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The next DLC after the main campaign? Prev How to unlock from the ashes? The reconstruction of the ruined village of Pribyslavitz is the main story from the ashes of expansion set in kingdom Come: Liberation. On this page we have collected important tips on this issue - you can learn how to expand the village and how to deal with potential difficulties and problems as governor. Some of the issues described below are solved by completing tasks, but in general the development of the village gives quite a lot of freedom in decision-making. The most important information about the restoration of The Man Pribyslawitz who will help you further the expansion and development of Pribyslawitz is Marius, whom you rescued in Lost in search of the forest. You can ask him for suggestions for land management and give him instructions on how to build new structures in the village. Every time you give instructions to build something, you have to go to a construction site where Marius will check whether you can afford to start the construction process. Marius does not work for free, and in the initial part of the quest A Place to Call Home you can agree on his salary. By default, he would like a salary with a big bonus, but if you pass the persuasion test (try to have at least 12 points), you can offer him a smaller bonus or just a basic salary. Reconstruction of Pribyslavitz will cost you tens of thousands of gold pieces, and at the very beginning of the work related to the expansion of the village, it is worth having in stock at least 20-30 thousand pennies. Money to expand the village and cover its operating costs is not taken automatically from Henry's inventory - you have to keep them in the chest. It is located in the governor's temporary headquarters (see figure above). You can store gold in it - no one is going to steal from him. Gold is needed not only for the construction of new buildings, but also for other expenses, such as the wages of people working in the countryside. Ignoring the financial needs of residents can lead to the termination of their work and therefore cause you to get in trouble with Sir Divish. The village will first bring losses instead of income, but over time you will be able to build buildings (for example, a forge or a meat office), thanks to which the village will be able to earn some money for itself. The goal, of course, is to make every day of the existence of the village successful, which means - to end the day with a positive financial result. The game will not allow you to build all the buildings in the village in the registry, as some projects are mutually exclusive. These are meat rooms and baker's rooms, as well as stables and guard rooms. In each of these two cases, choose the building that suits you best, or the building for which you have already collected the necessary resources. A very important object in Pribyslavica is a stand with a book (register) about the village. In the registry you will have all the information about the current balance of the village. You can determine what the profits/losses are and how significant they are during the last periods of time. The balance is affected not only by buildings, but also by additional factors. It may change as a result of decisions made on controversial issues (more on them later in the text), as a result of ordering goods to the village, or as a result of the possible departure from the village of some residents (for example, after you have made someone angry). The book also allows you to familiarize yourself with the goals of the current quest and view the available buildings. This is the best way to check how much the new facility in the village will cost, what are the requirements to build it separately from gold (e.g., a solidified, paved road leading to the village or having certain materials at your disposal), and for what purpose it will be used. You can also order the construction of new buildings using the register. It also provides information on possible improvements. They are only available for specific buildings. For example, you can buy swordsman and gunsmith tools for your cousin. Buying upgrades can allow you to increase revenue for a particular building in your village. As the village of Pribyslavitz expands, you will have to take into account not only the supply of gold, but also the order of construction of buildings. The first questions of this kind are the specialists who help individual buildings to function better. For example, you may be interested in taking a blacksmith from Sasau, so that a blacksmith in Pribyslavica can thrive. Attracting specialists is an optional step, as each new building has its own staff. The second issue is the materials needed for the construction of buildings. Getting them is related to the Resources quest. You must first build a house in the village and then reach the specified places in the game world to get the necessary raw materials. From time to time in Pribyslavice may appear traces