OC Any% Route

This is a description of the initial routing of an Any% route for the original campaign. This was run on version 1.23(the Steam version). This particular version is no longer being sold through Steam. I would assume this version would be available on other platforms still(such as through GOG.com).

Patch notes: http://nwn2.wikia.com/wiki/Patch#Patch_1.23
Game: https://www.gog.com/game/neverwinter_nights_2_complete

For 80% of the time playing through this I had both expansion patches installed. I doubt this will have changed anything though.

Older versions of the game may have glitches that this newer version doesn't have. From what I have heard the older versions are a lot less stable. A major sequence breaking glitch doesn't seem possible(as the story line and map locations are very restricted depending on where you are in the game), so the only advantage would be minor bugs. However who knows what is in older versions of the game, this latest version is still buggy as hell(which is great for speedruns).

Legend

Important route information	This is information that is critical to follow the route.
Character actions	These are character/party actions that need to be performed(ie. Level up, equipping).
Dialogue choices	These are choices that need to be made within a dialogue
Extra route information	This is information that is needed for the route, but is more about explaining techniques in order to reduce the amount that needs to be read.
Need to look into	These are notes of things to look into and clarify.
Extra glitches	These are additional glitches for the area that are not used in the main route, but could have future uses.

General idea of the route

The high level idea behind this route was to make the main character a monk. The monk is faster than other characters and its speed increases as time progresses. To counter the lack of combat skills, we utilise the “infinite hp” glitch that can be accessed early in the run.

As for other party members, we focus on members with magic abilities. Throughout the run we use a combination of Amie(wizard), Qara(sorcerer), Sand(wizard), Elanee(druid) and Zhjaeve(cleric). The monk is used as a tank, luring enemies in mandatory fights into a small area, then the magic users use AOE spells to deal large amounts of damage quickly.

Throughout the run we avoid all non-mandatory fights(of which most are) using trigger skips and the save/load glitch(which allows clipping through many doors in the game).

As a general idea of the route, it involves a lot of running through enemies you would usually fight, using the infinite hp glitch, some ai manipulation, clipping through doors, skipping triggers and occasionally participating in a mandatory fight. There doesn’t seem to be any grinding.

The worst thing at the moment is a couple of the mandatory fights are a little painful, but I’ve only done a single run so far so these should be improved and will hopefully become quite easy as the game becomes optimised. I feel that this is a game where someone who spends time mastering the movement/ui will be able to gain a lot of time across the run(overcoming the dodgy pathfinding system and setting up/clicking the various menu items, spells and special abilities that you need to activate).

Character Setup

- Initial known setup of the PC
- Extra notes
    - May want elements of cleric/druid for extra speed, also grey orc
    - Having the ability to open locks is handy
    - Diplomacy may be handy as well
    - Need even constitution
    - Maybe appraise skills?
    - An item that prevents frighten and stun
    - This build from Garryl will serve as good inspiration: http://nwn2db.com/build/?150796

- Initial setup
    - Grey Orc
    - Monk
    - Lawful Evil
    - Diety
        - Yurtrus
    - Abilities
        - 10 Strength
        - 18 Dexterity
        - 14 Constitution(because we can with the dex/wisdom)
        - 6 intelligence
        - 18 Wisdom
        - 6 Charisma
        - *Dexterity will hopefully help with some dodging, the wisdom will probably be good early game for the AC. Even constitution allows us to do the infinite hp glitch with this route.*
        - **Charisma may be a reasonable idea if it helps with diplomacy**
    - Background: Foreigner
        - +1 lore allows us to distribute skills a little differently
    - Skills
        - +4 tumble
        - +4 lore
        - **I feel diplomacy may be better than tumble for a couple of Act 2 segments**
    - Feats
        - Dash

Character Progression

This contains how to progress each character through the speedrun

Level up #1

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	2	Cleric(Travel & Plant)		+1 Lore		
Amie	2			Recommend		Color Spray Identify
Amie	3			Recommend	Combat casting	Fireburst Invisibility
Bevil	2	Recommend all				
Bevil	3	Recommend all				

Level up #2

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	3	Monk		+1 Lore +1 Tumble	Weapon Proficiency(Martial)	
Qara	4		+1 Charisma	Recommend		Gedlee's Electric Loop Acid Splash

Level up #3

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Amie	4		+1 Intelligence	Recommend		Gedlee's Electric Loop Knock

Level up #4

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	4	Monk	+1 Dexterity	+1 Lore +1 Tumble		
Elanee	5			Recommend		
Qara	5			Recommend		Invisibility Recommend

Level up #5

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Amie	5	Monk		Recommend	Spell Penetration	Fireball Invisibility Sphere

Level up #6

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	5	Monk		+1 Lore +1 Tumble		
Amie	6			Recommend	Greater Spell Penetration	Haste Recommend
Qara	6			Recommend	Spell Penetration	Fireball

Level up #7

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	6	Monk		+1 Open Lock	Combat Casting	
Qara	7			Recommend		Invisibility Sphere Melf's Acid Arrow Identify

Level up #8

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Elanee	6			Recommend	Spell Penetration	
Elanee	7			Recommend		

Level up #9

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	7	Monk		+1 Open Lock		
Elanee	8		+1 Wisdom	Recommend		
Sand	8		+1 Intelligence	Recommend		Ice Storm Invisibility Sphere
Qara	8		+1 Charisma	Recommend		Ice Storm
Shandra	8	Recommend All				

Level up #10

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	8	Sacred Fist	+1 Dexterity	+2 Tumble	Sacred Fist Spellcasting Class(Cleric)	
Elanee	9			Recommend	Extra Slot Level 4	
Sand	9			Recommend	Extra Slot Level 4	Firebrand Gedlee's Electric Loop
Qara	9			Recommend	Greater Spell Penetration	Array Resistance Haste Knock
Shandra	9	Recommend All				

Level up #11

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	9	Sacred Fist		+1 Open Lock	Sacred Vengeance	
Sand	10			Recommend	Spell Penetration	Invisibility Greater Fireburst
Qara	10			Recommend		Firebrand
Zhjaeve	10			Recommend		
Shandra	10	Recommend all				

Level up #12

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	10	Sacred Fist		+1 Open Lock		
Sand	11			Recommend		Chain Lightning Disintegrate
Qara	11			Recommend		Evards Black Tentacles Flame Arrow Recommend x2
Zhjaeve	11			Recommend		
Shandra	11	Recommend all				

Level up #13

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	11	Sacred Fist		+1 Open Lock		
Sand	12		+1 Intelligence	Recommend	Extra Slot Level 5	Recommend x2
Qara	12		+1 Charisma	Recommend	Extra Slot Level 5	Chain Lightning
Zhjaeve	12		+1 Wisdom	Recommend	Extra Slot Level 5	
Shandra	12	Recommend all				

Level up #14

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	12	Sacred Fist	+1 Dexterity	+1 Open Lock	Lightning Reflexes	
Sand	13			Recommend		Delayed Blast Fireball Recommend
Qara	13			Recommend		Disintegrate Shroud of Flame Phantasmal Killer
Zhjaeve	13			Recommend		

Level up #15

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Elanee	10			Recommend		
Elanee	11			Recommend		
Elanee	12		+1 Wisdom	Recommend	Empower Spell	
Elanee	13			Recommend		

Level up #16

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	13	Sacred Fist		+1 Open Lock		
Sand	14			Recommend		Recommend x2
Qara	14			Recommend		Delayed Fireball Blast
Zhjaeve	14			Recommend		
Elanee	14			Recommend		

Level up #17

Character	Lvl	Class	Abilities	Skills	Feats	Spells
Player	14	Sacred Fist		+1 Open Lock		
Sand	15			Recommend	Greater Spell Penetration Extra Slot Level 7	Horrid Wilting Recommend
Qara	15			Recommend	Extra Slot Level 6	Mordenkainen's Sword Cloudkill Recommend

Character Progression(old)

- This is old information
- How the PC and party members progress in terms of spells learnt.
- This will be sketchy at this stage
- Khelgar
    - Keep on even constitution
    - **May want to find a better weapon for him somewhere along the way for the Lorne fight**

Monk

- Level 2
    - Cleric
    - Skills
        - +1 Lore
    - Domains
        - Travel
        - Plant
- Level 3
    - Monk
    - Skills
        - +1 Lore
        - +1 Tumble
        - **+1 Open Locks instead**
            - **May help with door at Eyegouger clan**
    - Feats
        - Weapon Proficiency(Martial)
- Level 4
    - Monk
    - Abilities
        - +1 Dexterity
    - Skills
        - +1 Lore
        - +1 Tumble
- Level 5
    - Monk
    - Skills:
        - +1 Lore
        - +1 Tumble
- Level 6
    - Monk

        - Skills
            - +1 Open Lock
        - Feats
            - Combat casting
- Level 7
        - Monk
        - Skills
            - +1 Open Lock
- Level 8
        - Sacred Fist
        - Abilities
            - +1 Dexterity
        - Skills
            - +2 Tumble
        - Class Feats
            - Sacred Fist Spellcasting Class(Cleric)
- Level 9
        - Sacred Fist
        - Skills
            - +1 Open Lock
        - Feats
            - Sacred Vengance
- Level 10
        - Sacred Fist
        - Skills
            - + 1 Open Lock
- Level 11
        - Sacred Fist
        - Skills
            - +1 Open Lock
- Level 12
        - Sacred Fist
        - Abilities
            - Dexterity +1
        - Skills
            - Open Locks +1
        - Feats
            - Lightning Reflexes
- Level 13
        - Sacred Fist
        - Skills
            - +1 Open Lock
- Level 14

        - Sacred Fist
        - Skills
            - +1 Open Lock

Amie

- Level 2
    - Skills
        - Recommend
    - Spells
        - Color Spray
        - Identify
- Level 3
    - Skills
        - Recommend
    - Feats
        - Combat Casting
    - Spells
        - Fireburst
        - Invisibility
- Level 4
    - Abilities
        - +1 Intelligence
    - Skills
        - Recommend
    - Spells
        - Gedlee’s Electric Loop
        - Knock
- Level 5
    - Skills
        - Recommend
    - Feats
        - Spell Penetration
    - Spells
        - Fireball
        - Invisibility Sphere
- Level 6
    - Skills
        - Recommend
    - Feat
        - Greater Spell Penetration
    - Spells
        - Haste

        - Dispel Magic

Qara

- Level 4
    - +1 Charisma
    - Skills
        - Recommend
    - Spells
        - Gedlee’s Electric Loop
        - Acid Splash
- Level 5
    - Skills
        - Recommend
    - Spells
        - Invisiblity
        - Lesser Orb of Electricity
- Level 6
    - Skills
        - Recommend
    - Feats
        - Spell Penetration
    - Spells
        - Fireball
- Level 7
    - Skills
        - Recommend
    - Spells
        - Invisibility Sphere
        - Melf’s Acid Arrow
        - Identify
- Level 8
    - Abilities
        - +1 Charisma
    - Skills
        - Recommend
    - Spells
        - Ice Storm
- Level 9
    - Skills
        - Recommend
    - Feats
        - Greater Spell Penetration

    - Spells
        - Array Resistance
        - Haste
        - Knock
- Level 10
    - Skills
        - Recommend
    - Spells
        - Firebrand
- Level 11
    - Skills
        - Recommend
    - Spells
        - Dismissal
        - Evards Black Tentacles
        - Flame Arrow
        - Protection From Arrows
- Level 12
    - Abilities
        - Charisma +1
    - Skills
        - Recommend
    - Feats
        - Extra Slot Level 5
    - Spells
        - Chain Lightning
- Level 13
    - Skills
        - Recommend
    - Spells
        - Disintegrate
        - Shroud of Flame
        - Phantasmal Killer
- Level 14
    - Skills
        - Recommend
    - Spells
        - Delayed Fireball Blast
- Level 15
    - Skills
        - Recommend
    - Feats
        - Extra Slot Level 6

        - Spells
            - Mordenkainen’s Sword
            - Undeath to Death
            - Cloudkill

Elanee

- Level 5
    - Skills
        - Recommend
- Level 6
    - Skills
        - Recommend
    - Feats
        - Spell Penetration
- Level 7
    - Skills
        - Recommend
- Level 8
    - Abilities
        - +1 Wisdom
    - Skills
        - Recommend
- Level 9
    - Skills
        - Recommend
    - Feats
        - Extra Slot Level 4
- Level 10
    - Skills
        - Recommend
- Level 11
    - Skills
        - Recommend
- Level 12
    - Abilities
        - +1 Wisdom
    - Skills
        - Recommend
    - Feats
        - Empower Spell
- Level 13
    - Skills

