



DIVINITY[®] ORIGINAL SIN II

GAME MANUAL

PC
GAME



FOREWORD

Hello!

It's now traditional that I write a foreword for our games and tell you a bit about the hopes and aspirations we had when we set out creating them. In *Divinity: Original Sin 2*, our ambition was to evolve – to take everything that made *Divinity: Original Sin 1* such a fun game and replace the bad bits with better bits. That's a normal aspiration for a sequel, but when I compare the game we planned with the game we made, the gap is huge. We've done so much more with D:OS2 than we originally intended. The reason for that is simple: over 100,000 Kickstarter backers and Early Access players gave us the confidence to abandon all prudence, to race forward without looking, and to embrace all kinds of new ideas, trusting that we'd figure out a way to make it all work. And by the Seven, we did.

I'm playing an interim build of *Divinity: Original Sin 2* and can't shake the feeling that this game is very different to any other CRPG I've played. Whether that's a good thing or not is for you to decide – but personally I think it's awesome. The things I probably appreciate the most are the freedom I'm given to explore and the amount and type of choices I get to make. There are so many and they all impact my gameplay – exactly the kind of thing I look for when I'm playing an RPG.

Take the make-up of your party. Each origin character can be either played as an avatar or recruited as a companion, and the way these origin characters play is very different if a human (one of up to 4!) is controlling them. On top of that, each player can decide to co-operate or compete with other players. The amount of permutations is insane and they all lead to different experience.

Or take the ability to play as an undead. When raised from the dead, you'll get to make unique choices. But the same applies if you're a dwarf! Or an elf! Race and background have a big impact on how you're treated in Rivellon and you'll find there's a lot of hidden gameplay when you switch races (should you be lucky enough to find a Mask of the Shapeshifter!)

Or take the ability to talk to ghosts. You'll quickly find that if you decide to kill everyone in the game (a valid way of playing) there will be plenty of ghosts whom you can talk to.

Or take the skills and spells you'll learn. There are well over two hundred skills in the game, and others you can craft. Countless combinations are waiting to be discovered, and that, together with all the combat innovations we've introduced (like height advantage, for example) along with a much better AI and the ability to bless or curse surfaces and clouds, means that each fight will feel different from the previous one.

The list goes on – as you'll discover for yourself – and it's quite impressive. It's a testimonial to the incredible hard work, skill and passion of my team that they managed to pull it all off at such a high standard. I'm very, very proud of them.

And I didn't even talk about all the extras! There's Game Master Mode – which I seriously advise you to try one evening with a couple of friends; an arena – in which you can try to end those friendships; and a modding tool – with the same editor we used to make the game.

So why are you still reading this? A beautiful adventure full of surprises is waiting for you, and I wish you (and whoever you'll play the game with) loads of fun! Be sure to share your stories with us!

Warm regards,

~

Swen Vincke

MANUAL DISCLAIMER

We work hard to regularly update and upgrade our games, extend features and options, update controls and user interfaces to make them more user-friendly, re-balance in-game encounters, support new hardware, and much more.

Therefore, portions of this printed manual may become outdated once the game receives any such update. Please read our online digital manual for a more comprehensive and up-to-date description of each feature in the game. You can find it at [divinity.game/manual](#).

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 experiences 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.

GAME MODES

We love creating games that bring players an excellent multiplayer experience in addition to the single player campaign. *Divinity: Original Sin 2* has *Steamworks* and *GoG Galaxy* integration which allows for seamless drop-in/drop-out multiplayer game play for up to four players. Turn any game into a multiplayer game through the Connection Menu. Additionally, *Divinity: Original Sin 2* can use IP-based multiplayer for both LAN and Internet play.

During a multiplayer game, each player takes control of a character in the party as their avatar. Origin stories and the Tag system will provide unique story arcs and insights for the players who choose them. Share these different perspectives with one another or keep them secret for your own nefarious goals as you explore Rivellon together.

GAME MASTER MODE

Game Master mode makes *Divinity: Original Sin 2* your virtual tabletop. Use the Vignette system to create interesting scenes and encounters, create choices for your players with multiple options or adapt to their ideas and add new choices while playing.

Build interesting levels and environments that your players can explore and fight in. Use the Map Overview to ground your story in a world that is deep and believable. You can possess enemies and give them new skills or change their stats to give your players a challenge with a human touch. Then export your campaigns so you can share it with the community on *Steam Workshop*.

The game takes care of rules and dice rolls while you focus on story and characters. *Divinity: Original Sin 2*'s strength of imagery and turn based combat in a virtual world will enhance and enable your imaginative one. With the Game Master Mode tool, you can tell great stories, adapt on the fly and make your world truly reactive. Offering you the sense of freedom you enjoy when you play tabletop at home.