of small activity. These are, in particular, conflict situations that can be resolved. These may include, for example, conflict situations that can be resolved. Do not ignore them, although it is necessary to keep the state of the game in advance (for example, having stopped for an hour of rest), to cause each situation of this type puts you before the choice. It is possible, for example, to side with the residents, but potentially get a bad relationship with Sir Divis, or severely punish citizens for the crimes committed, risking that it will negatively affect the state of the village. For example, one of the problems may concern citizens accused of poaching. Punishing them and/or banning poaching at a slightly increased cost of your village -- it's caused by the lack of free food. . In general, try to make decisions that do not harm the general well-being of the village and do not persuade residents to leave Pribyslavitz. If there is a new potential resident in the village, invite him to settle. Valuable information is that the village of Pribyslavitz is never attacked by bandits. You don't have to worry about losing gold or its inhabitants. The Expansion Set From the Ashes focuses entirely on the peaceful development of the village. Once you have built the most important buildings and the village starts making money, you can rely on Pribyslawitz as an unlimited source of funds. You can visit the village every day and take the gold that you earned from the governor's chest. You can streamline the whole process by unlocking an upswing of a sledgehammer called Contemplative (photo 1), which is one of the elements associated with moving to a high level of experience. The scheme of the gold mine procedure is as follows: Spread next to the chest with

gold in Pribyslawitz.Switch on the rest / wait option (acceleration time) and make the jump 24 hours a day (photo 2). Remove the gold from the chest that the village has earned in the last 24 hours. Repeat step 2, so use the Time Rest option again. Thanks to the contemplative shake-up, Henry will not be tired or hungry. You can use the waiting option as many times as you want. Depending on how much income the village can earn, you can earn 1000-2000 gold in one time jump. What to build in Pribyslawitz in the first place? The expansion schedule of the village of Pribyslavitz is not linear, but the first few buildings need to be put in a strictly defined order. First, it is necessary to build a camp of lumberjacks, as further investments require stocks of wood. The camp costs 2,500 gold pieces. The second important object in the village is the Trader's House, which is needed to advance in the search for Resources and begin its efforts to obtain building materials. The trader's house is worth 4000 gold pieces, but you have to build a bridge and road another 4000 pieces of gold in advance. Once you have a Woodcutter camp and a trader, it is worth taking an interest in the topic of getting additional materials and at the same time saving money for other structures that you want to build in your village. The general rule when choosing buildings that you want to place next is that you don't have to rush into building structures that add nothing to the budget of the village and require a certain amount of gold in order to function. The church and the fully built Rathaus are one of these buildings. First, you have to build buildings like a forge, butcher or bakery (you can only choose one of them) or Especially important when your budget is small and you need to be in the black as fast as you can. The list of buildings that can be built in the village list below contains information about buildings that can be built in Pribyslavica. A few basic notes: In addition to gold, some buildings may also require you to meet other requirements. You may have to place another building first or have certain resources (such as grain). Place the trader's house to be able to collect the resources needed for certain buildings. You have to do this while supplying the side of the quest. Buildings can generate revenue or expenses. The more spacious the building, the higher this value (in gold). Some buildings can be upgraded (but never free). These updates can affect the number of citizens or income earned. Always choose those upgrades that are cheap and can increase your income first. Some buildings are mutually exclusive. You can build a bakery or butcher, as well as a stable or guard. The buildings of each of these couples bring similar income. Choose them according to your preferences and materials you've already ordered. Temporary Rathaus Stand-up construction is available from the beginning. This is a tent where you can find Marius, register, bed and chest for gold. Premise: No generates: Basic structure: -20 gold. You can also get a fine for his low-paid locator (Marius). RathausThis building can (in its main form) become your headquarters. Don't buy this update if you've just started this DLC. This building costs a lot and it requires a lot of money