

# Dead to Rights FAQ/Walkthrough

by ICanHearTheHead

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This walkthrough was originally written for Dead to Rights on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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S I D E Q U E S T W A L K T H R O U G H V 1.0

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UPDATES: ACT 1 SIDE QUESTS COMPLETED JUNE 10th 2007

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/ \_ 1 - INTRODUCTION \_\_\_\_\_ INT01 \_\_\_\_\_ /

Firstly, thank you for checking my Dungeon Siege 2 Side Quest faq. I hope it is helpful to you and is in depth enough to point you in the right direction, without too much of a hassle. A lot of faqs are kind of linear on the sidequests, and give you a roundabout way of finding the necessary tools to complete them, so that is why I decided to do this guide, for the completist out there who want to go from point A to point B in the most productive fashion. If you have any questions about my guide feel free to e-mail me, and I will help you as much as I can.

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/\_\_2 - SIDE QUEST NOTES\_\_\_\_\_SQN01\_\_/

You will find different side quests all throughout the different acts. They are not necessary to complete in order to finish the game, however just offer something different to do if you're bored or in the mood to explore. Some of the quests can give you new party members, pets, chants, awesome set or unique items, or just a few coins of gold. I find it best to beat the main act quests first, and then go back through for the side quests. The reason being, is because it will be a lot easier to navigate and find them, after you have acquired all of the teleport locations. I am writing this faq as if you have already located all of the teleport locations, so keep that in mind. Also, some of the quests require you to have a certain party member in your party to activate. NPCs with a green ! over their head means they have a side quest, but can only be given if you have the correct member in your party. This will be covered in the necessary quests, of course.

Also keep in mind that, just because you receive a certain quest in a certain act, doesn't mean that you can complete that quest in the same act. Some quests can take well into act 2 or 3 to complete, such as Lelani's Sorrow (received in Act 1), or The Dark Ohm. (received in Act 2). If you are playing the game fairly, which would be - no mods or cheats, completing some of these quests can help you immensely, giving you nice uniques and sets that can adequately improve your character.

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/\_\_3 - ACT 1 SIDEQUESTS\_\_\_\_\_AC100\_\_/

3A - THE ARMORER'S APPRENTICE-----AC101

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Can be completed by: Act 1

After being released from your prison, Celia will inform you that she needs some sharpening stones. Make your way east across the lifts to find Telinu in the shops. She will ask you a favor. She can't remember the recipe for crafting dryad armor. She explains that the recipe is in a tome, and can be found in the great hall. So head southeast and take the lift to the great hall. Find the glowing book entitled The Tome of Smithing inside of the hall. Read the book to find the directions.

Make your way back to the shops and talk to Telinu. Choose option 3. Watch the small cut-scene of her "making" the armor, which consists of her just pounding on an anvil. After her employer inspects and okay's the armor, she will tell Telinu to keep it for herself for a job well done. She then gives it to you as a reward for your help.

3B - LUMILLA'S SALVE-----AC102

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Can be completed by: Act 1

Initiate this quest by speaking to Enchantress Lumilla in the merchant shop in Eirulan. Ask her about this "special" thing she can make. She will tell you that in order to make it, she needs a special reagent called Nettle Clusters which are scattered about the land of Act 1. You can also check the reagent vendors as well, as they too sell the reagent.

Locations for the Nettle Clusters:

Take the Eastern Greilyn Jungle teleporter. Head north, then west down the path, towards the Exile Colony. Take the North Western path past the colony, and you will find an Incantation Shrine, and a cave. To the left of the cave will be a mana bush. Near the mana bush is a Nettle Cluster.

Take the southern exit from Eirulan. Take the path south east. Almost immediately there will be a path that leads south. Take the path south. Right before a cave entrance here, you will see a Nettle Cluster to your right.

Take the Kithraya Valley Teleporter. Head north back into the cavern. And then take the path west. It will curve and bend, and eventually you will end up back outside. Keep going south when you arrive outside to find a tower. To the immediate right of the tower is a nettle cluster.

Take the Azunite Desert Teleporter. Then take the teleporter that leads back to Greilyn Isle to the east. Take the path west, and follow it until you see the Incantation Shrine. From the incantation shrine head down the small ramp to the east. Look to your left at the very northern edge of this area and you will see the nettle cluster.

Take all four nettle clusters back to the Enchantress, and you will receive Lumilla's Salve. A reagent that adds 10 to health and +5% health regeneration, a very worthless reagent for your troubles.

