The Secret World Guide to Solomon Island by Lea

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If youâ€™ve delved this far into The Secret World, then you know that itâ€™s a very dangerous place. However, no place is more dangerous than the myriad of dungeons scattered across the globe. In order to get an idea of what to expect in these hellish abysses, proceed through The Secret World guide to the Polaris, a ghost ship sailing around Solomon Island.

Your team is dropped off in the vicinity of the shipwreck along the islandâ€™s coast. Itâ€™s as dark and gloomy as you should expect, and it wonâ€™t be long before you encounter your first Draug. These monstrosities come in warrior variants that can hit like a truck or sorcerer varieties that create more Draug and summon storm clouds. What really makes them dangerous is that theyâ€™re never alone; wherever a Draug is, a troop of zombies isnâ€™t far behind.

Continuing through The Secret World guide, youâ€™ll come across an environmental hazard: electronically-charged water. This will prove troublesome because as lethal as it is to you, the electricity has no effect on the undead. In fact, they tend to wallow in it. Anyone on your team who likes to talk with their fists, hammers or swords will find themselves in trouble soon enough. Thankfully, if youâ€™re unprepared, you can change your skills around by visiting any of the Anima Wells located sporadically throughout the dungeons.

After passing through the treacherous water and climbing over a small cliff, your team finally reaches the actual shipwreck and its scattered cargo. Itâ€™s here where youâ€™ll face your first boss, a monstrously clawed beast seemingly made out of coral. Called the Verangian, itâ€™s a formidable yet cowardly foe that periodically disappears into the water while summoning zombies to its aid. After taking enough damage, itâ€™ll eventually flee to a new area and alter its strategy by electrifying the water. Itâ€™s then up to your team to take it down from afar by hopping on the crates littering the battlefield.

Defeating the Verangian opens a path to a sealed box that contains valuable loot for your team. Unfortunately, itâ€™s locked and can only be opened with a special code. Dungeons described in this The Secret World guide wonâ€™t just test your combat prowess, but your puzzle-solving abilities as well. The code for the crate will require you to think outside the box, though The Secret World leveling will let you know that the solution can be found scrawled right on the shipping container itself. Future puzzles will be far more complicated; some may even require you to snoop outside the game proper to solve them. In this case, itâ€™s possible to find an online shipping manifest for the Polaris that contains the code for both this crate and others as well.

The climax of the Polaris dungeon is reached once your team faces the Primordial Dweller, a horror that bears a strong resemblance to a certain dreaming god from the sunken city of Râ€™lyeh. The encounter will raise more questions in your investigation and deepen the mystery of Solomon Island, but that will be a story for another time.

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