in order to function. Backgrounds: 5000 gold, Temporary Rathaus, Camp of Lumberjacks Generates: Basic structure: 4 citizens, -150 gold. You can also get a fine for his low-paid locator (Marius). RathausThis's extended update for Rathaus makes it even more convenient. Just like the main version, you don't have to worry about it in the initial phase of pribyslavitz recovery. Backgrounds: 9000 gold, Rathaus, resources: stone. Available updates: Alchemy bench - 800 gold, Herb Garden - 500 gold. Generates: Basic structure: 5 euros citizens, -300 gold. Alchemy bench: -5 gold. Herb Garden: -5 gold. You can also get a fine for his low-paid locator (Marius). Church principal renovationIt's first step in renovating the church. Just like with Rathaus, you don't have to rush into repairs. It is much more important to get buildings that bring income. Background: 11,000 gold, lumberjack camp. Generates: Basic structure: -1 citizens, -150 gold. ChurchInDescription in rebuilding the church is even more expensive. Don't rush into this project. This should be your last investment. Backgrounds: 17,000 gold, church basic repair, resources: stone. Available Altar - 4000 gold, Frescoes - 3000 gold. Generates: Basic structure: 1 citizen, -300 gold. Gold. No 2 citizens. Murals: 2 euros citizens. ForgeThis is one of the most important buildings that generate revenue - 500 gold from the base version (without any updates). Think about getting a forge after placing the trader's house. Forge offers two updates, but you can only choose one of them. Background: 8000 gold, resources: bakery. Available updates: Swordsmith's Tools - 2000 gold, Armoursmith's Tools - 2000 gold. Generates: Basic structure: 5 euros citizens, 500 euros gold. Swordsmith Tools: 250 pounds of gold. Tools: 250 euros gold. Provides: Horse-t docks for stable No.35 gold, Weapon for garrison No 35 gold. ChalkyBakery is one of the cheapest buildings that bring revenue. Its upgrades are also cheap, making this building an even better source of income. The construction of the bakery blocks the possibility of building Meat. Backgrounds: 4200 gold, resources: grain. Available updates: Dryer shed - 500 gold. Generates: Basic structure: 4 euros citizens, 250 euros of gold. Drying shed: 85 euros gold. Honey cakes: 80 euros gold (supplied from hives). Provides: Cakes for the tavern 50 euros gold. Butcher'sButcher is another building that can improve your income. It also has cheap upgrades. The construction of the butcher's shop will block the possibility of building a bakery. Backgrounds: 4200 gold, resources: cattle. Available updates: Smoke house - 500 gold. Generates: Basic structure: 3 euros citizens, 290 euros gold. Smoke house: 100 euros of gold. Provides: Meat for the tavern 70 euros gold. Stables This is one of the buildings that should be placed later. Stables won't give you much income and they don't come cheap. This building also requires you to have a forge. After the construction of the stables, you will not be able to build a guard. Preconditions: 5000 gold, forge, resources: grain. Available updates: Saddler's Equipment - 2000 gold. Generates: Basic structure: 8 euros citizens, 140 euros gold. Saddle equipment: 70 euros of gold. Forged from the forge: 35 euros of gold. Provides: Horses for merchant 120 euros gold. GuardhouseY don't have to build a guard fast to increase your defenses - you won't be attacked by any bandits. You also can't accommodate it until you have a forge and tavern. Building a guard will prevent you from building stables. Background: 5000 gold, Forge, Tavern. Available updates: Archery Range - 1000 gold. Generates: Basic structure: 13 euros citizens, 110 euros gold. Archer range: 50 euros gold. Weapon from the forge: 35 euros of gold. Provides: Tavern customers 150 pounds of gold. Trader'sThis is one of the most important buildings because it opens up the possibility of buying resources from other NPCs. You need resources to build different buildings in your village. Backgrounds: 4000 bridge and road. Generates: Basic structure: 3 euros citizens, 50 euros of gold. Horse basket: 120 euros of gold. TavernThis is a more expensive and larger building that needs to be built after the placement of cheaper buildings. The tavern has many updates (some of which connected with other buildings) which can make it the most profitable construction in all of Pribyslawice. Backgrounds: 8000 gold, resources: stone, grain. Available updates: Brewery - 2000 gold, Dice Games - 1000 gold. Generates: Basic structure: 15 euros citizens, 500 euros of gold. Brewery: 300 euros gold. Dice Games: 200 euros of gold. Meat banquet: 70 euros of gold. Great cakes: 50 euros of gold. Mead: 100 euros of gold. Thirsty soldiers: 150 euros of gold. The bridge and RoadBridge and the road should be built soon after the start of this DLC - this is the only way to build a trader's house. Preconditions: 4000 gold, Temporary Rathouse, Lumberjack Camp. Generates: Basic structure: -20 gold. The camp of lumberjacksConstructors first build this building. After