            - Recommend
- Level 14
    - Skills
        - Recommend

Sand

- Level 8
    - Abilities
        - Intelligence +1
    - Skills
        - Recommend
    - Spells
        - Ice Storm
        - Invisiblity Sphere
- Level 9
    - Skills
        - Recommend
    - Feats
        - Extra Slot Level 4
    - Spells
        - Firebrand
        - Gedlee’s Electric Loop
- Level 10
    - Skills
        - Recommend
    - Feats
        - Spell Penetration
    - Spells
        - Invisibility
        - Greater Fireburst
- Level 11
    - Skills
        - Recommend
    - Spells
        - Chain Lightning
        - Disintegrate
- Level 12
    - Abilities
        - Intelligence +1
    - Skills
        - Recommend
    - Feats

            - Extra Slot Level 5
        - Spells
            - Undeath to Death
            - Greater Dispel Magic
- Level 13
    - Skills
        - Recommend
    - Spells
        - Delayed Blast Fireball
        - Solipsism
- Level 14
    - Skills
        - Recommend
    - Spells
        - Mordenkainen’s Sword
        - Finger of Death
- Level 15
    - Skills
        - Recommend
    - Feats
        - Greater Spell Penetration
        - Extra Slot Level 7
    - Spells
        - Horrid Wilting
        - Sunburst

Shandra

- Level 8
    - All recommend
- Level 9
    - All recommend
- Level 10
    - All recommend
- Level 11
    - All recommend
- Level 12
    - All recommend

Zhjaeve

- Level 10
    - Skills
        - Recommend

- Level 11
    - Skills
        - Recommend
- Level 12
    - Abilities
        - Wisdom +1
    - Skills
        - Recommend
    - Feats
        - Extra Slot Level 5
- Level 13
    - Skills
        - Recommend
- Level 14
    - Skills
        - Recommend

Glitches/techniques used during run

Save/load glitch

Line your main character up against the corner of a thin door or fence which is accessible on the other side. Quick save the game, then load the save. If you do it right, one of the party members will be on the other side of the barrier, effectively clipping through it.

I think this works with barriers that restrict the space your party members have(ie. doorways), and because the barrier is so thin the game things the other side is valid space to place a party member.

Infinite HP glitch

This glitch revolves around how stacking of constitution works. To get this glitch to work you need two constitution boosting items/spells that meet the following truth:

Item/Spell #1 Constitution + Item/Spell #2 Constitution + Character Constitution = An even number

If this is true, to get the infinite hp glitch to work, wear one of the items/spells, then very quickly remove and put on the other one. Each time your constitution will increase equal to the number of levels you have. This can be done very quickly by using multiple quickslots.

Save/load to travel if party member dies

At any time if you save/load the game, your party will spawn around your main character. If your party members had died before, they will be respawned alive with barely any hp.

This is useful if you need your party to continue as you can just save/load then immediately exit before a party member dies.

Fast dialogue

You can speed up in game dialogue by spamming 1 and the left mouse button. In general, you should be okay with the first dialogue option in most cases, unless otherwise specified(usually all choices lead to the same outcome).

Quick exit

In a lot of cases you will run through the level with your main character. If you need to leave from where you entered, don't run back, just select one of your other party members and have them click on the exit.

Possible Glitches

Trigger skip

In the Ember ambush, I managed to skip the attack trigger by moving one of my characters over it, then changing to a different party member before they walked over it. The trigger didn't go off in this instance.

No time-loss quick save

It seems your character moves forward while quick saving, so you can probably quick save and not lose time.

Teleport glitch

This happened while exiting the Lizard Cave to the area portal to Highcliffe. I think what happened is an arrow was shot at me after I had clicked the area portal. This teleported me to the portal and immediately travelled map saving about 5 seconds of walking.

This needs to be investigated to see if the attack was what caused it, or if there was another factor. I have a video of it and all I notice is an arrow hitting while loading after teleporting(I heard the sound).

Also replicated this in Weeping Willow Inn entrance, managed to skip the trigger with this, very weird. Could have a lot more applications to trigger skipping

Additional notes

Various pieces of information that could be useful in future routes.

Debugmode 1

I realised this quite late, but turning this on in console will show triggers on the map. This was very handy for many of the late game trigger skips I found, will need to use this through my second routing to see if there were any trigger skips I missed.

Invisibility sphere glitch

I initially thought this didn't work, but I observed it working accidently later in the run. If you have two invisibility sphere spells cast and they overlap with a character, apparently it is treated as if they are stacked. When a character casts a spell, they do not become visible again until the second spell is cast.

This could be useful for a couple of tough fights where your magic users die very quickly. I think this only applies to a third character that does not cast the invisibility sphere though, the two who cast it will become visible after casting a spell.

Reference to the related bug: http://nwn2.wikia.com/wiki/Invisibility_Sphere

Early haste

It is possible to get a belt in Act 1 in the Merchants Quarter called the Monks Belt. This gives 1 haste/day. It is $32,000, really wouldn't give a significant time saving, but if you happen to have a way to have that money it would save some time. You already have mages that know haste at that stage though.

There is also some Bracers of Blinding Strike that gives 4 haste/day in Blakelake Act 2. They are $86,000 so once again, if you happen to have the money they may be worth it. Shortly after in Act 2 you spend maybe 30-60 seconds to get a sword that gives 5 haste/day, so it is probably minor. There are a few places later on where some time could be saved with 9 haste/day.

Teleport glitch

I have a feeling there is a teleport glitch which involves having the map open and walking in some way. I think I have caused my main character to teleport to an end portal before. Haven't got it on video or replicated it for a long time though.

Rest glitch

This is another possible glitch. Once when I rested in the Flagoon I managed to have it say "resting for 0 seconds". This was in combination of clicking a open door or something with Sand. Couldn't replicate it, also didn't have it on video, but definitely saw 0 seconds. This could be a way to skip the 5 second rest period if it could be replicated.

Spell count bug

If you add and remove a Ring of Wizardry from Qara, it reduces the count of that level of spell by one(even though you didn't use it) eventually making it reach 0. I kept doing this maybe 100 times and nothing happened, but since the programmers were generally dodgy with this game, there is a chance it could underflow. Someone would have to try to find what size variable stores it, and whether they clamp the value.

Party member count glitch

At Crossroad Keep, if you leave by the portal, but quick save and load while the party selection is up(and you have selected party members), when you load back in it will say you have chosen -1 party members(with the 4 you chose already set to be in your party). You can then add additional party members.

It seems like this overwrites your existing party member selection as you arrive with the new 4 you select. However there is a chance this could be useful or abused differently.

Highcliffe/Elanee encounter glitch(cutscene repetition)

If you do the Elanee encounter in Highcliffe, you can get a weird glitch.

While the fight is happening, make sure at least one of your party members die. Go to the exit portal with your main character, click on it. You'll get the message "gather your party". Quicksave while this message is up, then load the quicksave.

The cutscene at the start plays again, but obviously some of the NPCs are not alive, and Elanee is out of position, so it looks very weird. If you repeat this a second time, you get a black screen, then you see the enemies attacking each other. I think this black screen continues on in future cutscenes(like a black screen occurs for a couple of seconds).

This really needs to be investigated more, there must be some real weird setting of flags. I couldn't find a use for it, but the fact it sort of effects cutscenes after is interesting.

Possible fight reset

When returning to the Docks for the Luskans, entering/exiting Sand's shop made the wizards disappear. May work in other areas.

Quicksave Corruption Error

Helpful items

- In Sand's shop he sells Gloves of Spellcraft that give +3 spellcraft
- There are some scrolls that could assist in certain battles
    - Disintegrate: 1,050gp
    - Potion of Invisibility: 150gp
        - May make Ember faster
- Scrolls to get for Sand in advance
    - Fireball: 254gp
- Can sell Armour of Loyalty to Sand for 8.4k
- Fireburst in Sand's shop is actually a different spell, repulsion. You can scribe it as Amie, weird, maybe it becomes available at a higher level?
- Necklace of Fireballs: 7762gp
    - 25 Fireball(5) spells that anyone can cast
- Flaming Gloves +2: 19,927gp
    - Fireburst 2 uses/day

Useful Links

Useful detailed guides: https://www.gamefaqs.com/pc/922154-neverwinter-nights-2
Full technical reference: https://www.gamefaqs.com/pc/922154-neverwinter-nights-2/faqs/55624

Route

This is the first solid version of the route. I have yet to run it yet single segment, I plan to do that on the weekend. Pretty sure it will work out, dialogues and xp are routed to ensure the proper alignment and levels are reached.

The first few missions are paraphrased from the initial SDA route by Smilge(with additional improvements I found along the way).

Notes

- In a dialogue, choose option 1 unless otherwise specified

Pre-game setup

- Set difficulty setting in options to “Easy”.
- Turn off AI / turn on puppet mode for all new party members as you get them(especially Neeshka).
- Take as many “free” fights as possible during the game to get xp up for end of Act 1

West Harbor

- Skip the tutorial

- *Turn on puppet mode for all AI*
- *Level up #1*
- *Amie*
    - *Memorise spells*
        - *Level 0: Ray of Frost*
        - *Level 1: Burning Hands*
        - *Level 2: Fireburst*
- *Rest*

- This is where you gain control

- Cutscene after exiting the house
    - Dialogue: 3
- Fireball with Amie can take care of the first couple of groups of enemies on the bridge
    - Get the monk and Bevil to target the three running up the road, Amie runs to bridge
- Once bridge is done
    - Recruit 3a
        - Good +3
    - Go to save/load glitch and perform it
    - Amie does 10 and 3c
        - Get her to start killing the bladlings immediately for xp
    - Bevil/monk does 5 and 6
    - Get Amie to talk last
    - Slit the Grey Dwarfs throat/suggest burning him alive
        - Dialogue: 1, 1, 4, ..
        - Evil +1
- *Rest*
- Talk to George
    - Clear first battle with Amie & Monk
    - Take down the second wave
- Cutscene
    - Dialogue: 2
- Fight third wave

- Fight final wave
- Cutscene
    - Dialogue: 4, 1, 5, 1, 1

Swamp Ruins

- Ignore all enemies as you run to the entrance
    - Need to quick save/load at the entrance so it lets you enter with Amie
- You'll get a cutscene
    - After just run to the chest and get the shard
- Leave West Harbour when the game takes you back there
    - Dialogue: 5, 5, 4

Weeping Willow Inn

- Talk to Khelgar
    - Dialogue: 1, 3
        - Evil +1
    - Kill the thugs
    - Can use Amie's spells at this stage
- Enter the bar
- When the bar gets attacked by bladelings
    - Run back to the door and outside
- *Puppet mode off for Khalgar*
- Exit the level and go to Fort Locke

