....	Level 15
Resurrect.....	Level 15
Invulnerability.....	Level 15

RANGER

Novice

Ricochet	Level 1
Ranged Power Stance	Level 1
First Aid	Level 1
Treat Poisoning	Level 1
Splintered Arrow	Level 3
Doctor	Level 3
Ranged Precision Stance.....	Level 3

Adept

Survivor's Karma	Level 6
Farseer	Level 6
Absorb the Elements	Level 6
Infect	Level 9
Barrage	Level 9
Vampiric Arrow	Level 9

Master

Shrapnel Scatter	Level 12
Arrow Spray	Level 12
Rain Of Arrows.....	Level 15

WARRIOR

Novice

Crushing Fist.....	Level 1
Battering Ram	Level 1
Encourage	Level 1
Cure Wounds	Level 1
Divine Light	Level 1
Melee Power Stance.....	Level 1
Melee Defensive Stance	Level 3
Helping Hand.....	Level 3
Whirlwind	Level 3

Adept

Crippling Blow.....	Level 6
Barbed Wire	Level 6
Taunt	Level 6
Elemental Tortoise.....	Level 9
Rage.....	Level 9

Master

Flurry	Level 12
Shackles Of Pain	Level 15

ROGUE

Novice

Fast Track.....	Level 1
Lacerate	Level 1
Walk in Shadows.....	Level 1
Trip	Level 3
Winged Feet	Level 3
Venomous Strike.....	Level 3
Adrenaline.....	Level 3

Adept

Eye Gouge.....	Level 6
Precise Incision	Level 6
Become Air.....	Level 6
Cloak and Dagger	Level 9
Daggers Drawn	Level 9

Master

Wind-Up Toy	Level 12
Crawling Infestation.....	Level 12
Coup De Grace	Level 15
Shadow Step	Level 15

NON-PLAYABLE CHARACTERS

The world of Divinity: Original Sin is filled with a cast of interesting and important non-playable characters (**NPCs**) who may help or hinder your journey. The way an **NPC** initially treats you is determined by their **Attitude** towards you and your **Reputation**.

Neutral **NPCs** will treat you like a stranger, albeit one they are typically pleased to talk to and trade with.

NPCs with high **Attitude** toward you may ask less money for their goods and offer you more money for your goods. They may also turn a blind eye to a player character stealing something of little value.

NPCs with a very low attitude towards you will offer you peanuts for the most valuable items and will demand criminally high prices for their goods- if they care to speak to you at all, that is. If friendly or neutral **NPCs** reach the lowest **Attitude** possible, they will even turn hostile and attack you on sight.

Text appears over **NPCs'** heads if they are talking out loud to another **NPC** or to themselves. If an **NPC** is friendly, single-clicking them will open a conversation. If the **NPC** is hostile, clicking on them will initiate an attack.

Friendly **NPCs** may ask you for help or inform you of a situation you'd like to investigate. The game does not treat these **NPCs** any different than others. So-called "quest-givers" will not have any indication of their uniqueness, so it's a good idea to talk to as many folks as you can find.

Quests are a great source of experience; if someone has sent you on a quest and you finish it, make sure to go back to that **NPC** and tell them all about your adventure.

Also note that many quests will not automatically add a “quest marker” to your map. These tend to follow logic; if, say, an army captain has not heard back from a lost platoon, he cannot show you exactly where to find that platoon- he can only offer you clues. You will have to explore and investigate if you choose to solve the mystery.

NPCs are like all other characters in *Divinity: Original Sin - Enhanced Edition* and have their own levels, stats, skills, abilities, resistances, armour, weapons, and inventories. You can view some of this information by hovering over the **NPC**. The more points you have allocated to the **Loremaster** Ability, the more information you will be able to discern.





INTERACTING WITH NPCs

How you choose to interact with an **NPC** is important, as this interaction will determine whether or not they will be helpful to you. Sometimes there will be moments in the dialogue where you can **Intimidate**, **Charm**, or **Reason** with an **NPC**. The success of these options will be determined by your Charisma (an Ability in which you can invest to increase your chances of winning debates, increase NPC attitude, and get lower prices), the topic of discussion, the context of the situation, and the **NPC** themselves. When you decide to pick any of these options, a **Rock, Paper, Scissors** game determines the final success of your attempt. You will select a rock (which defeats scissors), paper (which defeats rock), or scissors (which defeats paper), and the opposing **NPC** will do the same. You must win a majority of these games in order to win the argument.

