
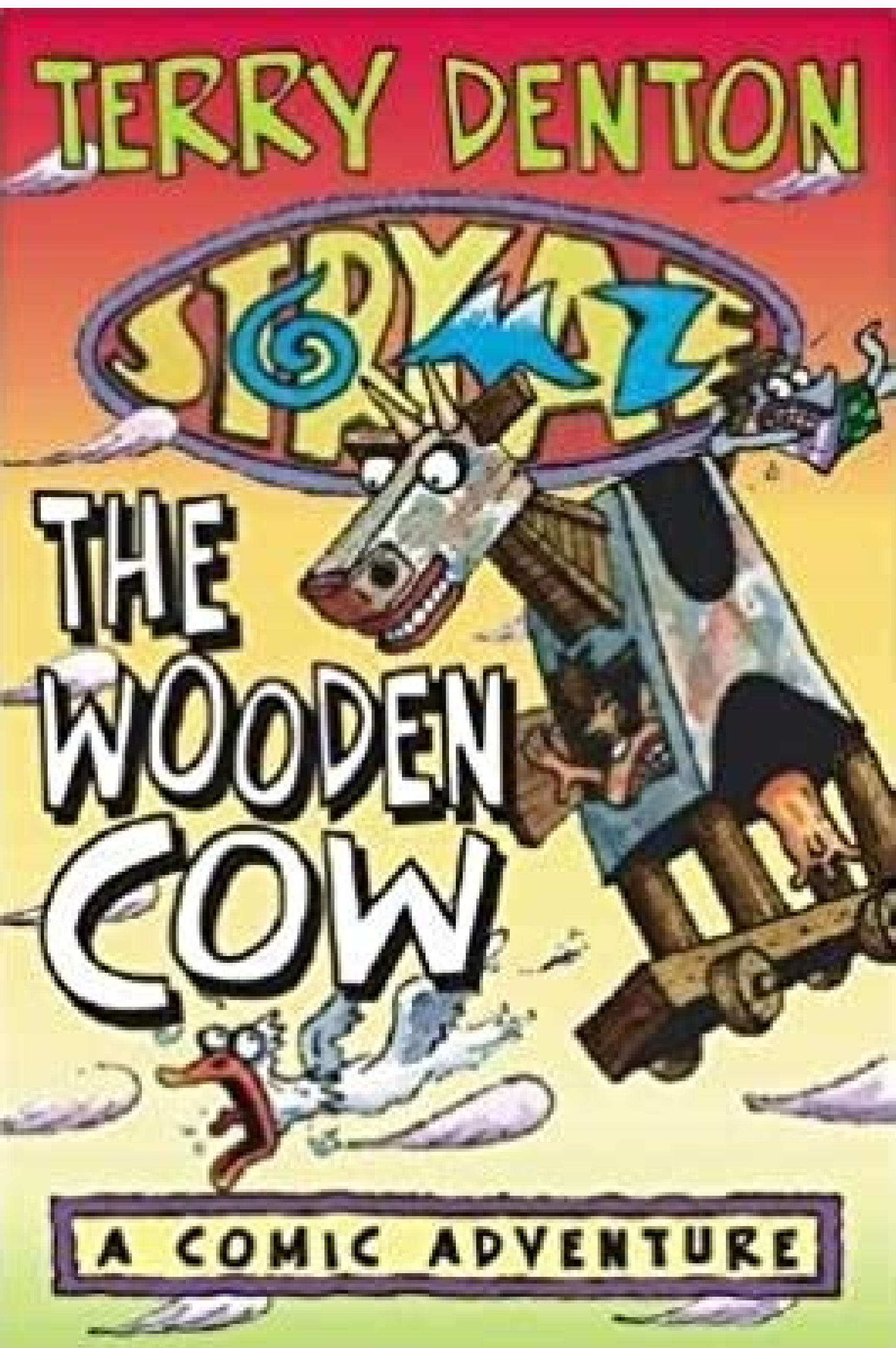


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Fun fact, standing on Frozen blood actually confers this bonus to both Necromancer and Hydrosophist Skills! Winning!Savage Sortelige - This Talent is a must for any Mage Build and will allow your Skills to Critically Hit. If you're up for a really cheesy time be sure to try it out.Be sure to check out our other Build Guides! Good luck Sourcerers, Rivellon is counting on you! The bonuses you gain from Abilities in this game are somewhat different than the original, so it's easy to see why people can get confused. You want to fight on Ice ALL the time if you can.Bless really helps to keep your Ice from being messed up by Cursed Fire, but few people realize that it actually gives you the following bonuses and protections. Can be Frozen with Global Cooling, which has tons of uses.Shackles of Pain - This skill is an excellent way of controlling the battlefield, as the AI in the game doesn't like to hit you if you have this on one of them. Ranger? Ice Fan and Hale Strike can work well here.If you find the enemy using Cursed Fire on the battlefield often and mucking up your style of play, slot the Bless skill once you get it. Let's jump into this Build and see just how it works.Crystalline Cleric - Warrior/Mage BuildThe Crystalline Cleric is a hybrid Warrior/Mage Build that leans a lot more to the Mage side of things in the offensive department, only with the defensive capabilities of a Warrior. Mage? Can be acquired by dropping a Source Orb into your Armour.Ice Breaker - This skill doesn't gain any benefit from Intelligence or Strength, only Hydrosophist seems to increase its (non-critical) damage, etc. Between this and Armour of Frost you should rarely take any damage.Grasp of the Starved - This skill when properly used deals insane damage and will all but 1 shot most enemies in its AoE. Divinity: Original Sin 2 has been out for several months now, and one of the major issues players are having with the game is Builds. Also heals you for a decent amount of Vitality, which is nice.Decaying Touch - This skill has very limited range but can deal good damage and set decaying, which allows you to damage enemies with healing. It's also a good idea to do the same for any other melee type characters that may need to move through the Ice to attack as well.This Build does very good damage with Water-based Skills due to the high Intelligence and high Hydrosophist, so feel free to slot more of these if you find they are helping you (especially early on when you can't get all the Skills listed above). It only costs 1 AP and will allow you to return to business as usual. Players can choose either if they wish, but I would recommend the Wand early on.My Weapon and Shield. Because of this, the only other way to increase the damage of it is to increase your Critical Modifier (Warfare does not increase the damage although it is Physical). In order for healing to Critical Strike you must have the Savage Sortelige Talent, so be sure to get this in Act 2 to boost your damage, this enemy type. You can also increase the damage by upgrading your Shield.Defective Barrier - A great skill for buffing your Physical Armour and also dealing some damage to enemies. This is because they will have more Magic Armour buffs, and more effective ones, so they will be able to replace it more rapidly. Can also be used on Undead to mess them up pretty good (deals damage to their Physical Armour). Be sure to alternate between Rain and Raining Blood to keep the battlefield covered in a freezeable surface and to keep up your Elemental Affinity Talent. Healing Skills cannot Critically Strike your opponents without this, so it is an absolute must in Act 2 when you start getting some decent Critical Chance.Hothead - This Talent is really good with this Build because it will increase the Critical Chance of Necromancer and Hydrosophist Skills, including healing. Crystalline Clerics are probably one of the best, if not the