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Dungeon siege 2 review. Dungeon siege 2 tips.

===== DUNGEON SIEGE II ^^^ SECONDARY (SIDE) QUESTS GUIDE ===== AUTHOR: PAUL MICHAEL (VHAYST) CONTACT: vhayst@gmail.com/TABLE OF CONTENTS]00AA -- [VERSION HISTORY]00AB -- [COPYRIGHT]00AC -- [AUTHOR'S NOTE]00AD -- [GAMEPLAY TIPS]00AE -- STICK TO ONE CLASS AS EARLY AS POSSIBLE! AD02 -- HAVE THE ABILITY TO HARVEST POTIONS! AD03 -- KNOW YOUR ENEMY! AD04 -- CHECK YOUR EQUIPMENT AD05 -- AVOID GETTING "OUTFLANKED" AD06 -- TAKE NOTE OF PECULIAR AREAS! AD07 -- SUMMON TOWN PORTAL AD08 -- THE MAN-EATER TREASURE CHEST (OR MIMIC) AND THE LEVEL 100 ??? MONSTER AD09 -- CHECK THE AREAS THOROUGHLY!00AA -- [Q & A] #01 WHY DO I NEED TO DO SECONDARY QUESTS? #02 I HAVE ACCESSED TO A SECONDARY QUEST BUT IM STILL UNDER THE RECOMMENDED LEVEL. CAN I STILL DO IT? #03 DO SIDEQUESTS DISAPPEAR AFTER TIME? #04 THE QUEST NEEDS ME TO HAVE A SPECIFIC CHARACTER. SHOULD I DISBAND ONE OF MY CHARACTERS AND TRAIN THE NEEDED CHARACTER? #05 I LOST THE ITEM I SCREWED! AIM I SCREWED!? #06 I HAVE VISITED THE PLACE YOU MENTIONED IN YOUR GUIDE. WHY IS THERE NO PROMPT OR EVENT LIKE WHAT YOU DESCRIBED DIDN'T HAPPEN? #07 I ALREADY FOLLOWED EVERY STEP IN YOUR GUIDE. I AM SURE THAT ALL THE REQUIREMENTS ARE MET BUT STILL. 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Look for the path that goes south and find a Bone-Sapphire of the Elves to Laenne in the town of EirulanDetails: Talk to Laenne above the Eirulan Pet shop. Take the spiral path upwards. Teleport to the Elven Shrine and make your way to the first part of it (where you first took the platform down) and look for a secret button in the west wall. You just need to put colored stones to the appropriate sockets. Put a green stone on the green socket and go down. Push the button on the wall to open the other side of the room. Put the yellow stone to the yellow socket. Pick another yellow stone and two red stones. Go down. Locate a button in the wall to open yet another side of the room. Put a red stone in the socket and get two purple stones. Put one purple stone on the socket to open another secret area in the room. Then put the stones in the the following order: YELLOW, RED, PURPLE. Take the lift up and grab the Lost Sapphire. Teleport back to Eirulan and return the Sapphire to Laenne to complete the quest. ++++++ AF05 -- The Kithraya Hive ++++++ Intended level: 13 * Destroy the Kithraya hive queenDetails: When you first visit the Falls, go past Fenella's house and take the lift down. Go across the bridge (the spirit there is part of another sidequest) and take the lift up in the other end. Enter the house and talk to Tamari to initiate the quest. Lower the bridge so that you can return to her easily later on. When you're near the exit of the Lower Kithraya Caverns, you'll find a path splitting south. Take the path and fight your way to the Queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's head to end the quest. ++++++ AF06 -- The Hak'u ++++++ Intended level: 7 * Find the hidden rear entrance to the Hak'u caves * Rescue Hesia's daughter Tanzi * Speak with Hesia in the Eirulan infirmaryDetails: During the Morden Towers main quest, you will stumble upon a Mordan fighting a Hak'u. Talk to her to get her request to save her niece, Tanzi from the clutches of the Hak'u and activate the quest. Past the 3rd Morden Tower, head west to find the hidden entrance to the Hak'u caves and fight your way to free Tanzi. After completing the Morden Towers quest and gaining access to the Eirulan infirmary, talk to Hesia, Morain and Tanzi to end the current quest and activate the second part. ++++++ AF07 -- The Hak'u - PART II ++++++ Intended level: 14 * Enter the crypt described by Master Thestrin * Solve the Guardian of the Crypt's riddleDetails: As soon as you quest to find the four stelae of the Azunites begin, head down the camp and defeat the first guardian. Just above the stairs is a tower with a lift heading down. Take it and talk to Master Thestrin to get this quest initiated. He will ask you to