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Contact Information
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To contact me just e-mail me. My e-mail is at the front of the guide so if you need it just direct yourselves to the top!

When contacting me you can ask any sort of question as long as it's to do with the game or my guide. Thanks.

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----->Introduction
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Dungeon Siege: Throne of Agony is one pretty deep and real lengthy adventure. You will visit countless places in your quest, and obviously experience fights with countless different enemies and situations. As you do so, you are ought to discover some tricks and secrets in Dungeon Siege, ranging from glitches to just cool things people might want to see. Well I've seen quite some 'secrets' and 'tricks' in this game, and here I present you with this guide which will explain how to see them or perform the feats. If you discover any in the future that is not included in this guide, feel free to email it to me and I'll post it onto my guide and state clearly that it was you who found the secret, trick, etc.

Enjoy the cool secrets!!

-Your PAL, Kranti

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----->Frequently Asked Questions
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- a) Why we need this

So, why do we need a F.A.Q. section in this guide? Well, this way we can talk about how to perform certain tricks that are difficult to perform, or whether a certain secret is true or not. If you email me any questions about the game I will put it here if you want to.

- b) The FAQ

1) What are secrets?

Secrets can be a wide variety of things, but secrets are mainly just special things you come across as you progress through the game, a in-game glitch, a trick to aid you (or just for fun), or just some cool stuff for you to see.

2) Are secrets hard to find?

It depends. Dungeon Siege: Throne of Agony is definitely a big game, and because of that you see a lot and there's all those characters and weapons. Since there's all this to see or do, there ought to be a glitch or secret here and there. But to find one it still requires some luck and testing. Sometimes you will just stumble upon a new secret or glitch, and sometimes as you are trying to accomplish something you work out a trick. The difficulty to one therefore depends on what type of secret, and how you find it. Since at times you will almost work out a trick, but then it doesn't work all the time you will spend a long time to work out a way to make it work- that's a hard to find secret.

3) Is there ways of storing more items than your carry capacity in the game?

Yes there is, just check the trick- "Carry capacity overload" down in the secrets section. It may not be as effective as you might wish, but it's one of the only ways to carry more than you can.

4) Any ways of gaining quick experience?

Of course there is. Aside from training and training in previsited places you can try the trick- "Quick spawns, Quick Experience" down in the secrets section.

5) I can't manage to do a certain trick/ find a certain secret/ glitch!

All you have to do is stop panicking, as some tricks and secrets are hard to perform or see. Take your time to follow my instructions and you'll be fine. Doing the tricks step by step will help too. Otherwise contact me via email and ask me there.

6) When are you going to update the guide?

Whao take it easy there guys..! I'll update as soon as a find another bunch of secrets or the like. I'm currently trying to find as much cool stuff as possible so keep coming back just incase I've updated.

In the future I might make a new section all together too, like some sort of section to do with secrets. So don't walk to far off and come back!!

7) What is the best possible secret ever found?

I would say it's the "carry capacity overload" trick/glitch. It's just a great way of carrying more items without officially 'cheating'. It's easy to perform too, having the right equipment. If you don't have the right equipment it's also easy to purchase those, and find those that help you perform this feat. Read the secrets section to learn more about this benifiting, cool secret.

8) What are the secret locations in the game?

The secret locations are the small areas in the game that are hidden, normally

within an enclosed room which you need to break a wall to access. You can tell that it's a secret location from a glowing sign within the area, and it's always hidden well. Scroll down to the "the secret areas" secret to learn more about them.

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----->Secrets
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a) What are secrets?

A secret is something you encounter in the game that is usually rare or just unusual. Therefore when we see it, it looks out of place. These can range from glitches to bugs in the game, as well as cool stuff the developers made for us to see, such as easter egg type things.

Tricks are things you can do for a cool outcome which may or may not benefit you in the game. If it does benefit in some way that's great, if it doesn't you're still going to see some cool stuff.

Now you know basically what secrets are, so read on to learn how to find or do some that I've found.

b) Secrets & Tricks!

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i- Bow position when there is no bow?
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This trick allows your character to keep the archer posture even when you have your melee weapon out.