best Support characters in the game because of this and their ability to heal.Lastly, this Build is just a powerhouse in Lone Wolf, as many Builds are. You should never be below max health, and it's easy enough for you to restore it should any be missing.The Pawn - The Pawn will allow you to get where you need to go, and you need to be in melee range as often as you can later on in the game. You won't use this one often, but you will use it.Winter Blast - Deals really good damage for 2 AP in an AoE that ignores teammates and also Chills enemies. Crystalline Clerics will also want enough points into Strength in order to use Strength-based Armour, and enough points into Constitution in order to use a good Shield.Crystalline Clerics will use a mix of Armour types, giving them a good balance of both Physical and Magic Armour, slightly favoring Physical if possible. Alternate between Raining Blood to keep Elemental Affinity at all times.Restoration - A good early game heal that can remove a couple of Status Effects. If Warfare ever effects "healing damage" in a later patch this Build will become godly...Bone Smasher is Undead.Be sure to combine the Boots you are wearing with Nails to prevent yourself from slipping on Ice. Since Builds evolve over the course of the game, I'm going to put the Skills in order from earliest obtainable to latest, because you won't be able to get them all right way.Hydrosophist SkillsArmour of Frost - The best way to buff your Magic Armour and also removes a variety of Status Effects. It also provides an Intelligence bonus, which is a plus. Has very good range (13 meters) which is nice. Buffs Physical and Magic Armour in addition to increasing your damage by 15% for 1 turn.Final TipsHealing deals Physical Damage to Undead and Decaying targets and it doesn't scale off of any Attribute, only Hydrosophist and Character Level. This Build is very versatile and you can deal a mix of Water or Physical Damage with fairly good results. Not bad for 1 AP and 1 SP.Always attack the Armour type that is weakest if you can, and Freeze enemies if their Magic Armour is low, instead of trying to "heal them to death". Good for freezing small sections of the battlefield you can use for Ice Breaker or Chrotherapy.Mass Cleanse Wounds - A great AoE heal that removes a ton of Status Effects and heals for a good amount. Since the game is can be rather difficult early on, this has come much more into focus than one would expect. Can also Freeze blood which reduces the cost of both Necromancer and Hydrosophist Skills.Healing Ritual - A good group heal with some range, that also will hit Undead and Decaying targets for damage if they are nearby as well. In Act 1, players will get Hydrosophist to 2, Necromancer to 2 and then Warfare to 2. One-Handed Weapons will allow you to make Attacks of Opportunity if you take the Opportunist Talent, which don't particularly hit that hard as a Cleric because of the lack of Strength. Works well when paired with Global Cooling.Necromancer SkillsBlood Sucker - This is a great pick up early on as it's a good cheap heal for 1 AP. If you decide to take this Build to Lone Wolf it will get much, much more use.Global Cooling - This skill doesn't do a whole lot of damage no matter what, however it can freeze multiple enemies that have no Magic Armour. I like to drop in them in a 3:2 ratio until Hydrosophist is maxed and then continue placing points into Warfare. However, you will need to be close to your opponents anyway to be able to use Decaying Touch, and many of the short-range heals you have, so it will provide you some extra damage. For 4 AP and 3 SP you get a skill that deals insane damage to all targets in a huge AoE, sets Diseased and Decaying, then does it again for 2 more rounds.Warfare SkillsBouncing Shield - This skill works really well with this Build because it doesn't scale off of Strength, only Warfare, which you will have a lot of. Be sure to use in areas with lots of Blood to maximize damage.Blood Storm - Might be the single