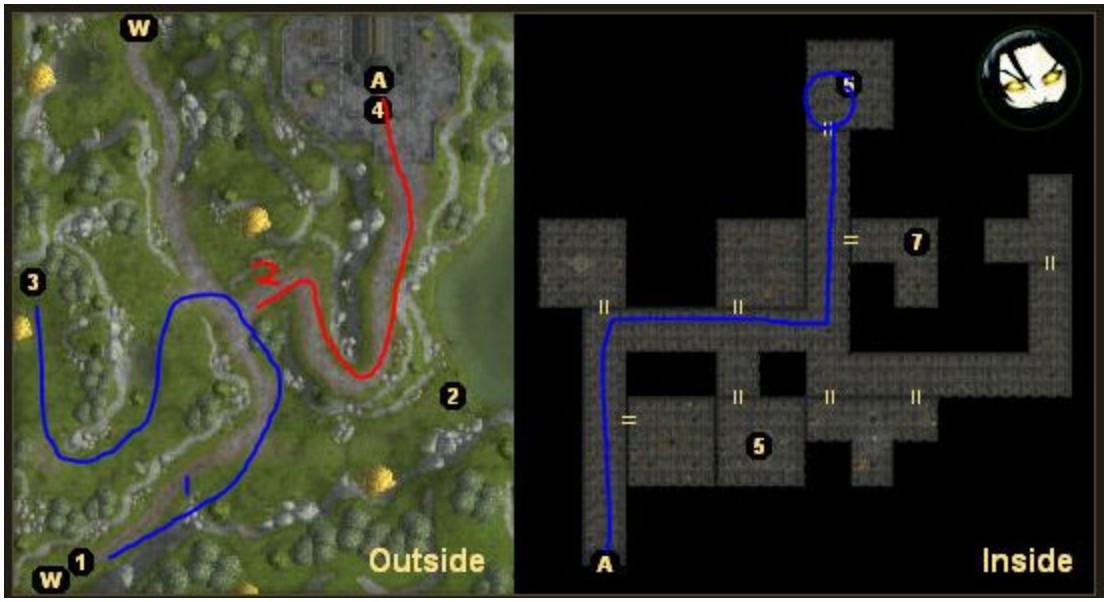
Fort Locke

- Run straight to the Fort
- When you run into Neeshka
    - Dialogue: 1, 2
        - Evil +1
- The guards will attack you, ignore them and head to the Fort
    - When you enter the Fort the guards will automatically die and Neeshka will join your party. You'll get teleported back to Neeshka
        - Dialogue: all 3
            - Evil +1
- Head back to the Fort and towards the portal
- Click on the area map portal and save/load skip the encounter
    - It will say "You have encountered something on your journey" or something
    - Quicksave while the dialogue box is open, then force quit the game(Alt + F4) and load the game back up, opening the quick save
    - You should load into a travel screen, travel to Highcliffe

- The encounter won't occur again. This skips loading and a small cutscene
- I think this is the only place this glitch is used, it will work with any encounters like that that you want to skip.
- Usually during the encounter you get Elanee, you'll still get her, she'll be in the Sunken Flagon in Neverwinter
- This saves about 10 seconds compared to running through the encounter

Highcliffe

- Talk to Gera and Zachan
    - Go around the house to skip the sailor cutscene trigger
    - Dialogue: 1, 3, 1 x7, 4, 1
        - Evil +1
- Talk to the mayor
- Go to Shandra's farm and talk to her
- Go to the Castle Ruins



- Take a detour to get Andrew and Alex
    - Talk to Andrew
        - Dialogue: 3, 3, 1, 3, 3, 1
    - Don't need to fight the wolves, just talk to Andrew and say you'll leave him to the Wolves
    - Dont need invisibility
- Run to the entrance where Slaan is
    - Enter the door, that'll get Slann to talk to you
    - Agree to help Slaan
        - Dialogue: all 2
- Enter the castle and run straight to the room the lizard folk are trapped in
    - You can ignore the shadow priest, don't need to fight him
    - Save/glitch through the locked door
    - Talked to the Sergeant
- Talk with the Lizard Folk Leader
    - Dialogue: All 1
    - Exit the cave
- Go back to Highcliffe
    - Talk to Gera and Zachan first to get Zachan's Amulet
        - Dialogue: 1, 3, 1, 3, 1, 1, 1
        - This will give you +1 constitution for the infinite HP glitch
    - Talk to the Mayor to finish the area
        - Dialogue: All 1
    - Talk to the Mayor near the ship
        - Dialogue: 1, 1, 3, all 1
- Go to Neverwinter

Neverwinter Docks District

- Head straight to the Sunken Flagon and talk to Duncan
    - Dialogue: all 1
- Talk to Duncan again
    - Dialogue: 6
- Leave the Flagon

- *Party Selection*
    - *Elanee*
    - *Khelgar*
    - *Amie*
- *Character setup*
    - *Elanee*
        - *Level 1: Snakes Swiftness*
        - *Level 2: Body of the Sun*
        - *Puppet mode on*

- Go to Sand's shop
    - Dialogue: 6
    - Sell Armour of Loyalty
    - Buy Necklace of Fireballs
    - Buy Fireball Scroll
- Head past the bladling trigger with your party and kill the bladlings
    - Fireburst will almost insta kill them
    - This is required for XP purposes, +42 XP
- Go to the guard house and talk to Cormick

    - He asks you to protect Hagen
    - Go outside and talk to the wounded wolf
        - Dialogue: all 1
        - +250 XP
    - Go inside Hagen's shop and talk to his wife
    - When the thieves arrive, just leave
        - Exit with other party member
- Go back to the guard house and talk to Cormick
    - Go to Caleb, talk to him
        - Dialogue: 3, 1, 1, 3, 3, 1, 1
        - Pause and click on the guard house entrance with one of your party members
- Go back to the guard house and talk to Cormick again
    - You need to find the corrupt guards and get them to be nice

- Safe strat
    - Look at reference guide to see options
    - Send party to Guard #3
    - Send monk to Guard #1
        - Dialogue: 3, 3, 1, 1, 3, 1
    - Send monk to Guard #2
        - Mandatory fight
    - Party talks to Guard #3
        - Dialogue: 3, 1
    - Send monk to Guard #4
        - Dialogue: 1, 3, 1, 1, 3, 1
    - Note, thugs seem possibly random, that is what causes problems with the party approach
    - Walk through the Qara cutscene trigger
    - Finish off the guard fight at #2
        - Talk to the guard sergeant
- Head to the guard house
    - Pretty sure you need to do this before you can head to the next section
- Head to the Flagon

- *Party selection*
    - *Elanee*
    - *Qara*
    - *Amie*

- Head to the Merchant Quarter
    - Ignore the mages infront of the Flagon

Neverwinter Merchant Quarter

- *Puppet mode off for Qara*
- *Learn 1 invisibility spell for Amie*
- *Bind Snakes Swiftness to Elanee quickslot*
- *Transfer bracers from Qara to monk*

- Go to Deekins shop, sell Qara's bracers and buy Boots of Striding
    - Dialogue: 3, 3
    - Can sell Qara's bracers for 1.4k to pay for them
    - These two items can now set up the infinite HP glitch

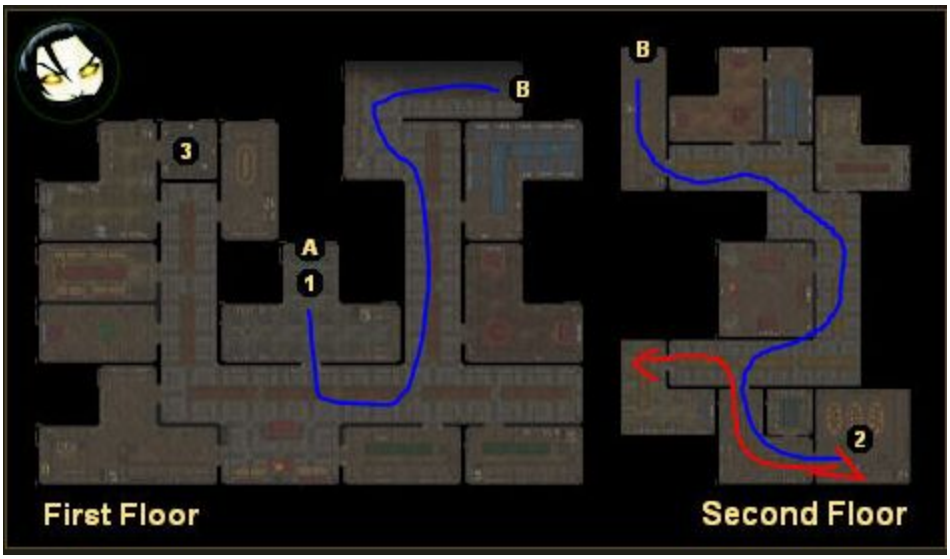
- *Put the Boots of Striding and Zachan's Amulet on your monk*
- *Set up the quick slots for the boots*

- Head to the city watch headquarters
    - Go to the back alley in Dock District
        - On the way there you run into the Wolf cutscene
        - Dialogue: all 1
    - Talk to first set of guards
        - Dialogue: all 1
            - +1 Lawful
    - At the fire cutscene
        - Dialogue: all 1
            - +1 Lawful
    - At the barricade cutscene
        - Dialogue: 3, 3, 1
    - At the wagon
        - Dialogue: all 1
    - Use the infinite hp glitch and run through the entire area
    - You can just run right out the exit without doing the final fight
        - Doesn't matter if your party dies with this one, it'll let you out
- Head back to the city watch headquarters

- Go to the warehouse
    - Once again, use the infinite hp glitch to run through to the documents at the end
    - The documents are behind a crate you have to destroy
        - It's quite slow, you'll have infinite hp
    - Use 1 fireball from the necklace on the crates

    - Pick up the documents
        - Exit with a party member at the door
    - Outside the warehouse you converse with Sir Darmon
        - Dialogue: 1

- *Level up #2*

- Head back to the city watch headquarters
    - Go to Fihelis' Estate
    - Run through the first floor with infinite hp glitch
        - Use invisibility
        - Make sure you close the first door behind you, otherwise the guards may find your party
    - 

    - On the second floor, run through to Miore
        - Want to manipulate her AI to get her out of the room
            - Lure her close behind into that room
            - Then run back to the main room while closing doors behind you
            - Possible alternate strat
                - Run to a close room, make sure another party member is invisible, quick save and load, let the invisible character talk to the man
        - Once she is far enough away, you can just talk to Fihelis to finish the mission
            - Dialogue: 3, 3, all 1
                - +1 Evil, +1 Chaotic, 2000GP

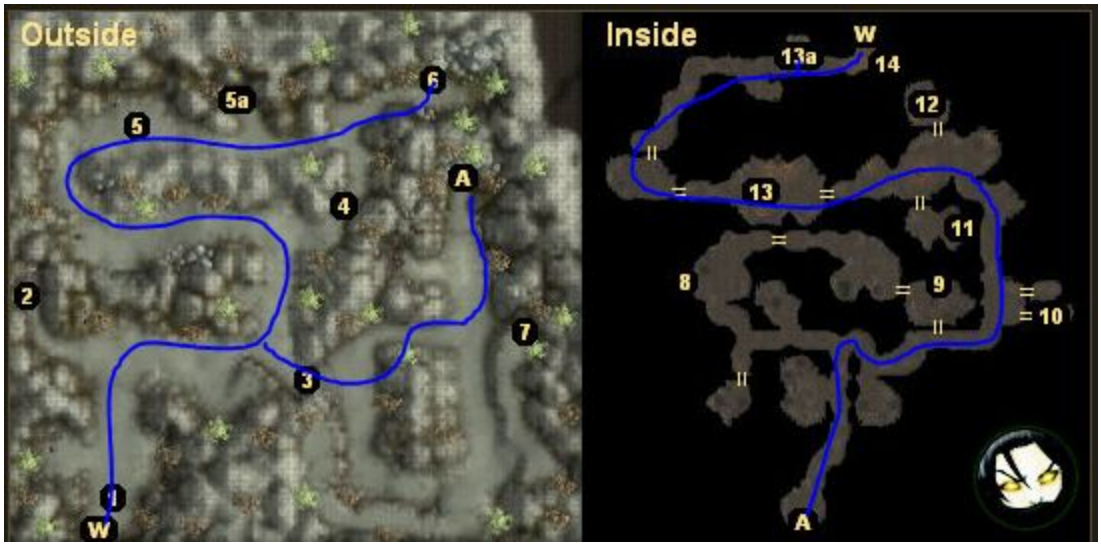
- *Amie*
    - *Switch Invisibility for Fireball(should have two fireballs)*

- Head to the Old Owl Well

Old Owl Well

- Talk to the bard on your way to there
- Talk to Callum
    - You will have to fight some orcs
    - Just use AOE spells on them, try to lure them together with your monk
- Talk to Callum again
    - Dialogue: all 2
        - +1 Lawful
- Head to the Bonegnasher Clan

