Dungeon siege 2 side quest guide

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Dungeon siege 2 review. Dungeon siege 2 tips.

AG11 -- Mark of the Assassin AG12 -- The Aman'lu Arena AG13 -- A Servant's Haunt AG14 -- A Servant's Haunt - PART II AG15 -- Amren's Vision AG16 -- Finala's Contempt AG17 -- Rahvan's Curse AG18 -- Evangeline's Folly00AH -- [SECONDARY QUESTS // ACT III] 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 Mysterious Mystery CaveCREDITS00AA -- [THE MYSTERIOUS MYSTERY SUBOUEST] AI01 -- WHAT YOU NEED AI02 -- WHAT TO DO AI03 -- The Mysterious Mystery CaveCREDITS00AA -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 beprosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respectivecompanies. -----------Welcome reader to my Secondary Quests Guide for Dungeon Siege II for the PC.Although I havent played the first one, this sequel is definitely not be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respectivecompanies. do. But rather, this is made to help you decide what you really want. If you have questions, kindly email me. I will gladly replyto 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 insultsor unconstructive criticisms will be posted in the next 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 more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more fields, defining the character more efficient by specializing in one or more efficient by specializing in order to be specialized by specializing in order to be specialized by specializing in o 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 potions from certain bushes is a great help. Also, increasing the specific skills for harvesting yields larger potions for your perusal. AD03 -- KNOW YOUR All gamers know the importance of upgrading your party's equipments. Just take note of the attribute 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 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 thier spells. AD06 -- TAKE NOTE OF PECULIAR AREAS! --> Taking note of strange places helps a lot specially when doing sidequests. 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 diffrent 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 fighters get beaten or knocked unconscious. Dont bother healing them. they'll just die in an instant anyways. Dont worry, this monster high powered spells or special attacks. You cannot kill him though. He's just there you drop items for you. 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 navigate dungeons thoroughly as most of the time, secret areas have hidden treasures in them. ----#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 to complete it. And the fag 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 wont be able to complete it until ACT III. You can initiate a quest then just comeback when >On rare circumstances that you lost a unique item (ex.Lelani's Sorrow trade items) and cant find it anymore, you are definitely screwed. #06 I HAVE VISITED THE PLACE YOU MENTIONED IN YOUR GUIDE. WHY IS THERE NO PROMPT OR EVENT LIKE WHAT YOU DESCRIBED HAPPENED? --> Remember, if you are doing a character sidequest MET BUT STILL, THE QUEST DOESNT 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. nettle clusters and give them to enchantress. LumillaDetails: Talk to Lumilla the enchantress, just beside the magic shop in the reagents shop in the same area as well for 100g a piece. You will get Lumilla's salve (reagent) as a reward. his luck * Bring Alar'ithil a trophy of the enemy that he can display * Bring Prospector Gareth some supplies * Bring Nalus something arrows * Bring Lelani a keepsake from Aman'luDetails: You wont 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 wont be able to complete this 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 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 accross the south bridge. Enter the ruined house in the westside and talk to Alar'ithil. Trade the Morden head for his ELVEN WATER. 7. In ACT III, CH1, exit through the North Gate of Kalrathia. Look for some tower ruins and for the lever that leads down. Find Prospector Gareth and learn that he needs supplies. Give him the Elven water and you will get an Sapphire of the Elves to Laenne in the town of 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 appropriate sockets. Put a green stone on the green stone on the green socket and go down. Push the button on the wall to open the other side of the room. Put a red stone in the socket and get two purple stones. Put one Intended level: 13 * Destroy the Kithraya hive queenDetails: When you first visit the Falls, go past Fenella's house and take the lift up in the other end. Enter the house and tak 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 Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. Defeat it to get its severed head. Return to Tamari, give her the queen's Hive. 