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Kingmaker deal with the devil

Deal with the Devil is a quest in Pathfinder: Kingmaker. Synopsis[edit | edit source] " The dangerous criminal Darven is hiding somewhere in our barony! Linxia, a hellknight from Chelax, is pursuing him — and again, it's happening right here in our barony! Suddenly our quiet (though was it ever truly quiet?) barony has turned into a buzzing beehive. And it's only the beginning! . Walkthrough[edit | edit source] This quest is a rather strange one. You can not just refuse it or drop it at any stage. But what's the most remarkable, if you side with the Hellknights you get no reward in the end. Only obscenities and threats from Linxia. And siding with Darven has no drawbacks. At all. Bite the bullet. Await the conclusion of Linxia's investigation[edit | edit source] The hellknight Linxia is searching our capital for Darven, a wanted fugitive! Hunting criminals is a noble business, but still I feel a little uncomfortable. I don't know about the baron/baroness/King/Queen, but this woman gives me shivers. After receiving this quest, you start to get warnings, that Linxia is terrifying your subjects. To resolve that - go to the main square of your capital. There you immediately see Linxia beating one of your subjects. A conversation starts. Then you can allow her continue her investigation (Lawful Evil option, for which you do not get xp) or... ALL other options lead to the same result: You get some obscenities from her, then she leaves to continue investigation without your permission. (+360 xp) Await further developments[edit | edit source] Linxia was going about her investigation, interrogating our subjects (!), breaking into their homes (!), and burning their books (is she completely out of her mind, or what?!) — but of course, our baron/baroness couldn't allow this. Linxia seems to have halted her investigation. But for how long? After some time (about two months - may vary), during which the event "Linxia keeps interrogating your subjects" hangs there, granting you periodical decrease of kingdom stats, you just meet Darven, when you walk out of your throne room to the central square. After a small chat he offers you a bribe to deal with the Hellknights and tells you their current location (Secluded Lodge). IMPORTANT!: basically, here you choose sides and define your future reward. But at first, you can bargain a bit. Diplomacy 26 - for 15000 and +240 xp or Diplomacy 32 - for 20000 and +1440 xp. (+360 xp) Talk to Linxia[edit | edit source] While Linxia was looking for Darven, Darven found us. The deal he offered looks tempting, but I have no idea what our baron/baroness is going to do. In any case, Linxia's investigation must be put to an end as soon as possible. Otherwise, this fanatic will leave half the barony in ruins. We should travel to the Secluded Lodge on the edge of the southern Narlmarches. The talk is going to be very short and meaningless. Moreover, it's a set-up by Darven and NO MATTER, what you say, you WILL fight with the Hellknights Defeat the hellknights[edit | edit source] I knew from the very beginning that this would end in a fight! Well, if it's meant to be, so be it! Let's show those book burners that they should never have come to our lands! When Linxia suffers enough beating, she teleports away, summoning more Hellknights (+480 xp) Talk to Darven after the fight. You recieve the discussed above sum of money (10000 - 20000). (+480 xp) Await further developments[edit | edit source] Darven has disappeared again. (What's wrong with that fellow?) And Linxia's gone with him. (I mean, they disappeared separately, but they both disappeared at the same time... oh, I'll have to rewrite this later.) Anyway, we have no other option but to be patient again. But I'm sure this story isn't over yet. About a month later you recieve a letter of invitation to Brineheart (which is now revealed) from Darven or Linxia (depends on previous choices) and (+720 xp). Go to Brinehear[edit | edit source] Our old friends Darven and Linxia are at each other's throats again — and this time is seems quite serious. We'll have to go to Darven's city to sort everything out and make sure everyone gets what they deserve. Go to Brineheart, that appears far south from your Capital. You are welcomed by a brawl between Hellknights of the Rack and Darven's mercenaries. So fight your way to the meeting with Linxia and Darven. That is the final decision with whom and against whom you are pals. No peaceful resolution possible. That starts "Defeat Darven" or "Defeat Linxia" stage of the quest respectively. (+720 xp) Defeat Darven[edit | edit source] Darven is a runaway criminal, he deserves punishment. It's time to deal with him once and for all! If you sided with Darven before, now suddenly decided to fight against him and win, you still can kill Linxia, leaving Darven alive for a final conversation (+25000 reward, +2400 xp). If you sided with Darven and changed your mind, prepare that in the end Linxia will call you an "unworthy ruler", giving you no reward. It's up for you to take it as a compliment or not. Anyway, you get +2400 xp. Defeat Linxia[edit | edit source] Linxia tried to establish her own rules here, and kept getting on our nerves. It's time to explain to that book-burner that she's