

**This document was used by the QA department to test the main story line while checking the Xbox360 version of the game.+**

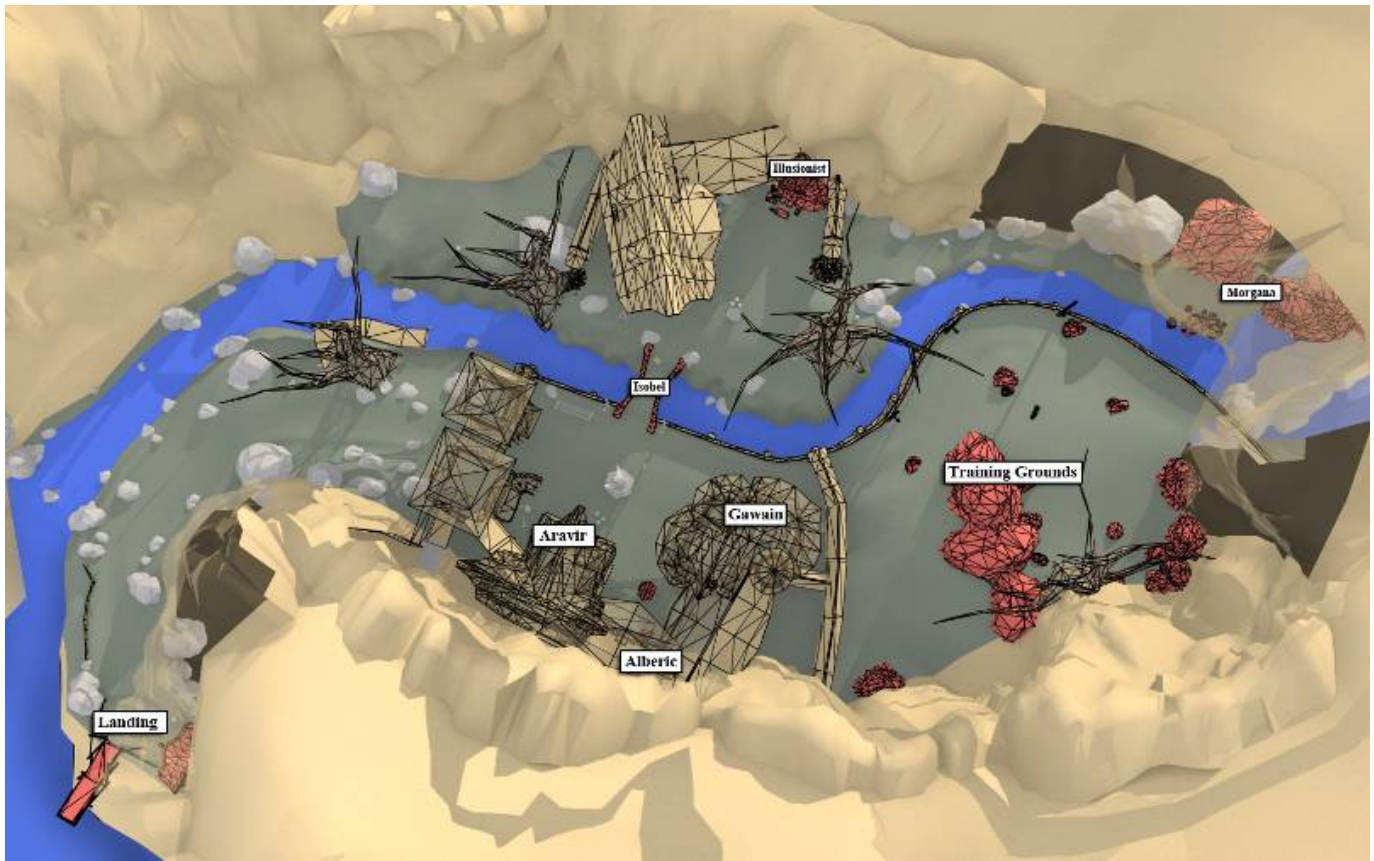
## **Divinity 2 Main Quest Walkthrough**

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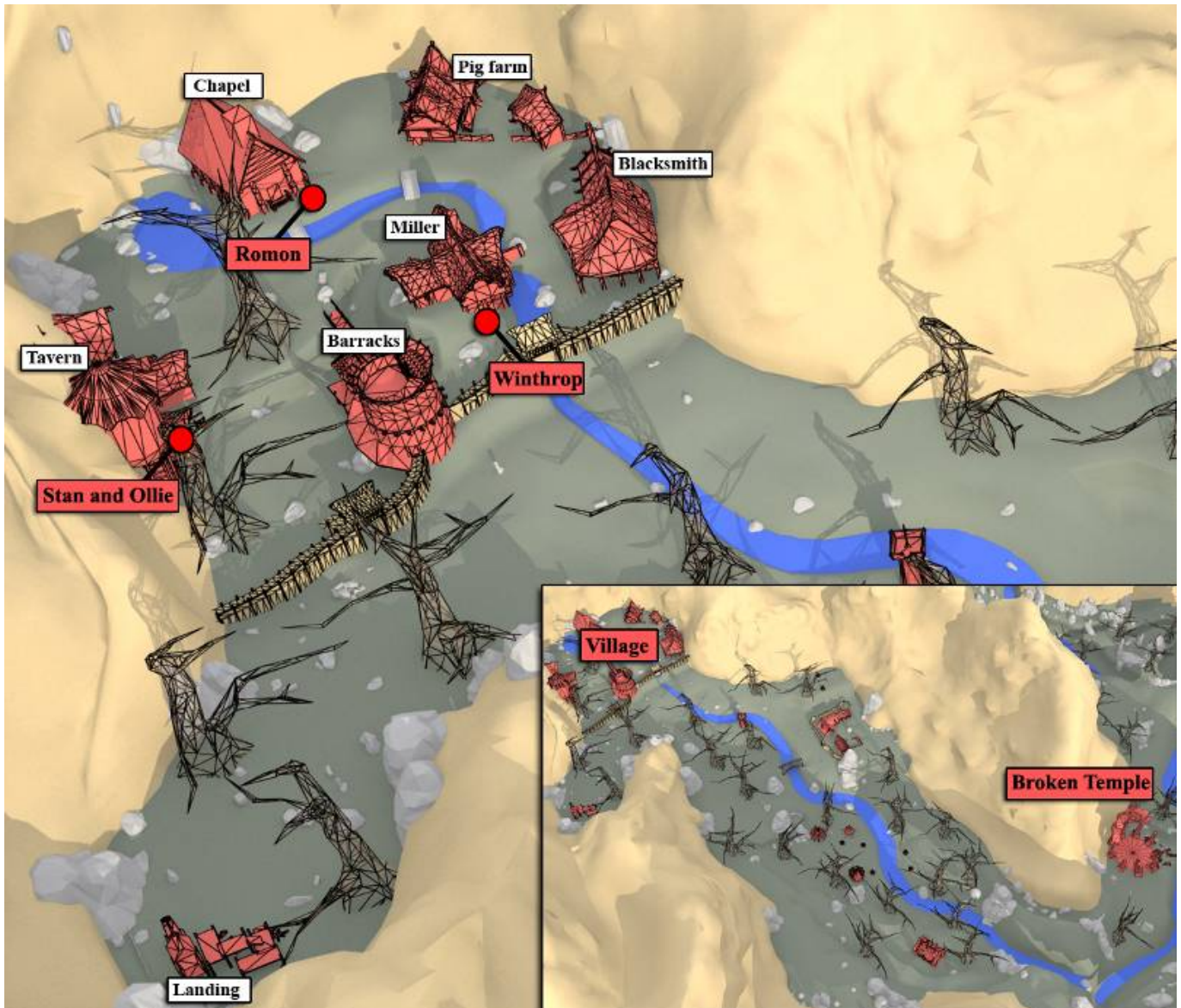
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## *Farglow*