Bonegnasher Clan

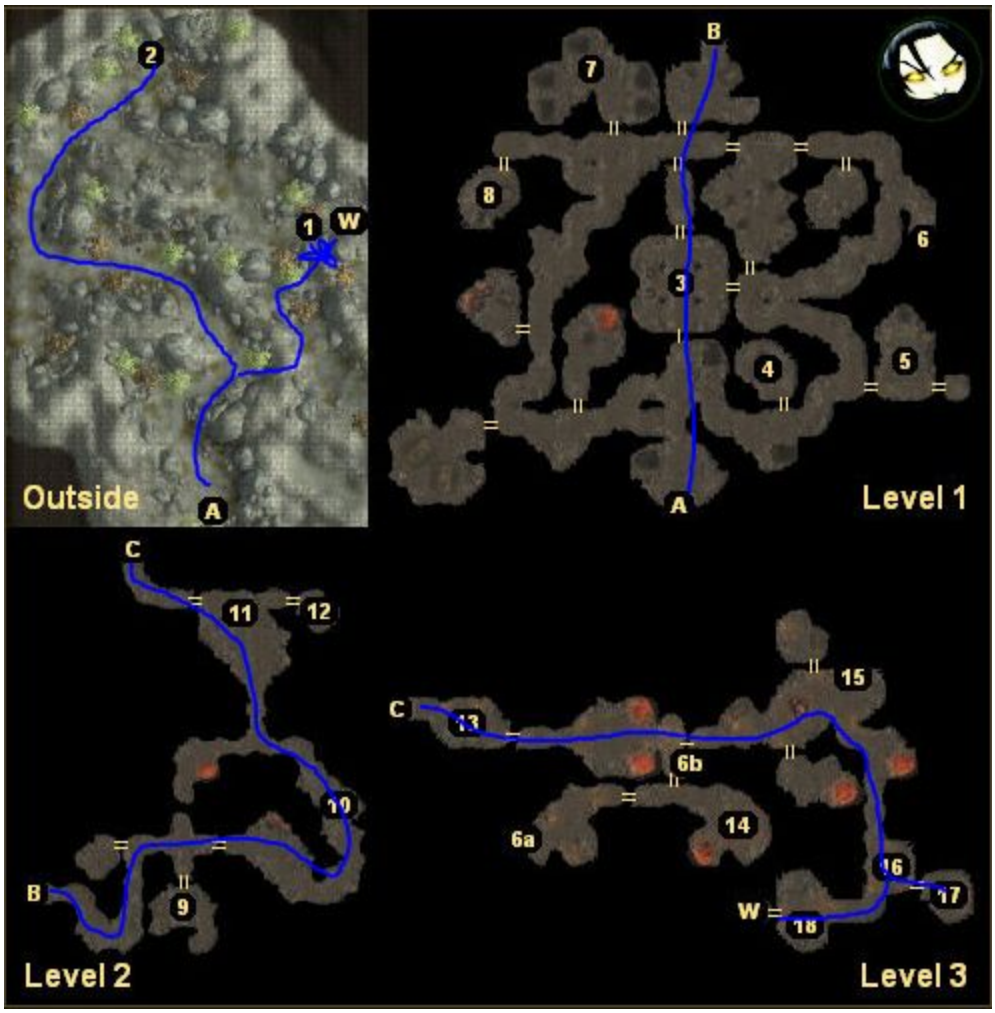


- Run to the cave with the infinite hp glitch
- Run to the end of the cave and get the blast globes
    - Blast globes will need to be used at strategic points during the run
    - Click on the ore at the end of the cave
        - +50 XP
    - Exit the cave using your party members at the entrance
- Run out of the cave and blow up the rocks
    - Shortcut by taking the small rocks
        - Elanee will get rid of them, faster than the long way
- Run to the orc lair
- Run all the way to the leader Yaisog Bonegnasher
    - He'll talk to you then run away
    - Utilise your speed to catch up and talk to him
        - This will initiate a skip advancing his dialogue

    - Keep running through to the end of the cave
        - You will hit a trigger which usually starts his second dialogue
            - Dialogue: all 1
            - +1 Lawful, +1 Good(seems no other choice with the good)
        - But since you already triggered it, it will go to his third stage which causes his death
        - Be careful, need to wait on the trigger for a little, it seems like he gets blocked by pathfinding and after a couple of seconds times out and you have to kill him
- Ignore the human emissary and exit the cave
    - Go to Old Owl Well
- You will run into an encounter with Casavir
    - Unfortunately can't skip this as it is required to see the Eyegouger location on the map
    - Need to kill the first group of orcs by yourself
        - Spend a few seconds getting some infinite hp for the monk
        - Send the monk to attack the middle archer, while using Body of Sun on Elanee
        - Position Amie and Qara close to the orcs
        - Elanee should be sent to melee the orcs, the monk should attack all ranges
            - Makes the ranges use melee and group up
        - Qara casts Electric Loop, Amie casts Fireball
            - Should kill off most of the orcs
    - With second group, Casivir helps
        - Use leftover magic

- *Party selection*
    - *Amie*
    - *Qara*
    - *Casivir*
- *Turn on puppet mode for Casivir*
- *Level Up #3*
- *Amie*
    - *Switch two fireballs out for invisibility*
- *Monk*
    - *Equip blast globes to quickslot*

Eyegouger Clan



- Head straight to the cave entrance
    - Use infinite hp glitch
    - There are two barriers you have to get through
        - Use 2 fireballs from Necklace of Fireballs on both of them
- Run through to the third floor
    - Use invisibility on monk
    - Level 1
        - Wounded orcs
    - Level 2
        - There is a locked door, bash through it
        - There is a barricade along the way
            - Can use movement keys to run past it on left hand side
        - Need to save/load on the exit unless you can save Casivir somehow
    - Level 3
        - At the start you find some bodies

            - Dialogue: 2, 1
                - +1 Lawful
        - Use invisibility on monk

        - *Amie*
            - *Switch invisibility for fireball*

        - Click ore on the way
            - +50 XP
        - At the end you encounter a body/shadow priest
            - Send monk straight to the locked door(close to it) and bash/pick lock it
            - Head straight for the emissary and talk to him
                - Dialogue: 3, all 1
                    - +1 Evil
            - Run to the world exit
    - Exit the world and go back to Old Owl Well
- Talk to Callum
- Head back to the Merchants Quarters

Sea of Ghosts

- Head to the city watch headquarters
- Head to Sand's Shop
    - Run past the Flagon to keep the mages away from the guards

        - Sell Re's Redemption
        - Sell Casivir's armour/weapon
- When you exit
    - Get Qara, Amie and Casivir to attack Pragen
        - +240xp for killing Pragen
        - +75xp for killing each student
    - Run monk to the armour smith
- Go to armour smith
    - Buy Flaming Gloves +2

- *Monk*
    - *Equip Flaming Gloves*
    - *Assign Flaming Gloves to quickslot*

- Go to the Sea of Ghosts(a ship docked at the river in the Docks)
    - Need to follow the route carefully
    - Avoid thugs
    - The mages we left at the Flagon aren't avoidable, just run past them to the pier as they will fight with the guards
    - You need to use the walking keys to skip the trigger for the fighters
    - Walk to the back of the pier, save/load so your party spawns there
    - 6 fighter fight
        - Position party correctly
        -
            - Two mages on center, Casivir between the three soldiers so they will attack him
        - Get monk to activate the fight trigger
        - Move monk with Casivir so soldiers are in a group

        - Use a blast globe on the soliders
        - Qara uses 2 electric loop spells
        - When all the soliders are nearly dead, position Amie close to the position of Ahja(the next mage)
        - Qara should be positioned right next to Ahja's spawn point(so Amie doesn't get attacked)
    - Ahja(a mage) appears
        - Use a blast globe on Ahja
        - Amie uses fireball
        - Qara uses electric loop
        - When he gets to 1hp he will advance the plot and you can leave
- Go to the Sunken Flagon and exit

- *Party selection*
    - *Elanee*
    - *Qara*
    - *Amie*

- Head to the Merchant Quarters

Githyanki Hideout

- Go to the city watch headquarters
- Go to the hideout
- With the monk and haste, take the shortcut to the Blade Golem
    - Use infinite hp on your way to the hideout and inside
    - If you are fast enough the enemies in the first room won't follow you
        - Close the door behind you, they'll disappear once you reach the golem anyway, just don't want your party members attacked and damaged
- Trigger the cutscene with the golem
- Save/load party in after
- The monk should run right to the blade golem
    - The mages should use AOE spells on it
    - Actually quite tight on spells
        - For her level 1 spell, Qara should use "Shocking Grasp"
        - All spells will have to be used

- *Level up #4*
- *Elanee*
    - *Learn Call Lightning*

- Go back to city watch headquarters

Neverwinter Archives

- Head to Blacklake by talking to the guard near the gate
- Talk to Aldanon
    - Note that at the end of Aldanon's dialogue I think you need to choose every option
- Go to the archives
    - You need to get to the center room
    - Just run to the closest door and use a save/load glitch to skip over the door into the room
        - Note, may have to rotate character to get this to work for some reason
- Read the documents in the middle
    - Will tele to Shandras farm

Shandras Farm #2

- *Rest*
- First battle(outside)
    - Send monk to lure all enemies around the mage
        - Stand just next to the mage so they are all in range of the AOE
    - Elanee run close and use call lightning
    - Qara & Amie use AOE spells targeting the mage

- *Level up #5*
- *Amie*
    - *Fill in level 1 and 2 spells*
    - *Learn Fireball for level 3*
- *Rest*
- *Get infinite hp*

- Second battle(inside)
    - Send monk and Elanee to lure enemies very early
        - Need to pause buffer right after the cutscene
        - Causes them to freeze and not run forwards
    - Qara, Amie and Elanee use AOE spells
- Go outside

- *Rest*
- *Get infinite hp*

- Go back inside
- Third battle(inside)
    - Send monk to activate trigger

        - Get Qara to cast invisibility on all mages
            - Alternatively Amie uses invisibility sphere, but one less fireball spell which is powerful
        - All mages go into the bar counter
        - Monk lures enemies to front of bar counter
        - Mages AOE them(can just kill them all)

- *Go outside and rest*
- *Get infinite hp*

- Go back inside and talk to Shandra
    - Run outside to escape the fire through the front door(so you exit on the opposite side of the soliders)
    - Need to fight the soliders outside, they are easy with AOE spells
        - Give Elanee invisibility and let her go into the middle of them and then use Call Lightning, insta kill
    - Talk to Shandra again
    - Defeat the second set of soliders with AOE spells
    - Talk to Shandra once more to go to the Flagon
        - Dialogue: 4, all 2
            - +1 Evil
- After all the fighting you'll go back to the Sunken Flagon
    - There is a battle, you only have control over Amie and your main character
    - Run down to the main area
    - Group up the enemies and clear them all with one blast globe
- After the battle at the Flagon, talk to Bishop and he will take you to Ember
    - Dialogue: all 1
        - +1 Lawful

- *Party selection*
    - *Amie*
    - *Qara*
    - *Bishop*

Ember

- *Bishop*
    - *Party mode off*
- *Level up #6*
- *Amie*
    - *Learn extra spells*
- *Rest*

- Get Qara to make Bishop, Amie and herself invisibile while the monk gets infinite hp
    - Once they are invisible, send the monk just infront of the well
        -
    - Get Qara to cast invisibility on the monk
        - Get her to retreat right after so she doesn't get spotted
    - The moment the monk is invisible have him move forwards to approx here:
        -
        - You want to avoid the monk retaliating so he doesn't become visible
    - This seems to cause the mages to run to where the monk is a lot of the time
    - Once they are grouped use one blast globe
    - Have Qara and Amie cast Fireball while Bishop shoots arrows
        - 2 fireballs each
    - Finish off the rest
    - When reinforcements come
        - Have monk lure them to mages
        - Use blast globe
        - Amie and Qara use Fireballs then alternate spells
- Cutscene after the fight
    - Dialogue: 5, 4
    - Marcus
        - Dialogue: 3, 1, 1, 1, 3, 1
            - +1 Evil

- Leave Ember and head to the Githyanki Base

Githyanki Base

- Throughout use the infinite hp glitch
- Run through the outside to the cave entrance
- When you enter the cave entrance cutscene
    - Dialogue: 3
- Run through the first level all the way to the second level
- Second level
    - Take out the Succubus with Fireburst from Amie and Qara
    - Convince him to let you through the door
        - Dialogue: all 1 (beware a dialogue loop, go 4 there)

- *Amie*
    - *Switch one fireball spell for invisibility sphere*
- *Monk*
    - *Equip interdimensional sphere to quickslot*
- *Rest*

- Run to Zaxis while getting infinite hp
    - Dialogue: all 1
- Save/load glitch through the door to the boss

- Fighting Zeeaire
    - Dialogue: 5
        - +1 Evil
    - Pause immediately
        - Amie uses Invisibility Sphere, make sure Qara and Bishop are within
        - The monk should use the interdimensional sphere on the barrier to break it
    - The monk should then lure all the enemies together around Zeeaire
        - The mages should then use the Fireball spell along with AOE effect spells on Zeeaire
        - Bishop should also attack
    - As soon as Zeeaire is down
        - Do the dialogue and snap her neck