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Past the 3rd Morden Tower, head west to find the level: 10 * Find Hrawn the Hak'u * Kill the Hak'u * Kill the Hak'u eader who stands against your allies * Return to Hesla in the Eirulan infirmaryDetails: This is the continuation of the last Haku quest. After completing CH5, leave the Dryad camp and take the west gate. Find a small cave just near the incantation shrine. Enter it and talk to Hrawn. Go back to the Dryad camp and go east to the Eastern Greilyn Jungle and go west to find the house with the Hak'u usurper. Knock the door and you will be allowed to go inside. Kill everything inside, collect your loot, then head back to the teleporter. Go back to Hrawn's cave and get your reward. Then go back to Eirulan and the Eirulan pet shop * Return to pet seller Neda in the Eirulan pet shopDetails: In the beginning to CH5, talk to the pet shop owner and ask about something that is more powerful. She will then inform about a dire wolf. Go to the great hall and talk to Rokhar. Go to the Southern Greilyn Jungle, past Razka's Ruins. Go north, cross the river and fight haunts her. You need to have special blade to be able to damage the beast. Teleport to the Northern Greilyn Jungle. Head northwest and across the bridge to reach the Hak'u ritual camp. Kill everything and grab the unique Hak'u blade stuck in the altar. Return to Eiruland and exit to the South Gate. Look for the path that goes south and find a Bone-back once you are at least 20+. And the fact that even if you kill a bunch of level 22's, you wont gain that much experience. So it is recommended to just come back if you are in an appropriate level. You can however, initiate the quest and get the anvil as he requests. The mithril ore may need to wait. In the easternmost part of East Grielyn Jungle, there should be a bridge and another path heading north. Go north and find a cave past the ruins. Make your way inside, clearing enemies as you move along. Talk to Feldwyr and he will ask you to retrieve his anvil and mitril ore. There is no general direction of the area. Its very straightforward so just navigate the area until you find the LV16 Hak'u mini boss carrying the anvil. The are secret rooms in the area so make sure to look for hidden buttons and levers along the wall. If you have noticed, the path leading south has a LV.24 boss guarding the entrance. Even if you defeat it, the next area is littered with several level 22's. Just like what I noted earlier, it would be best to return to the area once you reached lvl 20 at least. Once ready, clear the area and all its rooms. Once you obtain the anvil and the enemy breaking through the wall. Follow the new path and eliminate every single enemy. After getting the hammer, return it to Feldwyr. You wont get your Guardian of the Crypt's riddleDetails: As soon as your 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 Azunite undeads, levelled 28. Speak to the statue and quess 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 Threstin and get your reward. You need * Talk to the soldiers about releasing Sartan once Windstone Fortress is safe * Talk to him to get this quest started. After you successfully activated the Azunite artifact you have acquired and finished the scene where the blocked path in Grizzled bar patron. Have him tell you his story and you will get the mission started. But you wont be able to complete it until you reach the Temple of Xeria, navigate it until you reach the Elven Shrine quest. You need to put the proper activation stones in the correct sockets. To prevent running back and forth, just collect 4 stones for each color. You can just throw away the extras later on. 1. Place one green stone to the socket. Southern door opens. 3. Place yellow and green stone. Two doors will open. Enter the to repair her grandfather's staffDetails: Find Tywlis inside the house in the northern part of Amanlu. This could be the easiest mission in ACT I. If you don't have it, this mission may have to wait until you get to Snowbrook Valley. A needs you to observe Vaikesh rituals. Doing this quest is necessary if you want to gain access to another sidequest. When you are pursuing the Vai'kesh cavern. Go inside and the door there. Watch another scene where a large group of Vai'kesh is performing thier ritual. Teleport back to Amanlu, talk to Lyssanore to complete the guest. You will learn the Chant of the way. You can go back and slay the Vai'kesh performing the ritual. ++++++++++++++++AG03 -- Spirits of Aranna Temple of Xeria * Find the restless spirit in the Garden of the restless spirit in the Garden of the Ancients * Find the restless spirit in the Eastern Plain of Tears * Find the restless spirit in the town of Kalrathia * Find the restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless