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## Banner saga 2 chapter 13 stonesinger

Size 2x2 Cards Movement 4 Hand-to-Hand Attack Cards (1 Tile) Active Possess Infected Passive Attack, Shatter 20 18 21 3 5 General[Edit | Source Edit] Eyeless is draga's main antagonist in the second part of The Banner Saga. Sundr, looks like a giant Stonesinger, with different colors, wearing a stone mask and brandishing two monstrous stone scythes. His power lies in possessing the bodies of the fallen. Story[edit | edit source] Eyeless is first encountered by Bolverk's caravan, the Ravens, in the caves of the underworld during Chapter 11 where they can barely escape them with the help of Zelf and his young apprentice, Nicels. Eyeless once again reaches the Ravens caravan at the Old Ford, where a climax battle is fought at the bridge at the end of Chapter 13. Eyeless begins this battle by possessing Nicel's body, to demoralize the Crows; in this form he has access to two active abilities: Repair and Breeze, and Passive Infected Strike described below. If she is not killed in the second game, Rook/Alette's caravan must fight a Warped Eye during the Deformed siege of Abergang. Passive Ability: Infected Attack[Edit | Source Change] A stronger version of stonesinger's sickness attack. Infected Attack deals regular force attack damage by applying infected debuff and a 5-tile rebuff. The infected debuff causes unit to lose 1 strength at the beginning of each of its shifts, finishing a move on a tile adjacent to an allied unit transmits the debuff. Mechanical Ambiguity[Edit | Source Edit] Killing Eyeless does not constantly remove the Infected debuff from afflicted heroes. The Infected debuff also appears to propagate through Skulker, although it does not harm them. The rebuff can launch the target through other units, causing additional damage and possibly transmitting the Infected debuff. Active Ability: Possess[edit | edit source] Eyeless dematerializes (disappears from the board) and inhabits the body of any dead unit, friend or enemy, taking immediate action. The unit possessed does not have its full stats (as at the beginning of the battle) and is marked by a dark aura and a blue flame fluttering above its head. When the unit you own is knocked out, Eyeless generates back into a random position on the board and is ready for another action or re-possession. It will generally not own the same body twice, but this restriction has not been confirmed. Turn Order Ambiguity[edit | edit source] Possess seems to behave strangely compared to the turning tail: a newly owned unit could do two consecutive turns instead of one, doing double damage. When the possessed unit is knocked out, Eyeless reacts immediately (takes a turn), instead of taking the turn tail slot of its last avatar. It is unclear whether these are expected behaviors or bugs. Active ability: Shatter[edit | edit source] Shatter makes Eyeless invulnerable (becomes transparent and isn't nice to drink) while casting a spell. At AI of his next turn, fragments explode from any Dredge unit on the board with less than 7 Armor, making Break equivalent to any enemy in their vicinity. Notes: The Explosive Dredge loses all of its Armor (but does not die) and causes damage equivalent to Break to adjacent units. Shatter is not used very often by Eyeless, so this mechanic has not been confirmed. Strategies[edit | edit source] Eyeless has very high statistics and can easily take a single shot at many heroes. When a possessed unit is (re)killed, it spawns in an une occupied random position on the board, possibly in your heroes' service lines, and takes immediate action! Be sure to protect your weak heroes from this unfortunate event. One of the most efficient strategies to deal with Eyeless is to let it own a weak unit (e.g. a Grunt Draga, Slinger, or Skulker) until the rest of the Dredge is cleared. In this way, all Heroes can focus on her, during the round pillage. Chapter Twelve Main Walkthrough - As it sounds standard enough for Bolverk, you'll start this chapter in a battle - although this time Bolverk and Folka are on their own. These hungry fighters are not very powerful, but you should still be quite cautious. Take advantage of Bolverk's attacks twice per turn by deploying alongside two units whenever you can. — (IT) MR PRESIDENT, I WOULD LIKE TO Back on the pitch you will find a conversation with Zelf waiting and, if you have it at the party, Sigbjorn. Zelf's conversation isn't a big deal, but if you wish you can decide to make an example of unruly Sigbjorn when it shuts down (and it does so pretty much regardless of your choices, even if the central option leads directly into a fight). This leads to a choice as you fight charge Sigbjorn. Morale improves. Wrap it up and slam it to the ground. Bolverk kills Sigbjorn. Throw a barrel to your head. He loses 5 Supplies. Morale improves. — (IT) MR PRESIDENT, I WOULD LIKE TO As they leave camp Sparr will suggest you recruit some woodcutters. You can: recruit them. Get 35 fighters. Don't recruit them. Nothing happens. Find out about the downsides. They're obvious, and you still have to choose. RANDOM EVENTS - DECISION. An old man claims that a child in the trailer was mistaken, and says this is a bad omen. You can: Tell him to kill him/ stay apathetic. You lose three clans. Request to see the baby. This reveals a small anomaly on the child's head that Bolverk rather appreciates, although it is still more or less necessary to decide whether to kill him or not. Tell the caravan to move/ prohibit them from killing the child. Morale improves. — (IT) MR PRESIDENT, I WOULD LIKE TO The caravan hits a dense undergrowth, and one of the fighters asks for help - and his hand appears to hurt. You can: tell everyone to take an axe and help. If you do, everyone starts to get, and Oli about the fact that some leaves that he has will cure the poison. You will lose supplies and morals both ways. Ask for man's hand. Choose another option. Insist on finding a different path. You lose a day, but Morale gets better. — (IT) MR PRESIDENT, I WOULD LIKE TO