- *Level up #7*
- *Amie*
    - *Memorise Haste*

- Talk to Shandra
- This ends Act 1

Act 2

- You are accused of slaughtering the entire village of Ember
    - Dialogue: all 1

- *Party*
    - *Qara*
    - *Sand*
    - *Amie*
    - *Shandra*
- *Puppet mode on for Sand/Shandra*
- *Sand*
    - *Scribe Fireball Scroll*
    - *Memorise Haste*
    - *Memorise Magic Missile*
    - *Memorise Fireball*
- *Rest*

- Head to city watch headquarters in the Merchant Quarter
    - Talk to Sir Greyson
        - Dialogue: all 1
            - +2 Lawful
    - During the vigil you'll be attacked by assassins
        - Use the last blast globe on the assassin leader
            - It will kill all three pretty quickly
- Cutscene after
    - Dialogue: all 1
        - +1 Lawful
- After the vigil we ready ourselves for the trial
- At this stage you lose Amie
    - I believe Shandra overwrites her spot, it is a shame because Shandra is useless
- You gain Sand though, however Sand starts off with no good spells except for Haste
    - Start to use haste at every opportunity, speeds up movement a lot

The Trial

- In a casual playthrough at this stage you would go around collecting multiple pieces of evidence
    - It doesn't matter how much evidence you collect, it always ends up in a fight against Lorne

        - We will collect the minimum possible
- *Sand*
    - *Move Haste to quickslot*
    - *Use often*
- *Haste*

- Go to Port Llast
    - Talk to Haeromos inside the garrison building
        - Dialogue: 1, 5
    - Travel to Ember and pick up
        - Quartermaster log
            - +400xp
        - The corpse
            - +400xp
- Head back to Blacklake and talk to Sir Nevalle in Castle Never to start the trial
    - The dialouge options you want to choose is “lets hear the evidence” and “I want to hear the verdict” in order to skip right to the end of the trial
        - Dialogue: 1, 6, 3, 3, 3
    - You’ll be forced to fight Lorne

Lorne Fight

- Head to the monastery in Merchants Quarters to prepare for the fight

- *While running there*
    - *De-equip Zachan’s Amulet and Boots of Striding to your inventory*

- Wolf dialogue while going there
    - Dialogue: 5
- Talk to the monk
    - Dialogue: 2, 2
    - Khelgar
        - Dialogue: 1, 1, 4
    - Qara
        - Dialogue: all 1
            - +1 Lawful
    - Neishka:
        - Dialogue: 3, 4, 3
            - +1 Evil
            - +1 Chaotic
    - Lord
        - Dialogue: all 1
- At the start of the fight pause

- *Level up Khelgar with recommended options*
- *Transfer Zachans Amulet and Boots of Striding to him and equip them*
- *Turn on the "Power Attack" mode*

- Get infinite health while attacking Lorne

- *Transfer back amulet and boots to Monk just before fight ends and set up quick slots*
- *Party selection*
    - *Qara*
    - *Sand*
    - *Elanee*
- *Level up #8*
- *Elanee*
    - *Memorise Flamestrike*
    - *Memorise Call Lightning*
- *Sand*
    - *Replace Haste with the fireball*

- Head to Port Llast for an encounter
    - Dialogue: 3, 1, 1, 3, 1, 1, 3, 1
    - Dispatch the enemies that attack you
        - Fight isn't too easy
            - Best to use invisibility globe
            - Send monk and Shandra to attack the mages and group the fighters together
            - Elanee, Qara and Sand bombard with AOE spells
            - Monk uses flaming gloves
            - Kind of tight
    - Pick up the following items
        - Sword of Quickness(5 hastes/day for the monk, quickslot this)
        - Ring of Wizardry(extra spell slots, for Qara)
        - Ring of Divine Power(extra spell slots, for Elanee)

    - *Give items to Sand to identify*
    - *Equip*
        - *Qara - Ring of Wizardry*
        - *Elanee - Ring of Divine Power*
        - *Monk - Bracers of Dexterity*
    - *Level up #9*
    - *Elanee*
        - *Memorise Call Lightning*
        - *Memorise Flame Strike*

    - *Sand*
        - *Memorise all Ice Storm*
        - *Memorise all Fireball*
    - *Monk*
        - *Put Sword of Quickness in Quickslot*

- Head to Blacklake
- Use haste from now on from your new sword to be quicker everywhere

Aldanon's House

- Go to Aldanon's house
- Two thieves are outside
    - Talk to them
        - Alternative for no diplomacy
            - Dialogue: 1 x15, 3, 1, 1, 1, 1, 2, all 1
                - +4 Chaotic
        - This will cause them to give up, nice and peaceful
    - It is possible to save/load glitch through the fence and sneak around the trigger to get in without the thieves killing or attacking. This doesn't seem to be of any benefit though, but does produce some weird effects with an undead Cormick
- Haste, invisibility infinite hp your way north and around the locked doors
    - It is possible to save/load glitch on the left side, probably doesn't save time and you end up with a weak character in the middle of a bunch of powerful enemies
    - If you run to the left of the mage before the stairs there is a chance he won't cast his skill decreasing spells on you(which stops infinite hp)
    - Quick save/load through the door
        - Note, may have to wait for the thug to attack you before quicksaving near the door
- Once on the bottom level you need to talk to the hostage
    - This hostage never dies unfortuantly so you need to kill all the enemies
    - Move monk towards the door past the first trap
        - Infinite health all the time
        - Pick the door with the monk
            - While picklocking the door, move Qara and Sand past the trap into the hallway
        - Monk goes through the door and closes it behind
        - Monk moves to the hostages, gathering all the enemies in a tight group
            - While monk is moving, Qara casts invisibility on herself and Sand
            - The monk should move right to the hostages to block Harcourt in the corner
                - Otherwise Harcourt can run towards your mages and lure enemies you have to kill away from the AOE group

        - Qara and Sand move into position in range of the group of enemies
        - Qara and Sand cast 4 ice storm each
- Exit the house through the exit stairway
- Head back to Castle Never and inform Lord Nasher

Taverok's Estate

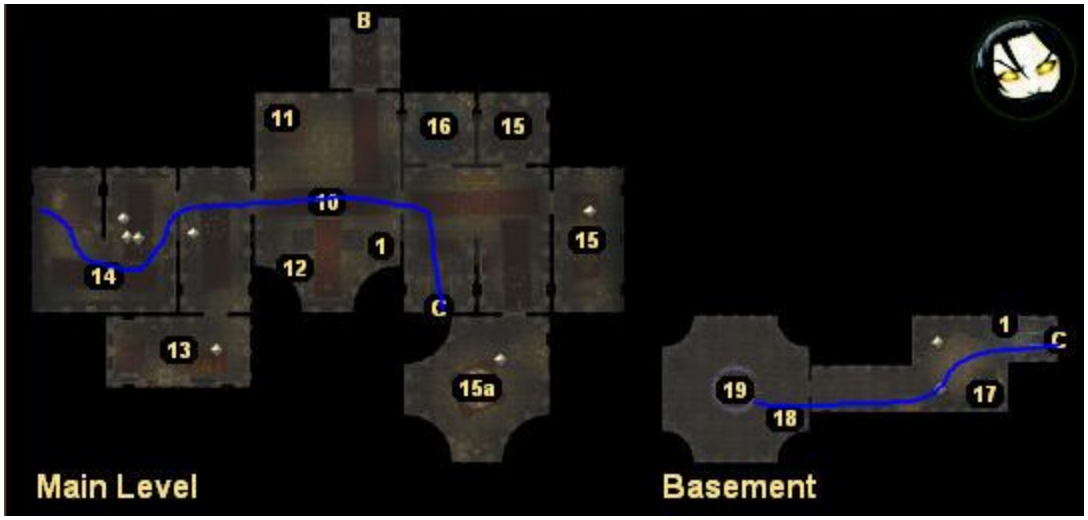
- This is my favourite mission, it is very glitchy
- Head to Taverok's Estate
- Once inside, head towards Captain Ballard
- Talk to Lord Tavorick and tell him to get upstairs
    - Dialogue: 3, 1, 1
    - Walk upstairs before he does(doesn't really matter, just don't have to wait for him)
- When you are upstairs, save/load clip through the door to his bedroom
    - You'll find Lord Tavorick and a friendly Fire Imp inside
    - Talk to Lord Tavorick and you'll get a second dialogue saying you need to get to his crypt
        - You would normally get that after a couple of waves of enemies
    - He will also join your party
    - Head back downstairs
- Demons will appear from the first wave of enemies when you are downstairs
    - Stand still, DO NOT MOVE
    - Cast haste while you are waiting
    - The demons should beeline towards you and cast AOE spells towards Lord Tavorick, which will kill him fast
    - Once he is dead, run with your monk to the exit door outside
- When you get outside, Tavorick will be alive again(he is in the mortally wounded state)
    - Talk to him and you'll finish the mission
    - This skips a couple of waves of enemies, and fighting a large demon in the crypt
        - There are two ways to complete the mission, getting to the crypt + defeating the demon or having Tavorick mortally wounded, we are just speeding up the process of the latter
- Other possible glitches
    - It is also possible to glitch through Tavoricks room before you talk to him for the first time
    - Also possible to glitch to the crypt before Tavorick joins your party
        - The demon is passive and this softlocks the game
        - Pretty sure it is fastest to do the method I described above
- Go straight to Moonstone Mask in the Merchant's Quarters
    - Dodge around the person who tries to talk to you in the bar(I think you can go left around her with your haste). This avoids a short dialogue

- Head straight for the warlock
    - He summons two hounds
    - Just run away from the hounds and out of the bar
- Go back and talk to Nasher
    - Dialogue: all 1
        - +1 Lawful

- *Level up #10*
- *Elanee*
    - *Memorise Call Lightning Storm*
    - *Fill up Level 4*
- *Sand*
    - *Memorise spells*

- Head to Crossroad Keep

Crossroad Keep #1

- You can skip the first battle in the farm
    - Just run straight to the keep entrance portal
- You will have to kill the enemies in the courtyard
    - Just tank with monk and use AOE spells
    - No real set strat here as enemies are spread, just try to keep mages safe
- Exit Crossroad Keep and go to the escape tunnel
    - Run straight through the escape tunnel to the exit
    - There is a trap at the start, if you are lucky you won't get stunned
- Talk to Aldernon
- 

- You can use save/load glitching to get through a couple of locked doors to the basement

        - Usually you would have to open the front door to let the soldiers in, but you don't have to do this. Just clip through the locked doors
- Once at the basement
    - Move up into the Blade Golem dialogue
        - The moment it appears, move as quickly as you can to the door ahead, you need to get the Blade Golem to attack you
        - Lure the Blade Golem into the room with Garius and start the cutscene
    - While monk tanks
        - Move mages up and unleash AOE spells on the general area of enemies
        - You need to kill most of the enemies

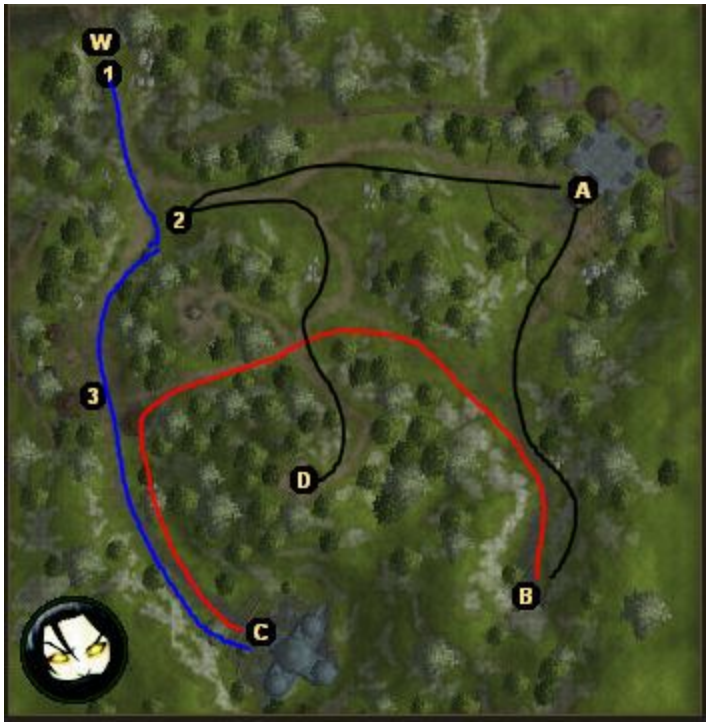
- *Take Ring of Divine Power off Elanee and give to the monk*

