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Pathfinder kingmaker strategy guide

Published: January 2020 Last Updated: 4 days ago Version: 2.38 In the villa of sword lord Jamandi Aldori, adventurers have gathered, lured by the promise of domination in case one of them conquers the nearby Stolen Lands and ousts his current deer lord - the Lord of the Stag. You are one of these adventurers, and Jamandi's offering is not just a benevolent call to arms to make the Stolen Lands safe for ordinary people, there are political corners to his conquest and the last loyalty of his new ruler. More than that, however, a sinister primordial force has its interests in the Stolen Lands, and the desire to see new rulers rise... and fall. The Pathfinder: Kingmaker guide includes a comprehensive walkthrough of the game's main campaign, including various side quests, missions, and complementary strategies. Inside the guide: Related Guides Pathfinder: Kingmaker is a very complex role-playing game. We help you create characters, fights, consultants and much more. In this guide we tell you what kind of Game Pathfinder: Kingmaker is and what are the system requirements? How to properly create your characterWhat group features exist and how to use them correctlyTypes & Tricks you should know about gameplay, travel and rest-how to fight properly and what should you do in case of defeat What is Pathfinder: Kingmaker? Pathfinder: Kingmaker is an isometric computer role-playing game (CRPG), comparable to Baldur's Gate Saga or Pillars of Eternity. In the game we control a group of up to six heroes through a great adventure. Isometric role-playing games are characterized by the view from above, so we see our group of heroes or our main character from the top diagonal. In Pathfinder: Kingmaker we control up to six individuals: the main character and up to five companions. The game is based on the Rule Book Pen & Paper Pathfinder, an outtake of the popular Dungeons & Dragons (D&D) rulebook. Version 3.5 was then available as an Open Game License and paizo used it as the basis for Pathfinder. The simplifications of the following D&D versions have not been adopted by Pathfinder. Between 2011 and 2014, Pathfinder even surpassed its role model and became a market leader. Pathfinder is located in the Golarion world. There are several campaigns that can be played in Pen & Paper. One of them is Kingmaker, which provides the basis for computer role-playing. What are the PC system requirements for role-playing? MinimumCPU: E1400 Dual Core 2.0 GHz or Athlon 2 X2 260uGraphic: Geforce GT 520 or Radeon HD 7570MRAM: 4 GBStorage: 36 GBRecommendedCPU: Core i7 920 Quad 2.67 GHz or FX-8120Graphic: Geforce GTX 960M or Radeon HD 8 GBStorage: 36 GB Where can I buy Pathfinder: Kingmaker? Pathfinder: Kingmaker is available on Steam and GOG. Pathfinder: Will Kingmaker be released on PS4 and Xbox One? Pathfinder: Kingmaker is now available for both PS4 and Xbox One. Le Le the success of Pathfinder: Kingmaker for PC was obviously enough to bring the game to console. The role-playing game is available for PlayStation 4 and Xbox One from August 18, 2020. How much space and game time does Pathfinder: Kingmaker offer? Pathfinder: Kingmaker contains seven acts and takes at least 80 hours to complete. In addition to the real role-playing game Pathfinder: Kingmaker contains a complex management of a kingdom. The latter can be automated, but much of the context and atmosphere will be lost. Read more about reign and consultants in Pathfinder: Kingmaker in the related guide. If you try to do everything you can and take your time, you can easily spend 40 hours with the first two acts on your own. The complete world map of Pathfinder: Kingmaker, made by reddit-User DigzGwentplayer. Pathfinder: Kingmaker offers seven acts. In addition, there are seven different endings (including a real secret ending for which you get a result) and eleven different companions, which greatly improve the replay value. Reports of players who have completed Pathfinder: Kingmaker means 200 hours of game time at the challenging difficulty level. Are there any additional changes and downloads (e.g. character portraits)? There are currently no plans for mod support from developers. However, there are changes available for download on Nexus Mods, regardless of steam game platform, including many new character portraits. As one Owlcat Games developer said on Steam, they would like to offer official mod support, but the feature is relatively low on their bucket list. However, there is already a modding community that has released a number of changes. On the well-known mod site Nexus Mods you will find not only many new character portraits, but also changes to restore characters (Respecialisation), travel faster and other tricks. Are DLCs planned for Pathfinder: Kingmaker? In addition to the free Bloody Mess mini-DLC, three other DLCs have been released: The Wildcards, Varnhold's Lot and Beneath the Stolen Lands. The first download content for Pathfinder: Kingmaker is Bloody Mess. Updating small, free content brings blood stains to characters and enemies who depend on how many success points a character has left. These blood stains will remain until the character is healed or rests for a full recovery. The following DLCs are available: The Wildcards (Release: 14.12.2018)Puts the tiefling race and the Kineticist on the line as a new playable class. Also there is a new companion with his story, Tiefling's new partner came into play with the Wildcards DLC. © Owlcat Games Varnhold's Lot (Release: February 2019)Campaign events are portrayed from a different perspective in this new about 12 hours long. The decisions we have taken the main plot has an impact on it. Under the Stolen Lands (release: April 2019)Similar to Old Nua's endless routes in Pillars of Eternity, this Pathfinder: Kingmaker DLC offers a challenging dungeon. However, unlike Old Nua, it is generated procedurally and infinitely. The DLC is about fighting and doesn't present a new story. All three DLCs can be purchased for 24.99 Euros at GOG or Steam as part of a Season Pass. S4G-Review by Pathfinder: Kingmaker Pathfinder: Kingmaker is suitable for you if... you like to play games like Baldur's Gate, Pillars of eternity or divinity. Original sinyou are not afraid of complex game mechanicsyou do not need everything that is prepared to life size, instead you can extract the information available from the tooltips, description texts, encyclopedia and through your observations you are aware that in this game (as in the Pen & Paper) the dice will be rolled for results you are aware that in the open game world (the map is fully accessible from the start) you can't defeat everything and everyone immediately, and for some challenges you first have to level up and get experiencehard fights, which you may have to try several times, don't boil Pathfinder blood: Kingmaker is not suitable for you if ... you don't have patience and long trips will drive you crazyyou don't feel like adjusting the difficulty level to fit your playstyleThe games regularly give you familiarity and reading focused on tantrums are not your thingBaldur's Gate for you is a game overrated by a time gone Beginner Guides & Tips for Pathfinder: Kingmaker Settings Guides How do I set the difficulty level correctly? Difficulty level is an important topic for a successful gaming experience. Setting options are complex. For a successful game run you should correctly configure the difficulty level in Pathfinder: Kingmaker, as we describe in detail in the linked article. For difficulty levels we recommend normal mode. You can further adjust the options marked during the game. © Owlcat Games Why is self-hatching so important and how can I configure it correctly? Under certain circumstances, which can be defined by the player, the game automatically stops and gives us time to react to a new situation. Pathfinder: Kingmaker is a real-time role-playing game. This means that our party members and possible enemies act in real