You can attack friendly **NPCs** by unsheathing your weapon and then interacting with the character. Attacking non-playable characters may incur social consequences that lead to your character's arrest or death.

It is perfectly possible to finish the game by killing almost all **NPCs** you encounter. However, having some friends can make the life of your party a lot easier.

COMPANIONS

Companions are NPCs who can join your party. They have stories and opinions of their own, which they will share with you the longer they stay in your party. They will want to talk to you about certain events in the game, especially when they are particularly enthusiastic about or disappointed in your decision-making.

Every main hero can only hire one companion at a time. If you meet another companion you like better, you can dismiss your



old companion by talking to him or her. Not to worry, though; you can always regain an older companion at any time by visiting them at the Cyseal inn, or the Hall of Heroes within your Homestead (once you have unlocked it).

Companions are like the main heroes in that they come with starting stats, but as soon as they join your party, you can customise them with new gear. When they level up, you decide what they should learn next.

ITEMS

The game world is full of interactable items, some of which you can take into your inventory, and others of which you can interact with in the environment. Some items within the world, such as torches, switches, and doors, are immediately affected when selected. Others may be dragged and moved around (depending on your strength).

Here are some notable types of items:

- **Keys:** These are used automatically if you attempt to open their corresponding locked door or locked chest.
- **Scrolls:** These one-time-use spells can be used by any character and have no ability requirements. Once a scroll is used, it is gone forever.
- **Special arrows:** Special arrows, like scrolls, can be used only once and require a bow. Special arrows can have unique abilities such as causing explosions, creating smokescreens, poisoning enemies, and much more.
- **Grenades:** There are many different types of grenades. They have a big area of effect, but they can be dangerous to use!

- **Ingredients:** Ingredients are items that may seem useless, but that can be used in combinations (“crafting”) to create useful items, or improve existing gear.



- **Skill books:** Skill books are rare tomes that can teach a character a new skill. These books are highly powerful and should be sought with a keen eye as your character grows.
- **Teleporter Pyramids:** This is a special type of item, of which there are only two in all of Rivellon. Using one of these pyramids will teleport you instantly to the location of the other. This means that you can leave a pyramid in town and teleport there at will, or you can leave one pyramid in the pocket of the other main hero, split up, and teleport to one another when necessary. You can also throw one pyramid behind enemy lines in battle for a tactical advantage.
- **Shovels and pickaxes:** These weapons not only make decent weapons, but are useful in exploring the terrain. Use shovels on piles of dirt to dig up whatever is hidden beneath. Use a pickaxe to mine ore or precious metals.
- **Chairs and beds:** Select chairs and beds to rest and slowly regenerate Vitality. However, be wary of the social repercussions of relaxing in a bed that isn't yours.

This is not a complete list of item types; experiment with items and read their descriptions to discover their secrets.

CRAFTING, REPAIRING, AND IDENTIFYING

Many items in the world may not seem to have an apparent purpose, but they can be combined with other items in order to craft or improve potions, scrolls, arrows, food, weapons, armour, and much more. Some books will contain recipes, but you can experiment to see what you can discover on your own. To combine or craft items, simply drag them on top of each other.

More advanced combinations may require **Crafting** or **Blacksmithing** abilities.

Immovable objects, such as ovens and forges, are required to craft certain items. Drag an item on top of the immovable object to craft with it.

It is important to keep repairing your equipment if you want the pieces to last. In order to repair items, you will need the **Blacksmith** ability and a **repair hammer**.

Enchanted items must be identified in order to be used; you will require a certain level of the **Loremaster** Ability, and an **identifying glass**.

EQUIPMENT

Equipment consists of items like weapons, armour, shields, rings, and amulets. Requirements may restrict the type or level of character that can use a piece of equipment. Upgrade equipment as you progress through the game in order to stay competitive.

Various pieces of equipment differ in their statistics. Some weapons, such as heavy axes, require both hands and do plenty of damage, but they may cause you to spend more **Action Points** for your attacks.