Notice when you take out a bow that you will raise the bow up and point around as if looking for a target (while standing still). Equip any melee weapon and or shield for better effects and then equip any bow (not crossbow though) as your secondary weapon. Stand still and take out your bow, and your character will do the archer posture as described above. Now as he/she does this, take out your melee weapon without moving and your character will keep looking around and putting their hands up as if holding a bow, but then they'll have melee weapons in hand. Pretty funny to look at, a bug which should have been fixed by the developers.

Update This actually works for all types of weapons, so switching to a bow when walking with a melee you'll hold your bow as if it were a melee weapon. You can try different weapon types as well, also ones that require two hands to carry.

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ii- Float off the ledge
.....

This appears in many video games, and is a common glitch. All you have to do is stand near any ledge with your character, and try forcing him off it as well as you can. Note that the ledge has to be elevated. When you force your character off the ledge and the game stops you with this invisible barrier, you will notice your feet or half your body hanging out of the ledge like

you're floating in the air. You do not fall however, it's just the barrier stopping you from going any further so you won't actually drop.

.....
iii- Fish Bits
.....

Not really a trick or secret, but actually just a side quest that I find interesting in a hidden cave in Seahaven. If you are a normal gamer, you probably wouldn't have found this quest and cave anyways, so this is a good chance to get to know where and what it's like.

Fish bits is a quest you receive from Scuttles who is a bit like Smeagol (Gollum) in the Lord of the Rings. The cave you will find him is in the first town Seahaven, towards the very west of the place. To find the cave, walk up to where Klars (and his partner) is and there you will find a path leading left. Follow it down, and you will come to a dead end with a cave. It's called "a small cave", though it's actually pretty big and includes secret areas inside. Anyways, enter the cave and look to the left to find Scuttles, the wierd goblin. Talk to him to receive the quest "Fish Bits" and you will embark on a quest to find some 'fish bits' for this fellow to brew his potions. You will then receive a free sample when you complete the quest, and it's a pretty special Fish Concotion. Pretty cool right?

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iv- Walking off the Gondola before it takes you
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There are quite a few Gondolas in the game, and you must know one that you've come across in the times you have played the game. Find one, and get ready for this simple, meaningless, but cool trick.

Get on the gondola (a platform that takes you from one end to another if you didn't know) and stay on the very edge, closest to the ground off the gondola. Hold the square button to activate the gondola and since you're on the edge you will have enough time to get off it before it takes you. But surprisingly, the game allows it and you manage to get off while the gondola, thinking you are still on it, moves along to the other side. To bring the gondola back to the original place just walk away and come back.

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v- Leave your follower on the Gondola
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Read the above trick to know how to get off the Gondola before it takes you. Now do this while you have a summoned companion, and while he/she's on the gondola. Once you get off the gondola it will keep travelling to the other side and your follower will stay on it and leave you on the gondola. It's pretty funny as he or she can't come chase you back and is stuck on the Gondola. After a few seconds your follower will teleport back beside you because of the distance being too big.

.....
vi- Abilities go through the wall
.....

Normally when there is a wall around, you can hide behind it from your enemies and such. No not normally, always. But notice if you stick against the wall, and your enemy fires at you from the other side and hits the wall ON THE OTHER SIDE of the wall you're stick too, you take the damage just the same. Well

this is a pretty obvious glitch, and can be exploited to benefit yourself.

All you have to do is when you fight those melee fighting enemies who lack long range abilities, lure them to the opposite side of the wall and they will not be smart enough to find an alternative route pass the wall. Instead they will try to pass through the wall to get you, and when their bodies are on the wall use an ability move, long ranged or short ranged against the wall at the enemy on the other side to hit it. They take the same amount of damage as if there is no wall, so you gain the advantage then to keep firing until the enemy falls to their demise.

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vii- Frozen Enemies
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When this glitch happens, you'll have a big smile on your face. Sometimes when you travel through areas with enemies, you will find that some when standing at a distance don't notice you even though you saw it and the status bar of the enemy comes up. You fire a shot from long range, and it immediately realises that you're there and comes in for the kill. Well, there are times where the enemy does not realise, and it's a glitch that usually occurs once you die and the previously killed enemies respawn. Don't get this wrong though, if you go more closer the enemy attacks as usual, but it's just at that distance it 'freezes' allowing you to pummel from long range till death..