3C - LELANI'S SORROW-----AC103

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Can be completed by Act 3:

Initiate this quest by speaking to Lelani who is in a small hut south west of the Pet Shop. Talk to her, find out her dilemma, and you will end up with a child's doll. This quest takes well into act 3 to complete, and it is a vigorous trading sequence, so be prepared.

Take the doll to Fenella in Eirulan. She is in the first house you have to pass through in the Terrace of Falls. The falls is the eastern lift from the Inn. Talk to her, give her the DOLL for the FLASK OF ELVEN ALE

Take the Azunite Desert Teleporter. Go east past the Greilyn Isle teleporter, and then south into the little grove where the Guards are hanging out to find Soldier Balamar. Give him the FLASK OF ALE for the SKATH CAT RIBS.

Take the teleporter to Eirulan and make your way to the inn. Go to the second floor, past the innkeeper and to the second door on your left. Find Soldier Jordhan. Give him the SKATH CAT RIBS for the LUCKY STATUETTE OF XERIA.

Warp to Aman'lu. Then warp to the Snowbrook Haven Living Quarters. Make your way south, until you find the elevator. Take it up, and then head south up the steps and make your way to the Snowbrook Haven Courtyard.

Directly east is an open door that leads into the Dining Hall. In the south eastern section of the hall is Soldier Kiernan. Give him the LUCKY STATUETTE OF XERIA for the MORDEN HEAD ON A PIKE.

Warp back to Aman'lu. Head south and over the bridge. Directly west after you cross the bridge will be a broken down house. Inside of the house will be Alar'ithil (my damn apostrophe finger hurts from all these weird ass names) give him the MORDEN HEAD ON A PIKE for a BOTTLE OF ELVEN WATER.

Warp to Kalrathia. Warp to Northern Plain of Tears. Directly south-west a bit from the teleporter, you will see a broken down tower, with a lift in the middle. The button to the lift is hidden on the middle wall. Go down the lift to enter "Some Crumbling Ruins." In the south-east corner, you will find Prospector Gareth. Give him the ELVEN WATER and you will get BATTERED AGALLAN RELIC.

Warp to Kalrathia. Go east down the steps from the teleporter location, and then east back up more steps that are directly in front of you. Go north up even more steps, and then west across a plank. North across another plank, and then north up the steps. At the top of the steps, go directly north west to the rampart to find Nalus. Give him the BATTERED AGALLAN RELIC for A BUNDLE OF HARPY FEATHERS.

Warp to Aman'lu. You are almost done. Head towards the north gate. As you descend the second ramp-way, go east to find a house. Inside of the small house is Ithir'renne the Fletcher. (who the hell named these dudes?) give her the BUNDLE OF HARPY FEATHERS to receive your final trade, the AMAN'LU ORCHID. Take the Orchid back to LeLani in Eirulan, (her hut is near the pet-shop in case you forgot after all this.) to finally receive your reward.

3D - SECRETS OF THE ELVEN SHRINE-----AC104

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Can be completed by: Act 1

To initiate this quest, go to the pet shop area in Eirulan. Talk to Laenne who lives above the pet-shop in a large hut. The path leading to her house, is to the right of the shop, and will curve and bend up a large hill. Take the Elven Shrine Teleporter. Backtrack your way north through the Shrine, until you get to the area with the large lift leading up. On the left wall, before the lift, is a button leading to the secret area. Press it and enter. Pick up about 3 green life cubes, and place one into the Green Life Cube Socket. Take the lift down. After descending down, find another button the northern wall. Press it to find another secret area to the south. Before heading in the secret room, grab about 2 or 3 yellow cubes and then place it in the socket in the south room. In this room, grab 2 or 3 red cubes. Another lift will now be available for you to take in the north room. Take the lift down. Press the hidden button the eastern wall. This will open the south room. Place the red cube in the socket and pick up about two of the purple cubes in this room. Place a cube in the purple socket back in the other room, to open another secret passage. Go to this area and place the cubes in this order. Yellow, Red, and Purple. This will activate the lift to another secret area. In this area, the Last Sapphire of The Elves will be laying about, just asking for you to snatch it. Head back to Eirulan and talk to Laenne to receive your reward.

3E - THE KITHRAYA HIVE-----AC105

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Can be completed by: Act 1

Get this quest by finding Tamari in Eirulan who lives in a hut in the falls. Follow the path all the way through the falls, and right before you get to the lever to lower the wall, you will find Tamari's hut on your right.