You start in Farglow to undergo the final ritual of becoming a Dragon Slayer:

- Rhode gives you orders to visit Farglow.
- Talk to Morgana near the waterfall.
- Talk to Isobel on the bridge.
- Talk to any trainer you prefer: Aravir, Alberic or Gawain.
- Leave Farglow and go back to Rhode at the Zeppelin landing site.



## ***Broken Valley***

Rhode takes you to Broken Valley because of the reports of a dragon sighting:

- Rhode gives you orders to get reports of the dragon sighting in Broken Valley Village.
- Go to Broken Valley Village.
- Talk to three villagers who have seen the dragon, among others, Stan and Ollie, Romon, Winthrop.
- Report to Rhode in the barracks. Rhode asks you to go to the chapel to investigate a ghost.

- Go to the chapel in Broken Valley Village.
- Go into the tomb and defeat Arben's ghost and get his sword.
- Leave the chapel and head out to the Broken Temple (follow the path past the Farm)
- Talk to Talana.

### ***Dream Scene***

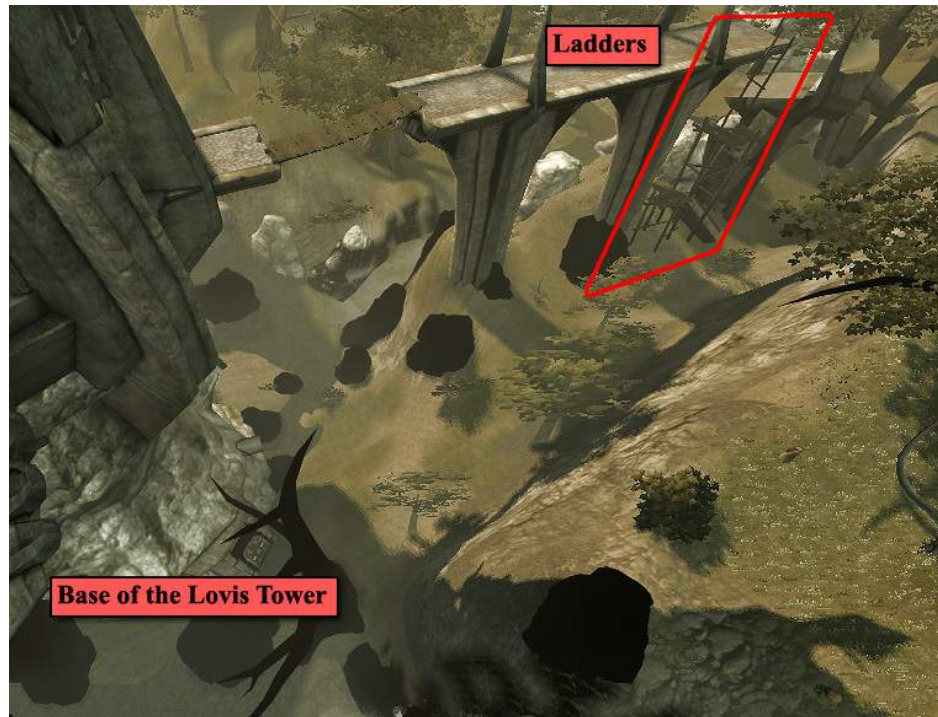
In the Dream scene you get to experience being in dragon form:

- Fly to the end of the Dream Scene to see a part of Damian's plan.
- The Dream Scene ends and you are back in Broken Valley.
- When you wake up again Damian kicks you in the head and warns you not to pursue your quest for Damian's destruction. A short while after, Zandalor appears telling you the importance of Lovis and encouraging you to go to the Lovis Tower.