- Talk to Vale, then head back to Crossroad Keep
    - Dialogue: all 1, different option at end

- *Party*
    - *Zhjaeve*
    - *Qara*
    - *Sand*
- *Zhjaeve*
    - *Equip Ring of Divine Power*
    - *Learn spells*
        - *L5 - Flame strike*
        - *L4 - Hammer of the gods*
        - *L3 - Array Resistance*
        - *L2 - Melf's Acid Arrow*
    - *Puppet mode off*
- Go to Crossroad Keep
    - Use the Wolf Minion to quick track to courtyard
    - After the dialogue, head to Arvahn

Arvahn

- While you travel here you'll get an encounter
    - Don't skip it, faster just to accept it then run to the portal
    - Dialogue: 2, 1, 2, 2, 1
        - +3 Evil
    - You don't need to kill any enemies in it

- 

- Head to the Temple of Seasons first in Arvahn, skipping all enemies
    - Skip the first statue
        - Won't let you get it as the orcs are fighting
        - Although the xp gets you a new level here
    - Make monk invisibile
    - Just talk to the Orcs
        - Dialogue: all 1

Temple of Seasons

- This is stupid, usually you have to go through the four seasons and fight a lot of difficult enemies
- But you can just go north through the first room, and pick the lock on the north door
    - Get the statue of purification, you'll get Cleansing Nova
- Get Qara to use Knock on the chests and pick up
    - Ceremonial Uthgardt Belt - death magic and disease immunity
        - There are alternate death magic immunity items later on, this may get included in the route though, it is more handy
    - Cloak of Etherealness - 1 invisibility/day
        - May be useful to pick up if there is a couple of cases where the 3 invisibility/day on the ring isn't enough and time can be saved

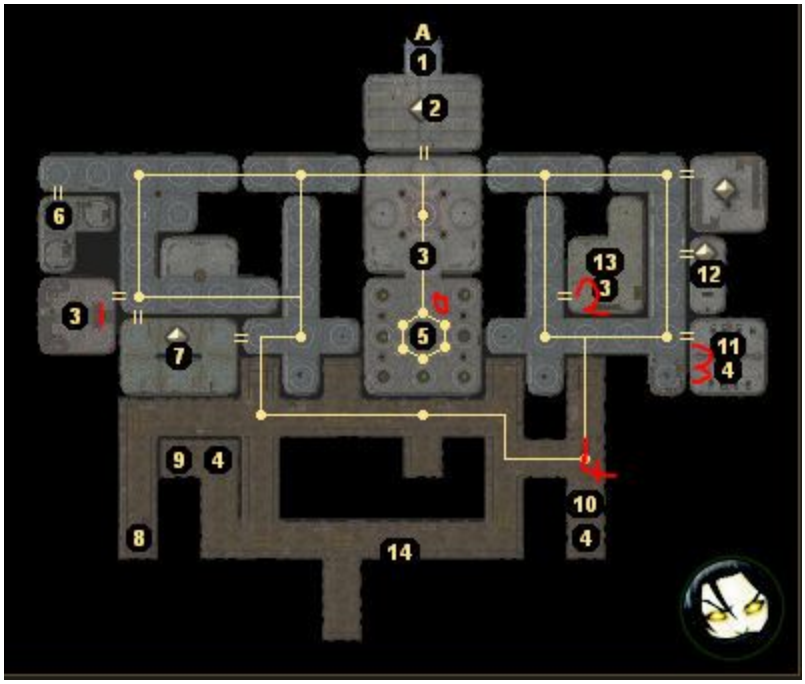
- *Level up #11*
- *Sand*

        - *Fill Firebrand and Ice Storm*
        - *Fill L2 with Invisiblity*
    - *Zhjaeve*
        - *Fill Flamestrike*
        - *For level 4 spells*
            - *3 Hammer of the Gods*
            - *2 Empowered Melf's Acid Arrow*
    - *Qara*
        - *Cast identify on the cloak and belt*
    - *Rest*
    - *Monk*
        - *Equip Cloak and Belt*
        - *Put Cleansing Nova into quickslot*
        - *Put Sacred Vengance into quickslot*
        - *Put Cloak of Etherealness into quickslot*
    - *Shandra*
        - *Equip Fireball Necklace*
        - *Quickslot Fireball Necklace*

    - Exit the way you came
        - Cast invisibility on Monk
    - Head to the Gem Mines

Gem Mines

- Standard Strat for Baelnorn (referred to below)
    - This is for a Baelnorn fight
    - As soon as you load in
        - Monk attacks Baelnorn
        - Qara casts invisibility sphere
    - Monk uses one fireburst or cleansing nova
    - Qara uses one Firebrand followed by one Fireburst
    - Sand uses one Firebrand followed by one Fireburst
    - Zhjaeve uses one Firestrike followed by one Hammer of the Gods
    - Sandra uses two Fireballs (from fireball necklace)
    - This should clear all enemies, can do this three times before resting

- 

- Talk to Balaur
    - Dialogue: all 1, until 5 (farewell) is available
- 0th Baelnorn
    - Send monk directly at him
    - Move rest of party forwards out the door
    - Monk uses Cleansing Nova
    - Qara & Sand use 2x Firebrand
    - Zhajaeve uses 2x Firestrike
    - Talk to spirit
        - Dialogue: 4
    - Party goes to entrance

- *Rest*

- 1st Baelnorn
    - Sand gives Monk invisibility
    - Monk runs to 1st Baelnorn while getting infinite health
    - Save/load in a corner away from the enemies

-

    - Perform the “standard strat” on load
        - You may have to reclose the door, seems it opens for some reason which causes monsters from outside to enter
    - Talk to the spirit
    - Party may need to cast invisibility globe incase other enemies run inside
        - Trying to avoid taking damage
        - May have to this fight quick before the extra enemies block the door
    - Sand casts invisibility on monk and monk goes to the second Baelnorn
- 2nd Baelnorn
    - Make sure the door is closed behind you
    - Save/load in this corner away from the enemies
    -

    - Perform the “standard strat” on load
    - Talk to spirit
        - Dialogue: 5
    - Sand cast invisibility on monk
    - Party move far away from door
    - Monk goes to 3rd Baelnorn
- 3rd Baelnorn
    - Save/load in this location

        -

        - Perform the “standard strat” on load
        - Talk to the spirit
            - Dialogue: 6
        - Sand cast invisibility on monk
        - Monk goes to Iron Golem
    - 4th Iron Golem
        - Save/load your party here
        -

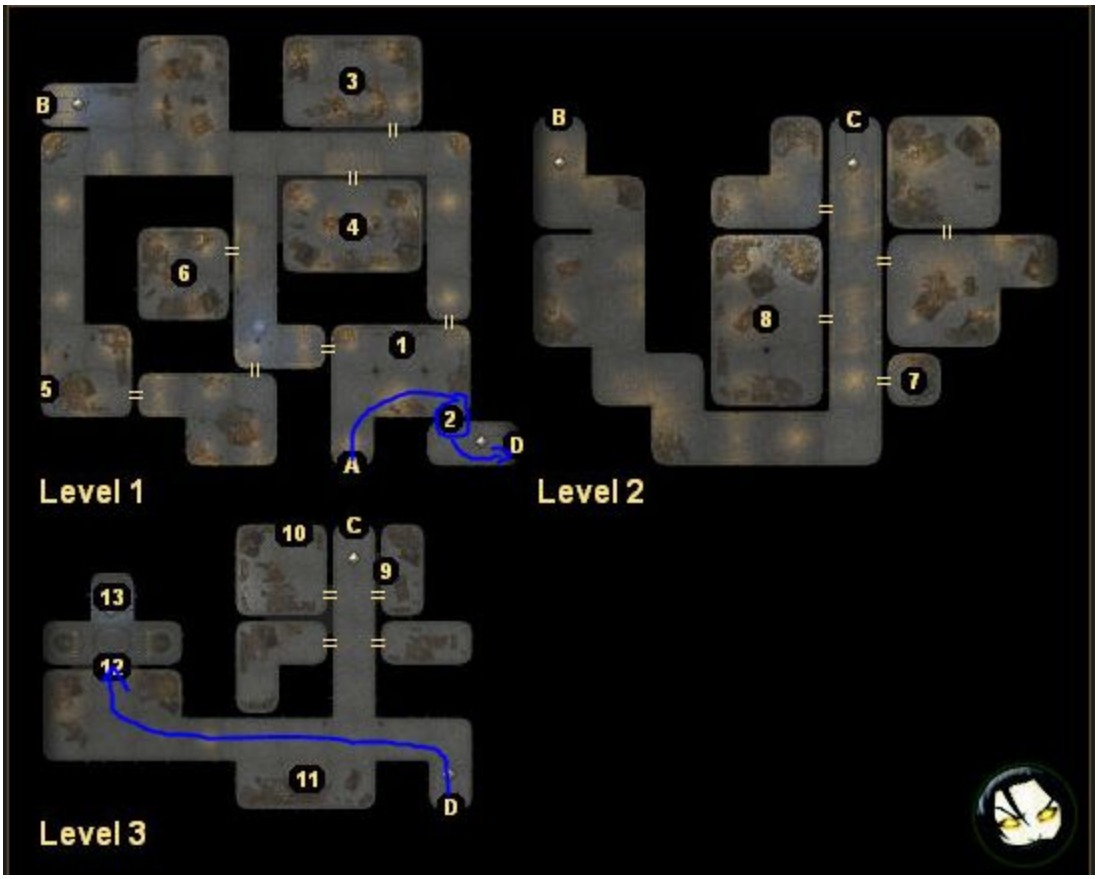
        - Monk runs towards and attacks the iron golem
        - Qara and Zhjaeve continuously cast Melf’s Acid Arrow at the Iron Golem
            - Zhjaeve should also have the empowered version
        - Sand and Shandra cast AOE spells at the undead
        - Monk talks to the spirit
        - Sand casts invisibility on the monk
    - Moving spirits to tree
        - For now, the non optimal strat is to get all the spirits on the left side you ended on at the same point, then guide them together to the tree.
        - Then do the same for the right side
    - Once all the spirits are in the tree room, you get the next statue

    - *Necklace of Fireball charges left: 12*
    - *Level up #12*
    - *Sand*
        - *Memorise Fireball*
        - *Memorise Disintegrate*
    - *Zhjaeve*

    - *Memorise Empowered Hammer of the Gods*

- Sand cast invisibility on monk
- Exit the Gem Mines and head to Riverguard Keep
- It is possible to skip the first cutscene by walking around the trigger
- Should find some item to give protection to your monk, something that grants freedom of movement, as the enemies within here can fighten/stun

Riverguard Keep

- This is skippable and involves no fighting
- When you enter, head straight to the locked door within the room
    - Save/load glitch through it
    - Take the stairs straight to Level 3
    - 

- On level 3, talk to Ghellu
    - Dialogue: 1, 1, 1, 1, 1, 2, 2, 1
- Run to the master door past all the enemies
    - Usually you need to solve some puzzle to get through here
    - You can just save/load glitch through it
    - Get the statue, then save/load glitch back out
- Run back the way you came to the exit

- Cast invisibility on monk
- Go and head the 4th statue out the front
    - Head out, run monk to the statue
    - Save/load to spawn party back in
    - As soon as party spawn, use invisibility globe
    - Use AOE spells on the enemies, need to kill them to be able to activate the statue(the 3 orcs)
    - Activate the statue
- Head to the song portal, which will take you back to West Harbour

Mere of the Dead Man

- *Rest*

- Run through West Harbour straight to the entrance to the swamps
- Run through the swamp to the guardian ruins getting infinite hp along the way
- You'll have to battle a shadow reiver inside the ruins
    - Dialogue: 4
    - Qara casts invisibility globe
    - Monk moves forward and attacks the Shadow Reaver
    - Monk uses Cleaning Nova
    - Qara casts Ice Storm, Sand casts Chain Lightning, Zhjaeve casts Empowered Hammer of Justice
        - Seems the enemies can easily save against fire
- Head straight to the portal to go back to Arvahn
    - Use invisibility on the way out
- Leave Arvahn and go to Crossroad Keep
    - Talk to Aldanon, who will tell you he has found Ammon Jerro's Haven
    - Exit Crossroad Keep and go to Ammon Jerro's Haven

