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1. Intro

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This game marks my second FAQ written since I've been deployed in Iraq with the 3rd Infantry Division. I wated to write a FAQ for this game since its pretty straight forward, not very difficult and its only the second time I've written an FAQ. So without further waiting heres the guide.

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2. Version Info

- V 1.0 Posted guide with all main story quests and optional quests.
- V 1.1 Fixed some minor typo's and added useful tips section. Fixed some wrong info in The Avatar quest.
- V 1.2 started adding boss stats. About 1/2 finished with bosses. Fixed typo's.
- V 1.3 Finished boss stats. Added info on a few quests. Typo's. Added Druid to characters section.
- V 1.4 Added questions to FAQs section, changed email address, added a site to my allowed sites. Typo's.

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3. Game Overview

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First this game is very good. Its a top-down adventure game much like Boulder's Gate. I've heard this game is just basically a PSP version of Champions of Norrath for PS2. (I've never played Champions so I dont know.) Now for ratings.

#### Graphics 6/10

The graphics on this game are OK nothing too spectacular. Reminds me of early to mid Playstation graphics.

#### Sound 5/10

The sounds in this game get very redundant, basically its your attack sounds and then some hit sounds. The quality of the sound is good but the repetitive effects can get old quick.

#### Controls 7/10

The game controls very well for the limited number of buttons you have to use. It can get a bit confusing since every button basically does 2 things, but more about that later.

#### Fun Factor 8/10

I personally enjoy how this game plays. The whole experience of the game I really enjoyed. It can get boring sometimes but overall I liked it.

#### Replay Value 9/10

I gave this area a 9 because I like to get everything I can out of a game. I go through with all the charactors multiple times so that I can get good equips and just like to play around with all the skills.

### ----- 4. Controls -----

The controls in this game can get wierd if you arent used to them but with practice they get really easy and nice to use.

Move - Analog Stick

Attack - X

Action - Square

Ability 1 - Triangle

Ability 2 - Circle

Health Potion - L Trigger

Now the R Trigger is basically your SHIFT button. R with any other button gives that button a second use.

Power Potion - R+L

Block - R+Circle (you wont use this much)

Melee/Ranged - R+X

Map Fuctions - R+Square

Circle Camera Behind Player - R+Triangle

Set Ability - Directional Pad+Triangle or Circle

Manual Camera Movement - R+Left/Right on D-Pad to rotate Up/Down to zoom

Start - Options

Select - Status/Equip/Quest screen

### ----- 5. Characters -----

My Berserker and Druid characters can be found online at [www.gamefaqs.com](http://www.gamefaqs.com) in the Untold Legends game saves section.

Berserker - This is a great class if you wanna do a good amount of melee damage and still want to be able to take a few hits. The main stat for this class is

strength. All of this classes "special armor" (the armor with orange lettering) will give +8 strength.

#### Skills

-----

Block - I never blocked at all during this game so I cant comment about this skill.

Melee Attack - Absolutely necassary, this is a great skill for berserkers. 1% per level may not seem like much but once you have it maxed out and you are doing 124% more damage you will notice.

Rend - Never used it.

Sprint - Makes you and your friends move faster. Not very useful in my opinion.

Endurance - This skill is ok to put a few points into but dont go sinking any more than 4-5 in it since you can just recall to Aven whenever you want.

Ravage - Never used it.

Thrown Weapons - This is a good skill, i like to use thrown weapons whenever I'm fighting things that stun me and run away. This skill makes it so I kill those guys faster.

Savage Strike - This skill is pretty good. I usally use this skill whenever I'm about to go in ad fight a boss to take them down quicker.

Feral Rush - Never used it.

Piercing Howl - Never used it. Although I can see how it would be good for crowd control during multiplayer games.

Recover Thrown Weapon - Fairly useful if you throw alot of weapons and you have a set you really like and dont want to lose to fast.

Dual Wield - I personally love this skill. It basically makes it so you can equip two weapons to do more damage. Try to switch around the two weapons you are using to see if using one as your main does more than the other.

Scent of the Pack - An ok skill to put one point into. Instead of raising the critical hit chance with each point it increases the radius for the effect on your friends.

Blood Curdle - Pretty good skill. When you are being swarmed use this to take control of the situation.

Death Breath - Never used it.

Infect With Madness - This is an ok skill to help you out for a few seconds.

When the enemy is released however watch out since for a few seconds after they are released they will still be doing the extra damage.

Druid - This class focuses mainly on magic. Its the only class that has group healing skills. The classes main stat is inteligence but I would recommend a high dexterity score as well.

#### Skills

-----

Block - I never blocked at all during this game so I cant comment about this skill.

Melee Attack - Ok to put a few points in this skill but it wont be one of your main focuses for this type of charactor.

Sting - I didn't find this skill very useful not sure if it gets better with more points but I found a bow works just fine instead of wasting power with this.

Nature's Medicine - This is pretty useful, I only put one point in it so it didn't help me out alot but a pretty good skill.

Endurance - Ok skill since you won't have alot of STR but not necassary since you can recall to Aven whenever you want to.