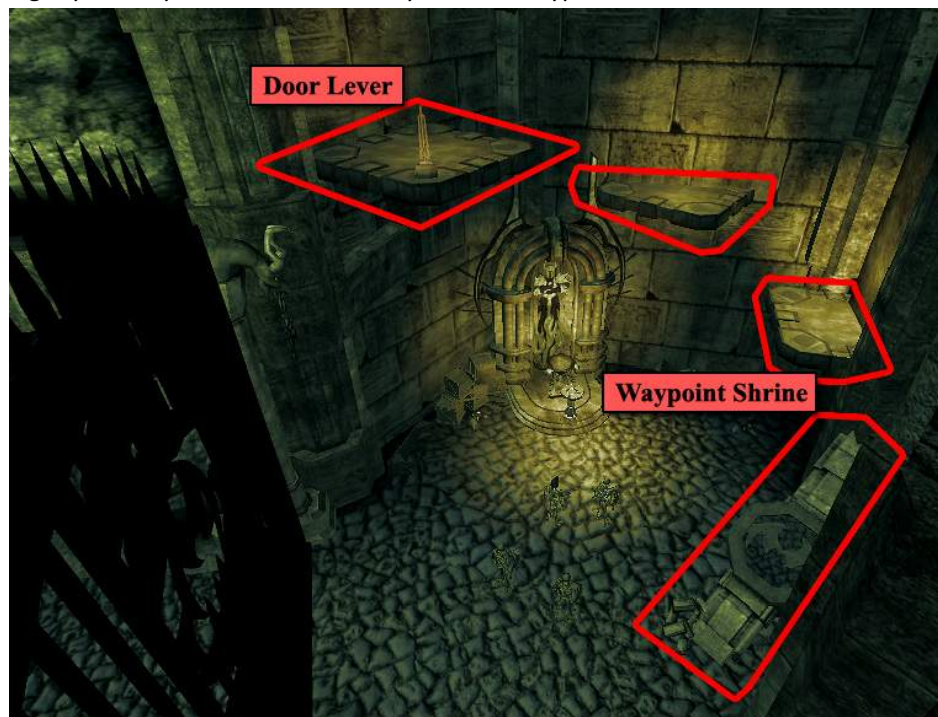


## ***Lovis Tower***

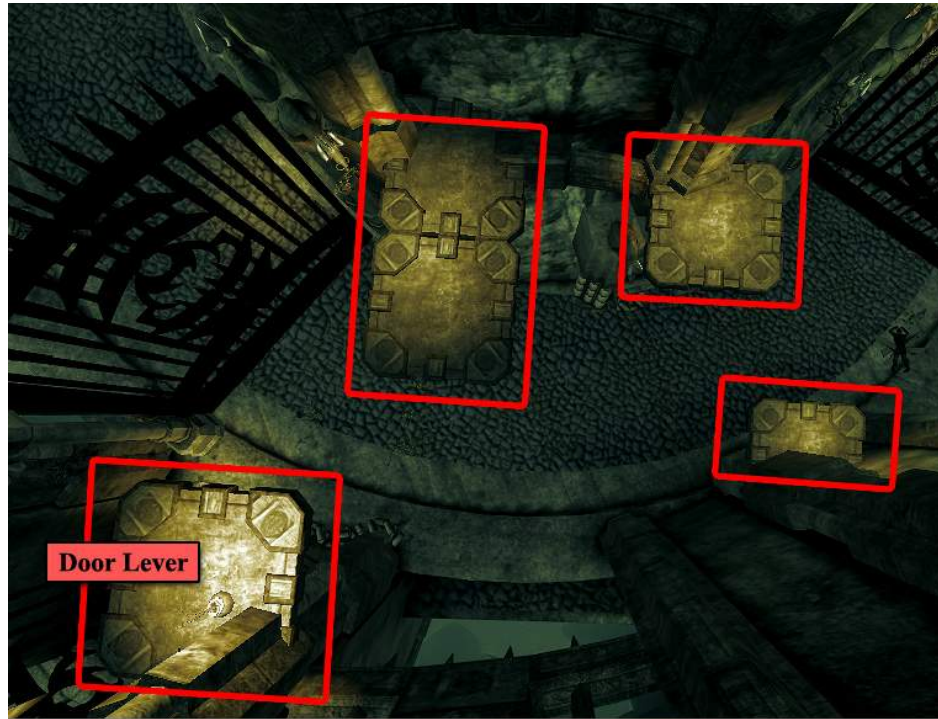
- Go to the base of Lovis Tower (an area with lots of skeletons) and find a series of wooden ladders that take you to one of the pillars of the tower.



- Fight your way into the tower until you see a waypoint shrine.

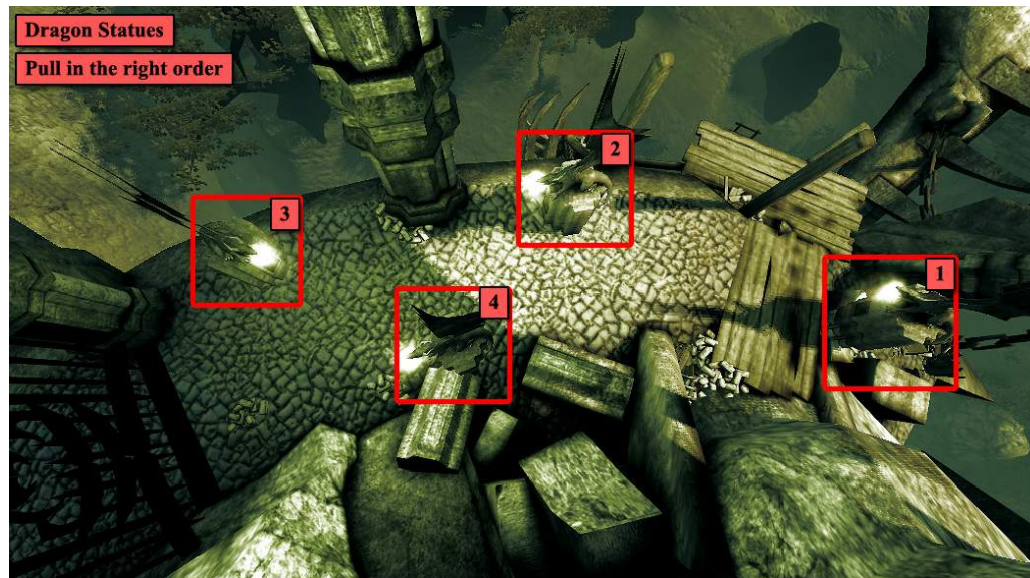


- Climb up to the platform to the right of the shrine and jump to the higher platforms until you reach the highest, and pull the lever you find there.



- Just behind the gate you just opened, you will see another series of those platforms with another lever at the end to open the next gate.
- After that gate, go up the wooden ramp on your left side.

