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Dd2 unmoored world guide

The Unmoored World is a post-apocalyptic environment in Dragon's Dogma 2 that unfolds after 4 days of destruction. Key events include: - Sleeping at an inn or campfire progresses the destruction. - Clearing red lights on the map or restarting Talos prevents further destruction. - After 10 days, sleeping at an inn will no longer progress the destruction. The environment has several unique features: - Enemies are more powerful. - Boss-type enemies drop Ferrystones for easier traveling. - Oxcarts are disabled. - New portcrystal locations unlock after Halls of the First Dawn. - The sea has dried up, expanding exploration areas. To survive and progress: - Stockpile Wakestones and Allheal Elixirs. - Be over Level 40 to handle strong enemies. - Complete key quests: Dreams Apart, A Scholarly Pursuit, and Halls of the First Dawn. 1 To finish evacuating citizens of this world, complete subquests in order. Dreams Apart 1 Head to Bakbattahl to the Forbidden Magick Research Lab where a portcrystal can make travel faster. Then talk to Phaesus to regain your pawn. A Scholarly Pursuit 2 Examine red beam outside Flamebearer Palace. Chase after Phaesus, keep him safe while rushing towards the Forbidden Magick Research Lab then take detour back to palace. Chase after Phaesus to reach dragon figurine. Destroying it will finish the quest. Rewards: 20000XP, 20000G, Wrymslife Crystal ×35 Halls of the First Dawn 1 After regaining control of Arisen, go to Seafloor Shrine before finding Pawn. Talk to Rothais then initiate Halls of the First Dawn. This also unlocks Portcrystals in other locations. Initiating will prompt evacuation of populated areas. The order is up to you. Civil Unrest 1 Talk to Manella in Bakbattahl. She tells you to resolve conflict among citizens. Go northern part of Bakbattahl, find men arguing then take beating from citizens until they stop. Also go central marketplace and persuade child with non-rotten fruit for them to settle differences on their own. 4 Go near Vocation Guild, bear witness to duel. Afterwards, they will cease fighting and reconcile. 5 If successful in saving Nadinia, speak to her to complete this quest. Reward: 20000 XP, 20000 G, Wrymslife Crystal × 35, Allheal Elixir ×1 The Importance of Aiding Ernesto 1 Teleport to Portcrystal on Agamen Volcanic Island. Travel to camp then talk to Ernesto. 2 Go to Gautstafr and Cliodhna. Persuade them to evacuate with you. 3 Escort elderly couple back to camp, speak with Ernesto afterwards. 4 Speak to Lamond then convince him to evacuate. Give enough Newt Liquer if it persuades him more. Reward: 20000 XP, 15000 G, Wrymslife Crystal ×40 Shepherd of the Pawns 1 Go into Excavation Site and defeat Golem. 2 After defeating Golem, Henrique will appear then follow him to where others are kept. 3 Use Overseers' Lodge Key from Henrique to open door. Take Diminished Godsway afterwards. 4 Return Diminished Godsway to Henrique to finish quest. Reward: 20000 XP, 15000 G, Wrymslife Crystal ×30 1. Investigate and resolve the red beam of light at the Excavation Site. 2. Meet with Brant in Vernworth's tavern to initiate The Regentkin's Resolve quest. 3. Assist Disa by escorting her from her room to Sven's Chambers. 4. Check on the oxcarts in the Noble's Quarter; a hostile encounter is anticipated but unnecessary pursuit can be avoided. 5. Return to Sven and complete the initial phase of The Regentkin's Resolve. Completing main quests with certain NPCs ensures all settlement inhabitants will be evacuated. The true ending involves experiencing the end of a cycle, leading people to safety, and overcoming trials. Additionally, helping the gigantus walk again is required. These are unique trophies that can only be obtained in the Unmoored World. To access this world, complete the main quest until reaching the point where defeating the dragon or final boss becomes necessary. Choose to save the Beloved and accept the dragon's invitation for a final battle. This will trigger the true ending, characterized by the Arisen's death and the collapse of the cycle. Resting on benches won't cut it; instead, use inns or your own home as a temporary refuge. However, doing so may allow the red fog to advance, potentially causing you to miss out on key locations if not stopped. To minimize health loss, be mindful of your Allheal Elixirs and other potions, as they'll be your only means of replenishing when needed. Finding a balance between completing objectives and staying alive is crucial due to time limitations for saving progress and the risk of death potentially setting you back significantly. After reuniting with your pawn, prioritize preventing the destruction of towns and cities by tackling the red beacons of light in major locations. Defeating these dragons will give you time to evacuate civilians safely, delay the spread of the fog, and ultimately prevent further destruction. Make sure to clear trials from the red beacons first before exploring other areas, as prolonged rest can allow the fog to progress and destroy covered locations. The evacuees will eventually relocate to the Seafloor Shrine, which will serve as your main base of operations. As you complete objectives, access to key NPCs and merchants will become available within the shrine. Once all dragons from the red light beacons are defeated, the fog will cease progression, and a new beacon will appear in the shrine, triggering the final cutscene that concludes the story. Before interacting with this final beacon, explore the