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viii- Mysterious Loss of Mana
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Sometimes when you equip a secondary weapon and switch to it while your mana is full, you will lose a tiny bit of mana and it will immediately start refilling again. Switch back to your primary weapon and you're mana will be full again, and then back to your secondary and you will lose a bit of mana again. It worked for me when I equipped magic orbs as my secondary weapon, so if it does not work try equipping a magic orb and then trying.

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ix- Ability Hesitation
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When you use an ability that fires forth to your opponents like a fireball, if you try to use it as soon as you get hit by an enemy's attack you will make the move but nothing will come out of you. Meaning you will have just lost the mana for using that ability and nothing had come out. It's a glitch, so make sure you don't always fire as soon as you get hit by an enemy's blow. This applies for offensive abilities only, so you'll perform the move for a cleaving attack for Mogrim eg, but if the enemy hit you right when you perform it and a little before you actually pull it off, it'll interrupt your attack and deal no damage. The mana cost, like mentioned above, is still drained though.

.....
x- Carry Capacity Overload
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This is a cool trick and glitch in the game, that can be easily done and benefited by you if you have the right equipment, and follow the right procedures.

First off, you need equipment of all sorts that can boost your strength rating. Note that when you increase your strength, your carry capacity increases. Let's use an example to explain this trick: You can carry 25 items at once now. Your strength is 40. You increase it to 48 by equipping some armor or items that add your strength rating. Because of the increased strength rating, you can now carry 26 items instead of 25. Now fill up your item capacity, to 26 items and weapons, and then unequip the armor or things that increased your strength to 48 (remember this is just an example, you have your own strength rating and carry capacity). This will drop your strength rating back down to 40, and your carry capacity will be back down to 25 items. But if you count up your weapons and items, you will have 26 in total! (Or whatever amount you have since this is just an example). Yes, this is carry capacity overload, and yes, you can use this method to carry a lot of extra equipment.

A way of being allowed to carry much more items without having to maintain armor, items and weapons that increase your strength that you may not want to keep on you, simply follow this method:

Make note of your current strength rating. After that, make sure you prepare as much strength boosting items and equipment as you can. Armor, gear, weapons (long range or short range), anything at all, as long as they boost your strength in some way, take hold of them. Buy some if you need more strength boosting equipment if you can afford it. Equip all of them if possible, not caring about the other attribute bonuses as long as your strength is as high as possible.

Now if you manage to raise your strength by around 30 (which is definitely possible because I've got it increased by 67 once by combining equipment), you will be able to carry around 4-5 extra weapons. After you can equip that much more weapons, and then unequip the strength boosters. You will still be able to keep those extra carried items. Further more, you can then dispose of the strength boosters, by selling them preferably if you don't need them.

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xi- Scuttles
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Like mentioned in the "Fish Bits" secret, Scuttles is a weird Goblin like Smeagol in the Lord of the Rings. Not really a secret or anything, but he offers you a special side mission. And his cute and strange appearance itself is worth checking out.

To find this little dude, first head into Seaheaven Village. Walk up to where Fedywrr and Klars are and beside there house to the left is a path leading down. Follow that to the end to find a cave simply named- "A Small Cave". Head in and as soon as the screen loads look towards the left and walk there to greet Scuttles. He looks just like a regular goblin, except there's a squid perched on his head. He's also a trader, and offers quite a few special items including the unique "Fish Concotion".

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xii- The Secret Areas
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Scattered throughout the game are numerous "secret areas" waiting for you to discover them. When finding one you will see a glowing icon that show's it's a secret area, and once you've found it you will recieve money and experience. They are mostly well hidden, and most of them also do not have an entrance. So how would you enter them? Well by pushing against a secret breakable wall that

you have to find.. or you can just bash the wall up. You should recieve about 100 gold upon locating one of these areas.

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xiii- Summoned Minion through the lift
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Much like the gandola glitch, this trick plays around with one of the npcs that will follow you in Dungeon Siege: ToA. This time it's not a follower though, it's a summoned minion, so any of the summoning spells that Allister can cast should do the trick.

Summon the minion, and locate a lift. Reach the lift before the summoned minion does, and once the lift starts ascending/descending the minion will teleport to you, but then the lift will pass through your minion as if it weren't there, and then it'll try teleporting to you again, in which the same thing will occur yet again. Well worth the look, you should go check it out for yourself.