time and not in turn. This can be overwhelming for some players, because with six team members and multiple enemies, events on the field happen too fast to react immediately. Instead need time to prepare for a fight or to choose the right skills and spells. To do this, we can manually activate a break (hoping it's not too late) and then plan our actions. We can also choose the much more convenient self-pause option. In our guide guide Difficulty level in Pathfinder: Kingmaker that we explained correctly, why self-hatching is so important. The setting above marked Pause when an enemy is spotted is absolutely essential for Pathfinder: Kingmaker. © Owlcat Games Pro tip: During combat, you can use the Tactical Time Flow (SHIFT + Spacebar) option to run the fight in Super Slow Motion. Tips & Tricks for Creating Characters In this guide section will you learn what you should pay attention to when creating characters such as classes and prestige classes existshou to properly qualify your characters and whether it's worth creating my character appropriately? Read carefully descriptions of classes, attributes, abilities, abilities, and spells, and specialize your character in your favorite way of playing. Character creation in Pathfinder: Kingmaker is quite complex. We select our character from 15 different classes and try to develop it with six attributes, eleven abilities and countless spells and abilities in the direction we want. Perhaps the most important advice on this topic is: read carefully the descriptions of the classes and their variations, as well as their attributes, abilities and abilities. Stick to a clear plan, because a jack-of-all-trades is able to do a little bit of everything, but nothing right. Over the course of the game, you'll face some opponents who will test you to the limit. If you don't have fully developed and specialized characters in the field, you can quickly look like a fool. Read the descriptions of lessons, races and skills carefully. © Owlcat Games A magician who can do some Summoning, some Evocation, some Necromancy, and maybe some Illusion might have a spell for most situations. However, the effect of his magic is therefore weaker than that of a magician who completely focuses on a school of magic and selects only appropriate talents. This does not mean that you should not learn several schools of magic, but especially for the beginning a specialization makes much more sense. Once you've gained enough experience with pathfinder rules, you'll be able to expand your skills and spells and align different fighting styles and magic schools. Unfortunately, there is no character planner for this complex effort, so you'll have to figure it out for yourself. Take your time and you won't have to worry later about mistakes that can have significant consequences (for example, if we have skilled gun focus for a type of weapon we no longer use). Guide to character creation strategy in Pathfinder: Kingmaker you can easily select a main character from and play game models. The of Owlcat Games have created some well-balanced characters that offer enough opportunities for players who don't want to worry about character creation. But if you want to create your own hero, you can't help but proper planning. We've put together a few questions to help you create your character. What kind of hero do you want to be? Would you rather be in close combat in front? Would you like to fight with a two-handed weapon or would you like to use one-handed shield and weapon instead? Would you like to shoot with a crossbow or bow or would you like to drop bombs? What about support? Do you want to help your group indirectly or perhaps as a healer? Do you like magic and cast spells around? Once you've clarified your basic orientation, choose a class. We'll talk more about it in a moment. Which races are available and which one should I choose? There are nine breeds in Pathfinder: Kingmaker: Aasimar, Dwarves, Elves, Gnomes, Half-Elves, Halflings, Half-Orcs, Humans, Tieflings (DLC Wildcards). If you are looking to create the perfect character (the so-called min-maxing), carefully read the descriptions of the races and adapt their advantages and disadvantages to your class and style of play. However, we recommend choosing a race that feels authentic and right for you, which means it takes into account the role-playing aspect. A complex game like Pathfinder: Kingmaker, to which you play for dozens and maybe hundreds of hours, is much more fun if you are able to identify with your character. Choose a race please, not for possible performance. © Owlcat Games An orcsih healer may have more personality than a typical dwarf priest who mastered clerical arts perfectly, but as a stereotype it's just boring. Don't forget: this is a role-playing game and not a breeding bull competition. A story is told and written here and lives on both successes and failures. Which classes are available in Pathfinder: Kingmaker and which is the best? There are 15 classes in total: Alchemist, Barbarian, Bard, Cleric, Druid, Fighter, Inquisitor, Kinetic (DLC Wildcards), Wizard, Monk, Paladin, Thief, Ranger, Sorcerer, Wizard. Each of the 15 classes plays completely different and has many subtleties (including a number of subclasses with their own specifications) that qualify them for different roles. For example, you can play a fighter and a paladin a similar way (such as a tank with sword and board). However, the fighter will have the best direct combat prerequisites (for example, through his bonus combat talent or armor proficiency), while the paladin can support the entire group with auras. It is therefore worth taking a closer look at what class offers such as advantages and disadvantages. The encyclopedia in the game offers a lot of information. You can also learn about classes in the Pathfinder Wiki. There simply isn't a better class. It depends entirely on your personal preferences and the way you play. The every single class can be developed into a very powerful powerful tool Team. All you have to do is work it patiently in detail. What prestige classes exist and what prerequisites do they have? There are six prestige classes in Pathfinder: Kingmaker: Arcane Trickster, Duelist, Dragon Disciple, Eldritch Knight, Mystic Theurge, Stalwart Defender. Prestige classes offer characters additional extraordinary abilities. For example, an Arcane Trickster combines a Thief's abilities with a Wizard's powers in a special way. Additional spells and improved Sneak attacks are some of the advantages of this prestige class. However, to choose a prestige class, a character must meet certain prerequisites, such as a certain alignment and some ranks in different abilities. Below we've compiled an overview of prerequisites for prestige classes. Unfortunately, the information is not yet complete, but we will update it as soon as possible. PrestigeClass class (or combination) basic PrerequisitesIndetectable FeaturesArcane TricksterKineticistMagusRogueWizardAlignment: Not LawfulTrickery: 4Mobility: 4Inneak Aggreddo: 2Capacity to cast arcane spells 2 level and levelKnowledge (Arcane) spells: 2Capacity of casting arcane spells 2 level and levelKnowledge (Arcane) spells: 4Inchiestie of Improved StealthCan use deception at a radius of 30 feetVisibilityUsing SpellsDragon DiscipleKineticistMagusSorcererWizardCapacity to spontaneously cast arcane spells top-level spells (except for special class variants of the Sorcerer)Knowledge (Arcana) : 5No Bloodline except Draconian Bloodlines (Sorcerer Only)Draconian BloodlineDragon BiteBre Art WeaponDragon FormEldritch KnightFighterBarbarianKineticistMagusPaladinSorcererWizardAbility to Cast Arcane Spells 3rd Level SpellsWithout Military Weapons Obsessive Combat HandExtra Spells for DayMyMy theurgeClericKineticistSorcererWizardKnowledge (Arcane) : 3Lore (Religion) : 3Capacity to cast arcane spells 2nd level spellsCapacity to cast divine spells 2nd level SpellsExert and divine spells by level Contrasteds SpellsBarbarianFighterPaladinRogueBase Bonus Attack : 