that you can focus on the bridge and road and then the trader's house. Preconditions: 2500 gold, camp workers (this requirement is automatic). Generates: Basic structure: 10 euros citizens, -150 gold. Beasts of Burden: 60 pounds of gold. BeehivesBeehives only creates coats. However, you can change this by combining them with a tavern and bakery - hives can provide them with honey. Background: 1500 gold, lumberjack camp. Generates: Basic structure: 2 citizens, -60 gold. Provides: Honey for the baker 80 euros gold, honey for the tavern 100 euros gold. Camp WorkersThis camp is available automatically when you start the process of rebuilding Pribyslavica. Generates: Basic structure: 7 citizens, -25 gold. The next DLC after the main campaign? Prev How to unlock from the ashes? Page 2 Download the PDF game guide, ePUB and iBooks Free iOS App Get ready to fight! This comprehensive guide to Kingdom Come Deliverance contains valuable tips, tips and a detailed step-by-step guide to medieval RPG. It includes starter tips, combat guide, trophies and achievements, quest description and maps. Check out how to survive in the Kingdom Come! This is an unofficial guide to Kingdom Come: Deliverance to help you in this rather challenging game. The guide is divided into several extensive chapters, and the first one contains various tips. What should I remember about before the new game starts? Choose normal complexity. We do not recommend the hardcore mode for your first passage of the Kingdom Come: Liberation. This level of sophistication makes scouting, battle, keeping your character alive and keeping your progress much harder. This mode is for those who have already completed the game and want additional tasks for their second pass. You can't save without any restrictions. Forget about saving when you want. Your character can only do this by drinking Schnapps's Savior - these potions can't be found anywhere else, nor can you mass-produce them. This means that you have to change the way you Visit the bed or bath after each longer adventure - the places of miok will save your game automatically. Automatic saves are also created during certain specific Quests. You can't win a fight by clicking on the same button. Even the weakest enemies can be complex. You need to know where and when to attack, block, dodge and go on the counterattack. The best solution is to avoid a fight within the first few hours with the game. In Rattay, the place you reach during the main storyline, you can practice melee and learn more advanced techniques by visiting the arena. You can complete the game without killing (almost) anyone. Another thing that can convince you to avoid a fight at the beginning of the game is the fact that you can beat almost the entire campaign without killing anyone. The game always gives you alternative solutions - you can, for example, be cunning while talking, avoid enemies, let your allies deal with bandits or run away. The latter option is especially useful when you encounter a more powerful enemy. Take care of Henry. In Kingdom Come: Deliverance, you should pay attention to a few additional factors that affect your character's health and overall well-being. Lost health points will not be replenished over time, which means you have to drink potions, eat food or rest. Sleep also needs to reset the fatigue bar. Henry can also feel hungry - there is always something to eat in your inventory. You can also visit places that have food (you can buy or steal it). Pocket theft and lockpicking are a problem here. They both have mini-games. First, you may have trouble completing them. Don't worry, the problems are caused by Henry's lack of experience. In Kingdom Come: Liberation, Henry acquires knowledge by repeating the same actions over and over again. Each successfully completed mini-game increases your hero's skills, which means he can later become much better at it. You get the horse after completing the first few quests. In the beginning, you cannot assign any of the horses to your character. Don't try to steal them because you can have a lot of problems. Focus on basic tasks. One of the rewards for finding prey is your own horse. From now on you can ride a horse without any restrictions. Other tips can be found in the starting chapter tips. How to develop the basic statistics of the hero? At Kingdom Come: Deliverance, you develop your skills by performing related activities. Some skills can also be aligned in an alternative way, for example by visiting coaches and paying (a lot) for their training. Strength - Participation in fights and training in arenas. Dexterity - Use the bow, perform evasion. Vitality - Sprint and Climbing. Speech - Talk to NPCs.Defence - Use blocks. War - Participation in battles. Mace, Bow, Sword, Axe - Use this weapon. Unarmed - Defeat your enemies with your fists. Alchemy - Beer potions. Reading - Read books (after learning this skill from a scribe in Uzhitsa). Theft - Stealing from NPC pockets. More information about each of the skills can be found in the