spirit in the Morden City of Darthrul * Find the Restless sp chanting the Chant in an incantation shrine. There are always shrines conviniently located near the spirits. Not to mention that the effects of the Chant (Vox Mortem) lasts 300 seconds or 5 minutes. You can actually start this mission once you get the Amulet of the Dead with you. This is a unique amulet. You can talk to the spirits in any order you want. There are 18 of them and wont be completed until you're late in ACT III. 1. The spirit in the Lost Valley of Azunites is near the incantation shrine, within the ruins. He should be near a wall. 2. The Northern Greilyn Jungle spirit can be found inside the Haku caves, just beside the broken bridge. The caves are just northwest of the North Gate. 3. The Western Greilyn Jungle spirit can be found just west of the teleporter. It is near the Hak'u Usurper's house. 4. To reach the Greilyn Beach spirit, you need to teleport to Azunite Desert camp and take the portal there. There is a shrine near the spirit. 5. You probably saw the Eirulan spirit when doing the Hive Queen sidequest. It is located by the bridge, facing the falls. 6. In the extreme north of Xeria's Temple, there should be secret button next to the incantation shrine, there should be waterfall in the southwest. The path leads to the cavern of Earth and go west. Near the incantation shrine, there should be waterfall in the southwest. Just run through it. 8. The spirit in the Snowbrook Haven Servant's Quarters is located inside a closed room, just before the bridge/ walkway. The incantation shrine is near it. 9. The Arinth's ravine spirit is in the same cave where you fought the Knotted Shambler (guardian of the first aegis part.) The incantation shrine is just inside the large Vai'kesh Cavern beside the cave the spirit is in. 10. The Amanlu Inn. The shrine is in the broken balcony of the Amanlu Inn. The shrine is conviniently located the spirit. 12. Inside the Azunite Burial grounds, there is a path west heading upwards. Take that to enter the other part of the Garden of the Acients. The spirit should be above the hill. An incantation shrine is a bit further in the northeastern path. 14. The Kalrathian spirit is in the southwestern wall. The nearest shrine is the one just outside the North Gate. 15. Past the Upper mines of Kaderak East teleporter, go upstairs and find the room with the spirit. This room also contains the last Dwarven verse needed for another sidequest. The Shrine is just across the bridge. 16. The spirit in the city of Darthul is just behind the spiked cone boulders, just outside the District of Shield. the shrine is inside the District of Crossbow, once you have access to it. 17. The spirit below Kalrathia is located in the southern waterway of the Agallan trial. The shrine is on a nearby platform. The spirit is in the southeasternmost corner of the area. +++++++++AG04 -- Viperclaw ++++++++ intended level: 19 * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman'lu * Find a griffon feather reagent and return it to Eumenidie in Aman' Aman'luDetails: You can return the regeants one by one or all at once. Take note that these regeants can be acquired late in ACT I as monster drops or loots. In any case you don't have them, you can find these regeants scattered along the way. Jagged Arrowhead -- can be found in the swamp north of Amanlu. Its in the southern part of the swamp. the Focusing Stone * Find the Jeweled Shaft * Find the Carved Rod * Return to Eolanda in the town of Aman'lu with the pieces of Arinth's Legendary StaffDetails: Find Eolanda in the Northeastern part of Amanlu, just near Eumenidie's archery range. You need to have the Chant of the Dead first since the chest containing the staff's parts are guarded by spirits. (These spirits are not part of the Spirits are not part of the Spirits of Aranna quest) 1. Focusing Stone -- Teleport to the Western Cliffs of Azunai. Go east then south inside the caverns and go to the ruin's entrance in the southwest corner. Go up the stairs to the next room. The shrine is just in northern room. Take the lift down by pressing the hidden button, near the steps. Talk to the spirit guardian to get the Stone. 