7Dodge, ToughnessAC Bonus (Dodge)Defensive Position Defensive InstructionsUncanny DodgeDamage ReductionDuelistBardRogueBase Attack Bonus : 6Mobility: Dodge, Weapon Finesse, Combat MobilityCanny DefensePrecise StrikeImproved ReactionCombat ReflexesCrippling Critical What alignments exist and what is their impact? There are nine different alignments in Pathfinder: Kingmaker: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, Chaotic Evil. Pathfinder: Kingmaker is a real role-playing game. Playing a role means making ethical and moral decisions. These depend, among other things, on basic of a person or creature. As in D&D, the Pathfinder regulation defines the ethical attitude with a combination of two elements: the first element indicates whether a character is lawful, neutral, or chaotic. The second element determines whether a character is good, good, or evil. We can monitor the alignment of our heroes and the changes made to them in their biographies. © Owlcat Games By the way: the alignment of the main character also affects the people who live in our barony. It also affects the type of people our country attracts. If we are evil, we should not be surprised at criminal and malicious subjects. Depending on our alignment, our capital can also change its appearance. List of all nine alignments The good legitimateSuch a character has a desire to fight evil and injustice. He always tells the truth, sticks to his word and can't stand it if the culprits go unpunished. Neutral GoodA character with this mentality always tries to help others and do good, but he does not position himself either for or against the legislature. Chaotic Good Characters are driven mainly by their consciousness. They are friendly and have confidence in what is good in the world, but they follow their own moral compass, which may differ from the prevailing values of their society. Lightweight NeutralLaw, tradition, honor, order and structure are essential for this alignment. However, love of law and order does not turn into blind fanaticism. The real neutral charactersSuch are the Switzerland of role-playing games. They try to stay everywhere in the middle, to avoid clear decisions and they don't want to be placed in a clear opinion. After all, they consider good people more favorable than bad people, but they would not strongly support a good case. They will not allow themselves to be forced into anything and will try to be free from preconceptions. Chaotic neutralSyoes are mood-driven characters who put their freedom above everything else. They do not like laws and

traditions, but they do not pursue fanatical or anarchic agendas. Chaotic neutral beings consider themselves completely free. Legitimate evil A character with this alignment takes everything he wants, regardless of the victims. He's devoted to rules and structures, whereas abstract things like freedom don't interest him. He doesn't feel compassion or show mercy. Instead, it strives to progress within hierarchical structures. This alignment is poorly organized, which is executed methodically and systematically. EvilSuch's neutral characters pursue purely evil intentions and see evil actions as a ultimate goal. They may not always be looking for freedoms, but they do everything they can to gain a personal advantage, regardless of losses. Neutral evil characters kill for profit or because they want to. The chaotic wicked With such an attitude are pure scum. Greed and hatred inspire a destructive anger that makes them move forward. Are brutal and disorganized. Even within vicious groups they are dominated by chaos and easily get entangled in bloody control conflicts. What skill scores exist and how should I allocate allocate Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma are the six skill scores. Allocate to the most important skill scores for your chosen class (highlighted with a green marker). Wisdom and the Constitution should not fall below ten points. Each class has two focusing skills. These are highlighted with a green marker. These are your most important stats and you should take them up to at least 18 points. However, you will notice that the higher the number of the respective skill score, the higher the cost of the points needed. Skill scores have a direct influence on dice results. © Owlcat Games So, carefully consider whether increasing your skill score by one point justifies investing four full points. If you have achieved a certain value, it makes more sense to increase other skills (especially wisdom and constitution) to at least ten points. The lower a skill score, the more likely it is that a dice shot that affects that ability will fail completely (this also includes saving shots, for example, saves are determined by the wisdom attribute). However, the higher the skill score, the more likely it is that the attack, damage, and save launches will be successful. You can also schedule magical items that give you bonuses on certain skill scores. For example, a Giant Force Belt will give you bonuses on the Force. As a result, you may not increase the strength so much in character creation, but you'll only have to have this character wear a corresponding belt permanently and not be able to wear other, perhaps more useful, belts, or you may only be able to do so by significantly reducing his strength. Pro tip: Charisma is a particularly important skill for the main character. Not only does it determine how NPCs react to us and whether we can influence or convince them. Charisma also influences our position as rulers of a kingdom (diplomacy). Since our main hero engages in most conversations in the game, a low charisma would somehow be an obstacle. If you don't want to authentically play a stupid Ogre, you should definitely put some points in the charisma. Charisma also decides whether you can use magical objects. One or two wands (which have a number of spells attached) in the belt can make a difference in a close battle. Which companies should I choose? Focus on offensive feats at the beginning of the game and then target the more defensive ones as the game progresses. Especially at the beginning of the game, you'll notice that attacks from members of your group often miss the target. With offensive enterprises (such as weapon or focus of use you can increase your chances of successfully hitting the target. At first, you should limit yourself to talents that increase your chances of hitting successfully. © Owlcat games As you siting in the game and face harder opponents, you'll want to turn to more defensive defensive (such as Toughness or Dodge) - provided, of course, that they match your playing style. What skills are particularly important? In order to lower the difficulty level in some way, Lore (Nature) is very important as it increases the possibility of avoiding random encounters. Otherwise, the appropriate skills for the respective class must be mastered. There are eleven different skills that complement our character: Athletics, Persuasion, Knowledge/Tradition (in arcane, world, nature, religion), mobility, perception, stealth, tricks and use magic device variants. Pay attention to descriptions of these skills and limit them to those that fit your class (green marker). For example, a character with high wisdom is predestined for perception. A magician will prefer Knowledge (Arcane), and bards or thieves (as well as other highly skilled characters) are good at Stealth and Tricks. In addition to specializing in the appropriate skills for the class, almost all characters can use magical items. It can be advantageous if the wizard can use this ability to resurrect the newly deceased cleric using a scroll. How do I level up my character correctly? Specialize your hero in specific weapons, armor, and spells. If no matching businesses are available, focus on improving your save launches. Once you've chosen class and playstyle (for example, hand-to-hand combat damage dealer), at best you'll get an idea of which weapons, armor, or spells you'd like to work with. When you level up, you'll