character's progression chapter. The most common problem with Kingdom Come: DeliveranceKingdom Come doesn't work/freezes. Start by installing the latest drivers for your graphics card. Also, be sure to check if your computer meets the minimum recommended requirements. Another thing you should do, no matter what platform you have, is upgrade the game to the newest version. I can't complete the quest. Some of the quests have bugs that can cause problems or even prevent you from completing them. One of these quests is called Bird in hand. During this lateral quest you may have an error that causes your cells to disappear. Most quests have been fixed in patch 1.6 and in previous patches. However, if you are still working with the bug, try rebooting the previous save and start this quest again. Some of our step-by-step guides contain information about possible errors. My character is overloaded. Kingdom Come: Liberation has a fairly restrictive weight limit. Having your hero overwhelmed is not recommended - you may have problems with fighting or even exploring the world. Don't pick up every item you come across, sell every useless item, better pieces of equipment that are not currently in use should be placed in your chest. You can also increase your weight limit by developing strength and unlocking mule perks. I'm trying to infiltrate, but enemies can still find me. The stealth mechanic in Kingdom Come is pretty complicated. Remove all heavy pieces of armor that can generate sound before you start sneaking in. Also, don't forget to sit down. All your stealth attempts should be made during the night - most NPCs will go to their beds. The save option is not available. If you don't see the save option in the pause menu, it means you're outside the Schnapps Savior. Manual saves are possible only by drinking this potion. Each saving is worth one potion. Don't overdo it with manual saves - it will require you to buy, find or cook (with the help of alchemy) the new Schnapps Savior. Drink them only at important moments, for example, right before a difficult battle. I don't have locks. Lockpicks, like Savior Schnapps, are subjects with very limited accessibility. You need them to open the locks. They are easy to break, which means you can lose them forever if you are not careful. New lockpicks can be found in the world or they can be bought from millers (black marketers) or several selected traders (e.g. Votava, which can be found in the castle I don't have gold. Some of the methods that allow you to get a lot of gold quickly are not so obvious. Collecting herbs is a very interesting method, but it requires your character to be a character Grass at a high level. Thanks to this, you will be able to collect much more herbs with one click. In addition, you should also remember to sell useless items from your inventory. However, traders are only interested in certain commodities and they have a limited amount of gold. I can't find a shovel. You need this item to, for example, dig up graves and treasures. The lack of a shovel can be problematic during, for example, a good thief side quest. However, finding it is very simple - one of the shovels rests on a trolley that can be found on the Pashek miller's farm in Rattea (the starting place for this quest). I don't have any good weapons or armor. Know that basic weapons and armor can be obtained during the first few basic quests. However, you may also decide to search for them yourself. One chance of finding good equipment is during your first visit to Talmbreg, which comes after your escape from Scalica. You can get inside the armory and steal the most valuable items stored there. This requires you to use lockpicks, however, all locks in the game have low-level locks. I can't read books. It's not a mistake. Henry can't read at the beginning of the Kingdom Of Come. You need to start a side-quest Stronger than the sword - to visit the scribe who lives in Uzhitsa. Spend some gold and stay there for a few days - after that Henry will learn the basics of reading. From now on, you can start reading books. I failed the quest. All quests in Kingdom Come are non-linear. Some of the side quests can fail. You can lead to this result, for example, by not helping the NPC for a certain period, leading to someone's death or being caught red-handed. Try to come to terms with this failure or reboot the previous save if the game does not allow you to resume the quest. I can't beat Hett. The first encounter with Runt occurs when you return to the ruined Skalitz (this happens during the first few quests). Your second meeting with Early during the main quest Epiphany of Fire. Here you have to defeat him. It is the only enemy to be killed. Equip Henry with a good armor, high-quality melee weapons and, if desired, a bow before the start of this quest. During the fight you have to look for chances to block his attack and use your own combo or shoot him from the bow. Heath could die instantly if he was shot in the head. More detailed solutions to the problems listed above