2. Carved Rod -- From the Amanlu Hills, head north till you find an incantation shrine. Incant then continue north and look for path leading down. 3. Jeweled Shaft -- From the Snowbrook valley teleporter, go across the bridge and north. There should be stairs After repairing Arinth's Legendary Staff, teleport to the Lost Valley of the Azunites. Go east of the teleporter, and search for a lift. The button to activate it should be located in the ruined wall. Take the lift down. You need to open a series of hidden doors by pressing secret switches. They are obviously marked in the map and you shouldn't have problems finding them. Go down the spiral staircase until you reach the Elen'lu Isles. Arinth's Staff to break the door and set him free. Go back to Amanlu then take the teleporter to the Elen'lu Isles. Arinth should be waiting inside Isteru and Isheru's temple. Defeat him to get your loot and 2 skill points for all your party pet seller Galeron in Aman'lu * Speak to pet seller Galeron in Aman'lu beasts. Go to the Kilrathian bar and talk to Khartos. He will then challenge you to a duel. Land a few hits on him and he will stop. Go to his Rift side to summon a mythrilhorn. To reach Khartos' rift side, use the teleporter to the Northern Plain of Tears. There should be a path going down to the northeast. Follow it to reach the rift side, use the teleporter to the Northern Plain of Tears. There should be a path going down to the northeast. Follow it to reach the rift side, use the teleporter to the Northern Plain of Tears. referring to his faq when you do your sidequests, you should still have the Heirloom Sword with you. Start the mission by talking to Athelas in Amanlu Inn. You need to find the Vaikesh cavern and bridge. The entrance to the prison is not obvious in the map, unlike ordinary caves or cavern, the entrances. The prison is in the middle of the large valkesh cavern, the entrances the demon. Unlike the Aman'luDetails: Make Lothar your active leader and talk to Roland, the one sitting on the table. Lothar will need to prove his innocence and find the wastern side of the path. Navigate inside and locate a half-giant farming mushrooms in the upper part of the caves. After talking to Magus, he will teleport leaving his house key behind. Exit the cave and go north of the Watery Cave. There should be a tiny path leading eastward then to Magus' house. Use the key to enter the house and confront him. He will then become hostile and you need to defeat him. After that, he will agree to identified by Razka's Riddle * Find and explore the location identified by Razka's Second RiddleDetails: In Amanlu, go to the southeastern corner of the town. Find a lone old prospector and talk to him using Deru. You will recieve a map leading to some sort of site. Obviously, it is the map for Razka's Ruins. Go to the Southern Greilyn Jungle and towards Razka's ruins. A lever will be there, allowing you to ride the platform down. Navigate the area and have Deru open the chest in the central room. Learn the next riddle. Take the teleporter to Arinth's Ravine and look for the Frozen Cave. (You should see a marker there since the mission is active) Go inside and have Deru open the chest for yet another clue. As soon as you reach Kalrathia, you can take the north gate and look for the lower lands in the east. Continue walking until the illusion fades, and you'll be inside the Magical Oasis. Just enter and have Deru open the chest to complete her character quest. assassinDetails: In south Amanlu, enter the abandoned house and find a peculiar stone on the table. Pick it up and watch the following scenes. After that, talk to Danadel to learn more about what to do next. Upon reaching Kalrathia, enter the magic shop and talk to enchantress Valeria. She will then tell you to acquire a Dwarven mythril ring to enchant and will enable you to see the assassin that marked you as target. As soon as you enter the Upper Mines of Kaderak, after the scene with the miners, go upstairs in the south and check all the rooms there. The room containing the mythril ring is hidden and you need to push a secret button to open it. When you already acquired the ring, go the eighth wave of combatants * Defeat the ninth wave of combatants * Defeat the ninth wave of combatants * Defeat the Arena MastersDetails: Talk to the barkeep and agree to have a drink with him. When he asks you to tell the tale of your mighty deeds, Just deny all of it. He will then offer you to try the Aman'lu underground arena. Take the elevator behind him and talk to the assistant in the cellar. A door will open; just follow the staircase to the next area. Talk to Daesthai to open the quest. He will sell you tokens needed to start the challenges. There are colored doors around the room, which contains magnificent rewards. Thier corresponding keys are dropped when you defeat a whole wave of enemies. I do recommend just trying this when you are around level 38+. In that way, you can finish all the rounds and keep the keys. Not to mention that rare item drops are better in higher levels. You can keep the keys you've won and decide to open the doors any time you like. Since the enemies will swarm you like insects, it is recommended to have your party ready with area targetting special attacks. Also avoid getting cornered. Even the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round, the last round being the toughest character can go down easily against a mob. The enemies levels progress on each round being the toughest character can go down easily against a mob. The enemies levels progress on each round being the toughest character can go down easily against a mob. The enemies levels progress on each round being the toughest character can go down easily against a mob. 