Teleport to Kithraya Valley. Go south down the ramp, and then east into the Lower Kithraya Caverns. Follow the path east through the caverns. When you get to the intersection, right before the exit, take the south passage. Follow the passage, killing MANY MANY enemies on the way, and you will find the Queen. Kill her and return to Tamari for your reward.

3F - THE HAK'U PART 1-----AC106

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Can be completed by: Act 1

On your travels through ACT 1, you will come across a dryad lady being attacked, which is sparked by a short cut scene. Talk to her, (if you missed talking to her, you can find her again in the infirmary) to initiate this sidequest. To find the rear entrance to the Haku caves from the Northern Jungle teleporter follow the path north. Go past the morden tower that you exploded. Shortly after you pass it, you will get a notice saying "Western Greiyln Jungle" Take the path west from here, and enter the Haku cave. Follow the path here towards the white star, and as you approach, a cut scene will occur. Teleport back to Eirulan, and speak to Hesla in the infirmary.

3G - THE HAK'U PART 2-----AC107

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Can be completed by: Act 1

Your task is to locate Hrawn. He's located in a small cave in the Eastern Jungle. Take the Eastern Greielyn Jungle teleporter. Head north, then west down the path, towards the Exile Colony. Take the North Western path past the colony and you will find an Incantation Shrine and a cave. This cave is where Hrawn is chilling out. If you haven't already, you can pick up the Nettle Cluster here by the mana bush near the entrance to the cave. Talk to him and choose to kill the Usurper. Teleport to the Western Jungle and head straight west, away from the path. You will run into a crumbled looking building at the western edge of the map. Go to the door on the south side of this area. Fight and kill the Haku and Usurper here. Return to Hesla for your reward. You can also return to Hrawn's cave and speak to the high priest and get a reward from him as well.

3H - DIRE WOLF-----AC108

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Can be completed by: Act 1

The dire wolf is a handy pet to have in your party. He's probably one of the most popular pets in the game, and is a suitable substitute for a melee fighter. To obtain the Dire Wolf speak to the Pet Shop owner in Eirulan. Ask her if she has anything special, and she will inform you of the Dire Wolf, and that Rokhar knows how to obtain one. Your next task is to speak with Rokhar, who is chatting away in the Great Hall. After you speak with him, he will tell you to meet him at the Rift Site. Take the Southern Jungle teleporter. Head east past Razka's Ruins. Once past Razka Ruins, you'll be in the Eastern Jungle. Almost immediately, head off the path towards the North. Cross over the bridge over the small river, and into a nearby cave. At the end of this cave is the Rift site. Kill the brown wolves that are making their way through the portal that Rokhar is channeling. Once all wolves are dead, a Dire Wolf will pop his tiny head out. Talk to Rokhar once more, and then to the pet-shop owner back in Eirulan. You will now be able to buy the Dire Wolf.

3I - TAAR'S INVESTIGATION-----AC109

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Can be completed by: Act 1

Taar must be in your party to initiate this quest. Talk to Arianne in her little hut that's on the south/eastern side of the Great Hall. She is deathly afraid about something vicious in the jungle that nearly killed her. A cut scene will cue, and you will see first hand the dynamic nature of this beast. Okay, so with the quest given, teleport to the northern jungle. Head northwest up the path and follow it up the bends, hills, and curves. Soon, you will see an awesome waterfall to your left. Go NORTH up the hill from the waterfall. Go past the health shrine and over a bridge. In this small area, you will be at a small Haku camp, which is where the Ceremonial Blade lies. Kill the Haku here and grab the Ceremonial Blade. Teleport back to town and take the South exit. Follow the south-east path, and take the first path that breaks off to the south. This path leads to A Small Bone Filled Cave; home of the devastating creature, Garganturax. He can only be defeated by wielding the Ceremonial Blade. He has quite a bit of health for a little fellow, and can be quite the pest. Keep pounding away and use a Melee Fighter if possible, that way you can use your Brutal Attack power with the blade to deplete the creature's health more rapidly. Once he's dead, teleport back to town and talk to Arianne. Have a laugh at her expense, and then take your rewards.

