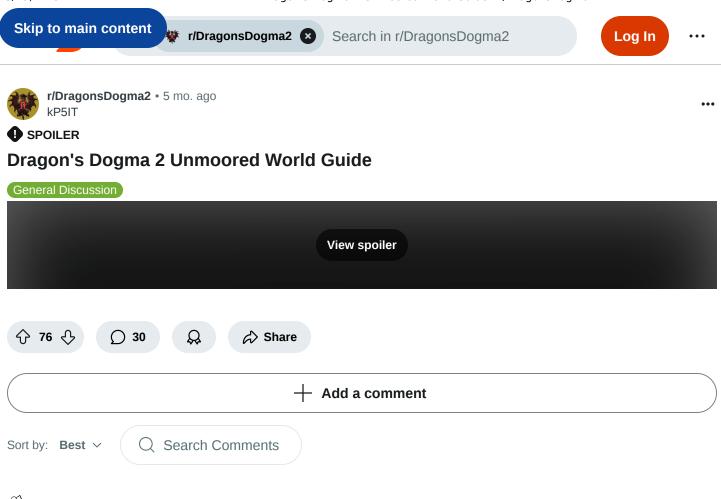
SyntacsAiror • 5mo ago

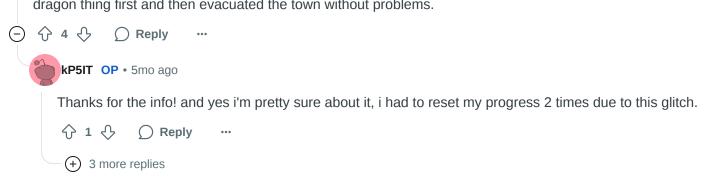
Cryptozology • 5mo ago



Some players reported that if you defeated **Talos** and he died with at least one of his hands undestroyed he will take down a red pillar for you, however I didn't pay attention to the number of red pillars before and after **Talos** wakes up so I can't confirm.

I can. He kills one boss with every arm. If he has one arm left, he kills one boss, if he has all two arms left, he kills both bosses and you don't have to fight anything on Volcanic Island. Of course you also won't get any loot from that bosses in that case.

Are you sure about that Menella glitching thing in Bakbattahl? Because I'm pretty sure I destroyed that dragon thing first and then evacuated the town without problems.



Log In



You're welcome! Hope you find it useful

SirCietea • 5mo ago

Saved your post for when I eventually get there, appreciate it

○ ♦ 4 ♣ ♠ Reply ···

kP5IT OP • 5mo ago

No problem, enjoy the game ;)

+ [deleted] • 5mo ago

rebellious_gloaming • 5mo ago

Thank you!

—

Reply ···

kP5IT OP • 5mo ago

You're welcome:)

sinisterflipflop • 5mo ago

Thanks, good post

○ ♀ 1 ♣ ○ Reply ···

kP5IT OP • 5mo ago

You're welcome

majesticfella • 5mo ago

Great post I'll be coming back later









CogGear2280 • 5mo ago

I've already gotten a ways through Unmoored so suck I've only seen this now lol

I probably won't be able to save volcanic camp and the excavation site since I never did anything there before accidentally starting the end



① ① 1 ①

Reply



kP5IT OP • 5mo ago

Try to destroy all the red pillars, this might help you slowdown the fog, also if you don't wanna perfectly finish the guest you could just get the trophy by evacuating Vernworth, Bakbattahl, and Sacred Arbor.



Reply

(+) 4 more replies



sleepy-guy- • 5mo ago

Be very mindful of fights with larger creatures and drop offs. Death off the side of a Cliff is bad.

I noticed when things went wrong I could pause the game. Force close and open the game. The three times I did it the game resumed like it would have autosaved. I did this on Ps5 and was shocked. You can often sti see the game save with the red circle before and after combat.



Reply



Ssebahawkss • 5mo ago

Quick question, I didn't finish the sacred tree questline and now I can't evaquate the city. What can I do?





(+) 1 more reply



Vast-Degree-652 • 4mo ago

Does menella really glitch if i destroy the red beam first?. Because im trying to avoid Rothais so i wont trigger the 12days countdown.

Reply



Innishannon • 3mo ago



Log In

Bakbattahl first. I suppose I should hear out Phaesus and his white-haired, old balls apprentice next. I do so love speaking to them and receiving their backhanded compliments, as if I am the one solely responsible for this looming armageddon.... I mean, we are definitely NOT in this dyer situation unless these two assclowns go ahead with their godsway plan, and look to summon and control this Royce Dragon, or whomever, right?





How is it on casual mode?



✓ View more comments



My wife got me DD2!

101 upvotes · 31 comments



Oh god.

107 upvotes · 48 comments



DD2 earned a spot as one of the best selling in 2024 (In the U.S.)

121 upvotes · 53 comments



DD1 Composer giving us a Christmas gift 🎁 🎁



111 upvotes · 8 comments



That's his emotional support block of ice ok.

335 upvotes · 19 comments











r/BloodOnTheClocktower • 5 mo. ago

It's A Killtastrophe V3 - An update to my bloodier Bad Moon Rising homebrew script

13 upvotes · 1 comment



r/DragonsDogma2 • 5 mo. ago

Challenges for Dragon's Dogma 2

2 upvotes · 10 comments



r/DragonsDogma • 26 days ago

TIL That when it's raining on volcanic island, succubi go from being a nuisance to a serious threat.

228 upvotes · 16 comments



r/DragonsDogma • 18 days ago

After 6 months of waiting, I finally got to play Dragon's Dogma 2, and I'm finding it simply fantastic! The behavior of the pawns is impressive, truly incredible.



249 upvotes · 35 comments



r/DragonsDogma2 • 27 days ago

Closure



269 upvotes · 33 comments



r/langrisser • 6 mo. ago

The Anchored Portal of Fate - Demon Shadow Crisis Write-up

18 upvotes · 1 comment



r/savageworlds • 7 mo. ago

Savage Worlds of Monte Cook's World of Darkness Draft 2

11 upvotes · 10 comments



r/DragonsDogma • 20 days ago

I don't care whatever opinion anyone has on the Dragon's Dogma games, but this scene was awesome 🔥 🔥



515 upvotes · 40 comments





190 upvotes · 20 comments



r/DragonsDogma • 18 days ago

Experiences, Battles like these... This is why I Love Dragon's Dogma 2.



739 upvotes · 32 comments



r/DragonsDogma • 5 days ago

Can someone explain what is happening?



101 upvotes · 52 comments



r/DragonsDogma • 28 days ago

That's a lot of damage for a jump attack! Warrior's version of Splitter?



134 upvotes · 22 comments



r/DragonsDogma • 6 mo. ago

The perfect Dragon's Dogma Game

20 upvotes · 5 comments



r/DragonsDogma • 6 days ago

Who on the dev team was so obsessed with meat?

364 upvotes · 32 comments



r/DragonsDogma • 23 days ago

Who would win?

127 upvotes · 10 comments



r/DragonsDogma • 12 days ago

Former DMC and Dragon's Dogma Director Teases New Game Development



217 upvotes · 92 comments



r/DragonsDogma • 5 mo. ago









z upvotes · z comments



r/DragonsDogma • 17 days ago

This was, without a doubt, one of the most incredible moments I've ever experienced in a game. Watching the griffin emerge from below up the side of a cliff, flapping its wings righ...



582 upvotes · 35 comments



r/DragonsDogma • 15 days ago

Never seen 2 Chimera spawn here before - It was a fun and tough fight!



118 upvotes · 21 comments

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