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Go to the South Vai'lutra Forest (south) teleporter, just next the destroyed caravan. Incant with the chant of the ghost of Threnith. He'll unlock doors as you go. Just pickup the items Commander in the town of Aman'lu * Defeat Wethril the Guardian Commander * Speak to Celeb'hel the Elder in Aman'lu's Alt'orn Hall about Wehtril's deceptionDetails: After completing the first part of the quest, talk to the spirit of Threnith again to activate this quest. Return to Eirulan and talk to Lady Levreth inside the inn. After her confession, Amren's vision * Find and explore the third location in Amren's vision * Find and explore the fourth location in Amren's vision * Investigate the portal i the mushroom formations with Amren in your party. One mushroom actually serves as a level heading down the hidden shrines in Amren's vision. Their locations are: 1. Eastern Greilyn Jungle (Shrine Of Life) -- East of Razka's ruins, just above the mall northern cliff. It also has the book, Vol.17, THE PATH OF LIFE 2. Southern Vai'lutra Forest (Shrine

of Sight) -- west of the North teleporter. Contains the book Vol.18, THE PATH OF SIGHT. 3. Garden of the Ancients - South (Shrine of Blindness) -- West of the teleporter, off from the main path. Contains the book Vol.20, THE PATH OF BLINDNESS. After accessing all the four shrine, a portal will appear to open the final shrine. Amren must open the final shrine and burn down the first hidden Morden tower * Find and burn down the fourth hidden tower * Find and burn down the fourth hidden tower * Find and burn down the fourth hidden tower * Find and burn dow Kithraya Valley. Enter the Upper Kithraya Caverns and Finala as your active character, touch the broken lever. She will repair it and you should be able to go down and discover a hidden Morden intelligence camp. Let Finala open the Chest and obtain the Map for the 4 hidden Morden Towers. Teleport to south Greilyn and head west to the Abandoned Ruins. As soon as you enter, Finala will find and open a secret door. Follow the very straightforward path and burn the first hidden morden tower just like what you did in ACT I. Teleport to the Northern Greilyn Jungle and take Finala near the blocking wall. She will open it for you, giving you access to the remaining hidden Morden towers. Take the path up and burn everything you can find. Once you reach the Morden City of Darthrul in ACT III, CH2, take Finala to the easternmost part of the city. She will then discover a hidden door leading to the Durvla Hatchery. Kill everything inside and after clearing, destroy the explosive beside the wooden gate to open it. Open the chest and obtain the final piece of the mission. A morden wrench. When you recieve the quest into the Southern Kaderak desert, take the north path past the elevator and clear the intelligence camp. Open the golden chest to end the quest glyph of death to face the Lich King that killed him and enslaved his spirit. As you travel clear the lower Azunite Catacombs, you will then see a forked path. The shrine is located in the south. Then stand on the purple death symbol on the east side of the room. Incant using 'Letiso' and the hidden door should open. Defeat the Lich King and deliver the character, teleport to Southern Vai'lutra Forest (South) and talk to the wounded caravan guard to initiate the quest. 1. Teleport to the Western End of Arinth's Ravine. Follow the western main path until you reach a bridge. Before the bridge, turn left and go along the tight pathway to reach a small cave. Just talk to the mana ostar behind the door to trick them into allowing you inside. Then kill every last of them. Furner in the room, you need to kill the jailor minibosses to obtain the keys to free the prisoner. You need to have Eva selected when you talk to them. 2. The second stronghold is located north of Arinth's Rayine. Backtrack a bit and fight your way till you reach the large cavern on the north. Just do the same process of slaughtering the enemies and freeing the soldier. 3. The last stronghold is located in a cave further east. When you see the 2nd bridge, do not cross, instead, continue east to find the cave's entrance. Kill the jailors. Talk to Jeric to end the quest. --------00AH -- [SECONDARY QUESTS // ACT III] -Great Hall of Kalrathia to initiate this quest. The stanzas can be found in the Mines of Kaderak. 1. Silver Stanza -- room on the side past by the East teleporter. go up using western stairs. You can find it inside the same room with one of the spirits. 