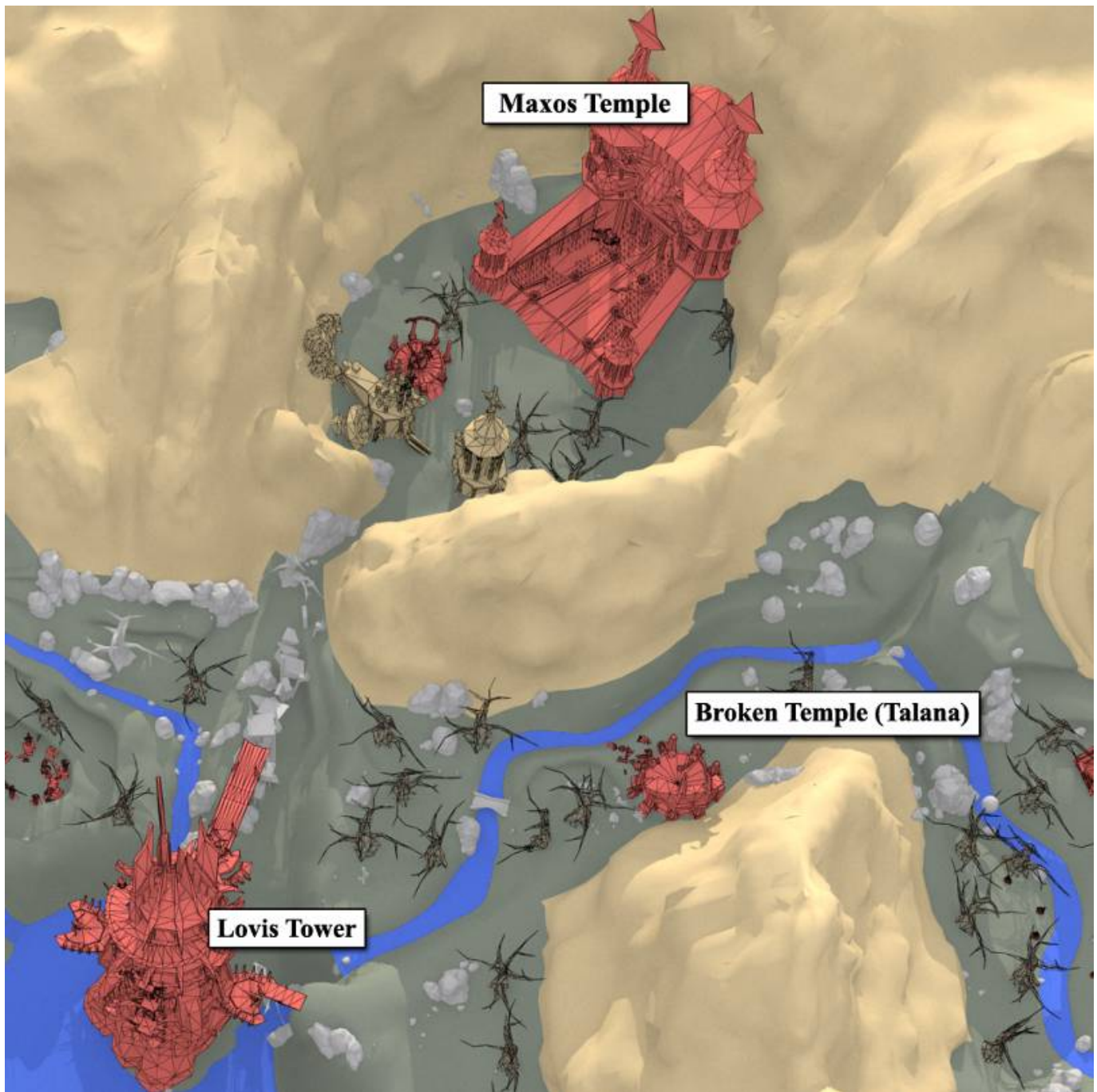
- After climbing a few ladders you'll see a statue in front of you. Press the button on the statue. The statue is looking in the direction of the next step of the puzzle, in this case the next statue to activate. Keep activating the right statues until the gate opens.



- After crossing that gate, you can choose to take a ramp down, or go further up. Go down and enter the door to reach Lovis' Chamber.
- Find a corpse near the elevator and loot the spell. Use the spell when standing on the elevator to reveal a hidden lever and pull it.
- Read the book near the throne and answer the questions (the right answers are: 3, 1, 1, 3, 2)
- Talk to Lovis: you will get the Maxos key and discover lore and information about main quest.
- Leave the tower and go to Maxos Temple.



## *Maxos Temple*



- When you arrive in the Maxos temple you are required to pass many tests in order to become a true Dragon Knight. First you must get past the entrance hall and then complete the three trials of 'Wisdom', 'Agility' and 'Perception':



- After talking to Zandalor at the Entrance, you must interact with the urn that isn't broken. It's the urn to the right of the door that leads to the Main Room.
- There are three runes in the main room that need to be activated; these runes correspond with the three trials you have to complete.



- In the Wisdom Trial you have to select something that is not valuable so you need to interact with the pumpkin. A camera shot will show the rune that corresponds with the Wisdom Trial light up.
- In the Agility Trial you need to reach the highest platform to pull the lever that activates the rune corresponding with the Agility Trial. A camera shot will show the rune that corresponds with the Agility Trial light up.

- In the Perception Trial you need to recognise the difference in the mirror image, interact with the little bottle on the left of the room, behind the pillars. A camera shot will show the rune that corresponds with the Perception Trial light up.
- After completing the trials, you can go down to the bottom part of Maxos Temple by stepping in the teleporter that is now activated by completing the trials.
- You meet Evil Sassan for the first time.
- You have to find your way out of Maxos maze by finding two secret buttons (they look like darker bricks – see image) on the walls of four nearly identical rooms. These reveal levels that open the locked door.



- Go through the door you just opened and enter the Maxos library.
- There is some Black Ring troops searching for a book (the same book you need) so go ahead and fight them so you can talk to the librarian.
- The librarian gives you quest to search for Orbis Arcesso book which is needed to strip Amdusias of his dragon form.

- Find a hidden room in one of the sleeping quarters to the left by touching the book 'Dragon Lore' on a bookshelf:



- Take the vial of blood and the key from the hidden part of the sleeping quarters.
- Use the key to open a chest under the stairs below the sleeping quarters.





- Take the book in the chest and give it to the librarian who will give you the second part of Orbis Arcesso.
- Now go to the room where Amdusias flies around, take the dragon scales that lie on the ground and read the Orbis Arcesso book so you can fight Amdusias in his human form.



- Defeat Amdusias and you will get Lovis' Soul stone and the 'Book of the Dragon' which is an item for a quest you will do further on in the game in Orobas Fjords.
- After you have defeated him, a force field will disappear revealing another entrance.
- Exit Maxos Temple through the newly opened corridor and find yourself in Sentinel Island.