Unmoored World, seeking special equipment that can only be obtained during this period, particularly in areas now flooded by water. Three major quests will guide you through the Unmoored World: Dreams Apart, A Scholarly Pursuit, and Halls of the First Dawn. Completing these quests in order will help you master evacuating people to the Seafloor Shrine. With this order, you'll be able to tackle both evacuations and trials efficiently; you can also opt to handle trials first, then focus on evacuations once the red fog is under control. If you follow this sequence, it's crucial to complete evacuations within four days, as this timeframe prevents the red fog from destroying locations if trials are left unaddressed. To obtain The Guardian Achievement, evacuate Vernworth, Sacred Arbor, and Bakbattahl; these areas house most of the trials, save for one. Each trial involves defeating powerful dragons threatening the locations. The fourth trial is linked to the When Wills Collide quest, where your pawn revives Talos' body to destroy two dragons. Clearing all trials unlocks The Hero Achievement. Following this, a final beacon will appear in the Seafloor Shrine, initiating a final encounter where you'll face an obstacle course on the Pathfinder's dragon form as it descends from the sky. This section is more about navigating obstacles than combat, leading to a marker placed on the dragon. During the cutscene, your pawn transforms into their dragon form and takes you to the skies before dropping you onto the dragon's back. Your goal is to reach the marked spot on the dragon's neck while avoiding its fire-breathing moments by hiding behind spikes. Upon reaching this point, another cutscene plays out where your pawn hits the dragon's eye, causing it to flip mid-air. You then engage in a freefall as your pawn latches onto the open chest of the dragon. If you've maximized your pawn's affinity, a special scene ensues where they return to their non-dragon form, expressing gratitude for the experiences gained with you. Otherwise, your pawn remains in their dragonform throughout the scene. The final scene shows you drawing the Godsbane Blade again as you plunge it into the dragon's heart, presumably killing both you and the dragon, breaking the cycle of the Arisen and the Dragon once and for all. The credits roll, revealing a world restored to normalcy with seas free from brine. You need to complete a hidden ending in Legacy to enter this alternate world where everything has changed due to dense fog blocking sunlight and all bodies of water have dried up. This new world is filled with valuable treasures, rare monsters, and unique gear that can't be found elsewhere. Some side quests become unavailable, but towns still function normally with services and shops. Equipment degrades over time, and merchants offer new stock with more powerful items. Each town has a new quest to evacuate goods and services to the Seafloor Shrine settlement upon completion. After evacuation, towns become empty, and resting is limited. The unmoored world has red pillars of light marking boss locations, which remain active until each one is defeated. To succeed, complete any remaining tasks, gather items, and finish unfinished business before activating the last pillar at the Seafloor Shrine. Defeating the final boss allows for a new game plus with all previous skills and equipment. However, note that starting a NG+ will cause time to pass in storage, and every item will rot. In this world, you can't rest as much as desired; excessive resting can lead to a breaking point, making it impossible to rest further. Using Wakestones can help refill health and avoid resting. The final encounter with the dragon in the Legacy Main Quest leads to the player being transported to the apocalyptic Unmoored World. In this world, the player must navigate through a realm filled with red aura and powerful enemies. To progress, several quests become available, including Dreams Apart, A Scholarly Pursuit, Halls of the First Dawn, and When Wills Collide. Certain evacuation side quests are affected by specific quest completions, such as The Regentkin's Resolve and Wandering Roots. Completing these quests can alter their outcomes. Not completing Aiding Ernesto may prevent evacuating the city due to an ailing Arborheart. In the Unmoored World, oxcarts are no longer accessible for fast travel. Portcrystals are scattered throughout the map, requiring Ferrystones to use them. The environment drops more Ferrystones, which can be obtained from chests, bosses, and foes. Seven key locations in the Unmoored World must be noted, as they play a crucial role in progressing through quests and challenges. A 10-12 day time limit applies, during which cities must be evacuated before the map is consumed by red fog. Defeating new bosses at red pillars can temporarily halt this process. However, resting or using camps will advance the fog's progress. Defeating all bosses results in a permanent stay in the Unmoored World, but it's essential to note that the player may still face consequences for their actions in this world. Resting in Dragon's Dogma 2 allows enemies to stop respawning after a total of 12 times, making it possible to complete all quests and defeat bosses without restarting. If struggling with rest management, the game provides additional Wakestones and Allheal Elixirs to restore maximum health. Once entering the Unmoored World, players will lose access to certain Quests, including Legacy, which becomes a point of no return. This choice locks the save file to the new