deadliest skill in the game. Learn how to use this and predict enemy behavior when applied.Bone Cage - A great skill for buffing up your Armour and the more dead bodies around the better. I like to use this turn 1 or 2 of any engagement to get the best results.Phoenix Dive - This skill is useful for closing the gap to enemies. Let's take a look at what Abilities and Talents you need for a Cleric.Crystalline Clerics have one of the simplest ability distributions in the whole game, however, it can be varied a bit here and there to personal taste. Points into Scoundrel will also help, but they are just a bonus if you can get them.On the Weapons front, Crystalline Clerics can use either a Water Wand or any One-Handed Weapon. Can also damage Decaying enemies. A non negotiable Skill for this Build. You can defeat entire encounters solo without this Talent, so when you add this it just become unfair. Only costs 1 AP and can take out Decaying or Undead rather quickly if you are in melee range. Critical Chance is extremely useful to this Build because Critically "Hitting" is one of the few ways you can increase your damage with healing. Then players should place points into Hydrosophist and Warfare as they see fit. What Build do I use? Also clears Status Effects.Cryotherapy - An excellent way to regain Magic Armour quickly since you'll be on Ice often. Because Undead take Physical Damage from healing, Clerics are especially deadly vs. Players can also put 1 more point into Necromancer if they wish to use Blood Storm and Grasp of the Starved, which are both extremely good, but not required. The upside to using the Wand is that you will have an extra ranged attack, which you will most likely need in the first half of the game while your skill selection is more limited. Only costs 1 AP!Cleanse Wounds - A very good heal with an extremely short range. They crank their Hydrosophist Ability to the max and make excellent use of their heals to support their party and to damage opponents. It's easy to get spread too thin, and often people make the mistake of not spreading points around enough. Raining Blood - A great way to help get use of Elemental Affinity if you need and also helps to ratchet up the damage of Grasp of the Starved. You won't need it if you took Tactical Retreat, but you'll want at least one of these for sure. It's really a good idea to have a Shield with Reflect melee damage, because you want to soften up enemies to be able to Freeze them with Global Cooling or any other Water Spell.Crystalline Cleric Talents and AbilitiesOne of the hardest parts about making a Build in Divinity: Original Sin 2 is getting your Abilities distribution correct. This will be extremely powerful in this Build because of high Hydrosophist Ability.Rain - Use this skill to create wet surfaces to freeze with Global Cooling and to get Elemental Affinity. What's a good Build for a Warrior? The Crystalline Cleric does a mix of Water and Physical Damage to its enemies and is especially deadly against Undead (as a Cleric would be). They use tons of Armour buffs to prevent damage, and hound their targets with relentless fury.Crystalline Clerics might be the "tankiest" Build in the game as they have access to every heal in the game and nearly every Armour buff. 1 point into Huntsman for First Aid is also good, and 2 points if you want Tactical Retreat, which is very useful to any Build.Consider dropping a couple points into Huntsman to get both of these Skills, which are really useful to this Build.As far as Talents go I'd recommend the following:Elemental Affinity - This Talent works extremely well with this Build because you can cast Rain for 1 AP immediately, or use Raining Blood for 2 AP, or use Flesh Sacrifice for 0 AP. Crystalline Clerics should look for Armour with Hydrosophist, Warfare, Intelligence, Wits and Critical Chance in that order for best results. Crystalline Clerics also use Hydrosophist Skills to Chill, Freeze and kill, depending on what type of Armour they are facing. You can