## Sentinel Island



In Sentinel Island you want to gain access to Laiken's Battle Tower, but Laiken, a necromancer, has taken over the tower. In order to regain access, you first have to awaken his former mistress, Sassan, from her grave:

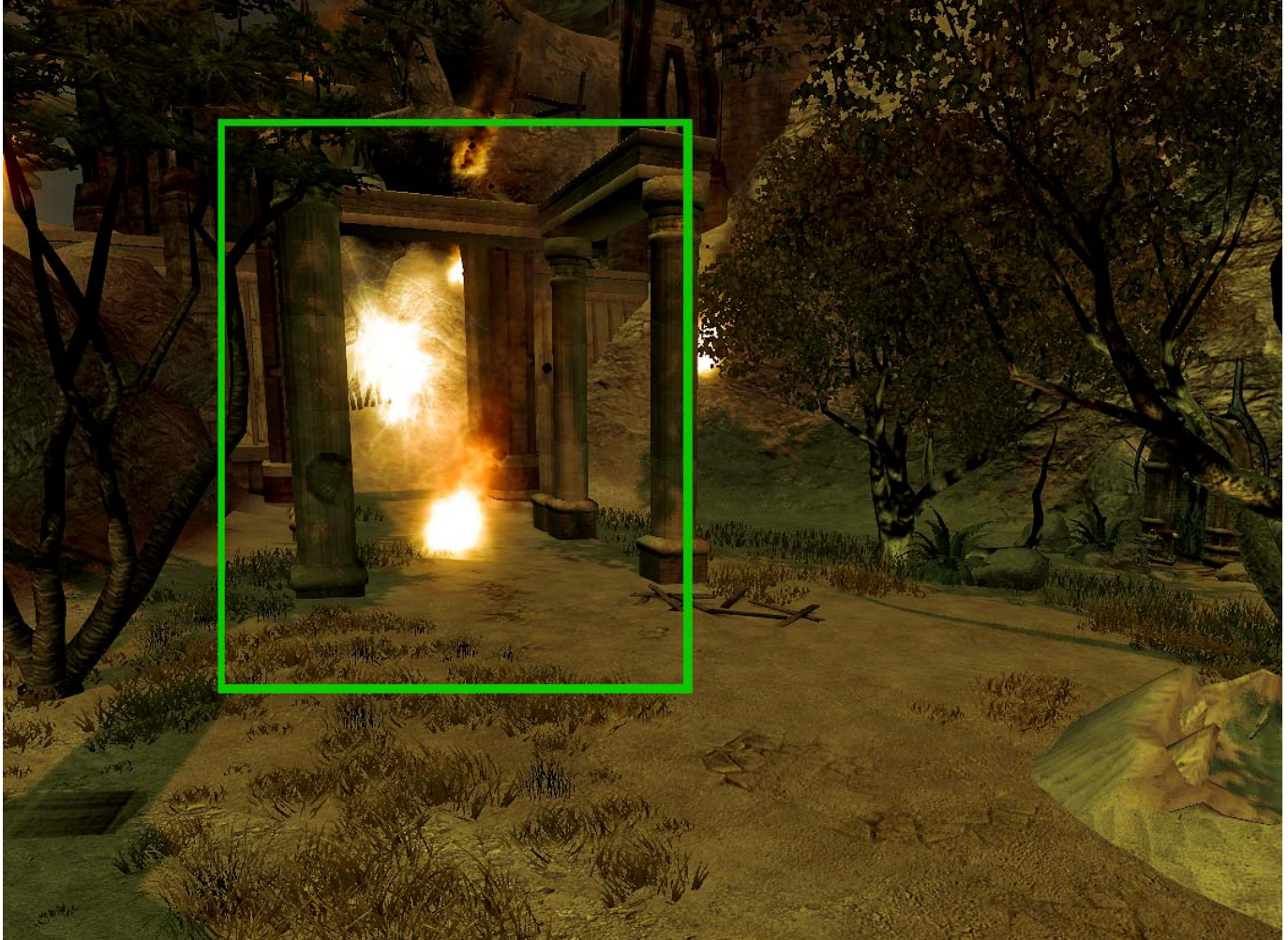
- You will encounter 'The Island' who orders you to choose four platform operators (This is optional, when you continue the main quest, the island will choose them for you)
- Find Elfrith, one of Captain Hermosa's crew, who is stuck on a pillar in some temple ruins and save him from the Dragon Elves.
- He will give you a magic tome as a reward.
- Use this book near the grave where Sassan is buried, which is near hermit cave to make the wind die down.



- Light all three candles surrounding the grave. After that Sassan's ghost will appear near her grave.
- Sassan will send you to Laiken's abandoned study and give you the password to open the door. You need to find her ring.
- The ring can be found in the last room of the abandoned study, in a small chest on the table. Once you have it, return to Sassan.



- This will resurrect Sassan, and she will help you get inside the Battle Tower and defeat Laiken. Follow her to the magic barrier where she will make it disappear.
- Behind the barrier will be bandits that you must defeat to reach the entrance to the Battle Tower.





### ***Battle Tower***

- Once you make it in, the undead Sassan will try to stop you by blowing up a tunnel, blocking the way with rocks.
- You can find explosives in one of the prison cells with a secret wall (again you must find a darker brick to press) that you can use to blow up the rocks and clear a path through.