Haven Approach

- Sand cast Invisibility on Monk
- Monk go to Jerro Guardian
- Monk cast invisibility on himself
- Monk head to geyser to complete first path
- On the way back, monk attacks the monsters and lures them all in a group to the start of the level

-

    - Mages AOE with Empowered Hammer of Justice, Ice Storm and Chain Lightning
    - Monk Cleansing Nova

- *Level up #13*
- *Sand*
    - *Fill Level 3-6 spells*
- *Zhjaeve*
    - *Fill Level 5 & 6 spells*

- After go to each brazier and fight the shadows
    - Firebrand from Sand & Qara
    - Flamestrike from Zhjaeve
    - Fireburst from Monk
- Head to the Shaman
    - Dialogue: 1, 2, 1
    - Use leftover AOE spells
- Sand cast invisibility on monk

- *Transfer Necklace of Fireballs back to Monk*

- Monk heads back to guardian
    - Dialogue: 3, all 1
- Head inside for the final mission of Act 2

Ammon Jerro's Haven

- To get to Ammon Jerro you need to convince 3 demons(excluding the first one) to give you entrance by doing deals with them
- Talk to Mephasm
    - Dialogue: all 1

- *Rest*

- Work with Baalbisan to anger Hezebel
- Bring party and talk to Baalbisan
    - Dialogue: all 1
- Bring party and talk to Hezebel
    - When talking to her servants
        - Slow down the final dialogue choice as otherwise they won't all walk inside
    - Position mages in the corner
    -

    - Dialogue: 1, 1, 1, 2, 1
    - Kill her minions with AOE spells
        - Qara & Sand use two Ice Storms
        - Zhjaeve uses two Empowered Hammer of Justice
        - Need to use ice and divine, seems to be resistant from fire
    - Head back and talk to Baalbisan after the fight
- Free the imp

- This is a little convoluted, but is required as we don't have the Ring of Invisibility. Doesn't waste too much time though.
-

- Trigger cutscene at A with monk
    - After the cutscene monk casts haste on Sand and Sand casts invisibility on himself
    - Sand runs to B, hitting the next cutscene and teleporting the monk to him
- Monk goes inside room 6 and triggers the dialogue
    - As soon as the dialogue is over, move monk to portal
    - Sand immediately casts invisibility on himself
    - Sand moves to the exit door of room 6
        - This may make the iron golem move forwards which is beneficial for the next part
    - Monk casts Ethereal Jaunt on himself
    - Sand walks outside the door to C
        - Try to close it behind you if you can before you hit the cutscene trigger
    - Monk gets teleported back to Sand, but retains Ethereal Jaunt
    - Sand casts invisibility on himself ASAP again
- Monk goes to D
    - If the iron golem is setup right he will have broken down the door
        - Otherwise pick the lock
    - Monk goes to the imp
        - Talk to the him first

            - Grab the book, use it on yourself and choose the option “Tilo ut lon”
            - This will free the imp
            - Keep the monk in this room
    - Sand walks to room E
        - The hellhounds should not see him
        - He will trigger the talk with Koraboros
            - Dialogue: all 1
    - Monk goes to the final room (room 10)
        - Run to the corner away from enemies and save/load your party in
        - As soon as you load, send monk forwards to attack the enemies
            - Qara casts invisibility globe
        - Use AOE to take down the enemies
        - Talk to Blooden, she sends two more enemies
            - They are trivial, just single AOE spell
        - Talk to Blooden again
        - Talk to Koraboros to get him to send the hellhounds
        - Talk to Blooden again
            - Easy AOE spells on remaining enemies
        - Talk to Blooden to open the final portal

    - *Level up #14*
    - *Sand*
        - *Memorise Ice Storm*
        - *Memorise Delayed Blast Fireball*
        - *Swap one Fireball for one Invisibility Globe*
    - *Zhjaeve*
        - *Memorise Hammer of Gods*
        - *Memorise Empowered Flame Strike*
    - *Rest*
    - *Monk infinite hp*

    - Enter the portal
- Ammon Jerro Battle
    - Send mages to the corner before the battle starts
    - Start cutscene
    - As soon as cutscene is over, queue up spells from mages and send the monk to attack Ammon Jero
        - Mages should use highest AOE spells available
        - They should target them on the ground next to Ammon as he turns invisibile
        - Will need three or four turns of AOE spells to take him down, but it isn’t hard

- Once he has been taken down, skip all cutscenes
    - Dialogue: all 1
        - +4 lawful
    - At the inn cutscene you'll need to change options eventually to get out of a loop
- You head back to an inn in Crossroad Keep
    - Talk straight to Sir Neville at the entrance
- Time for Act 3

Castle Never

- When you arrive, you are knighted and given a Ceremonial Sword and Cloak
    - The sword gives you death immunity
- The shadow creatures attack
    - Neville is invincible
    - You just have to fight through this battle with your minimal strength
    - Focus on the shadow priests first as you damage them easier
    - Use Haste on Neville to speed up his fighting
    - Try to group enemies in order to do a Cleansing Nova
    - Use Fireball/Necklace of Fireballs to make it faster
    - Once you clear the enemies out, run to the guard room with Neville
        - Dialogue: all 1
            - +1 lawful
    - There are various clips that I tried in this room
        - It is possible to clip into the throne room Nasher is in
        - It is also possible to clip through the door to the guard room
        - I think both clips are actually player model desync as when you perform an action, you end back up outside the door
        - The way you clip is to do player control mode, turn haste on, invisibility at the start keeps enemies from interfering. Stand at the first bar from the right of the cage door to the guard room. Hold forwards and right/ The trick seems to be to get the character perpendicular right at the gap. The game sort of turns the player model, but since you are not really turning something desyncs and lets you through
        - I also managed to run diagonally through the middle of the door once and managed to get full control without desynching. I walked all the way to the guard room and no trigger occurred, so doesn't seem like this is possible
        - Definitely worth trying to understand more though to confirm
- Run to the tapestry through all the enemies
    - Make sure an item with death immunity is equipped as mages use death magic
        - Sword or the Urganthi Belt from Act 2
- Use Cloak of Etherealness
- You have to go through the secret tunnel and answer the quiz rooms

        - Q: How many fingers have I?
        - A: Nine
        -
        - Q: What name has the lake beside Neverwinter?
        - A: Black Lake
        -
        - Q. If you were an enemy of Neverwinter, where would you be buried?
        - A. The Tomb of the Betrayers
        -
        - Q: State the more common name for the Artery of Neverwinter.
        - A. Neverwinter River
        -
        - Q: Where might an enemy of Neverwinter find a map of our city?
        - A: [Say Nothing]
        -
        - Q: How many gates must one pass through?
        - A: Three
- For the final quiz statue, pledge your loyalty to Neverwinter
    - +1 Lawful
- Head to the Lord's coffin between the swords and grab the Rod of Never
    - Head through the exit to Lord Nasher's room
- Run to where Lord Nasher is
    - You don't need to fight the Shadow Reiver, just skip him and talk to Nasher and you'll finish the mission to his disappointment
        - Even just talking to Nasher while he is fighting seems to work, never had trouble
        - In one attempt, the Shadow Reiver glitched out and disappeared, skipping right to this moment, very bugged this section
    - In the last cutscene dialogue you need to press 3 to escape out of it
- You'll be sent back to Crossroad Keep

Crossroad Keep #2

- When you arrive, talk to your companions
- Head to inside the keep
    - While going inside, Khravler will try to talk to you and Sand will make him go away
        - He is key to progress to the next key mission
        - Talk to Aldanon inside
- Exit inside the keep and walk down the ramp
    - This will trigger an interaction with Bishop/Elanee that will open access to the Circle of the Mere
        - Dialogue: all 1

            - +1 Lawful
            - +2 influence for Elanee
        - You will also tell Khravler to go away for the second time

- *Level up #15*
- *Elanee*
    - *Fill level 3 and 4 spells*
    - *Level 5 Call Lightning Storm*
    - *Level 6 Flame Strike Empowered*
    - *Level 7 Fire Storm*
- *Party selection*
    - *Elanee*
    - *Qara*
    - *Sand*
    - *Zhjaeve*

- Head to the Circle of the Mere
- There are a few funny glitches here which I haven't been able to make use of yet
    - You can skip the trigger to talk to your companions by clipping through the extrusion of the building on the left hand side
        - Your companions will just stand there as you go off to do your things
        - As far as I can tell, this means they won't tell you about a couple of the alliance missions, one you may need, so not really useful as you can't progress to any additional areas on the map
    - You can also skip the Aldanon trigger
        - Once again pretty sure you need to talk to Aldanon so not that useful
    - I couldn't find a way to skip the Khralver/Sand trigger where Sand interupts you. I wonder if you could skip some missions if you could skip that trigger

Circle of the Mere

- *Monk uses infinite hp*

- Take a few steps forwards and a cutscene will start
    - There is a chance Elanee will leave here if you fail an influence check
    - In the current route, it seems Elanee stays with you
        - Influence = 5
- Use the monk to lure the creatures in a group
    - Qara casts Invisibility Sphere the moment the fight starts
    - Use the strongest AOE spells
        - Wait until all the druids have polymorphed first
- Head back to Crossroad Keep, and head near the entrance of the keep

    - There is an encounter along the way
        - Just run to the exit
    - Next to the boy Khravler should be there
    - Talk to Khravler to start the next mission
        - Dialogue: 3, 1, 1, 1, 1, 1, 5, all 1

True Name Meeting

- Use the infinite health glitch on all three characters before starting the conversation
    - About 1000hp each
- Sydney will summon an elemental
    - Get the monk to attack them
    - Use AOE spells on the elemental(but maybe use some weaker ones)
        - First Qara cast Evard's Black Tentacles, Zhjaeve cast Array Resistance
        - Qara use Ice Storm
        - Zhjaeve use Hammer of Justice
        - Monk attack with fists
- Sydney will talk to you again
    - Dialogue: 1, 1, 1, 3, 1, 1
    - Sydney will attack you
        - Qara cast invisibility sphere
        - Monk attack Sydney right away
- Sydney will teleport and heal five times before you can properly kill her
    - Just constantly use AOE spells or any spell you have available on your mages
    - Try to get all the enemies to attack the monk
    - This is just annoying to be honest, just got to grind the fight with magic
- After she dies, she drops a Ring of Power
    - Pick it up, have Qara identify it, and give it to the monk
- Head back to Crossroad Keep
- Talk to Ammon Jerro
    - This trigger is skippable as well, not sure what it does though
- Talk to Kana inside the keep
    - Dialogue: 1, 1, 1, 1, 1, 1, 9
- Exit the keep and reenter again to get the cutscene
- Exit Crossroad Keep and head to the Shadow Reaver Camp

- *Party selection*
    - *Qara*
    - *Zhjaeve*
    - *Sand*
    - *Elanee*

Shadow Reaver Camp

- When you arrive, you'll be met by a Shadow Reaver and some enemies
- The moment the cutscene ends, pause the game
    - Get Sand and Qara to cast invisibility sphere
    - Monk cast invisibility on himself
        - Make sure Zhjaeve is in the intersection of both spheres
        - This causes a glitch which doesn't make her visible after casting the spell
    - Make sure everyone is in the sphere, all enemies should stop attacking
- Let Zhjaeve cast the True Name Spell on the reaver
    - She will stay invisible while doing it
    - Use the infinite HP glitch on the monk while he casts the spell
- Just before he finishes casting it, get the monk to attack an enemy and lure all the enemies towards the monk
    - For some reason if the monk attacks Qara/Sand decide to attack as well sometimes even if their AI is turned off, this game is so buggy so just watch them lol
- The moment the spell is complete, get all mages to do AOE spells
    - Use two lots of fire AOE spells from all mages
    - Monk uses Cleansing Nova and Fireburst
- When the Shadow Reaver is dead, pick up the shard off of him
- Go back to Crossroad Keep courtyard, when you walk inside the keep courtyard you'll get access to Nolaloth
    - This is the cutscene with Ammon
- Travel to Nolaloths Valley