visit the crypt and solve the puzzle. It is located southeast of the camp. If you want to, you can head back and find the crypt. Dont open the doors however. It contains a lot of Azunitic undead, levelled 28. Speak to the statue and quest the proper order of the gods mentioned. If you guessed incorrectly, level 16 monsters will appear. Its a good way to farm EXP, gold and items. You even have the chance to get rare items. I think you can do this 4-5 times. If nothing appears even if you intentionally answered incorrectly, that means its enough. Answer the statue in this order. (3-3-1-1) The backdoor containing the sword will open, guarded level 28 undeads. You can rush in, grab the treasure and run away. Return to Thestrin and get your reward. You need however, to keep the sword if you want to finish the second part of the sidequest. You will get some chants as reward but keeping the sword will net you insults from him. Just ignore his babblings and keep the sword. ++++++ AF12 -- The Imprisoned Half-Giant ++++++ Intended level: 19 * Talk to the soldiers about releasing Sartan once Windstone Fortress is safe * Talk to the newly freed SartanDetails: Upon entering Windstone Fortress, you will find Sartan imprisoned in a pit. Talk to him to get this quest started. After you successfully activated the Azunitic artifact you have acquired and finished the scene where the blocked path in the north is opened, there is a path west heading upwards. Take that to enter the other part of the Garden of the Ancients. The spirit should be above the hall. An incantation shrine is also nearby. 13. The spirit in the Eastern Plain of Tears is just a bit past the teleporter. The incantation shrine is a bit further in the northeastern path. 14. 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Teleport back to Eirulan and return the Sapphire to Laenne to complete the quest. ++++++ AF05 -- The Kithraya Hive ++++++ Intended level: 13 * Destroy the Kithraya hive queenDetails: When you first visit the Falls, go past Fenella's house and take the lift down. Go across the bridge (the spirit there is part of another sidequest) and take the lift up in the other end. Enter the house and talk to Tamari to initiate the quest. Lower the bridge so that you can return to her easily later on. When you're near the exit of the Lower Kithraya Caverns, you'll find a path splitting south. Take the path and fight your way to the Queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's head to end the quest. ++++++ AF06 -- The Hak'u ++++++ Intended level: 7 * Find the hidden rear entrance to the Hak'u caves * Rescue Hesia's daughter Tanzi * Speak with Hesia in the Eirulan infirmaryDetails: During the Morden Towers main quest, you will stumble upon a Mordan fighting a Hak'u. Talk to her to get her request to save her niece, Tanzi from the clutches of the Hak'u and activate the quest. Past the 3rd Morden Tower, head west to find the hidden entrance to the Hak'u caves and fight your way to free Tanzi. After completing the Morden Towers quest and gaining access to the Eirulan infirmary, talk to Hesia, Morain and Tanzi to end the current quest and activate the second part. ++++++ AF07 -- The Hak'u - PART II ++++++ Intended level: 14 * Enter the crypt described by Master Thestrin * Solve the Guardian of the Crypt's riddleDetails: As soon as you quest to find the four stelae of the Azunites begin, head down the camp and defeat the first guardian. Just above the stairs is a tower with a lift heading down. Take it and talk to Master Thestrin to get this quest initiated. He will ask you to visit the crypt and solve the puzzle. It is located southeast of the camp. If you want to, you can head back and find the crypt. Dont open the doors however. It contains a lot of Azunitic undead, levelled 28. Speak to the statue and quest the proper order of the gods mentioned. If you guessed incorrectly, level 16 monsters will appear. Its a good way to farm EXP, gold and items. You even have the chance to get rare items. I think you can do this 4-5 times. If nothing appears