and other topics can be found in the frequently asked questions section. Tips for startThe guide's main focus is to provide a variety of start-up tips. Thanks to them, you will be able to learn all the basic rules of gameplay and survive the first few hours. Other pages descriptions of topics such as wrestling, character promotion, traveling the world of games, meeting with NPCs, managing equipment or using alchemy. A lot of time and effort put in the chapter of the frequently asked questions. There, you can learn how to get rich quickly, how to easily find good weapons and armor, what abilities should be unlocked in the first place, how to win big battles, how to act when your character is caught red-handed or how to successfully infiltrate enemy camps. The Trophy GuideThe chapter dedicated to achievement is another important part. There you can find a complete list of Steam trophies and achievements along with tips to help you unlock them. The final part of the guide consists of a world atlas that contains high-resolution maps from around the world with the most important places marked on them. RomancesYes, you can romance in the Kingdom of Come Liberation. Check out our novel guide and learn more about Lady Stephanie (a quest at your service for My Lady) and Theresa (the courtship quest). Kingdom Come MapsMaps for Kingdom Come contains all the important NPCs, vendors, merchants, skills trainers and treasure maps: Treasure Maps In the Kingdom Come photos with symbolic clues - if you find the right place, you'll get rewarded! All Treasure Maps in the Kingdom Come - our map with the marking of all treasures, Chests and booties in the Kingdom of Come.Treasure XVIII (awards: hunting bow, trendy slippers, hunting cap, lucky roll, nighthawk recipe, Joy Gutting IV) Treasure IV (awards: bowls and groschen) Treasure XI (awards: Villager's dogwood bow) , Recipe Aqua Vitalis) Treasure XVII (Award: The book of skills: lockpicking)Treasure XVI (awards: Ashes hunting bow and hunting sword)WalkthroughGid for Kingdom Come: Liberation also offers a detailed step-by-step guide. There you can find solutions for both basic quests (divided by action) and for side quests that you can unlock by talking to the NPC. Their descriptions contain information that can help you start them, what are your possible rewards for completing this quest and different ways to complete them. Many quests in the game are not linear, which is also mentioned in their descriptions. You can also check the future consequences of your actions. The main quests Forkingd Come Step-by-Step guide contains all the basic quests with advice. Check out our solution: Roadside quests (Good Thief, Pocket Theft, Aquarius, Cook, Bird in Hand, Next to Piety, Uzhitz quests (Mee than sword, Playing with the Devil, Horse That Boltey)Talmbreg (House of God) Neuhof (Sports of Kings)Ledetchko (Restless Spirit, Lost in Translation) Sasau (In the Hands of the Gods, , Rattle, Damsel in South Africa)Rovna (Man of Cloth) Pestilence Here you can find a step-by-step for several events in many cities: Rattay Activities (It's (It's Thieves OuytzeK, Thick as Pawns Thieves, Do Me Favour Punch Me, Ruins, Beggars Feast and Rob Rich, Give the Poor) Talmbreg (Leather Inn in the Glade (woman despised, delicacies)Ledetchko (Chumps on the River)Sasau (Fat as Thieves Simon, Green-Eyed Monster, The Sword quest of Shebas) The most important clues for the Kingdom Come on the list. Move Look Around Interaction/Take Item/Start the Conversation/Confirm Action Jump/Climbing Sprint Crouch/Sneak Primary Attack Secondary Strike Attack or other special Attack Block/Parry Take Out Melee Weapon Take Out Bow Inventory Character Menu Of The Magazine's Visiting Time Of The Kingdom Come: Liberation is a complex RPG set in medieval Europe. Developers have a lot of focus on realism. This is reflected in the complete absence of elements of fantasy (magic, monsters, etc.) and numerous difficulties in keeping your hero alive. Your character may not heal quickly, but he may feel hungry and tired. This realism is an important part of the combat system where you can use different types of melee and long-range weapons. Jacek Alien Halas (www.gamepressure.com) Next How to unlock from the ashes? Author : Jacek Alien Halas for gamepressure.com use the comments below to submit their updates and fixes in this guide. Page 3 Download Game Guide PDF, ePUB and iBooks Free iOS App Get Ready to Fight! This comprehensive guide to Kingdom Come Deliverance contains valuable tips, tips and a detailed step-by-step guide to medieval RPG. It includes starter tips, combat guide, trophies and achievements, quest description and maps. Check out how to survive in the Kingdom Come! This is an unofficial guide to Kingdom Come: Deliverance to help you in this rather challenging game. The guide is divided into several extensive chapters, and the first one contains various tips. What should I remember about before the new game starts? Choose normal complexity. We do not recommend the hardcore mode for your first passage of the Kingdom Come: Liberation. This level of sophistication makes scouting, battle, keeping your character alive and keeping your progress much harder. This mode is for those who have already completed the game and want additional tasks for their second pass. You can't save without any restrictions. 