Nolaloths Valley

- Head up the mountain with your party
    - Kill the first earth elemental
        - All mages use one of their top level fire spells(and lower level to finish it off)
        - Monk use one Fireburst, then punch it

- *Level up #16*
- *Elanee*
    - *Fill in Flame Strike Empowered Level 6*
    - *Fill in Fire Storm Level 7*
- *Sand*
    - *Fill in Chain Lightning and Delayed Fireball Blast*
- *Zhjaeve*
    - *Fill in Empowered Hammer and Empowered Flame Strike*

- Skip the cutscene trigger by walking far to the right
- Head down to the water, click on the crystal
    - Move mages back and let monk attack the water elementals
    - Kill the two water elementals, you'll need to use electricity or ice
        - Qara & Sand use 2x chain lightning
        - Elanee moves forwards and uses Lightning Storm
        - Zhjaeve uses Hammer of Gods Empowered x2
- Head towards the cliff with your party
    - Kill the second earth elemental
- You can then go to the cliff and talk to Nolaloth
    - Dialogue: all 1 until mission updates
        - When the dialogue comes up about whether to kill him, choose 3
        - +2 Evil
- Exit the area
- Travel to Arvahn
    - You'll run into an encounter
    - Just do the dialogue and exit the level
- Head through the song portal
    - Sand casts invisibility on monk
    - Get infinite hp as you go

West Harbor #2

- Run all the way to the scar, ignore any shadows that approach you
    - Can skip the first trigger by running around the right hand side of the first house
    - You can walk through the water rather than rebuilding the bridge
- After you reform the sword, the shadow reaver appears
- Pause right after you gain control
    - Qara and Sand cast invisibility sphere, cast invisibility for your monk
    - Start casting the true name scroll on the shadow reaver
    - Make sure the monk has a lot of hp
    - Just before true name is cast, get the monk to attack the enemies and run to a corner of the flames
        - Because all the shadows followed you from before, you'll have a good 20 enemies attacking you in one spot
    - As soon as true name is cast, get all of the mages to cast AOE spells
        - Sand & Qara: 1x Delayed Fireball Blast
        - Elanee & Zhjaeve: 1x Flame Strike Empowered
        - Monk: Cleansing Nova
- This is one of the more satisfying moments as you AOE a huge amount of enemies
- After you kill the reaver, leave the way you came and head to Crossroad Keep

        - When you get to the courtyard, Sir Neville will transport you to the next mission

- *Monk*
    - *Put Githyanki Sword in the quickslot*
- *Party selection*
    - *Ammon Jerro(mandatory)*
    - *Qara*
    - *Sand*
    - *Zhjaeve*

Crossroad Keep Roadside

- *Ammon*
    - *Puppet Mode on*

- Move entire party forwards
- You'll have to fight another shadow reaver, same tactic as before
    - Pause right after the cutscene ends
    - Invisibility globe
    - Cast true name scroll
    - Have monk lure enemies
    - AOE spells as soon as true name scroll is done
        - Delayed Fireball & Empowered Flame Strike spells
        - Monk does Cleansing Nova
- There is a trigger skip you can do if you hug the left side near the guard tower
    - You can talk to Callum or the Shadow Reaver, they are all passive. Talking to the Shadow Reaver will trigger the normal cutscene though
    - May be useful if we find a way to make NPC's non-passive or find a way to kill passive NPC's
- Head back to Crossroad Keep
    - Talk to Sir Neville
        - Cutscene
    - Talk to Sir Neville
    - Go into the keep and talk to Aldanon
        - Dialogue: 4, 1, 1
    - Let Sir Nevalle know "The keep is ready to stand against the Shadow Army"

Crossroad Keep Outskirts

- After the cutscene head into the war room
    - Dialogue: 1 x8, 4, 1, 1, 1, 1, 3, 1, 1, 2, 2, 1
    - Dialogue: 8, 1, 1
        - Qara

        - Dialogue: 8, 1, 1, 1
            - Sand
        - Dialogue: all 1

- *Rest*
- *Broadcast Command - Stand Ground*

- Sand cast invisibility on monk
    - Run all the way to the first bridge
    - Save/load your party in just before the first bridge
    -

    - Send your monk in to the bridge in order to group the enemies up with the priests
        - There is this really stupid disappearing glitch which cancels your spells, just ignore it
    - Once enemies are grouped
        - Qara and Sand cast Chain Lightning until all enemies are dead
    - Use invisibility with the monk and run to the end of the level
- For the battle at the end, the mages are kind of useless
    - Pause as soon as the cutscene ends
    - Qara and Sand both cast Delayed Fireball Blast at their feat
        - Maybe queue Chain Lightning after that incase they live
    - Monk uses Cleansing Nova
    - Monk uses the Blade Barrier ability of the Githyanki Sword
    - Monk uses Fireburst x2
    - Monk finishes the rest off with fists
- You'll return to Crossroad Keep, skip the cutscenes to move to the battle

Crossroad Keep Battle

- Use Restorative Meditation on your Githyanki Sword before you begin the fight
- Go to the war room
    - Dialogue: 1 x9,
    - Dialogue: 8, 1, 1, 1
        - Qara

    - Dialogue: 8, 1, 1, 1, 1
        - Sand
    - Dialogue: all 1
- In the first section you need to destroy 6 siege towers

    - *Level up #17*
    - *Sand*
        - *Fill in Firebrand and Delayed Fireball*
        - *Learn Horrid Wilting*
    - *Monk*
        - *Rod of Ressurection to quickslot*
    - *May be worth while spending 30 seconds getting a little bit of infinite health on Qara and Sand*
    - *Qara and Sand broadcast command to 'guard me'*

    - Tower order is random

    - Use the following spell strategies to take down the siege towers
        - Strats
            - Delayed Fireball followed by Firebrand on siege tower
            - Two chain lightnings and/or firebrand
- In the second section, you'll have to survive against an influx of enemies that keep arriving
    - Cutscene
        - Dialogue: 1, 1, 1, 7, 7, 1, 1, 1
    - You'll be rested at the start of this fight so you'll get your mage spells back
    - When this starts, send Qara and Sand to the back
    - Block the gap in between the fighters with your monk
    - Sand and Qara should alternate between Chain Lightning and Firebrand
        - Firebrand should be targeted in the middle area to get those running towards you
        - Chain Lightning targeted at the back as it can be cast from a very far range
    - When Sand and Qara are out of those spells, they should use Ice Storm and Fireball
        - Save Delayed Fireburst for the next section
    - Monk should target any vampires they see ASAP
        - Vampires seem to beeline for the mages
    - Use Rod of Resurrection if Qara or Sand dies
- After you deal with all the enemies, Garius and a form of the King of Shadows appears
    - Don't worry about Garius, just focus on the King of Shadows
    - You gain control of Ammon and Zhjaeve
    - When fight starts, all mages split to avoid the AOE spell from Garius

        - Sand & Qara use Delayed Fireball on the King of Shadows
            - As many as possible
        - Zhjaeve use Empowered Fire Strike on the King of Shadows
        - Ammon use Elrich's Strike on the King of Shadows
        - Monk attacks King of Shadows, then uses Cleansing Nova, the Githyanki Sword Barrier, then 2x Fireburst
            - Monk should infinite hp if possible
            - Fight is quick though, probably isn't needed
- Talk to Aldanon in the keep interior, and get him to send you to the Vale of Merdelaine
    - Dialogue: 1 x15, 2, all 1

Vale of Merdelain

- Cutscene on arrival
    - Dialogue: 4
        - Avoids Qara influence loss
- *Party selection*
    - *Qara*
    - *Sand*
- *Rest*

- First door
    - Qara cast Invisibility Sphere, Sand cast Invisibility on monk
    - Monk runs to first door avoiding spiders(who seem to be able to see you)
    - Quick save/load
        - As soon as your party loads, Qara casts Knock
        - Sand casts invisibility sphere shortly after to recover Qara
    - Monk walks through the door
        - Head to point 3(the black fog)
- Second door
    - Monk runs forwards first to activate a trap
    - Party walks to the door
        - Qara casts knock
        - Sand casts invisibility on Qara
    - Monk goes through the door and runs to the next door
- Third door
    - Save/load glitch a party member through the door and enter the fog
- Fourth door
    - Monk runs to the door
    - Save/load glitch a party member through
        - Party member runs to the fog

        - Hug around the inside of the elevation as it is the fastest route and should avoid a lot of the enemies
            - They will attack you once once you go over the attack trigger, but after that they won't continue as you are invisible(stupid game)
- Eventually you get to a battle with 3 shadow reavers...
    - Which we will just skip
    - If you walk on the far left of the bridge using the movement keys, you can skip the trigger
    - With your monk, walk right past the three shadow reavers and to the door that heads to the final room
    - Save/load clip through the door and enter the final boss room

Inner Sanctum

- First some glitches
    - You can save/load glitch through the door and walk around with Garius/Neeshka without triggering any cutscenes
    - When you talk to Garius you start the battle
    - **May be a way to abuse this, not that I could find though, characters get teleported into position when the battle starts**
- Before you enter the room
    - *Rest*
- Cutscene
    - Dialogue: all 1
- When you start the battle, pause
    - Send the monk and one mage to one side of a barrier, and two mages to the other side
        - Whichever side is closest
    - This will raise the two barriers, trapping the demon inside the first area
        - He'll kill everyone inside, we will be betraying them anyway so this helps us
    - The moment the barriers are up, pause and chain 2-3 of the best spells your mages have on anyone who has betrayed you
        - Want to kill them right away
    - The monk should stand by the Cleaning Nova statue and continuously cast Cleansing Nova on Garius
        - Get infinite health while moving
        - Stand right by it incase you get paralysed
    - Garius will teleport to the portal and heal up a couple of times
        - Keep taking him down
    - Once he is dead you can talk to the King of Shadows
- Before you talk to the King of Shadows

        - Take off everyones weapons, armour and make sure all memorised spells are removed
        - Do NOT rest
        - Go to the portal
- Talk to the King of Shadows
    - Dialogue: 1, 2, 1, 1, 1, 1
    - You'll have to fight all the companions in your party
        - Get infinite hp early
        - To easily take them down, go close to Bishop, have them all group up close
        - Use Sword Barrier in the Githyanki Sword a couple of times
            - Combine with the Flaming Gloves and fireburst
- This will end the game and speedrun
    - Taking the evil option should be faster than going through three phases of the King of Shadows with a quite shit party as long as being evil doesn't lose time earlier in the run

Stage statistics log

This is a log of various statistics across the stages.

Alignment is as of the start of the stage.
Time is the time to complete the stage.

Stage	**Alignment**	**Time**
Pre-game setup	85/15	
West Harbor	85/15	8:41
Swamp Ruins	85/17	2:46
Weeping Willow Inn	85/17	1:30
Fort Locke	85/16	2:30
Highcliffe	85/14	8:10
Neverwinter Docks District	88/10	9:32
Neverwinter Merchant Quarter	89/10	~13:00
Old Owl Well	89/9	3:02
Bonegnasher Clan	90/9	10:55

Eyegouger Clan	91/10	7:58
Sea of Ghosts	92/9	8:43
Githyanki Hideout	94/9	5:59
Neverwinter Archives	94/9	2:22
Shandra’s Farm	95/9	14:01
Ember	96/8	8:33
Githyanki Base	96/7	9:05
Act 2	97/6	3:22
The Trial	100/6	4:04
Lorne Fight	100/6	12:39
Aldanon’s House	99/5	7:09
Taverok’s Estate		10:04
Crossroad Keep #1		12:32
Arvahn	96/5	1:44
Temple of Seasons	96/2	4:33
Gem Mines	96/2	20:22
Riverguard Keep		3:37
Mere of the Dead Man	96/2	6:03
Haven Approach	96/2	12:58
Ammon Jerro’s Haven	96/2	20:07
Castle Never	100/2	10:14
Crossroad Keep #2	100/2	2:49
Circle of the Mere		4:07
True Name Meeting		12:18
Shadow Reaver Camp	100/2	3:18
Nolaloth’s Valley		9:12

West Harbor #2		7:18
Crossroad Keep Roadside		4:50
Crossroad Keep Outskirts		7:07
Crossroad Keep Battle		19:42
Vale of Merdelain	100/0	6:31
Inner Sanctum		11:23

Total Time: 5:40:00