even if you intentionally answered incorrectly, that means its enough. Answer the statue in this order. (3-3-1-1) The backdoor containing the sword will open, guarded level 28 undeads. You can rush in, grab the treasure and run away. Return to Thestrin and get your reward. You need however, to keep the sword if you want to finish the second part of the sidequest. You will get some chants as reward but keeping the sword will net you insults from him. Just ignore his babblings and keep the sword. ++++++ AF12 -- The Imprisoned Half-Giant ++++++ Intended level: 19 * Talk to the soldiers about releasing Sartan once Windstone Fortress is safe * Talk to the newly freed SartanDetails: Upon entering Windstone Fortress, you will find Sartan imprisoned in a pit. Talk to him to get this quest started. After you successfully activated the Azunitic artifact you have acquired and finished the scene where the blocked path in the north is opened, there is a path west heading upwards. Take that to enter the other part of the Garden of the Ancients. The spirit should be above the hall. An incantation shrine is also nearby. 13. The spirit in the Eastern Plain of Tears is just a bit past the teleporter. The incantation shrine is a bit further in the northeastern path. 14. The Find Private Nolan -- Find Private Banos -- Find Private Caiden -- Speak to Squardon Leadeo 00AH -- [SECONDARY QUESTS // ACT II] AH01 -- Dwarven Song of Ore AH02 -- The Lore of Aranna AH03 -- The Lost Jewels of Soranith AH04 -- The Legendary Mace of Agarrus AH05 -- The Mage's Apprentice AH06 -- The Kalrathian Nexus AH07 -- The Morden Riders AH08 -- Vik's Vengeance00AI -- [THE MYSTERIOUS MYSTERY SUBQUEST] AI01 -- WHAT YOU NEED AI02 -- WHAT TO DO AI03 -- The Mysterious Mystery CaveCREDITS00AA -- [VERSION HISTORY]V1.0 -- Finished main guide (8:53 AM 1/27/2007)00AB -- [COPYRIGHT] This document is copyrighted to me, Vhayst. It is intended for --PRIVATE--use only. It cannot be used in ANY form of printed or electronic media/information in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law. This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies. -----00AC -- [AUTHOR'S NOTE] -----Welcome reader to my Secondary Quests Guide for Dungeon Siege II for the PC. Although I haven't played the first one, this sequel is definitely one of the great titles ever to come for PC gamers. Everything on this guide is made entirely from my experience while playing the game. And I don't expect anything to be perfect. If you have any tactics or strategies that works for you better, then do it. Another thing is that this is just a GUIDE. Its not a mandate or anything todicrate what you need to do. But rather, this is made to help you decide what you really want. If you have questions and suggestions, kindly email me. I will gladly replty them whenever I can. But if the question has been answered or can be found within this guide, your email will be humbly ignored. Mindless insultrous unconstructive criticisms will be posted in the next updates with similarreplies. -----00AD -- [GAMEPLAY TIPS] -----AD01 -- STICK TO ONE CLASS AS EARLY AS POSSIBLE! -->There are four classes in the game. We have Fighters, Rangers, Combat and Nature Mages. Though specific skill sets and weapons can also create specific sub-classes. If you need more info, you can check my Character Classes guide, that can be found probably on the same gaming site you found this guide. Sticking to one class will make your character more efficient by specializing in one or more fields, defining the character's role. Also, changing weapons or skills will greatly affect your character's growth. AD02 -- HAVE THE ABILITY TO HARVEST POTIONS! -->This is invaluable, specially in the early parts of the game where money is scarce and you need to increase your chances of survival. Having a ranger and/or a mage that can harvest from certain bushes is a great help. Also, increasing the specific skills for harvesting yields larger potions for your perusal. AD03 -- KNOW YOUR ENEMY! -->Before you jump into battle, take some moment