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xiv- Loads of Followers
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This is ultimately, one of my most favourite tricks of all. Not only is it cool to witness and pull off, it's also beneficial in both gameplay and your personal feelings.

You may have noticed that this Dungeon Seige game only allows one follower to be summoned at a time. Well a small trick is to have two, simply by summoning another with the ability that Allister learns "Summon Minion". This little trick will allow you to have two companions at once instead, helping you greatly and making you feel so much less lonely.

But the best part is, if you chose the Vile Wizard class for Allister (maybe there're other abilities for other classes I'm not sure), you'll learn another ability that allows a special type of 'summoning'. It's when you finish off an enemy with a death energy attack, there's 10% their skeletons will be summoned to become a skeleton minion to aid you. Up to three skeleton minions may appear in this way, after you've slayed a few enemies with your death attacks. This means you can have up to five 'followers' and have great massive battles that don't effect frame rate at all. I'm not sure about the number of skeleton minions that might appear though, that's just the highest number I've managed to summon. If you manage to get three or more followers all together, you shouldn't be afraid of taking on any enemy, for most of them (except for your real follower) cannot die.

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xv- Skeleton Minion from some barrels?
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You can use this trick to help you with the previous trick, or just plainly for helping you alone. When Allister gets the passive ability to allow a skeleton minion to help him if he defeats an enemy will a dark energy attack, you can instead attack barrels. It's still 10% chance of summoning a skeleton for each barrel you knock down with the dark energy, and they're so much easier to take down. This is just a way of tricking the game into thinking you've 'killed' something in which the passive ability applies.

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xvi- Town Script Portal, are extra Teleports

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Very useful, you can add two more new teleport stations from ANYWHERE in the game to both of the available settlements. If you're closer to Seahaven, you will teleport there, if you are closer to the Refuge Hall you'll teleport to there once you use the Town Script Portal. From the town, you can then take the portal back to the place you used it, so if you used it deep in a big dungeon place you'll start from there. You can use this advantage to keep a teleport to a specific place in a specific area. The portal will never disappear from the village, but however if you use another one and transport back to the same city, that portal's teleport location will be rewritten. You can do this for both the settlements, so you can have two extra handy teleport machines.

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xvii- Using Stuff Before You Really Can
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For almost all weapons, gear, equipment and armor, there are requirements you need to fulfill before you can wear and use them. For example, an Arcane armor might require you to be level 30 or more, and have a willpower of 70 or more before you can use it. You can 'cheat', and trick the system, and wear items or use weapons you actually cannot, prematurely.

This is actually similar to the carry capacity overload trick, because you achieve this by using the special bonuses other equipment can give you. All you need to do then, is wear the equipment, gear or weapons that boost your attributes and statistics until they meet the required condition of the equipment you're planning to wear. So for example, you need a strength of 35 and a stamina of 30 to wear this excellent armor you like. Let's call it the King's Armor. You have both 25 stamina and strength, but you can still be able to wear that King's Armor if you equip other things, that boost your stamina or strength until they're at least 35 and 30. So you can equip anything, as long as they boost your strength and stamina enough to allow you to wear the King's Armor. What you can then do, is wear it, and then take all the other 'booster' equipment off and wear whatever you like. Your stats will return back to 25 strength and stamina, but magically you're still wearing the King's Armor! You can use this trick for almost any requirement needed from any equipment, except if you need to be level so and so. You got to train hard for that, lol.

MORE COMING REAL SOON, REMEMBER TO COME BACK FOR MORE!!!

=====
----> Credits
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First of all, thanks for Pipeworks for developing this game, and the awesome 2K for publishing it. It's overall a really long and fun RPG.

Thanks to gamefaqs, for accepting my first secrets guide.

Thanks for gamefaqs again, for giving a chance to the people who did not get to experience these secrets and tricks to try them effectively.

Thanks to my sister for giving me encouragement for the guide.

Thanks to my friends for watching me play and play the game through with me.

Thanks for my mum for making all those cup of teas to aid me when I'm writing.

And thanks to you for reading my guide, hopefully right up to this point..

Your pal, Kranti.

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