Similarly, a crossbow does more damage than a regular bow and has a higher range, but it costs more **Action Points** to use and has a movement penalty.



A dagger doesn't cost many Action Points, but it also doesn't do much damage; on the other hand, it is the only weapon that can be used to backstab enemies, which yields big bonuses.

Wands are unique. These one-handed ranged weapons inflict elemental damage. Wand blasts never miss, but their base attack range is fairly short. What makes wands especially different from other weapons is that each comes pre-packed with a special skill that can be invoked a finite number of times. The player needs to equip the wand and then assign it to a **Hot Bar** slot to be able to use the skill (this is done automatically if there is an empty slot in the **Hot Bar** when the wand is being equipped). Finding a powerful wand will allow the player to cast high impact skills while wielding a reliable mid-range weapon.

Upgrading the dedicated Wand weapon ability will lengthen the attack range and increase the number of times each wand can be invoked.

Weapons and armour both lose some of their durability upon being hit or hitting something else. Certain pieces of equipment are enchanted (magical, rare, or legendary items) and will positively affect certain character attributes.

TRAPS & PUZZLES

Divinity: Original Sin - Enhanced Edition contains **puzzles** that you will need to solve in order to progress. Some of these can be solved by dragging and piling objects onto weight-sensitive pressure plates or by finding hidden switches in dungeons.

Traps are more difficult and often do damage to your party. Having a party member with a high level of **Perception** will allow you to spot traps from a safe distance and will also reveal occluded objects and items such as hidden switches and secret treasure.

ENEMIES

Throughout the world there are various enemies that will attempt to prevent you from completing your mission. These enemies vary greatly in their allegiances, strength, and powers.

Tactical combat can help you defeat groups of enemies that might otherwise get the better of you. Use the environment, including puddles, oil-slicks, and burning lava to inflict extra damage or hinder enemies' progress.

By defeating these enemies in battle, you gain experience points as well as loot.



BARTERING

Though **merchants** offer the most sought-after and interesting wares, most **NPCs** will be willing to trade **items** with your party; the **Trade** icon will appear beneath their portrait when you initiate dialog with them, and their **Attitude** toward the player character will influence the prices of their wares.

Through this **Trade** window, you can even bribe characters in order to increase their **Attitude** toward your party.

When bartering, you can offer items on your side of the screen and select the items you would like to have in return. At the top-left of the interface, you will see the total value of your offer and the total value of the trader's offer. You can try to make an offer that benefits you in value, but if the trader doesn't agree, he or she may be offended. You can also use this bartering interface to offer gold or wares to **NPCs** at no cost to them, or you can offer more value than whatever they are offering to earn their favour. Merchants with whom you trade fairly (or bribe) will start remembering you and will offer you better prices reflecting your good relationship.

PICKPOCKETING

Not everything in the game world must be gained ethically. A character can pickpocket from **NPCs** by going into **Sneak** mode and then clicking on the **NPC**. A character's ability to pickpocket a certain **NPC** is determined by the target's level, perception and intelligence, and the character's own level, pickpocketing ability and Dexterity. The maximum total gold value and maximum total weight of the steal are determined by character's pickpocketing ability only. Each theft needs to be planned carefully, since every NPC can only be pickpocketed once.

LOCK PICKING

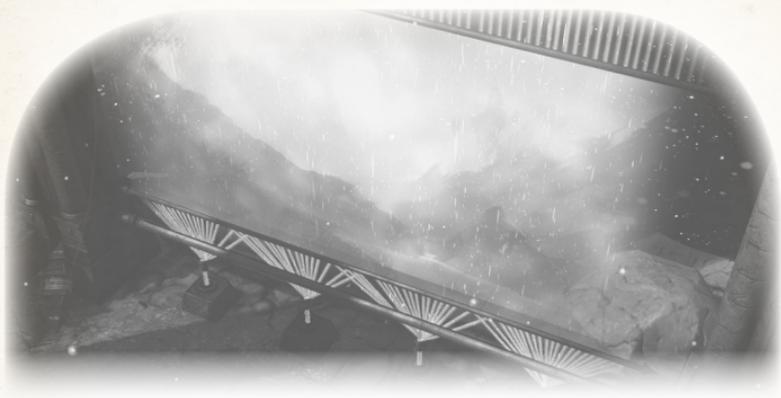
Once you have the **lock picking** ability and a set of **lock picks**, a character will be able to pick the locks of doors and chests (if this is something you plan to do often, it may make sense to drag the lock picking item from your inventory to a permanent place in the **Hot Bar**). Simply use the lock picking item and then click on the door or chest in order to begin.