to mouse over your target. This is will give you at least a small time to check what are the strengths and the weaknesses of your enemy. This will give you the chance to adjust your spells and attacks as needed. AD04 -- CHECK YOUR EQUIPMENT -->I think this is a given knowledge already. All gamers know the importance of upgrading your party's equipments. Just take note of the attribute bonuses the equipment gives and to what character class is it more beneficial. (ex: A fighter does not need +intelligence bonuses but mages do). AD05 -- AVOID GETTING "OUTFLANKED" -->Well this basically means avoid getting mobbed or attacked from all sides. This can mean quick and sudden death to your party, specially for mages and rangers. You would need to have a "pincer" or something like that when fighting a huge crowd. You would want to have your fighters hold the opposition at a distance while your rangers support fires and your mages cast their spells. AD06 -- TAKE NOTE OF PECULIAR AREAS! -->Taking note of strange places helps a lot specially when doing sidequests. This will save you time finding them when you need them later on. AD07 -- SUMMON TOWN PORTAL -->This is a invaluable spell. It allows you to return to town and return to the same place where you summoned the portal. This is good when fighting bosses and looting. The portal stays until you restart the game or summon another portal in a different location. Only one portal can be active at a time. AD08 -- THE MAN-EATER TREASURE CHEST (OR MIMIC) AND THE LEVEL 100 ??? MONSTER -->In several occasions, when you try to open an innocent looking treasure chest, it will start to move and start attacking your party. You need to dispose of it immediately or you will be dead before you know it. It is tough and annoyingly powerful. Special attacks and ranged attacks are your best bet here. Just let your fighters get beaten or knocked unconscious. Dont bother healing them, they'll just die in an instant anyway. Dont worry, this monster drops a large amount of loot in all types and sizes. -->Time to time, when you have acquired several magical items, a Level 100 Hak'u which looks like a monster with the same ??? will pop up from nowhere and will attempt to steal your items, lying in the ground. You can make him drop good rare items by attacking him or better, punning him with high powered spells or special attacks. You cannot kill him though. He's just there you drop items for. Dont miss the opportunity when you encounter him. AD09 -- CHECK THE AREAS THOROUGHLY! Most dungeons have secret buttons or levels cleverly hidden from view. Fortunately, the map shows these buttons as blue dots in the walls. Make sure to have that character in your party, that character to touch the lever, chest or talk to the NPC's. Also take note that if it's not happening, check the order of events as described in this guide, the steps needs to be done IN ORDER.#01 WHY DO I NEED TO DO SECONDARY QUESTS? -->Items and experience, my friend. Rewards from completing secondary quests are oftentimes rare and set items. Not to mention a good amount of gold, skill points and the like.#02 I HAVE ACCESSED TO A SECONDARY QUEST BUT IM STILL UNDER THE RECOMMENDED LEVEL. CAN I STILL DO IT? -->Yes you can. If you are just 2-5 levels lower than the recommended level, then you can set out with medium difficulty. However, attempting to complete a mission that is 6+ levels higher than you, expect a tough time to complete it. And the fact the game's balancing system nets you small exp even if your worked hard defeating high level enemies.#03 DO SIDEQUESTS DISAPPEAR AFTER TIME? -->Fortunately, NO. There are quests that you can initiate in ACT I but you won't be able to complete it until ACT III. You can initiate a quest then just comeback when you're levelled up or you have the specific items.