3. Gold Stanza -- inside the hidden room east of volumes in the collection. 1. KING AND QUEENS OF THE NORTHERN REACHES -- Snowbrook Haven Servant's Quarters, near the war pedestal accross the fly bridge. 2. THE DARK WIZARDS -- Vai'kesh Sanctuary, one the table, just beside the stairway on your way out of the sanctuary. house on the south bridge of Aman'lu4. VALDIS AND HIS ARMIES -- Inside Twylis' house in Amanlu5. TURMANAR AND ITS AFTERMATH -- In the tower where you first meet Vix, near the upper kithraya Caverns7. THE DEEDS OF XERIA -- Windstone Fortress' Western Gatehouse8. THE DEATH OF XERIA --Xeria's temple, north room9. THE WAR OF LEGIONS -- Xeria's temple, north room10. THE LEGEND OF ARINTH THE MAD -- Given by Eoland when starting Arinth's legendary Staff quest.11. THE DRYADS AND THIER CUSTOMS -- Amanlu, Eolanda's house (table)12. ZARAMOTH'S ASCENDANCE AND DOWNFALL -- 2f of Amanlu's magic shop (room)13. ELANDIR'S LIFE AND TEACHINGS -- 2F of Amanlu Inn14. FABLES OF ANCIENT ARTIFACTS -- Amanlu Magic Shop (Balcony)16. LEGACY OF AZUNAI -- Room near the north wall and gate of Kalrathia.17. PATH OF LIFE: SHRINE OF LIFE (Amren's Vision character quest)18. PATH OF SIGHT: SHRINE OF SIGHT (Amren's Vision character quest)19. PATH OF DEATH: SHRINE OF BLINDNESS: SHRINE OF BLINDNESS (Amren's Vision character quest)10. PATH OF BLINDNESS: SHRINE OF BLINDNESS (Amren's Vision character quest)10. PATH OF BLINDNESS (Amren's Vision character quest)10. PATH OF BLINDNESS: SHRINE OF BLINDNESS (Amren's Vision character quest)10. PATH OF BLINDNESS (Amren's Vision character quest)10. jewels * Return to Kevarre the Explorer in the Kalrathia tavernDetails: Enter the Kalrathia Tavern and talk to Kevarre the explorer to get the guest stareted. If you have done Deru's treasure hunt, the ruins is near the magical oasis. If not, just teleport to the Northern ruins and take the other path heading to the east. Enter the tower and descend to the Mysterious vault. Fight you way inside and solve the puzzles. You need to actually avoid "closing" the loop. You need to connect the obelisks in this order: 4 - 1 - 3 - 4 - 2 - 1 - 5 - 2- 3 This solution is the one I used for my two saved game files. If you have other solutions for this, you can email me if you want and we can add it to this faq. On the second room, there are another set of obelisks you need to interconnect. Here is one of the obvious solutions. (facing north) 8 - 6 - 9 - 8 - 7 -1 - 4 - 7 - 5 - 6 - 3 - 5 - 2 - 1 tablet fragment to Explorer Tai'esse in Aman'lu * Enter the tomb of Agarrus and locate the mageDetails: In the Northern part of the city, just between the storage room and the fountain, find a soldier named Berseba to start this quest. Head to Amanlu and talk to Tai'esse inside the inn. Talk to her and recieve a stone key lore item. It is needed to open a specific door you havent opened before. Go to the Snowbrook Foothills. If you took time to navigate the Snowbrook Grotto inside, you should know the location already. If not, just head a bit north from the teleporter then go southeast to find the entrance to Snowbrook Grotto. There are a lot of exits and entrances to the Grotto though. Just look for series of steps heading down (the location should be obvious in the map). Grab the Chants and use the Stone Fragment to Tai'esse in Amanlu Inn. She will recieve a Stone Tablet. Teleport to Eirulan then go to the Western Cliffs of Azunai. Go south into the Azunite Cavern (where the first light puzzle is encountered), then cross the bridge and locate a hidden button that will extend the bridges towards a new area. Use the platform and head down. Use the Tablet to open the door and speak to Guardian Magentus. You will recieve the legendary mace as one of the rewards. Quest complete. quest. You'll recieve a Golden Mirror and some clue on where his apprentice might be located. As soon as you reach Darthul in ACT III, CH2, go west and down to the dry moat or canal before heading entering the main gates. There should be some stairs heading up in the other end of the canal. Enter the Ancient Ruins. The light puzzles are just the same as one you solved before getting the Azunite Artifact in ACT I. Use the golden mirror to have the light reflected to the nearby statues. There are two doors. One leads to this Ruins' golden treasure chest. The first one is simple. You just need to make sure that the light reflects the statues in this diagram. "S" is the source, the main statue where the will come from. The arrows indicate the direction of the beamed/reflected light should be. After opening the door, you should find apprentice Darek inside. You'll get an update and will want to return to Kalrathia. But... if you want to get the most out of your visit here, proceed and try to open the western door. [N.Door] ^ | | 2

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