SNEAKING

At any moment a player can choose to try to blend in with the environment by entering the **Sneak Mode**. While sneaking, the player has to carefully avoid being seen, which in practical terms means avoiding getting into NPCs' sightcones (these you can see as highlighted areas on the ground around an NPC). Walking into an NPC's sightcone will immediately bring the player out of Sneak. Using Sneak is essential for pickpocketing, breaking into guarded areas and avoiding conflict. The corresponding Sneaking ability increases movement speed and makes NPCs' sightcones narrower, allowing more freedom while sneaking around.

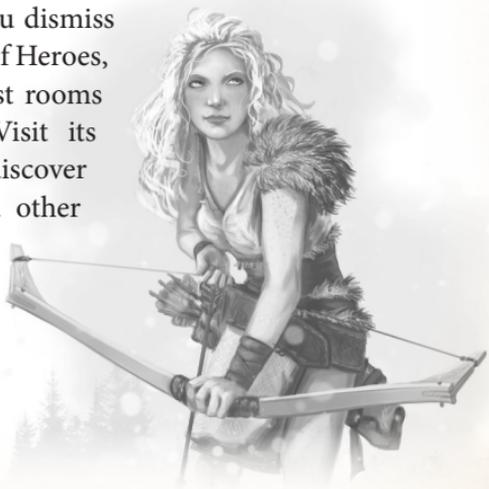
THEFT

Not all items can be taken without consequence. When you hover over an item, if the cursor is orange, the item belongs to another character; if it's white, there is no current owner. Stealing from characters will lower their **attitude** towards your party; on the other hand, characters with a higher **attitude** toward your party may allow you to take their less valuable items without much ado.



THE HOMESTEAD

At a certain point in the story, you will visit the **Homestead** and gain access to new game play options. For instance, you will discover chests to which you can send items from anywhere in the world. You may also discover that you can give your character a complete makeover. Once you visit the **Homestead**, any companion that you dismiss will end up in the Hall of Heroes, which is one of the first rooms you'll unlock there. Visit its various rooms to discover unique merchants and other helpful NPCs who can sell you skillbooks, secrets, and exclusive wares.





COMBAT

The game's turn-based combat system encourages players to make strategic, tactical decisions. With the aid of your party and friendly **NPCs**, you will engage in battle with evil enemies; with just the right amount of luck and planning, you will emerge victorious. Combat begins as soon as you get close enough to enemies to be noticed or when you actively engage an enemy.

When your party is split up and one character picks a fight, the game will only be in turn-based mode for that character. The other party members can still walk around freely, start their own fights, or even join that character while combat is in progress.

PARTICIPANTS

When a battle begins, on the very top of the screen you will see all the portraits of the battle's participants. Your currently-selected character's portrait will have a gold border, your party allies will have blue borders, your NPC allies will have green borders, and the enemies will have red borders. Each character's vitality is located under his or her portrait.

COMBAT TURNS

The order of combat turns is determined by each participant's **Initiative**, among other factors.

ACTION POINTS

Each participant is allocated a certain number of **Action Points** based on their Stats. **Action Points** determine how many actions a participant can take during that turn. Every action takes up a certain number of **Action Points**, from movement, to attacking, to using skills and items. You do not have to use all **Action Points** in a single turn, and it is often strategic to save them for future turns. Certain skills require greater or fewer points than other skills, so spread out your **Action Point** usage wisely.



MOVEMENT

In order to move, simply hover over the part of the map to which you wish to move; you will see a preview of the distance, the path your character will take, and how many **Action Points** the movement will cost.

ATTACK

To execute an attack with your character's currently equipped weapon, simply hover over the participant you wish to attack, and you will see how many **Action Points** the attack will cost (this includes moving towards the target). Then decide whether you wish to execute the attack.