be able to choose the feat that suits you best. Two-handed weapon feats aren't very useful when you shoot with a bow. Pathfinder: Kingmaker gives you clues as to which feats are best for your character. Although these tips are relatively rough and don't match your playstyle perfectly, you can use them as a guideline. Especially businesses marked in red should usually be completely ignored. Basically, you can orient yourself to the recommended talents when to level up. © Owlcat Games If there are no feats that match your weapon type, armor, or spell, or if recommended feats aren't what you want, you should learn everything that affects your dice results. This includes the initiative (determines in what order and how quickly someone can act at the beginning of a battle) but also saving shots (e.g. will or tenacity). You should also increase skill scores that are important to your class. Deviate from this only if you notice that some other skills urgently need improvement (for example, because you have awarded less than ten points when you've created your character and the corresponding save launches now fail regularly). Make sure you specialize with your skills. A magician who improves athletics, tricks or stealth is wasting points. On the contrary, traditional knowledge and skills are of particular interest to especially Arcana. A thief, on the other hand, wants to maximize stealth and tricks so that he can sneak into enemy fields and open difficult locks. Is it worth the multiclasses? We recommend avoiding multiclass in your first game session (except if you're looking for prestige classes), because it takes a great understanding of in-game mechanics to build a powerful character with more than one class. What is the maximum level in Pathfinder: Kingmaker and can I restore my stats (Respec)? You can reach the maximum level of 20 with your character. Restoring all businesses and statistics is not yet (officially) possible. If you're not happy with your choice of feats, skills, and skill scores for your main character and/or companion, you have a problem: there's no respec option. That's why we'd like to emphasize once again: don't rush the creation and leveling of your character. Consider in advance what you want to achieve with each character and carefully read the Descriptions and Notes of the Guide in the Encyclopedia. In the worst case you will have to restart the game, but you will also be much wiser. If you are not satisfied with this, you can try to restore the characters by editing. For this purpose, there are suitable solutions on the NexusMods mod page, such as respecialization editing. Guides to the characteristics of companions and groups As usual in many role-playing games, we travel with (up to five) companions through the Stolen Lands in Pathfinder: Kingmaker. Everyone has their own personality and beliefs, as well as individual missions. With some of them novels are also possible. What companions exist and where can I find them? For our adventure we can choose from twelve companions: Amiri, Ekundayo, Harrim, Jaethal, Jubilost, Kaessi (DLC Wildcards), Linzi, Nok Nok, Octavia, Regongar, Tristan and Valerie. We find our teammates in different places in the game world, but usually during the first third of the game. We put together a guide to companions in Pathfinder: Kingmaker with a lot of useful information. How should I ideally form my own group? A good configuration of the party is as follows: tank, hand-to-hand damage deck, magician, bard, healing cleric and hand-to-hand cleric. With this group composition you can also tie large enemy groups with your melee fighters. One Cleric heals the group, the other fights directly and supports the group with healing spells if necessary. The bard is responsible for the support (including performance), the magician deals a lot of damage. The tank is used to give the group enough time, and the hand-to-hand damage deck flanks enemies and shortens their lives as quickly as possible. In our we play the suggested constellation as follows: Valerie (Tank), Amiri (Hand-to-Hand Damage Mazziere), Main Character (Wizard), Linzi (Bardo), Tristan (Healing Cleric), Harrim (Melee Cleric). Even beginners can play successfully with group, as there is enormous healing and support power available. Group management Every time we leave Oleg's Trading Post or our capital through the map, we need to reorganize our group. Depending on the mission we are doing, we will have to change our usual party and temporarily replace the characters. For example, at some point we will look for the killer of the undead Jaethal. It makes sense to have you with us in such research. Other than that, we recommend that you always lead the same party into battle so you can get used to teamwork and practice effective tactics. How can I replace companions during the trip? You can swap companions on the world map through the Manage Group menu. Trade group members at any time on the world map. © Owlcat Games If you travel, you can also reconfigure your party if needed. In this regard, go to Manage Group on the lower left menu. However, there will be several days to send a companion and request a new one. The days will be subtracted immediately so you don't have to wait. How and why should I regulate the formation of the group? Formations must be set in the lower left menu each time you change the party setup. This will provide security in the event of ambushes. Do not forget to create good training. © Owlcat Games It is absolutely important to configure the Training option in the lower left menu. There you can define who operates in what position. It's a good idea to have at least one melee fighter in the front and one on the back so you're ready for sudden threats from all sides. It could become negative if healers and wizards are the tailights of the group and are ambushed in a conflict. Instead, soft targets should run in the middle of your party. Check and adjust the formation every time you change the party. Gameplay tips In this guide section you'll learn what basic general tips you should be aware of What armor class is and how it's calculated/How objects work in Pathfinder: Kingmaker Saving The most important tip: save regularly and frequently. Games like Pathfinder: Kingmaker contain many surprises and because of the results of the dice sometimes even serious failures. So it creates a lot of saves. On each new map, create a regular savegame (Save Game, not just Quicksave). If you need to restart a map or at a specific point in the game, you will always have a clean starting point. When you enter a new map, create a new savegame. © Owlcat Games Characters, Party & Inventory A Double-click on a character allows the camera to automatically follow that character. In the event of battle, this will be turned off automatically. Your group can only handle a certain amount of weight. If you're overloaded, you can throw items to the ground (right-click the item and select Release). If you come back later, the items will still be there. Note: This is what do not apply to random dating maps. You can increase the carrying weight of the party by using the so-called Detention Bags. So far we have found the following exchanges: on the Trading Post map of Oleg in Oleg (4,000 gold, +100 lbs) on the Lonely House map near Bartholomew Delgado (2,500 gold, +100 pounds) on the capital market at Merchant Hassuf (25,000 gold, +200 pounds) Traders and private escort items can be quickly transferred to your escort or trading window with CTRL+ left click. The Offer to Merchants button automatically transports all generic sales items (i.e. anything that is of no use) to the exchange window. If you want to compare an item in a merchant with items that are already equipped, click the portrait of the companion who brings the item. The Quote button moves all generic sales goods to the sales window. © Owlcat Games Before you buy an expensive item that you're not sure really meets the intended purpose, create a savegame. You don't have to rush to your