Your explorers find a hole in the You can: Ask what's in the hole. Push the problem once to get a Kyn buckie. Ask Sparr for answers. You still have to choose something else. Warn the Crows to stay away from the hole. Nothing happens. Ahoy godstone. Some children in the trailer begin to joke with the stone of God, creating a mound. You can: tell them to throw it out. Nothing happens. Kick the mound they're building. Under the mound you will find a Sloydings tool. Give them a stone to add to their mound. Morale improves. IMPORTANT DECISION. After hitting a village, Dytch will tell you that the banners between the dredge nearby come from Einartof. If Krumr's at your party, he'll insist on going for a look. You can: Go help them. You'll face a battle with a few dredges, and after winning you'll recruit Fasolt, a familiar face of The Banner Saga. You'll also get 25 supplies and 7 Varts, resulting in a conversation between Bolverk and Fasolt. Refuse to go with Krumr. Disappears. IMPORTANT DECISION. After leaving the village it becomes obvious that the caravan needs to hurry and you will not be able to slow down for the weak and vulnerable. You can: insist that anyone who can't fight stays behind. Gudmundr will protest against this, and if you press the point he will leave the caravan to protect his people. All clans will leave your caravan. Tell those who can't fight to leave the fight to the pros. IMPORTANT DECISION. The armed dredge approaches the caravan, and Sparr offers to repel them. You can: Leave it. You will lose twelve Fighters and Sparr will leave. Send a dozen fighters to keep the dredge at bay. Load the dredge. Get 5 Renowns and get into battle. Keep the caravan together, repelling attacks whenever you can. If you recruited Fasolt, Bolverk points out that the dredge may not want to fight. You're going to walk to the right. Earn 10 Fame. — (IT) MR PRESIDENT, I WOULD LIKE TO The Stonesinger begins to buzz his strange language, upsetting the entire caravan at a bad time. You can: Ask Zelf what he's doing. Banging the Stonesinger's head against the cart. Soon after, a battle with the dredge follows. The Gloomwardens in this battle can make it rather brutal. I recommend trying to drop them first, if you can. Let him sing. You've still got a fight, but the Stonesinger will help you in battle by taking Armor away from your opponents. Alternatively, if the Stonesinger didn't survive Chapter Eleven, you'll get a fight no matter what. IMPORTANT DECISION. If he's at your party, Ekkil rushes forward to hire a group of dredges emerging from a crack. If Ekkil isn't there, Oli does. You can: Send fighters with him. You lose 12 Fighters, and Ekkil looks like he's gone. Oli suffers the same fate. Follow his charge. You lose ten Fighters, and Ekkil is in the next battle. Ignore it tries to get around. - Another battle is coming, although this is a little different, as you have to release a bunch of ice behind your position while you're slicing the dredge. This is quite easy - just turn and start destroying the ice. As long as you have a decent party halfway, preferably with Bolverk doing double duty, you should be able to destroy the ice before the dredge can even reach you. Note that Bolverk's Cull the Weak move works on ice, although I'd say his two-attack per-lap course is ultimately a bit faster. — (IT) MR PRESIDENT, I WOULD LIKE TO If he's still around, Krumr will tell a little story about an ambush. You can: ask what it's coming to. Krumr will ask the fighters to deal with the situation. You lose 12 Fighters. Say you wouldn't risk any more fighters. Tell him to shut up. Old Ford Upon arrival at Old Ford you will see some scenes, and depending on your choices before, the various Ravens who took off during the trip here may or may not return to fight another day. Gudmundr and his people will come back to you if you have abandoned them before, although there are far fewer Clansmen than before. If you let Sparr go, he'll be back. Ekkil left if you let him get away. Oli, on the contrary, will return to the field - and bring 5 Fighters with him. Assuming Krumr was at your party and you let him go check out Einartof's banners without accompanying him, he'll show up here with Fasolt, and you'll have your conversation with the beaten varl at the Old Ford instead. Likewise he will return if you let him go shortly before he reaches Old Ford, and bring all the Fighters back with him. Look around old Ford. There is a market, as well as two buildings that you can click on labeled houses and volunteers. You can choose to spend time on one of them, but not on both. Volunteers don't seem to be doing much, but choosing Case will plant barricades in the next battle, with some archers providing cover fire. Prepa your troops.... and after a conversation with Folka, you'll get another battle against the Sundr Eyeless. Take out your poor late friend first (no spoilers) to make Eyeless appear on the battlefield, then slowly press forward, killing the dredge. This will give eyeless fodder for possession, although every time you twist the dredge is possessed, the great Sundr will reappear. You might have an easier time (even if it's not such a tough battle) by first having the other dredge, then insecding the super weak initial host, then joining Eyeless. Be carefull Eyeless can, and will, own your fallen characters. He tries to overcome the fight with as few casualties as possible to limit his possible hosts. Once you defeat Eyeless you have the chance to kill her by pressing forward or using the opportunity to escape to Maraharr. If you choose to finish Eyeless you have to head to the top right side of the battlefield (I hope you're already there) and tear his body to pieces before he can get up. He has no armor, so a shot from a strong fighter will do Makeup. More dredges will show up to defend Eyeless, so if your team is sick, I strongly suggest you have a character right next to its generation point. You'll get the Sunder Sunder result to kill Eyeless. Chapter Fourteen Main Walkthrough

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