not welcome here. If you sided with Darven before and made no attempts of reversal, you get 50000 from him. If you don't kill or expel Darven after that, you also receive Brineheart as a neighbor and ally with its rather good shop. (+2400 xp) Outcome[edit | edit source] " The story of the conflict between Darven and Linxia ended with the absolute victory of our leader! From this story, one can draw some interesting conclusions: don't make any agreements with suspicious persons (especially Mammon). Hellknights are extremely tough, and it's best not to stand in their way. And most importantly — our leader is much tougher than all of them combined! . Notes[edit | edit source] The odd structure of the quest and Gary Stu-ish nature of Darven is commonly attributed to Owlcat Games not having written it themselves: this quest was designed by a Kickstarter backer who donated at the \$4,000 tier. Relationships are tricky things. But millionaire Sharon Tendler knew from the first time she saw her beau, it was love at first sight. Aged 26, she didn't rush in, and the clothes importer and band manager made countless expensive trips visiting Israel to see her alpha male heartthrob. Eventually they wed, Sharon looking pretty in a white dress, a veil and with pink flowers in her hair. The union was sealed with a chaste kiss as Sharon whispered "I love you." Sadly, just months after they tied the knot in front of a small crowd of wellwishers, in the southern Israeli port of Eilat, her beloved slipped away. He died, aged around 40, after suffering from stomach problems. Such tales, and tragedies, are all too common but Sharon's story was different. Her husband was a male dolphin, confusingly called Cindy. Sharon Tendler married a dolphin after the ceremony she told reporters: "It's not a perverted thing. I do love this dolphin. He's the love of my life. It's not a bad thing. It's just something that we did because I love him, but not in the way that you love a man. It's just a pure love that I have for this animal." On hearing the news of her "husband's" death in 2006, Sharon ruled out finding another fishy lover, telling the Star "I am a one dolphin woman." She is certainly not the only person to hit the headlines and marry in strange circumstances. And with the latest figures revealing the average UK divorce costs £14,500 in costs and lifestyle changes, and if property is involved, £35,000 on rent and an average of £144,600 on a new house, marring weird things might be the best bet, just like these people did.... Time to say I du-vet Pascale Sellick married her duvet (Image: SWNS) In 2019, Devon woman Pascale Sellick married her duvet in a lavish ceremony. She wore her slippers and pyjamas for her big day which was attended by 120 people, all wearing bedroom attire. Before tying the knot, she proudly declared: "My duvet is the longest, strongest, most intimate and reliable relationship that I have ever had. That's because it has always been there for me and gives me great hugs." The stunt, just before Valentine's Day, was apparently to "promote self-love and self-care". Shiver me timbers Amanda Teague married the ghost of a 300-year-old pirate (Image: ITV) Amanda Teague, a Jack Sparrow impersonator from Northern Ireland, was fed up with men in the "physical world". But luckily, she found love with the ghost of a Haitian pirate who sailed the seas in the 1700s. She was married to the sea bandit, who was executed for thieving, by a Shamen priest in 2018. At the time she said: "He is my soulmate. I am so happy, it is the perfect kind of relationship for me." The following year, she divorced him, revealing he had tried to kill her. Love yourself Laura Mesi married herself (Image: Facebook) After a long relationship broke up, Italian fitness trainer Laura Mesi organised a large wedding, complete with a full white wedding dress, big cake and bridesmaids, to marry herself. At the time of the union in 2017, she said: "I firmly believe that each of us must first of all love ourselves. "You can have a fairytale even without the prince." As the marriage had no legal basis, if she found someone else there would be no need for divorce. Ups and downs Amy Wolfe Weber is married to an 80-foot fairground ride called 1001 Nachts (Image: Barcroft Media) Amy Wolfe had always been drawn to inanimate objects. She had already talked openly about her unsuccessful relationships with model spaceships, the Twin Towers and a banister by the time she got around to tying the knot with the 1001 Nacht funfair ride. The New Yorker, somewhat unsurprisingly, said she fully expected the relationship to have some ups and downs. Tall order Erika La Tour Eiffel is married to the Paris landmark (Image: DAILY MIRROR) There's no denying the Eiffel Tower is a thing of beauty. But not that kind of beauty. At least not for most people anyway. American woman Erika LaBrie, though, was very much attracted to the Paris landmark – so much so that she made things official, marrying it and changing her name to Erika La Tour Eiffel. The former soldier and competitive archer was also once in a long term relationship with a bow and said cared deeply for a fence she keeps at home. No woman, no problem Zheng Jiajia built his own wife In 2017 Chinese artificial intelligence engineer Zheng Jiajia was being pressured to find