escort in the throne room every time to put something in or take something away. Simply go to the edge of the map and leave the throne room. Before the new map is uploaded, the escort will be presented to you and you can insert or draw objects. Magicians can learn spells. Right-click a scroll in your inventory and transfer the spell to the spell book. This will consume the parchment. Of course, if you want to use the spell, you must first prepare it in a magic slot. Completely explore all areas. Make sure one of your characters has a really high perception statistic. In addition to the plants that can be used for cooking, there are always treasure chests or other loot that you can find in the wild. With the TAB key, you can highlight all the objects on the screen that you can interact with. How to overcome skill checks Make a quicksave before trying a difficult skill check (open locks, defuse traps, climb a ravine, etc.). These checks are usually performed by the character with the highest skill score. The following spells can be used to increase your character's skill level: Inspire Competence (Bardo/Good Hope (Bardo/Blessing of the Faithful (Cleric)Abilities are always based on attributes. A hover over skills (e.g. athletics) shows you which attribute is relevant (in case of athletics is strength). Depending on the skill required, you can increase the associated attribute through the following spells (Wizard, Bard, Cleric)Bull Force (Force) — influence grace (Dexterity) of — influence of mobility, stealth, cunning (Intelligence) of TrickeryFox — influence knowledge (Arcanum, World)Wisdom of the Owl (Wisdom) — influences perception, tradition (nature, religion)Eagle splendor (Charisma) — influence persuasion, use magic deviceThe irregularity causes a penalty on skill assessments (mouseover on ability) on skill, this). The Bull Force spell can help here. Optionally, you can remove equipment that doesn't give you bonuses on skill rollers. Don't forget to wear the equipment again after suing. Opening locks and disarm traps You only have one attempt to open a lock for character and level. Then make a Quicksave (F5 button) in advance. Depending on who is responsible for these works, it is almost always worth letting a bard (Linzi, for example) use Inspire Competence before a lock is opened or an unarmed trap. This increases skill launches for Trickery and success is more likely. If you fail and reload the save game, follow the tips above on passing skill checks. What is the armor class and how is it calculated? A character's armor class (RK) determines the value an attacker must achieve with their attack shot to gain a damage-causing shot. The calculation formula is as follows: bonus 10 + Armor + Shield Bonus + Dexterity Modifier + other modifiers. The Armor Class explained at a glance. © Owlcat Games In addition to a character's natural armor class (the base value is always 10), the armor class is affected by the Dexterity modifier and objects (e.g. armor, gloves, amulet, shield). Some bonuses in the armor class are calculated only once and only with the highest bonus. For example, we can wear a protection ring that gives us +2 AC in the form of deflection bonuses. Another Protection Ring with +1 AC would no longer raise our armor class, instead only the +2 bonus is calculated. To determine if an item is improving the armor class, it simply helps to wear it and check if the armor class changes. A hover over the AC value also tells us what armor bonuses affect us and where they come from. Items & Unique As in any good role-playing game, there are many items that we earn as rewards, buy, loot from defeated enemies or collect from treasure chests. Many of these items are magical and improve the stats of our characters. Some of them improve attack shooting (for example, weapons with +1 or +2 bonuses), add certain types of damage (for example, fire or acid) or have other special features (for example, Passionate). In addition, some weapons and armor are made of special materials that have their own special features. Mitrarale armor reduces weight, has a higher dexterity bonus, and causes fewer spell errors. A cold iron weapon stops the natural regeneration of enemies such as linnorms. Trolls, on the other hand, must be killed by fire or acid, which makes weapons with an appropriate enchantment useful. Flaming bastard sword +1, suitable for Valerie. © Owlcat Games So, it makes sense to have a wide selection of items and weapons in your inventory or in each character's four weapon sets to be prepared for all situations. We have listed the best items for you in our full article at Pathfinder: Kingmaker. What items or spells do I always have to carry with me? Healing potions, scrolls, wands, a torch, area spells, bombs and/or potions of area damage, firearms with fire or acid enchantment, cold iron weapons, cooking ingredients, at least six camping supplies and rations. Healing potions are obviously standard for adventurers. Scrolls do not weigh much, but they are very useful in different situations. For example, Restoration, Minor can remove attribute damage; you won't have to rest all the time to let the Cleric reload his spells. Magic wands (such as Magic Missile Wand or Healing Wands) can be used in case your hero runs out of suitable rations. Area spells or bombs or equivalent potions are useful against swarms and larger groups of enemies. Weapons with fire or acid enchantment help finish trolls, and cold iron weapons stop monster regeneration. You should also always bring enough ingredients to cook (merchants have plenty of them) so you can get useful buffs through suitable recipes during rest. Rations are important for longer periods of visiting caves or dungeons, where you can't hunt or cook. What unique items can be found in Pathfinder: Kingmaker? Items that have a name (e.g. Vest of a Hundred Pockets) are unique items. They usually have special abilities or improvements. For example, the wearer of the Hundred Pocket Vest gets a +5 bonus on Deception. Unique armor: Vest of one hundred pockets. © Owlcat Games We have many unique and especially good magical items listed for you in our article on objects in Pathfinder: Kingmaker. In addition, there are relics and artifacts. Relics, artifacts, and fragments As you explore the world, you'll find fragments of so-called relics. These are divided into two different groups: objects of history and artifacts. The first contains an extended story, which the narrator (located in the throne room, front left on a pillar) tells you completely as soon as you have brought him all the fragments. Your reward is experience and gold. Artifact fragments are instead assembled into an object that can be worn by a character. A comprehensive guide to items and relics in Pathfinder: Kingmaker has been compiled for you in a separate article. Tips for world map, level maps and travel Mode If you are in travel mode, that is, on the world map, there is a button on the right that allows you to expand a smaller overview of the map. With the help of this panoramic map you can move the map much faster and go directly to the desired location rather than having to scroll with the control system. The small button that explains the panoramic map is located on the far right of the screen. © Owlcat Games Travel on the world map You can click on the small arrow of direction at the bottom of the figure representing your group and travel travel the next intersection. You can also click directly on your destination. A dialog box appears showing travel time. If you confirm, the figure will automatically move to your destination. You can pause your trip at any time with the Stop button (in the middle of the bottom third of the screen during a trip) and, for example, rest. By the way, there is no quick trip! Savings, group management, rest, and more You can save at any time on the world map, such as creating a quick save. You can also use the Manage Group menu item to drive members out of the group and add new members. As mentioned earlier in