Hovering over the target will also show your chance of a successful hit on that enemy. Your chance depends on the primary statistic related to your specific type of attack and weapon, your offence



rating, as well as the enemy's defence rating. Enemies with lower defence ratings tend to be easy to attack, while those with higher defence ratings can be very difficult to hit. If your equipped weapon is a bow or crossbow, you can attack anything in sight, even if it is beyond the ideal range of the weapon; however, exceeding the ideal range will lower your chance of landing an actual hit.

SKILLS OR ITEMS

To execute a skill, simply select its icon in your character's **Hot Bar** and then hover with your mouse over the target; this will show you how many **Action Points** the attack will cost. Certain skills will also show their area of effect. Other skills will be immediately executed as soon as you click the skill button. Read the description of each skill for more detailed information. The skills you can use in combat are not limited to those in your **Hot Bar**; you can also open your skill window and choose skills there.

You can also use items while in combat. This includes drinking potions, eating food, using a scroll, or even changing gear. Of course, all these actions also cost **Action Points**.

SAVING THROWS

A "saving throw" is like a behind-the-scenes roll ("throw") of the dice whose outcome can determine an in-game event. If an enemy tries to set you on fire (i.e. the 'Burning' status), the game will roll the dice to decide whether you are successfully set ablaze. This dice roll can be stacked for or against you, depending on the caster's and your own stats. Statuses that have a duration of several turns will check the success chance at every turn, allowing the inflicted characters to savethrow out of the status prematurely.

BACKSTABBING

Dagger-wielding players with the Back-Stabber Talent can stab their enemies from the rear for guaranteed critical damage. To perform a backstab, a player has to position themselves in a 30-degree sector behind an enemy. This zone is highlighted on the ground when the player mouses over an enemy.

VITALITY

A bar showing each combat participant's **Vitality** is available on the top of the screen while in battle. If a party-member or companion dies, there are powerful spells scattered throughout the world capable of **resurrecting** them both inside and outside of battle.

SKILLS

A participant's use of skills will determine how they fare in battle. It is important to use skills strategically, always considering which will work in conjunction with your battle tactics.

For example, if you or a friendly character is next to attack, it may be worth using a skill that will buff your or their **Damage** or **Offence Rating**. On the other hand, if someone is about to take damage, it may be worth using a skill that will buff their **Defence** or **Armour Rating**, or **debuff** the enemy's **Damage** or **Offence rating**.

Many skills work well when combined with other skills.

For instance, you can use Teleportation on a dangerous enemy swordsman that is too close for comfort. He will have to spend some **Action Points** to move towards you once you've zapped him away, and you have postponed the threat. Even better: Slow him after you have teleported him. This gives you even more time to attack him from a safe distance, or to manage other attackers first.

Another example: Use Midnight Oil in combination with any targeted fire skill (or even a Fire Arrow or Explosive Arrow). Draw up oil underneath the enemy's feet (the more enemies, the better). Not only will this slow them down, but you can also set the oil surface on fire!

Now that you have created a fire surface, why not send a huge ball of dirt through it? When you cast Boulder Dash and the boulder travels through fire, it turns into a flaming comet that'll deal extra damage.

Why not try Rain as a preparatory action? Sure, it extinguishes fires, but it also creates puddles of water. If you can catch several enemies standing in water, not only are they more susceptible to ice and electrifying attacks, but you can also electrify the entire puddle and stun all of them in one go.

Some skills also work well against other skills. Have you been cursed by an evil priest? Cast Bless! Been slowed by a skeletal mage? Cast Haste!



STATUS EFFECTS

Certain attacks imbue the victim with **status effects** that affect them for several turns. **Freezing** stops a participant from acting, **poison** slowly drains their Vitality, and **fire** continuously causes damage. The character's **statistics** determine how individual **status effects** will affect them.

Status effects are caused by spells cast on characters or on the surfaces on which characters walk. Characters get a saving throw against these statuses.



SURFACES AND CLOUDS

Surfaces and **clouds** are elements on the floor or in the atmosphere. Everything from simple puddles of water to pools of blood are special elements which can be used in special ways with just the right skill or arrow type.