ARENA MODE

Divinity: Original Sin 2 includes a new PVP Arena Mode. In the Arena, up to four players can challenge each other in satisfying turn-based combat sessions. Each Arena has been tailored for the perfect multiplayer session, packed with explosives, loot, and deadly traps. Play games against strangers using the matchmaking system or battle against your friends with invitations for a fun and challenging experience.

ORIGIN STORIES

In *Divinity: Original Sin 2*, you can create your own custom character or play as one of our origin stories. Origin stories gain a specific Tag which gives them unique dialogue options and their own story, goals and history within the world of Rivellon. Origin stories not chosen in character creation become recruitable companions during the game.

RED PRINCE

Famed for his unique red skin and his unparalleled skills as general of the House of War, the Red Prince was raised within the vast palaces of the fabled Forbidden City. Destined to become the next emperor, his ambitions came to naught when he fell from grace for cavorting with demons. Exiled and hunted by assassins, he remains undaunted, and as determined as ever to claim his rightful throne.

BEAST

When his rebellion against the tyrannical dwarf queen failed, Marcus Miles was cast away and left to die – though die he did not. He commandeered a ship and began a new life on the high seas, exacting revenge upon the royal fleet and earning himself a new name: Beast. Now, he's learned of the queen's most heinous plan yet, and he seeks to stop her – for good, this time – before it's too late.

SEBILLE

A slave no longer, Sebille managed to break free from the shackles of the Master, an enigmatic villain under whose thumb she was forced to hunt down her own kin. She still bears the living scar he used to dominate even her thoughts, but now it serves only to fuel the fires of her inescapable revenge.

IFAN BEN-MEZD

Formerly a crusader in Lucian's army, Ifan pledged his life to protect the Divine Lucian. But as war raged and innocents died, he lost faith in the Divine Order. Now a mercenary, ben-Mezd is the prized assassin of the Lone Wolves... with a contract to kill Lucian's son.

ORIGIN STORIES



LOHSE

A lifelong performer and musician, Lohse's mind is a playground for sprites, spirits, and entities unknown. Recently, however, a darker voice has silenced all others – and seeks to bend Lohse's will to its own. If she cannot find a way to control it, it will claim her body and soul for itself.

FANE

After aeons of entombment, Fane emerged to find his people gone, his culture forgotten, and every trace of the world he knew all but obliterated. The last of his kind, Fane hides his true face beneath an ever-shifting mask. Now he wanders this strange land, trying to uncover the truth about a history these primitive people never knew existed.

TROUBLESHOOTING

In order to play *Divinity: Original Sin 2*, 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 2* 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 to choose other low graphics settings. If this does not fix the problem, we have an online tool that can help pinpoint the issue:

http://www.larian.com/OriginalSin2Tool/AnalysisTool_DOS2.exe

Download this file, run it, and then point it to your *Divinity: Original Sin 2* installation directory. After, click "Start Tests" and then "Generate Report." This will produce a report.zip file that can then be emailed to supportdos2@larian.com.

TECHNICAL SUPPORT

If you encounter difficulties installing or running *Divinity: Original Sin 2*, do not hesitate to contact our technical support department on our website or via the official forum.

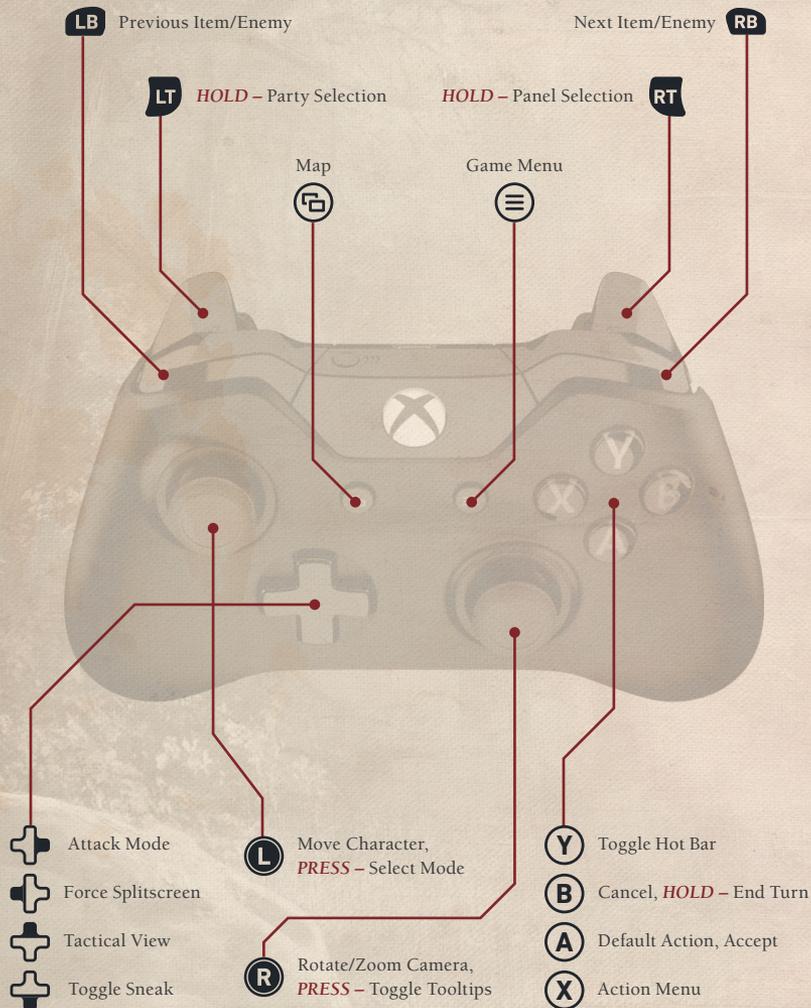
Technical support:

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

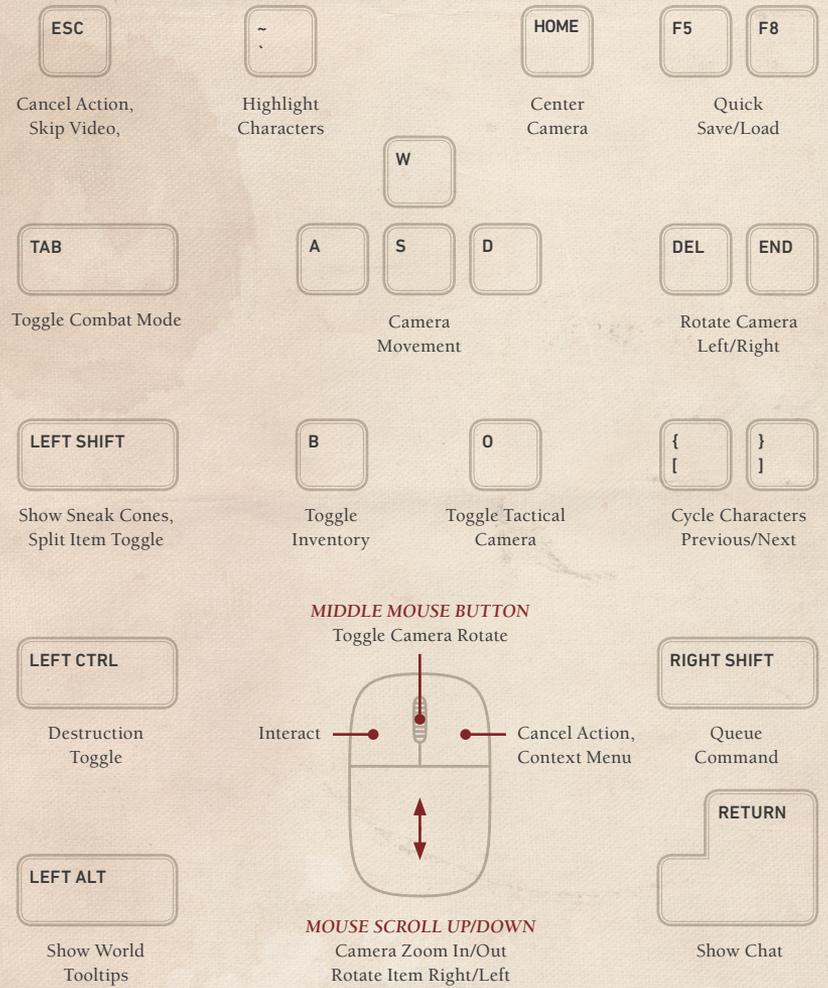
Please include the following information in your correspondence:

- **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.

CONTROLLER CONTROLS LAYOUT



KEYBOARD CONTROLS LAYOUT





SYSTEM REQUIREMENTS FOR A WINDOWS PC

MINIMUM

OS: Windows 7 SP1 64-bit or Windows 8.1 64-bit or Windows 10 64-bit
Processor: Intel Core i5 or equivalent
Memory: 4 GB RAM
Graphics: NVIDIA® GeForce® GTX 550 or ATI™ Radeon™ HD 6XXX or higher
DirectX: Version 11
Storage: 25 GB available space

RECOMMENDED

OS: Windows 7 SP1 64-bit or Windows 8.1 64-bit or Windows 10 64-bit
Processor: Intel Core i7 or equivalent
Memory: 8 GB RAM
Graphics: NVIDIA GeForce GTX 770 or AMD R9 280
DirectX: Version 11
Storage: 25 GB available space

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