this article, this will cost you several days. Pro tip: If you need to enter a place on your own (e.g. in the A Fair Reward mission), you don't have to travel to your destination on your own. You can take the whole party with you and send your teammates home again when you reach your destination (still on the world map, not in the level). During extended journeys the characters get tired at some point. Then you have to rest. You can do this via the Rest menu. You can rest anywhere, there are no better or worse places to rest. More information about this topic can be found later in this article. By the way, you can also manage your inventory or level levels while you're on the world map. Use layer maps effectively The map available in a layer (default key M) is a real-time and interactive map. Not only does it show you important locations, but you can also navigate your party on this map. After fully exploring a layer and you need to go back to the exit, open the map and right-click near the exit. So you can watch your party go it alone. You can navigate the group using the map within a layer. © Owlcat Game Tips and Combat Help in Pathfinder: Kingmaker In this guide section you'll learn why and how you should save regularly/How to prepare for battles properly/What goals you should prioritize/How to heal properly and what happens to death/How you should deal with defeats/Fights are an important part of Pathfinder: Kingmaker. This is where we decide how well we put our group together, whether we have equipped and trained them reasonably and what we are capable of in tactical terms. Especially at first it is not easy for beginners to keep track of everything. We can also come across extremely strong or even overwhelming opponents at the beginning of the game. So, what to do? Save Regularly As previously, it is very important to save regularly in this game. This is especially true for the first time you enter a level, but also directly after each fight or dialogue. In this way we always have a very up-to-date savegame that we can load in case of failure. Antics before big fights If you have configured automatic, automatic, they usually have enough time to position and upgrade your group appropriately. First, use long-lasting buffs such as fox cunning or bull strength. Before attacking the enemy, he throws short-term blessings. Also make sure that the bard in your group has activated its support performance. Change AI if necessary If you don't want your characters to act based on their AI script and attack enemies directly, turn off AI to the right of the skill bar. For example, this allows you to kite slow but dangerous enemies (i.e. lure them after you) while attacking them in remote combat without having to call up fierce hand-to-hand fighters all the time. You can turn your teammates' AI scripts on or off in the lower right corner. © Owlcat Games but don't forget to turn it back on at the right time, otherwise you may find that one or the other character is around. Choose the right targets and properly open a battle If you have configured the automatic pause correctly, the game will stop as soon as the enemies are spotted. At this point, you are usually not yet in combat and can prepare as described. Once the preparations are complete, you'll need to consider how to engage in combat. Until there have been offensive actions and the initiative has not yet been diverted, you can still prepare for a fight. © Owlcat Games As a general rule, your melee fighter with the highest armor class will fight the most dangerous enemy or pull him on different enemies. You can do this by using the Charge ability or by letting the tank run near those enemies. Sometimes you can take enemies out of a group and fight them separately (for example, with a well-targeted arrow or spell). The opponent's target will then be displayed with a red line (visible via mouseover on the respective character). Depending on how dangerous the enemy or enemies are and how quickly or hard they attack, a cleric should be ready to heal. Make sure that the cleric is not too far away, because healing requires him to be in contact with the injured person - and if he has to run half a marathon first, it can easily be too late. You can also open a fight with a devastating spell. For example, a good wizard can kill an enemy directly with the Phantom Assassin spell. Or it can cast an area spell to open the battle (such as Fireball) and hit several enemies at once. It is important that the magician hides behind hand-to-hand combatants in time. A fight can be easily started with a devastating magician spell. © Owlcat in games case, you should prioritize your goals. As a general rule: healers first, then wizards and alchemists, followed by remote fighters and hand-to-hand fighters. While your tank pulls hand-to-hand combatants, the rest of your group can focus on the healer or magician. Always assign targets to your teammates manually, especially in the toughest battles. If not, otherwise, it quickly happens that your warriors will collectively take care of less important goals just because they are nearby. Pro 1 tip: If you're fighting enemies that can use necromancy or summon monsters, it might be a good idea to focus exclusively on the summoner. In most cases, his summons will die with him. Pro 2 tip: If you're fighting really tough opponents or very large groups, try fighting in a bottleneck. Put the fighter with the highest armor class in the bottleneck (e.g. a door). Only a few opponents can take part in this fight. Attack enemies in the queue with your fighters at a distance and decimal one by one. If a fight starts with an attack, the initiative is rolled before and once. This is a juggling act that determines which participant in the conflict can act in what order. The higher the roll of the initiative, the sooner a character can act. If a character has not yet been able to act due to its launch of initiative, but is attacked, it is considered flatfoot. In this case, his dexterity modifier is not counted in his armor class. It also can't perform opportunity attacks. The spider can perform opportunity attacks on the character with the crossbow. © Owlcat Games opportunity attacks are additional attacks that a character can perform when the opponent casts spells, attacks from range, or moves away from the opponent. Normally, each character can only attack as many times as their stats allow within a turn (a round lasts six seconds), usually exactly once. Multiple attacks are possible under the influence of blessings (e.g. haste). In addition, there are attacks of opportunity. Therefore, be careful not to drive a character away from an enemy unless there is an important reason to do so or the character has enough success points to survive the damage resulting from the inevitable attack of opportunity. Use skills wisely and efficiently Don't shoot the biggest guns in every little fight. If you waste your most powerful spells on some wolves or goblins, you'll soon find yourself battling really hard monsters with your pants down. What and how many skills you should use against what type of opponent will ultimately depend on your experience. After a period of getting used to the game, you'll beat wolves, including alpha wolves or a pack of troll dogs with automatic attacks. Fire friend Yes, you can kill the members of your group yourself. Let your wizard throw a fireball and see what happens. Do you notice anything? That's right: it's not a good idea to use area spells in a way that can hurt your team. Instead, you should align the area of effect so that it hits as many enemies as possible and as few friends as possible. An exception to this is special spells such as Controlled Fireball, which deals minimal damage to allies. White dotted circles (indicated by green arrows) create that will be affected. Our fighter at the front (red arrow) will not be damaged. © Owlcat Games Pro tip: If you've selected an area spell and want to place it, press and hold CTRL to perfectly position the spell. The