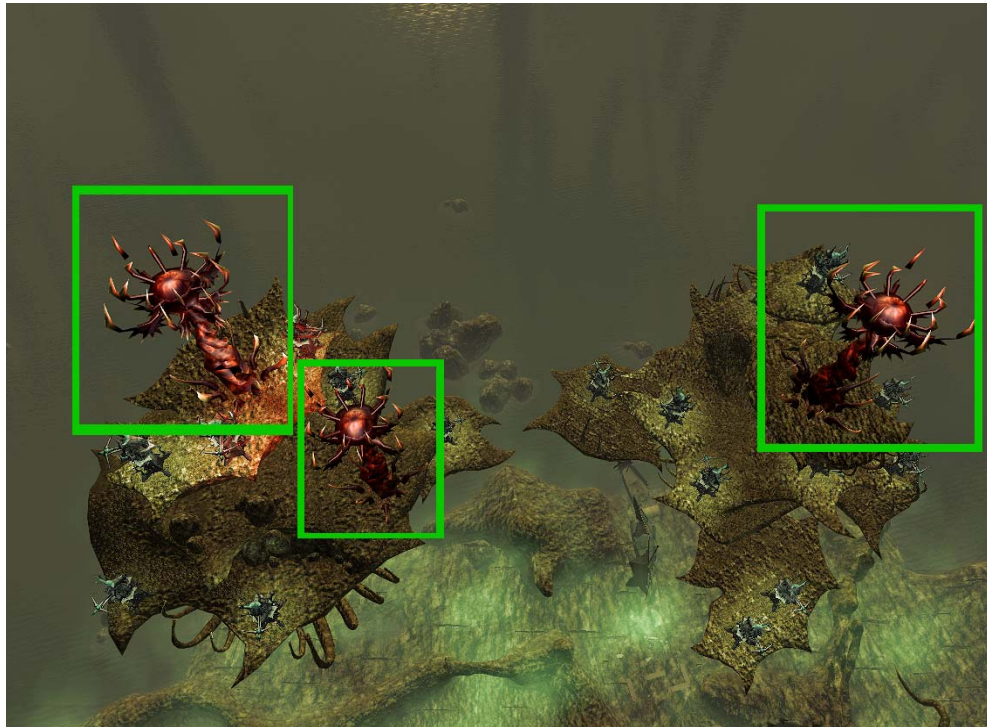


- Sassan tells you that Laiken is too dangerous to face, and that you are better off defeating the demon that he is soul forged with. But to summon that demon you need his name.
- At the lowest level of the dungeon you will find a cellar with lots of body parts and a Limb Trader. There's also a creature in there you'll have to defeat to get a key to open the door to Erlking's room.
- Use the elevator to get to the floor with the abominations, and the one that jumps off the table (see screenshot) will drop a key.



- Mindread Erlking the Goblin to find out which books he reads, go to the bookshelf and touch the book he thought of, this reveals a door to a room.
- In the room there is a box you can unlock with the abomination's key. In there you will find the book that will reveal the name of the Demon: Razakel.
- Take the elevator up to the highest level and tell Sassan you have found the name of the Demon.
- Undead Sassan will try to stop you, so you need to defeat her.
- After her evil twin is defeated, Sassan will summon Razakel, who will flee once you have fought him enough, leaving you with little choice but to fight Laiken.
- Take the elevator up to the throne room and claim it for yourself by defeating Laiken.
- There will be a cut scene with Damian and Zandalor, after which Damian starts attacking your tower with one of his Flying Fortress fleets.

- Take the door outside and you will find a shrine that contains your Dragon Gem. With this you can now assume dragon form whenever you want.
- You will be teleported outside of your tower, where you have to destroy all three Nest Towers on the flying islands that are attacking the Battle Tower.
- When you have destroyed the Nest Towers and ten Ballista Towers, you are teleported back to the Battle Tower and your throne room has been redecorated by



Sassan.

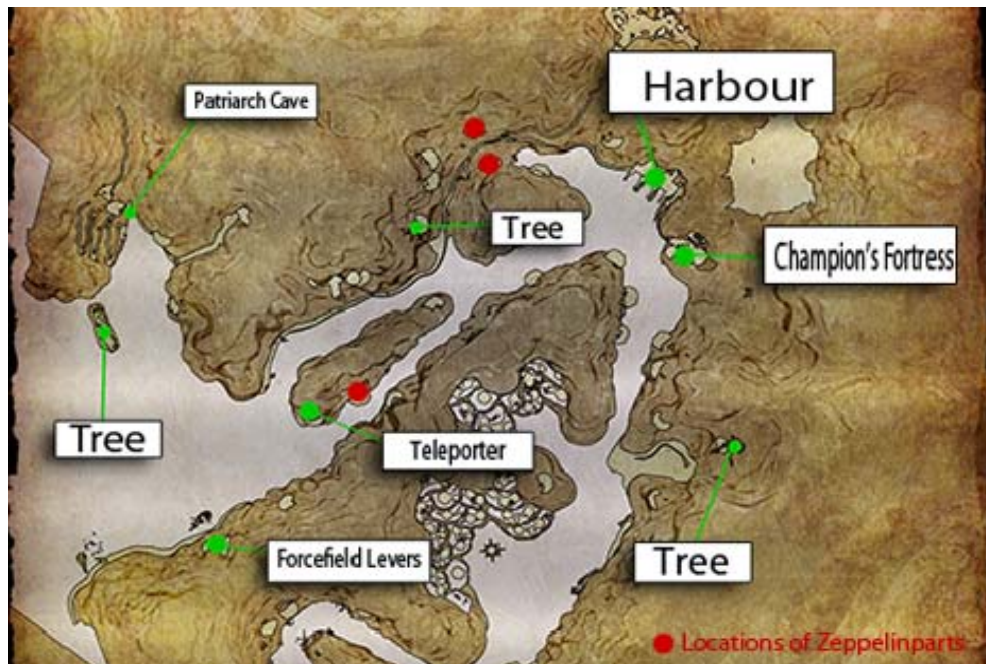
- From now on you can use the Battle Tower services freely. You can send your runners to get some ingredients. Your chosen platform operators can also help you.
- Inside the throne room there's an elevator that takes you to your quarters.





- On the table you'll find 'Maxos' Notes'. Take this as it is used for as another item for a main quest in Orobas Fjords.
- You'll also find a private storage chest know as the Battle Chest, which you can send items to from any location in the game.
- Since you now have the Dragon Stone which allows you to become a Dragon at any time, a new part of the world becomes available to you, so it's now time to visit the Orobas Fjords. Use the waypoint shrine in the Battle Tower to teleport to Orobas Fjords.