drop some Hydrosophist if you want more Warfare, but I enjoy the high Water Damage and Healing "Damage".Crystalline Cleric Attributes and EquipmentCrystalline Clerics focus on Intelligence to increase the damage of their Necromancer and Hydrosophist Skills. Crystalline Clerics should start putting points into Wits once Intelligence is nearly maxed to help increase their Critical Chance. It isn't required, but it's definitely a solid choice.Crystalline Cleric SkillsNow that you've decided which Talents and Abilities you want, you'll need to identify just which Skills work best with this kind of setup. Crystalline Clerics will use a mix of Hydrosophist Skills, Necromancer Skills and a few Warfare Skills to deal damage and buff/heal their teammates. Healing costs almost no AP when you are standing in water or on ice, which you almost constantly are. Combine it with Raining Blood to deal good damage or get a good heal.Mosquito Swarm - Deals decent damage and sets the Bleeding Status Effect. In short, this Build is extremely versatile and durable.My level 16 Cleric. Don't be afraid to use a "leap" skill to move and "start over" if where you are standing is too much of a disaster to be saved. This requires a point in Scoundrel though, so keep that in mind.Living Armour - Since you have extremely powerful heals with this Build, this can work really well to help restore Magic Armour. In this Build Guide were going to cover the Crystalline Cleric. Will put you in range to use Decaying Touch and Cleanse Wounds.Challenge - As of February 1st, 2018 this Skill now only costs 1 AP, making it viable for nearly every Warfare oriented Build.

17/7/2020 - Divinity Original Sin II allows you to choose which armor pieces you can add to your build. If you are keen on your armor builds, then you know how important each item would be for your set. Here, I will be explaining the top 5 Amulets and where to find them! 1/4/2020 - As promised here is the next Divinity: Original Sin 2 Enhanced Edition Build Guide, which is an Undead Summoner/Tank Build that can withstand all kinds of punishment while your other party members are free to spend their Action Points attacking without fear of retribution. There are many Builds you can make in Divinity: Original Sin 2, and in this Build Guide we're ... 1/4/2020 - As promised here is the next Divinity: Original Sin 2 Enhanced Edition Build Guide, which is an Undead Summoner/Tank Build that can withstand all kinds of punishment while your other party members are free to spend their Action Points attacking without fear of retribution. There are many Builds you can make in Divinity: Original Sin 2, and in this Build Guide we're ... 27/8/2019 - Divinity Original Sin 2 took the world of RPGs by storm when it first released, rushing to Twitch's front page and taking a solid place as one of the best isometric games available. However, for those who have already delved through every dungeon and beaten every big bad, here's a list of what to play next. 20/12/2019 - Find out which builds are the best in Divinity Original Sin 2. (Top 10) Divinity Original Sin 2 Best Builds Skip to ... 2. Necromorph Build ... Guns are the main weapons in Valorant. Without it, you could just say goodbye to your chance at victory. This easy guide will teach you how to buy guns in the game. How to buy guns in ... 14/9/2017 - She suggested he take the power of Divinity and use it to restore the Eternals. She said he could seal the God King on the other side of the Veil, saving the Eternals from the Void. In the Crypt of Lucian, persuade Fane to support your claim to divinity, or support him to be next divine. (or kill him if he refused to support you.) 20/1/2018 - Crystalline Cleric Talents and Abilities. One of the hardest parts about making a Build in Divinity: Original Sin 2 is getting your Abilities distribution correct. It's easy to get spread too thin, and often people make the mistake of not spreading points around enough.

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