creatures and characters you hit will be highlighted. This will help you avoid friendly fire. Clerics, bards, druids, inquisitors, and healing champions can heal. However, performing a healing spell takes some time. This means that you have to throw healing well in advance, rather than waiting for a party member's success points to be close to zero. As we learned in the section on opening the fight above, a healer should always be at medium distance from the front line, since he must be close enough to aim to perform a healing spell. Long distances in tight battles can lead to defeat. At the same time, it must not be within range of area spells or area attacks. Once a healing is completed, the healer should immediately withdraw from the front line. Tristan the Cleric is far enough from the battle line, but close enough to provide first aid quickly. © Owlcat Games Very useful are the cleric's mass healings, especially Channel Positive Energy - Heal Living. Therefore, damage to the area can be denied to all members of the group within range of effect. This spell can also be cast multiple times in a row, for example to absorb incoming damage to multiple melee fighters at once. Warning: such area healings bring fallen comrades back to life, but with few success points. If the companion lies right in the middle of the moshpit, it can quickly happen that he is shot down again due to opportunity attacks by enemies and definitely dies. Therefore, in cases when a fallen companion is in an unfavorable position, you should avoid healing with area spells. Instead, use targeted healing spells and retrieve fallen group members at the right time. Automatic attack, additional skill bar, belted items, and inventory To the left of the skill bar is a small icon (shown in the photo). This is a character's automatic attack. By right-clicking any skill in the skill bar, you can configure the type of automatic attack you use. For example, you can have a wizard fire his magic bullets by automatic attack, so you don't have to manually select it all the time. However, be aware that spells and abilities are not unlimited. Change the attack used if necessary. By right-clicking a spell or skill, we define a character's automatic attack. © Owlcat Games over time, you'll get more spells and abilities than you can put in the skill bar. Fortunately, there are two other skill bars on the left side of the screen. Press the small arrow button twice to activate two more skill bars. Don't forget your belt and inventory either. You can place potions, poisons, and scrolls into the belt (the right round button above the skill bar) for use in battle. The belt can also be filled with inventory items during combat. Depending on how well each character can use magical items (see the Skills section later in this guide), chopsticks and scrolls can be extremely useful and can make a difference in battles. Damage Abilities & Death There are a number of enemies that will deal you permanent damage to abilities. For example, spiders can inflict damage to the constitution, which has a direct negative impact on the character's health pool. Other monsters cause force damage, resulting in significant reduction in attack power. In addition, the poison can continuously deal damage to abilities if the poison is not neutralized (for example, with the spell Neutralizes cleric's poison). Such damage is shown as an icon in the character's portrait. It can be cured by clerical spells Restoration, Minor or Restoration (the latter requires an expensive reagent with diamond powder). However, it is recommended to collect or purchase Restoration Potions, Minor for such situations. If you're near a safe place (such as the Throne Room or Oleg's Trading Post), you can simply rest until the attribute damage is healed. An attribute damage point is usually healed for rest. Harrim now has the status of Death Gate and we shouldn't let him die again. © Owlcat games Depending on the level of difficulty you're playing or the settings you've made, a character's death might look different. In Story mode, a character simply becomes unconscious in the event of death and gets up after a fight. In simple difficulty mode, even a character becomes unconscious and gets up after a fight. However, if its success points fall to a negative value, which corresponds to its constitutional value, it dies. In this case, a resurrection spell must be cast. At the normal difficulty level, a character does not die immediately when mortally wounded, but becomes unconscious. If he is healed or automatically rises after combat, he permanently gets the Death Door condition. This means that the next time he suffers a mortal wound in this state, he dies permanently and can only be brought back by a resurrection spell. The Door of Death can only be removed by resting in a safe place (e.g. throne room or Oleg's Commercial Mail). What should I do after a defeat? Just upload the last saved game and come back later. You will suffer more defeats during the course of the game and meet who are cleaning the floor with you at this point. If you followed our recommendations and saved regularly, there is no problem: load the last save and come back later. It's not a shame at all, it's part of the game. For example, the open world allows you to run early into the claws of a Linnorm though if beat him again. Come back later when you're older, stronger, and better equipped. If you come across such a beast too soon, you're dead, dead, dead. © Owlcat Games However, if you've just lost a fight or are at a point in history where you're forced to fight, recharge, but it also changes your strategy. Now you know what the enemy is doing, who is most dangerous and what events to avoid. Adapt to this and also adapt the use of your skills and spells to it (for example, launching Resist Energy on the group). For example, if you're facing an owl bear that causes real issues, try to slow down the already slow creature further with appropriate spells (such as web) and keep your group members at a distance. In remote combat and with the appropriate spells you will get rid of this beast. Recovery, Rest, and Camping Guide In this guide section you'll learn why you need to rest regularly/How to effectively manage your field/What special roles of your group members are useful and which are not/What recipes exist and what do Members of your group get tired of over time. The speed with which they get tired depends, among other things, on the individual load. In your inventory you can see directly under each character's equipment the weight they have to carry. The taller it is, the faster the character runs out. When the characters are tired, they receive a penalty of -2 for strength and dexterity. Their weariness will also be indicated by an icon next to the character's portrait or yawning or a comment. Then you should rest. If you click the menu item on the world map, the field menu will open. If it finds you within a layer, you must first set the field manually. If it switches from red to green, you can configure it in that location. A double click in the field will make your group rest. When you are resting in one level, there are always conversations between your teammates and every now and then conversations with your main character as well. This is especially important if you are looking for novels. Therefore, rest from time to time not only on the world map, but within the levels. The camp can be set up here. © Owlcat Games At the top of the field menu you will find the timeline. There you can adjust the length of the rest by moving the gold indicator. Then click Manage and you'll be taken to a menu where you can assign tasks. Assign the appropriate tasks to your teammates Drag and drop group portraits in their respective areas of activity, such as hunting, cooking, or nightwatching. The bonus that a character provides for each activity will be displayed below the required ability. Assign the most qualified characters to their task. The field is a priority Don't rest in