## *Orobas Fjords*



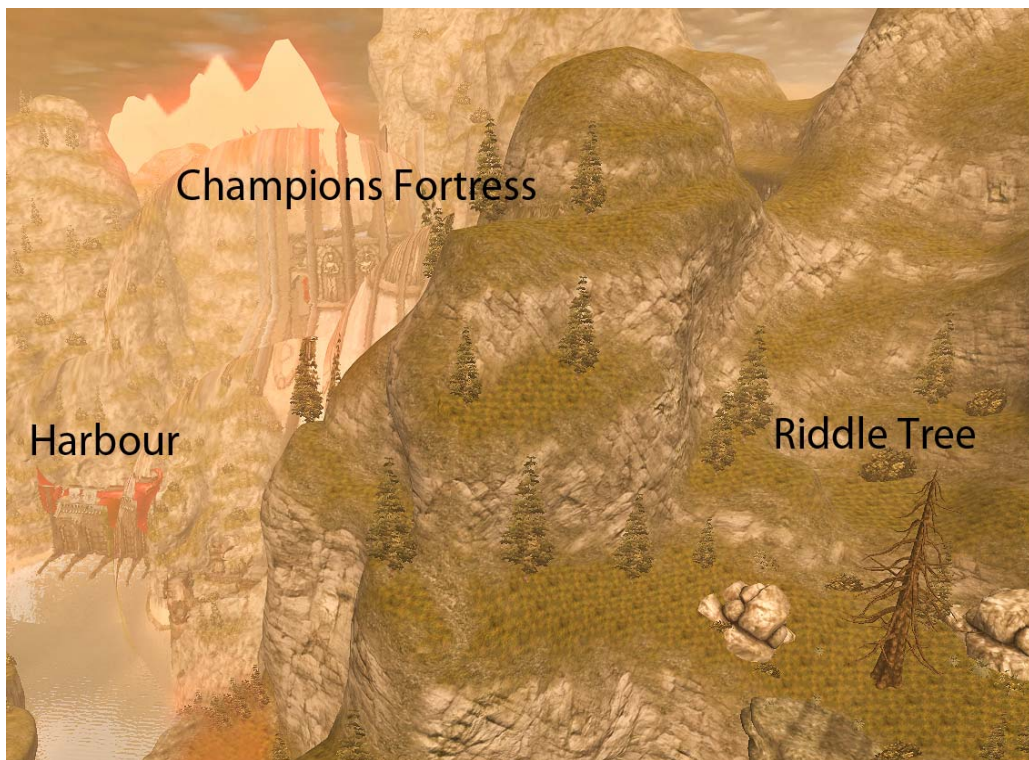
- There are force fields scattered across Orobas Fjords, preventing your from reaching certain areas.
- To complete the main quest, only the first force field has to be disabled.
- There is a bunker which is protected by an anti-dragon device. If you fly up to the bunker you can see the teleporter. In human form you can disable the force field by pulling the utmost right lever from inside the bunker.
- Next you need to find the Patriarch Cave to continue the main quest. It is found underneath the big waterfall near the giant statue.

- Continue down through the cave until you see three dragon statues, and talk to each one of them to get a quest. They want you to find three seeds from ancient trees in the Orobas Fjords.



- Complete the 'Reaping the Seeds' quest by talking to the three special trees. They are big and leafless so they are hard to miss. They each charge you with a task before you get the seeds.
- The first tree is on an island not too far from the patriarch cave. He asks you to defeat a Goblin named Charlie.





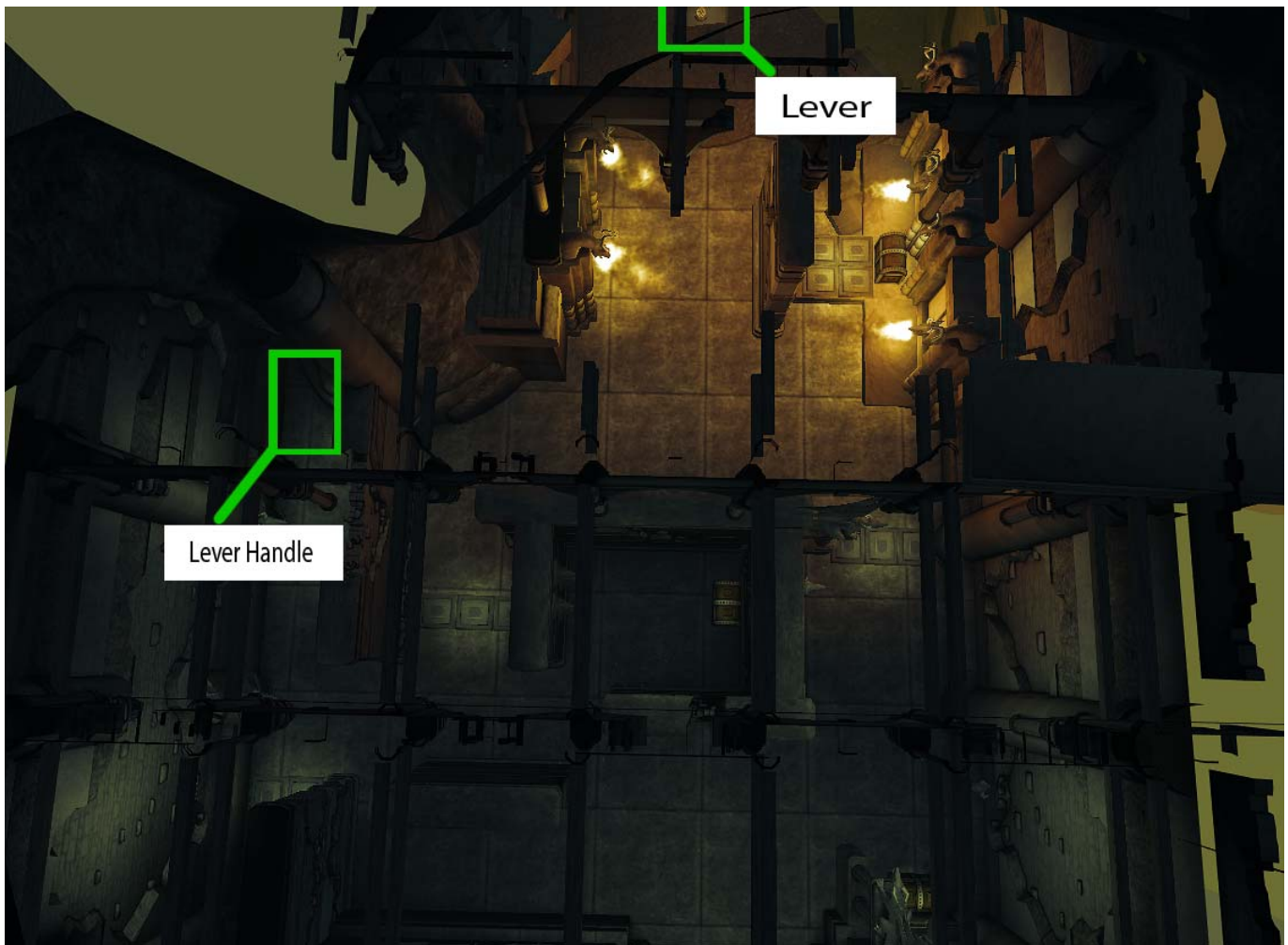
- The second tree is in an inlet not too far from the Champions Fortress. He asks you to solve his riddle (the answer is 4: Amphoras).

- The third tree is near the Dragon temple. He asks you to kill three wyverns in Dragon form.



- When you have all three seeds, go back to the Patriarch cave and give the seeds to the statues.
- Once you have satisfied them all, they will open the door so you can pass. You now enter a room full of deadly traps, with the exit blocked by yet another force field.
- To disable the force field, you will have to fix the lever by finding the missing part in a corridor protected by the fire trap. Then place that lever handle into the broken lever to fix it, and then activate the lever so you can pass through.





