

Insignificant Little Vermin: Walkthrough

You shouldn't have many problems fighting your way out of the mountain. This document will help you explore the most with the least amount of risk.

General tips

- Talk, examine and watch. You're actually not in a hurry.
- In general, up means towards escape and safety, down towards danger.
- Heed the warnings from your party members.

General fighting tips

- Save your stamina for the worst, like when you're off balance and under attack. If things aren't going well and you have stamina to spare, use it to deliver a decisive blow.
- Try to get your opponents off balance or (better) on the ground, especially if you have another party member with a weapon. They can deliver the blow for you.
- Don't be afraid to use the same move two times in a row. The fact that your last slash missed doesn't mean that your returning slash will, too. Also, it's probable that the combat situation has changed since then.
- Take out the weaker opponents first — they will go down more quickly and then they can't deliver blows to you or your party members. Also, they will drop weapons that your unarmed party members can take.

First fight

- Act quickly and decisively. Minimize the time during which your opponent has a sword and you don't.
- Get Agruth on the ground.
- Do not try and leap on Agruth once he has his sword in hand.
- After the fight, search Agruth.

Exploration

- The following is just one way to go about exploring. It is not necessarily better than any other way. In fact, some of the tips below will minimize the fun parts of the game. You've been warned.

- Head to the Underground Church and to the altar.
- Take the spear and wait for the ceremony. If you have a chance to interrupt it, don't.
- Sneak back and ascend through the passage.
- In the circular room, take the goblin's shield. If he wakes up, snatch it. Throw the spear first, then try to kill him fast.
- You now have 2 weapons and a shield. Talk to Briana and learn about Orcthorn. Go back to Agruth's corpse, and head towards the slave quarters.
- Kill the sadist slavers. You now have 2 spears.
- Enter the door and fight with the mad guardian. Try to trip him and strike from above.
- Search and take the Orcthorn.
- Go out and to the war forges. Look around and watch the workers.
- Go to the smelter. Look around. Throw the spear.
- Go to the smelter, then through the smooth passage and up to Upper Door.
- When fighting the guards, take note of the pursuers from behind. If you take too long, they will catch up with you and kill you.
- Congrats, you're not that insignificant after all.

Thanks for playing *Insignificant Little Vermin!*

— Filip Hracek, 23 September 2017