areas you haven't explored yet. In general, it is recommended to rest on the world map whenever possible. In our experience, experience, are considerably fewer attacks occurring in the field. Also make sure that the character with the highest value for stealth takes care of the camouflage of the field. In addition, it is very assigning characters to special roles that improve the security of the field. Assign the right people to different tasks, delegate special roles, and make sure you only use rations in dungeons or caves. © Owlcat Games If the group is raided while sleeping, they do not have time to prepare or wear heavy armor. Characters can't sleep in their armor, so they'll have to do without protection when ambushed. Special roles The following characters can perform the following special rest tasks. Special Role CharacterEffectRemarksAmiriAmiriSharpen Weapons Amiri's damage in the first battle in the next 12 hours has increased by +1. This effect is increased by +1 for every four levels after reaching the third level. It can be useful before a hard fight. RegongarIntimidating PosturesRegongar's weakest enemies do not attack the field. Not very useful, because the group can handle weaker enemies. EkundayoWilderness SurvivalInfer ration consumption by 2.It is worth it in caves or dungeons where hunting is not possible. HarrimBlend in the NightRedges the ability to attract enemies. The probability decreases with each on-call shift at night. Very useful in terms of field security. Guardians of JaethalUndead Two undead warriors guard the camp and support the group in the event of an attack. The special roles of Harrim, Nok-Nok, and Octavia are preferable in terms of camp security. JubilostEffective ManagementCamping times are reduced by 1 hour. It's not worth it. LinziInspireGie Competency a +2 competency bonus for field service skills. This effect increases by +1 for every four levels after reaching the third level. If you specialize in Linzi on stealth, it's better in field camouflage. Traps Nok-NokSet Set traps around the field to protect against monsters and shoot in case of attack. Quite useful in terms of field security. OctaviaSet AlarmOctavia casts an alarm spell that lasts for a watch shift and warns of all enemies in the area. It ensures that the group is not attacked while sleeping. TristanEverlightDoubles blessing to recover and regenerate the success point from the damage of the Different ability when the group has suffered serious damage to the abilities/ValerieMaintain Armor/Valerie gets a +1 armor bonus in the first battle within 12 hours. This effect increases by +1 for every 4 levels after reaching the third level. It can be useful before a hard fight. Hunting, cooking, recipes and their effects For a successful, the party needs rations. Outside of caves or dungeons, the group can hunt and cook. You can set the rations (which merchants can purchase) to use in the upper-left corner of the rest menu. This will save you time, as a successful hunt takes some time. However, rations weigh heavily and can put a burden on the group. As indicated above, you will definitely need rations if you enter complex cave or dungeon systems. Hunting and cooking are not possible there. Does the recipe for Haggis also bring +1 to save throws against vomiting? © Owlcat games During your travels you have probably already found some recipes and right-clicking on the recipe in your inventory will be added to your cookbook. These recipes are listed on your field's administrative menu, and you can see if you have the right ingredients at your fingertips. In that case, your chef will be able to try the recipe. The meal will provide the group with various temporary bonuses. If the meal is also a favorite of your group members, they will receive an additional temporary bonus. Below we have compiled all the recipes we know for you. Please note that a character's favorite food bonuses will be added to a regular meal bonus. RecipeInredientsDCFavorite MealBonusLocation Brooding Spider LegsFlourVegetablesPrescinating Spider Legs23Nok-Nok+3 at Fortitude SaveNok-Nok: +5 to StealthSpider Controls LairBlack Linnorm StevEggsMushroomsWyvern MeatLinnorm Tenderloin34+2 maximum HP by character level and Quick Healing Tuskwaters' Inks AbandonedButterSoft CheeseTuskwater's Oysters2 4+1 to All Spells DCsBlood FurrowsCheese TartFlourCheeseShambletus24Harrim+6 Hours Before FatigueHarrim: +5 Tradition Checks (Religion)Cennicle CavernaScuolante Ice CreamButter MilkChocolate20Linzi+3 at all skill checksLinzi: +5 to (world) First World Meek PieFourNutsChocolateFirst World Fruit35Linzi+4 to random skill score for a dayLinzi: +5 to all skill controlsSerpent TrailFish-on-a-StickButterTrotuEddie Moss15Nok-Nok+4 hours before fatigueNok-Nok: +3 Trickery, +3 Use Magic DeviceSwamp Witch's HutGalat-RagoutButterMushroomFowl16Valerie+4 hours before fatigueValerie: Half penalty for defensively fighting Ford Across the SkunkOvo River: scrambled with ShambletusMilkHerbsShambletusRoc Egg33+3 to attack , damage, Skill controls and rescues TombGrilled Silver Launches EggButterHerbsSilver Egg22.Jubilost+10 movement speedJubilost: +5 TrickeryLake Silverstrep VillageHaggisFlourOnionsMeat18Harrim+1 to Will saveHarrim: +3 to savePine PatchHearty MealKleine+1 to save shots Friendly MilkFowlMastodon CarnePurple Worm Cut35Inmunity to poisons and diseases Removes all effects of poison and disease and completely restores success pointsFossil FieldsFlourTenderloinPotatoes16Ekundayo+1 temporary success pointEkundayo: +3 in Lore (Nature)) Hunting motifs Rice gelatinatoRiceNutsFruit15.Jaethal+5 displacement speedJaethal: +5 movement speedOld Sycamore DepthsKambersy healingTristan: +5 Lore (Religion)Lone House City of Hollow EyesMastodon SteakButterHerbsMastodon Meat21Regongar1.5 HP per livello di carattereRegongar: +5 ConcentrazioneMonster grave dlLinnorm dlLinnorm Meat22Amiri+2 damage shot bonusesAmiri: +5 at AthleticsTalon PeakOnion SoupFlourOnionsCheese17.Jubilost+1 to save shotsJubilost: +3 at skill controlsRu WatchtowerIredOwlbear OmeletteMilkTenderloinOwlbear Egg22Ekundayo+1 bonus on d'a rolls Ekundayo attack: +5 bonuses to Lore (Nature)VarmholdRice-nut-PuddingRiceMilkNuts15Octavia+5 sneaky attack damage with spellsTagnions and thigs OF the island of three pinesButterFowlEddie Moss14Amiri1 temporary hit point for levelAmiri: +2 to confirm critical hitsTroll Lair Oleg's Trading Post (Oleg)TortaFlourPotatoesMeats17Tristan+1 to save shotsTristan: +1d6 Channel Positive EnergyAlt-Ahorn-Höhlen oder Hütte der Sumpfhexe Smoked Trout and Hydra PateEggsTrotHydra Eye24Valerie+1 AC/Valerie bonus: +5 at athletics controls for 24 hoursSeegaalie succulentButterEddie MossMeat17Regongar+1 temporary hit point for levelRegongar: +2 at concentration level controls and casterMonster DenSweet PancakesEggsFlourHoney15Linzi+5 linzi travel speeds: +5 movement speedDormenturWhiterose OystersRiceSoft CheeseTuskwater Oysters7Rose Chardonnay33+4 at concentration controls and caster level controls, growing DCs spell of +2Two-Faced Hill Kingdrom & Advisors: What you should know Your barony management is a complex undertaking that requires a lot of attention. The barony is directly intertwined with history, and your ability as regent can decide whether the whole adventure is successful or not. To make sure you don't do anything wrong and become a good baron, we've written a comprehensive guide to Kingdom and Advisors in Pathfinder: Kingmaker. Mission solutions, puzzles, and boss fights in Pathfinder: Kingmaker Don't know what to do on a mission? Is a puzzle or boss fight too hard for you? You'll find useful tips in our boss search and fight guide in Pathfinder: Kingmaker. General game tips If you need to take a short break (e.g. to go to the fridge), always press the space space bar to activate the pause (unless you're on the world map, where game time doesn't go). Some missions have a time limit and if you let time pass, it could eventually take its toll later. And so on.

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