timeline, preventing the completion of remaining quests from the base game. Some Main Quests, such as Feast of Deception and A New Godsway, will become inaccessible. The Unmoored World features 5 new dragon-type bosses, which can be identified by red beacons across each city. Defeating these bosses delays the destruction of the Unmoored World. For gear progression, players can find specific armor pieces in the Unmoored World: * Dominator's Armor: Dropped by Gorechimera near Vernworth * Hood of Darkness: Located at Nameless Village in Vermund * Conqueror's Sabatons: Found in Marshland Settlement, Northwest of Vernworth * Knightly Brigandine: Defeat a Lesser Dragon near Bridge of Theodracus The Second area * Edified Vestment: Dropped by Lich at Battahl Border Checkpoint Rest Town * Cardinal Robe: Located at the North West part of the Unmoored World You can find the following armor sets by defeating specific enemies or finding them in special locations: - Cardinal Robe: Located southwest of Bakbattahl near Wyrmsblood Forest, dropped by the Lich at Illdoer's Resting Place. - Promethean Hood: Found inside a special chest in the dried riverbed, southwest of Bakbattahl, near Wyrmsblood Forest. - Monarch's Crown: Located between Battahl and Volcanic Island, can be found in a chest under a dried-up sea rock after leaving Battahl. - Godsbeast Scalecoat: Defeat an elite golem (gorechimera) in unmarked caves south of Riftstone of Uniformity during endgame. - Summoner's Crown: Located just southwest of Vernworth, inside the Vernworth - Southern Ruins in the Unmoored World. - Predator's Maw: Found in a chest at the North Side of the Vermund Region, in the Mountain Ruins. - Vanguarder's Greaves: Located inside Guerco Cavern cave, at the West Side of Vermund, near Battahl. - Agamenian Galea: Near Battahl Border, west of Vermund, found in a small cave northeast of Checkpoint Rest town. - Arch-Conjuror's Robe: Defeat a Lesser Dragon near Bakbattahl area to drop it. - Enshadowed Battle Garb: Found on a Gorechimera, southwest of Bakbattahl, in the Dried river near Wyrmsblood Forest. - Soaring Surcoat: Located between Battahl region and Volcanic Island, dropped by a Lesser Dragon in Moonswax Bridge during endgame. - Assassin's Breeches: Found in chests in the Unmoored World. Just southwest of the Riftstone of Uniformity, about 100 meters away, where the dried sea begins, lies a critical location. The Riftstone of Uniformity is situated directly east of Portcrystal: Agamen Volcanic Island and northwest of Volcanic Island Camp along the main road. The Unmoored World, one of Dragon’s Dogma 2's most intriguing chapters, can be challenging without proper guidance. After defeating the final boss and achieving the true ending, players are transported to a desolate, waterless landscape and tasked with evacuating major cities before an ominous storm consumes everything. To succeed, navigating through difficult monsters and dragons with limited rests is necessary. This guide will provide strategies for efficiently saving everyone in the Unmoored World, extending time, and starting New Game Plus in Dragon’s Dogma 2, including major endgame spoilers. Time passes differently in the Unmoored World, with no day/night cycle; instead, it progresses only when sleeping, with one full day passing per rest. However, checkpoints are only created after resting at an inn or campsite, and death results in returning to the last rest or the start of the endgame. As time passes, a cloud of smoke encroaches on the map, potentially removing the ability to evacuate NPCs or gather loot. To navigate this world effectively, a suggested order is to visit the Seafloor Sanctuary to stock up on essential items, complete the "Dreams Apart" quest in Bakbattahl to regain your main pawn, and then proceed with quests such as "Scholarly Pursuit," "Civil Unrest," and others, while managing time efficiently to rescue all NPCs and explore. Ferrystone can be obtained by defeating the worm boss or by traveling back to the Seafloor Shrine and planting the Arborheart cutting. Alternatively, Ferrystone can also be obtained by traveling back to the Sacred Arbor and completing the evacuation of the elves. The game requires players to head to the beacon south of Vernworth, activate it, and kill the horned drake. Additionally, players need to complete the "The Regentkin's Resolve" quest in Vernworth to evacuate the city. Ferrystone can also be obtained by traveling down to the new Agamem Volcanic Island portcrystal and completing the "Importance of Aiding Ernesto" quest. It is essential to ensure that the "Hall of the First Dawn" quest has been completed before resting in the Seafloor Shrine to appear all evacuated citizens and shopkeepers. Dragon's Dogma 2 won't let you sleep and respawn monsters after a certain period, with the community agreeing it's around 12 days. To conclude your endgame journey and prepare for New Game Plus, approach the beacon in Seafloor Shrine and activate it while equipped with everything you need to carry over. This will trigger a challenging mini-boss fight during the credits roll, followed by an immersive cutscene setting the stage for your next adventure. Once the credits finish, you'll be returned to the menu with an option to restart the game using your current level and equipment. This marks your triumph in Dragon's Dogma 2... for now! For further assistance, explore our guides on Wakestones, portcrystal locations, riftstone spots, and effects, as well as our interactive map.

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