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Another thing you should do, no matter what platform you have, is upgrade the game to the newest version. I can't complete the quest. Some of the quests have bugs that can cause problems or even prevent you from completing them. One of these quests is called Bird in hand. During this lateral quest you may have an error that causes your cells to disappear. Most quests have been fixed in patch 1.6 and in previous patches. However, if you are still working with the bug, try rebooting the previous save and start this quest again. Some of our step-by-step guides contain information about possible errors. My character is overloaded. Kingdom Come: Liberation has a fairly restrictive weight limit. Having your hero overwhelmed is not recommended - you may have problems with fighting or even exploring the world. Don't pick up every item you come across, sell every useless item, better pieces of equipment that are not currently in use should be placed in your chest. You can also increase your weight limit by developing strength and unlocking mule perks. I'm trying to infiltrate, but enemies can still find me. The stealth mechanic in Kingdom Come is pretty complicated. Remove all heavy pieces of armor that can generate sound before you start sneaking in. Also, don't forget to sit down. All your stealth attempts should be made during the night - most NPCs will go to their beds. The save option is not available. If you don't see the save option in the pause menu, it means you're outside the Schnapps Savior. Manual saves are possible only by drinking this potion. Each saving is worth one potion. Don't overdo it with manual saves - it will require you to buy, find or cook (with the help of alchemy) the new Schnapps Savior. Drink them only at important moments, for example, right before a difficult battle. I don't have locks. Lockpicks, like Savior Schnapps, are subjects with very limited accessibility. You need them to open the locks. They are easy to break, which means you can lose them forever if you are not careful. New lockpicks can be found in the world or they can be bought from millers (black marketers) or several selected traders (e.g. Votava, which can be found in Talmbreg Castle). I don't have gold. Some of the methods that allow you to get a lot of gold quickly are not so obvious. Collecting herbs is a very interesting method, but it requires your character to make herbism at a high level. Thank you thank you that you will be able to collect a lot more herbs with one click. In addition, you should also remember to sell useless items from your inventory. However, traders are only interested in certain commodities and they have a limited amount of gold. I can't find a shovel. You need this item to, for example, dig up graves and treasures. The lack of a shovel can be problematic during, for example, a good thief side quest. However, finding it is very simple - one of the shovels rests on a trolley that can be found on the Pashek miller's farm in Rattea (the starting place for this quest). I don't have any good weapons or armor. Know that basic weapons and armor can be obtained during the first few basic quests. However, you may also decide to search for them yourself. One chance of finding good equipment is during your first visit to Talmbreg, which comes after your escape from Scalica. You can get inside the armory and steal the most valuable items stored there. This requires you to use lockpicks, however, all locks in the game have low-level locks. I can't read books. It's not a mistake. Henry can't read at the beginning of the Kingdom Of Come. You need to start a side-quest Stronger than the sword - to visit the scribe who lives in Uzhitsa. Spend some gold and stay there for a few days - after that Henry will learn the basics of reading. From now on, you can start reading books. I failed the quest. All quests in Kingdom Come are non-linear. Some of the side quests can fail. You can lead to this result, for example, by not helping the NPC for a certain period, leading to someone's death or being caught red-handed. Try to come to terms with this failure or reboot the previous save if the game does not allow you to resume the quest. I can't beat Hett. The first encounter with Runt occurs when you return to the ruined Skalitz (this happens during the first few quests). Your second meeting with Early during the main quest Epiphany of Fire. Here you have to defeat him. It is the only enemy to be killed. Equip Henry with a good armor, high-quality melee weapons and, if desired, a bow before the start of this quest. During the fight you have to look for chances to block his attack and use your own combo or shoot him from