Surfaces and clouds tend to be status-affecting, therefore walking through a surface can be very dangerous. A fiery surface will set you ablaze, incurring a **burning** status that will deal damage each turn until removed. Walking upon a surface of ice has a chance to knock your character down, and your character will have to skip turns until your saving throw allows them to stand up, until the effect wears off, or until an ally helps them up. Beware! Some enemies will leave strange surfaces or clouds after they perish, adding extra elements to navigate during and after combat.

Surfaces and clouds can be changed, removed, and interacted with. For instance, throwing a fireball on an ice surface will cause the ice to melt, reforming it into a water surface which is susceptible to electric attacks.

If there is an oil barrel between your character and an enemy, striking the barrel with a fire skill will cause it to explode; on the other hand, shooting it with a regular arrow will cause the oil to spill out. This will allow you to slow enemies that attempt to wade through the oil and also let you light them on fire.

STRATEGISING

In combat, it's better to plan a solid strategy than to try to deal maximum damage as soon as possible. Your party will often find itself outnumbered, and enemies may have advantages the player may not (yet) have.

Try to identify the main threat in the opposition. For instance, if there is one mage that keeps on healing his allies, or even insists on resurrecting all his fallen friends, direct as many attacks as possible towards him.





Try not to hit too many different targets at once. Focus on getting one enemy down instead of hurting many. Two trolls with 1 hit-point each still deal full troll damage. The damage dealt to these two trolls would have better been directed toward one troll.

Use the environment. For instance, you can position yourself so that archers may not hit you, or have to move before being able to hit you. Or you can create choke points so that not all of the enemy's forces can target you.

Be on the lookout for items that can help you in battle. Throw things at your enemies, destroy items around them so they must take a longer path, explode oil, water, or ooze barrels, etc.

DELAYING AND FLEEING

Sometimes you may wish to act at the end of a turn (that is, after the rest of your party and enemies have acted), rather than at the beginning. This is called **delaying** and can be executed by hitting the **Delay Turn** button. For instance, if you want to wait until a wizard has buffed you before hitting an enemy, delay your turn. Or say you're a healer, and your comrades haven't taken damage, but you foresee a devastating blow in the very near future. Delay your turn so you'll be able to cast your spells when they'll really count. If you are a wizard and you are finally ready to shout "Fireball!", delay your turn so you can cast it after your friends have moved safely out of the way. That's the nice thing to do.

If you're sure you can't win a battle, you should press the **Flee** button.

Delaying and **Fleeing** are not always possible and may be disabled based on the present state of the battle or your party's configuration. Each character can only delay once per combat round.



MULTIPLAYER

Divinity: Original Sin - Enhanced Edition has Steamworks integration which allows for drop-in/drop-out multiplayer game play. Any game can be turned seamlessly into a multiplayer game through the **Connection Menu**. Additionally, *Divinity: Original Sin - Enhanced Edition* can use IP-based multiplayer for both LAN and Internet play.

During multiplayer, each player takes control of one of the two main heroes in both combat and NPC interaction. You are able to speak with each other and trade items with ease. Multiplayer is very similar to Single Player in functionality, but with a few key differences.

CREATING AND JOINING

Start a game, either through the **Multiplayer** button in the starting menu, or by going to the **Connection Menu** in your single player game and changing the status from **Nobody** to either **Everybody**, **Friends only**, or **Invitation only**.



If you decide to create a specifically multiplayer game, each player will be able design their character as they desire in the game lobby. You can create a new **Multiplayer** game by pressing the **Multiplayer** button in the starting menu of the game.

Joining a game is easy. Simply find your friend in your Steam friends list, right click their name, and click “Join Game” once they have a single player game opened or a multiplayer lobby started. Similarly, if you are hosting a game, you can find a friend in your Steam friends list, right-click their name, and click “Invite to Game” to send out an invitation.

INTERACTION

In the single player game, depending on your game settings, you often control the dialogue of the two main characters. In multiplayer, each player controls their own character’s dialogue. This allows each of you to express your opinions differently, and in certain situations, disagree with one another.

Because each player can move around freely and is not forced to follow their team mate, it is important to keep each other up to date about quests and combat. You can break up your party and go your own separate ways, but it’s a dangerous world out there...

COMMUNICATING

To communicate with your partner, you can use the **chat log** on the bottom-left corner of the screen.

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Lucas Fieremans

Xander Fieremans

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