- Go through the force field to talk to the Patriarch, a giant Dragon.
- The Patriarch tells you about the gate to Hall of Echoes, so now you know the location where the spell must be cast when you have all the ingredients.
- Leave the cave, and make your way to the Harbour, where you can take a zeppelin to Aleroth. However, before that you will have to help Harbour Master Page.
- Get the quest 'On the Road Again' from Harbour Master Page.
- Find three control parts in wyvern nests around Orobas Fjords to partially complete 'On the Road Again'. (See the red dots on the Orobas Fjords map).
- When you give the first three parts to Page, you will see a cut scene with the zeppelins working again.
- Talk to Seppe (right next to Harbour Master Page) to take a ride on a zeppelin to Aleroth City, where you'll find another requirement for the spell.



## ***Aleroth***

- When you arrive in Aleroth, Commander Rhode reveals that you are a Dragon Knight. Because of this she would like to murder you, but she cannot because she would be arrested due to the fact that the general would rather have you help the city.
- Make your way to the top of Aleroth, where a scared and angry mob is trying to get permission to use the teleporter and escape to somewhere safe.
- The general is trying to stop the crowd from using them because it's unsafe; however he lets you use it, so you can come to the aid of Zandalor and Deodatus.
- Use the teleporter to teleport to the waiting room.

## ***Aleroth Waiting Room***

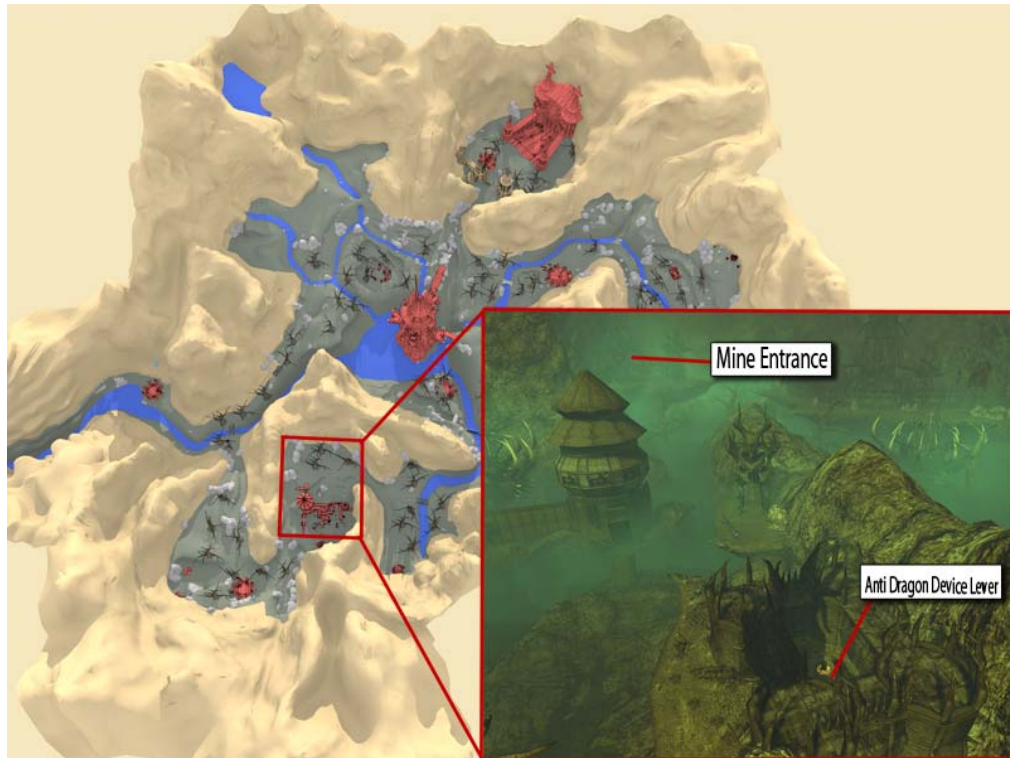
- You have to protect Zandalor and Deodatus. You need to slay any monster that comes through rifts throughout the church, before they get a chance to hit them. If you can hold the enemies off long enough, Zandalor will be able to close the rift, so you can move to the next rift. The rifts look like this:



- Follow Zandalor to the first rift, and speak to him when you closed one. He will then continue to the next.

- When all five portals are closed, Zandalor will give you the shield that will protect you in the Hall of Echoes. This is the third item for the main quest in Orobas Fjords.
- Now it is time to go back to Orobas Fjords and get your last requirement for the quest. Fly back to the Patriarch Cave, but this time fly above the waterfall, and you will end up in Broken Valley, which is now being besieged by Damian and his Flying Fortresses.

- Go to where the mine used to be in Broken Valley. It is now protected by an anti-dragon device. To disable it you need to pull the lever in the little square fortress opposite the force field.



- Once the anti-dragon device is disabled head into the Mine Entrance Building.





- Speak to Guild Master Williams on the top floor and lead him to safety.
- Take the key the guild master gives you and head to the secret mine entrance.



## Mine



- Inside the mine you will see a Black Ring Captain who challenges you to face him.
- Defeat him and you'll get a key to open a door in the previous room.
- Open the door and continue down that path till you find a Demon who is in league with Damian that has your last quest item in his possession.
- Kill Ba'al to receive the sigil. This is the fourth and final item needed for the main quest in Orobas Fjords.
- Now you are ready to enter the Hall of Echoes. Go back to Orobas Fjords and go to the entrance to the Hall of Echoes, which is underneath the riddle tree near the harbour.
- Use the Maxos notes in front of the entrance to uncover the real entrance to the Hall of Echoes.



### ***Hall of Echoes Dream Scene***

- Destroy the four Nest Towers to reach the next area.
- Enter the first portal (glowing lava-like sphere) to reach an arena.
- In this arena you'll fight every boss from the game again, as the more vengeful spirits they don't want you to achieve your goal in this realm. Defeat every creature that enters the arena and continue on.
- You will be teleported back to the Dream Scene in your Dragon Form.
- Enter the second portal to reach a memory of Ygerna's.
- You will witness Ygerna's execution by the hand of Zandalor, the Divine and a few of his paladins.
- You will ask them to spare her life, but of course they won't agree, and you have to defeat them and kill the Divine.
- You then get the final cut scene.

**-END-**