the bow. Heath could die instantly if he was shot in the head. More detailed solutions to the problems listed above and other topics can be found in the frequently asked questions section. Tips for startThe guide's main focus is to provide a variety of start-up tips. Thanks to them, you will be able to learn all the basic rules of gameplay and survive the first few hours. Other pages include descriptions of topics such as wrestling, character promotion, travel around the world meeting with NPC, equipment management or using alchemy. A lot of time and effort was eighth in the chapter of the frequently asked questions. There, you can learn how to get rich fast, get rich, find good weapons and armor with ease, what abilities should be unlocked in the first place, how to win big battles, how to act when your character is caught red-handed or how to successfully infiltrate enemy camps. The Trophy GuideThe chapter dedicated to achievement is another important part. There you can find a complete list of Steam trophies and achievements along with tips to help you unlock them. The final part of the guide consists of a world atlas that contains high-resolution maps from around the world with the most important places marked on them. RomancesYes, you can romance in the Kingdom of Come Liberation. Check out our novel guide and learn more about Lady Stephanie (a quest at your service for My Lady) and Theresa (the courtship quest). Kingdom Come MapsMaps for Kingdom Come contains all the important NPCs, vendors, merchants, skills trainers and treasure maps: Treasure Maps In the Kingdom Come photos with symbolic clues - if you find the right place, you'll get rewarded! All Treasure Maps in the Kingdom Come - our map with the marking of all treasures, Chests and booties in the Kingdom of Come.Treasure XVIII (awards: hunting bow, trendy slippers, hunting cap, lucky roll, nighthawk recipe, Joy Gutting IV) Treasure IV (awards: bowls and groschen) Treasure XI (awards: Villager's dogwood

bow) , Recipe Aqua Vitalis) Treasure XVII (Award: The book of skills: lockpicking)Treasure XVI (awards: Ashes hunting bow and hunting sword)WalkthroughGid for Kingdom Come: Liberation also offers a detailed step-by-step guide. There you can find solutions for both basic quests (divided by action) and for side quests that you can unlock by talking to the NPC. Their descriptions contain information that can help you start them, what are your possible rewards for completing this quest and different ways to complete them. Many quests in the game are not linear, which is also mentioned in their descriptions. You can also check the future consequences of your actions. The main quests Forkingd Come Step-by-Step guide contains all the basic quests with advice. Check out our solution: Roadside quests (Good Thief, Pocket Theft, Aquarius, Cook, Bird in Hand, Next to Piety, Uzhitz quests (Mee than sword, Playing with the Devil, Horse That Bolted)Talmberg (House of God) Neuhof (Sports of Kings)Ledetchko (Restless Spirit, Lost in Translation) Sasau (In the Hands of the Gods, , Rattle, Damsel in South Africa)Rovna (Man of Cloth) Pestilence Here you can find a step-by-step guide to several events in many cities: Rattay Activities (It's Like Thieves Толстый, как воры Peshek, Do Me Favour Punch Me, Me, Beggars Holiday and Rob Rich, Give the Poor) Talmberg (Leather) Inn in Polyana (woman despised, delicacies)Ledetchko (Chumps on the River)Sasau (Fat as The Thieves Simon, The Green-Eyed Monster, the queen of the Sword of Shebas) The most important keys to the Kingdom Come on PCBelow you can find our list of the most important keys The full list of controls can be found in the chapter Control. Move Look Around Interaction/Take Item/Start the Conversation/Confirm Action Jump/Climbing Sprint Crouch/Sneak Primary Attack Secondary Strike Attack or other special Attack Block/Parry Take Out Melee Weapon Take Out Bow Inventory Character Menu Of The Magazine's Visiting Time Of The Kingdom Come: Liberation is a complex RPG set in medieval Europe. Developers have a lot of focus on realism. This is reflected in the complete absence of elements of fantasy (magic, monsters, etc.) and numerous difficulties in keeping your hero alive. Your character may not heal quickly, but he may feel hungry and tired. This realism is an important part of the combat system where you can use different types of melee and long-range weapons. Jacek Alien Halas (www.gamepressure.com) Next How to unlock from the ashes? Author : Jacek Alien Halas for gamepressure.com use the comments below to submit their updates and fixes in this guide. Guide. kingdom come deliverance from the ashes guide judgements. kingdom come deliverance from the ashes guide deutsch. kingdom come deliverance from the ashes trophy guide. kingdom come deliverance rise from the ashes guide. kingdom come deliverance from the ashes judge guide. kingdom come deliverance from the ashes build guide. kingdom come deliverance from the ashes worker guide

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