#04 THE QUEST NEEDS ME TO HAVE A SPECIFIC CHARACTER. SHOULD I DISBAND ONE OF MY CHARACTERS AND TRAIN THE NEEDED CHARACTER? -->Yes, you need to. However, training them is optional. Every character has their own quests and you need to have them in your party to initiate the needed events. Well, there are certain character sidequests that starts in ACT II but doesn't complete until deeper later in the game. (ex: VIK'S quest in ACT III) If you are done with the quest, you can disband the required character and use your previous party member if you want to.#05 I LOST THE ITEM I TRADED! AIM I SCREWED!? -->Well, you need to have that character in your party, that character to touch the lever, chest or talk to the NPC's. Also take note that if it's not happening, check the order of events as described in this guide, the steps needs to be done IN ORDER.#07 I ALREADY FOLLOWED EVERY STEP IN YOUR GUIDE. I AM SURE THAT ALL THE REQUIREMENTS ARE MET BUT STILL. THE QUEST DOESN'T COMPLETE! -->I encountered that myself. Im sure I did everything right but still the star just stays there, and I cant complete the quest. I dont know what is the cause of this, but it is possible that this is a bug. The dragon boss in ACT II, CH8 never appeared and I almost didnt finish my game. It has happened to me twice on separate files. I just exited and tried again several times. If you have mods or other .res files in your resources folder, make sure to remove them and try relaunching the game again. I dont have a solution for this unfortunately. -----00AF -- [SECONDARY QUESTS // ACT I] ----- ++++++ AF01 -- The Armorer's Apprentice ++++++ Intended level: 3 * Read the Tome of Smithing and tell Telinu the correct material list for the Dryad armorDetails: When you have the mission to get the sharpening stones from Telinu, agree to help her get the proper recipe for creating a dryad armor. Once you have access to the Great Hall (After the Morden Towers main quest) look for a book called "Tome of Smithing". Get it and return to Telinu. Just choose option 3 and you're done. You will get the armor she had made. ++++++ AF02 -- Lumilla's Salve ++++++ Intended level: 3 * Collect four nettle clusters and give them to enchantress LumillaDetails: Talk to Lumilla the enchantress, just beside the magic shop in the center part of Eirulan. You need to find four needle clusters for her. You can buy them also from the reagents shop in the same area for just 100g a piece. You will get Lumilla's salve (reagent) as a reward. ++++++ AF03 -- Lelani's Sorrow ++++++ Intended level: 3 (this is just the starting level) * Talk to Lelani (to start the quest) * Bring Fenella a toy to cheer up her child * Bring soldier Balaran something special to quench his thirst * Bring soldier Jordhan some fresh meat * Bring soldier Kiernan something to change his luck * Bring Alar'thral a trophy of the enemy that he can display * Bring Prospector Gareth some supplies * Bring Lanu'a something ancient and interesting he can study * Bring Ithir'enne the fletcher a new material to use for crafting arrows * Bring Lelani a keepsake from Aman'luDetails: You want to be able to complete this quest until you reach ACT III. And also, there's always a risk of screwing this one especially if you're not careful when selling/dropping items. Once any of the trade items are lost, you won't be able to complete this quest. 1. Start the quest by talking to Lelani inside the house next to the Eirulan pet shop. She will then give you a DOLL. 2. Go to the Falls (take the lift beside the Inn) and visit the first cottage. Talk to Fenella and give the doll. You will then get a FLASK OF ELVEN ALE. 3. After you arrive in Azunia Desert (ACT I, CH7), enter the room and talk to soldier Baramar. He will tell you that he needs something to quench his thirst. Trade him the Elven Ale and get a SKATH CAT RIBS. 4. Go back to Eirulan and go to the Inn. Go upstairs and talk to soldier Jordhan. He will take the Skath Cat Ribs and will give you a LUCKY STATUETTE OF XERIA in return. 5. When you reach Snowbrook Haven's Courtyard in ACT II, CH7, go inside the dining hall and talk to Soldier Kiernan. Trade the statuette for a MORDEN HEAD ON A PIKE. 6. Return to Aman'lu and go across the south bridge. 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