a wife. So he created a robot, named her Yingying, and married her. His mum and friends were in attendance. He said he hoped to program her to be able to talk and do household chores such as folding laundry and washing dishes. The union was not officially recognised by the authorities, but looked like any other typical Chinese wedding. Tree's company Richard Torres has arranged for others to marry trees too (Image: CEN) Richard Torres is an environmentalist who risks being prosecuted for polygamy. The Peruvian has married trees in lavish ceremonies in Peru, Argentina, Colombia, Mexico and Guatemala to heighten awareness of environmental issues. He's been doing it for years and has even convinced others to join him in tying the knot with trees. Who knows what kind of weird wonders this wedding season will bring.... Demonic Spiders: Plenty, especially in the lategame. Dimensional and Primal Spiders begin appearing in the third chapter. They have a permanent blur effect (20-50% miss chance), a nasty venom, and often appear in packs that surround your party from all sides. Swarms in general are annoying because they basically require friendly fire to deal with, but the Mandragora Swarms take the cake. On top of being a swarm, they drain large amounts of Strength every round (in a system where being ability drained to 0 is an insta-kill condition, and unlike in tabletop undead and elementals aren't immune), and this stat drain explicitly ignores protection spells that work to prevent stat drain in literally every other case in the game to this point. They further have Fast Healing and very high saves; their weakest save is Will, which is inconsequential because as plants they're immune to most Will-affecting effects anyway. Only your spellcasters/alchemists or fire kineticists have any chance of dealing significant damage to them, but on the flip side those classes also do not have the Strength or Fortitude saves to last long against them. Wild Hunt. Their Wild Gaze, which is usable at will, inflicts either Frightened, Confused or Paralyzed to your entire party simultaneously, and while Frightened or Paralyzed can be countered with the right spell Confused cannot. On top of this they have their ranged touch-attack crystals, who deal Damage Over Time, resistance to two elements and immunity to a third (only acid and sonic affect them normally), high HP and saves, and damage resistance against things that aren't cold iron; cold iron weapons being remarkably rare in the system. They're also in stealth by default, and due to their high HD and Dexterity it's very rare to spot them before they attack. Ghostly Guards/Sentinels tend to congregate in groups, are stealthed by default (again, high Dexterity and HD), can Sneak Attack, can drain Strength, and use an area-of-effect scream that causes Frightened, which might cause your party to run headlong into a different group. They also have Evasion and Unholy Grace, a very nasty combination that makes your area-of-effect spells a sad joke against them. Your only real hint that there's a band about to ambush you is the environmental sounds they occasionally make before your spellcasters get instantly wiped. Most packs of these are not even properly in stealth in accordance with game rules. Instead, they are spontaneously spawned on top of your party when they enter specific regions, thereby bypassing stealth detection and spells like True Seeing. Owlbears at lower levels. They're extraordinarily nasty at the levels you encounter them at, capable of one-shooting all but the best-made custom mercenary with a lucky critical hit, having more hitpoints than anything in their respective areas, and getting multiple attacks at an absurd attack bonus. Their only exploitable weaknesses are their lack of a ranged attack and their relatively poor Will saves. The latter isn't readily exploitable by a lower-level party either, as most low-level enchantments either have a hit-die cap (which owlbears exceed) or only work on people. Fortunately most of them are optional. Anything with regeneration. Figuring out what kind of damage you need to kill something with Regeneration ranges from fairly standard (most fantasy gamers know a troll's weakness) to obscure (crag linnorms, mentioned in a loading tooltip) to Guide Dang It! (the primal shambling mound, which isn't mentioned anywhere beforehand). Then there's making sure you actually have it available when you need it. Most people eventually just keep something with ability damage or level-draining capabilities available, as both bypass Regeneration's death immunity. A lesser example would be Dweomer Cats. Though not very difficult to kill, these guys will make a beeline right for your spellcasters, and their teleport ability allows them to nicely bypass the wall of frontline fighters you've put between them and their prey. Plus they can make multiple attacks per round. And they come in packs. If you're not careful, they will make mincemeat out of your squishy wizards. The Summer and Autumn Golems you face at the House of the Edge of Time. Like all Golems, they hit really hard and are resistant to all kind of damage and immune to many debilitating effects. They also have the nasty habit of hanging with the Wild Hunts mentioned above.

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