3J - FELDWYR THE BLACKSMITH-----AC110

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Can be completed by: Act 1 (However it is wise to level up quite a bit due to the difficulty of the mini-bosses) Take the Eastern Greilyn Jungle Teleporter, and then head east. When you get to the bridge towards the end of the map on the south (Leads to the Valley) go north instead between two walls to find a cave entrance. Go through the doors here until you find the Blacksmith. He wants you to retrieve some of his items for him. After he opens up the door, go east, and then through the next door to the east. You'll come to an intersection where the path goes north and south. Take the north way first. Fight your way through the passageways killing the Haku. Take the south path when you reach the eastern room. Then go east from here. Kill the mini-boss here to receive the Anvil. Take the eastern door here, and then the north door. Take the north door again, and then the western door. Take the western door here and then the south door. Proceed back to the intersection, this time taking the south passage. At the bottom of the steps, kill the mini-boss here and then proceed through the south door he was guarding. Go through the left southern door to kill the mini-boss in this room to receive the ore. Now return back to the Blacksmith. As you approach, a cut scene will occur. Now his hammer has been stolen. Ugh. Proceed North to the white star on your map. Kill this final mini-boss here to receive the hammer and return to the Blacksmith. Your reward will be sent to Arman值u at the blacksmiths shop. Go to the blacksmith in Aman值u and go up the steps behind him to find Fyrndolf. Trust me, it痴 worth it, the item is usually pretty decent.

3K - THE IMPRISONED HALF-GIANT-----AC111

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Can be completed by: Act 1

As you progress through your main quest, you will come across a section near the Windstone Fortress that has many guards nearby. In a small hole in the ground, is Sartan, the Half-Giant in question. Talk to him, and tell him you'll talk to the guards about releasing him. Talk to the guards, and once Windstone Fortress is safe (part of your main quest) the guards will blow a hole in the wall. After this cut-scene talk to Soldier Orayne and he will release Sartan. He will now be available to add to your party if you so desire.

3L - THE MISSING SQUADRON-----AC112

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Can be completed by: Act 1

Right near where you freed Sartan, there is another sidequest. If you are going back to do the sidequest, take the Windstone Fortress teleporter, and Squad Leader Taarth will be right about you. He will reveal that some of his squadron is missing and bestows it upon you to find them. West from the teleporter, you should see the entrance to the barracks. Go west into the barracks. Proceed west through the barracks, and at the very western room, you will find Private Nolan. Escort him to Squad Leader Taarth. From Taarth, head south until you reach the end of the map here. Then head West into another entrance, which is The Western Fortress Gatehouse. Proceed south and you will find Caiden in the southwestern corner. Break the urns around him to free him and then speak to him. You can also grab the lore book nearby if you want. Lead him back to Taar. Two down, one more left. You may have already spotted the last one on your way to the teleporter. If not, here's how to get him. Once again, head south until you can't proceed anymore. Take the EASTERN way this time into the The Eastern Fortress Gatehouse. Proceed east, and then south when the path switches, then west. In the southern room to your left, you will find Private Banos. Escort him back to Taarth to receive a Dusty Vault Key for your reward.

Wanna use the key? Sweet. From Taarth head east into the Outer Vault. Proceed east, and then North into the next room. Proceed east again through the rooms, until you reach the Inner Vault. When you cannot proceed east any further, look to the north and use the key here. You will find four purple death boxes. The cubes can be found in the room directly west from where you are. Place all four cubes in the boxes to open an area with a treasure chest. Collect your reward.

3M - SECRETS OF XERIA'S TEMPLE-----AC113

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Can be completed by: Act 1

Get this quest by speaking to the Grizzled Bar Patron in the Eirulan Inn. Sit through his boring story, and then teleport to Xeria's Temple. From the teleporter head west up the steps, and then south. Proceed south past the Statue, and you'll enter the room with a yellow and green socket boxes. In the south eastern corner, up on the ledge above you is the green life stone. Pick a few up and place one in the green socket. This will open a secret door to the west on the ledge. Enter the room to find the yellow cubes. Grab a few and proceed back to the center room with the two boxes. Place the yellow cube in the box this time. A secret room to the south now opens. In this room, there will be a second yellow and green box. Place a cube in each to open more rooms. Take the eastern room. Pick up a few red stones. Return to the south room that just newly opened as well. Place a red cube into the red socket. A room to your north will now be open as well as a second red socket. Place another cube into the socket to open a room to the south which contains the purple death cubes. Grab three of them and proceed to the newly opened northern room. Place the purple cube in the socket and then proceed north to a second purple box. Place another purple cube in this one and then proceed north once again. You will find a Red, Purple, Green, and Yellow box. Place the stones in each box to open a treasure room to the west. Open the chest to collect your riches. Return to the Grizzled Bar Patron and receive your reward, a unique ring.