Thorny Decoy - Pretty good skill early off in the game but gets fairly useless later on when enemies hit harder it starts to last less and less.

Mend Wounds - Really good skill to have to keep potions in stock but it takes time to use unlike potions, so it won't pull you out of the fire if you need health right away.

Stone Storm - This is a very good skill. The more enemies there are around you the more damage it will do. I would max this skill out as soon as you can.

Clinging Vines - Never Used it.

Breath of the North - Ok skill but not useful against a group only against single enemies.

Tranquil Thoughts - Very good skill makes you get your power back faster. Max this skill as soon as you can.

Cloak of Thorns - Never Used it.

Thunder Strike - Does high damage but at a very high power cost, I like Stone Storm better personally.

Quake - Never used it.

Tempest - Seems like a good skill but not very well put to use. Your Tempest does low damage not very high HP and obstructs your view quite a bit. Also the knockback effect can get annoying.

Cleanse the Land - Another good AOE skill with a high power cost but the chance of instant death can be helpful at times.

If you wish to submit anything else about any characters please refer to the Contact Me section. This section will be updated as I play with the other characters more. Thank you.

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6. Walkthrough  
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For this FAQ I will be playing the game through as a Berserker. Thus all references to difficulty really only applies to Berserkers or even Knights. The other two classes may be more difficult because of their weaker magic using nature.

For a copy of my character that I used to complete the game go to the game saves section on [www.gamefaqs.com](http://www.gamefaqs.com). The character there is right after I beat the final boss.

A. Investigate the Scream, Save My Friends  
-----

Ok the game starts off with you waking up to some Preatox Spiders. They aren't tough so make your way to the front of the inn. On your mini-map you should see what looks like a red demon head. That means there is a quest related "boss" right there. Make your way to the skull to fight the Shadowed Preatox. Just wait a few seconds before you fight him for your health to charge back up to full, or you could waste a potion. Either way kill him and head outside. Make your way through market square to Overseer Lysetta. She gives you the Lysetta Stone so that you can enter the Secret Catacombs and rescue Kaylee.

Bosses  
-----

Shadowed Preatox  
-----

Life - low

Damage - low

Effects - none

B. Search the Secret Catacombs, Recall to Aven  
-----

Down here you will fight a lot of Small and Large Preatox Spiders. It's really up to you how you deal with them, you can take out the big guys first and let the little ones rack up a little damage per hit, or take down the little ones nice and quick so they can't deal a death blow while you fight a big one. At the end of the Secret Catacombs you will fight The Revenant. This guy isn't that tough but you may have to use a potion or two during the fight. After that go into

the room where Kaylee is talk to her then recall to Aven. When you are back in Aven go talk to Kaylee who then tells you to see Overseer Lysetta. She then sends you to the Western Catacombs to pursue the Shadowed Preatox.

Bosses

-----

The Revenant

-----

Life - high

Damage - medium

Effects - none

C. Explore the Western Catacombs

-----

In here you will fight more Preatox Spiders and also some skeletons. They can take and dish out quite a bit of damage so at your current level should be considered very dangerous. Never try to take on more than 2 of these at a time. You will also find Skeleton Archers, these guys are easy and can be taken out fast, just watch your health when they are around because they will pick you off and kill you if you let them. At the end you will fight The Mourning Sage. Not so much hard as annoying. If you are a melee character you will learn to hate his kind of boss, the casters. They fight from distance and run when you get close enough to melee. The solution? Ranged attacks. Well kill him to get The Ancient Volume I. Take it back to Lysetta to get your next quest.

Bosses

-----

The Mourning Sage

-----

Life - high

Damage - high

Effects - none

Drops - Ancient Journal I

D. Retrieve Preatox Queen Venom

-----

Make your way to the Forbidden Catacombs inside the Howling Pine Inn. In here you will fight mostly Preatox Spiders and some Zombies. When you make it to the ed you will fight Athloxxia. This boss is pretty easy but can do some damage. She also has alot of HP. She does 3 diffrent attacks. She has a regular melee attack, she will also shoot a poison cloud at you that will do damage over time and her third attack is a web shot that damages you, slows your movement and also summons a small Preatox. Kill her to recieve the Preatox Venom. Return to Lysetta to finish the quest.

Bosses

-----

Ronan the Zombie

-----

Life - medium

Damage - low

Effects - none

Athloxxia

-----

Life - very high

Damage - meduim

Effects - poison

Drops - Preatox Venom

#### E. Tend the Shrines

-----

Lysetta will send you to speak with Elder Aidas. When you speak with him he sends you on a quest to find the Gorgein Defiler in Lightfall Grove. Head out of the city to recieve the Seal of Aven. Now enter Lightfall Grove and hunt down the defiler. He dies very easily and gives you The Ancient Journal Volume II. Now head for Shadowpine to find the Gorgein Reaver. Another easy one, just like the last guy. Beat him and get the Ancient Journal Volume III. Now head to Tornwood Forest to kill the Gorgein Corrupter. Once you kill him and get the Ancient Journal Volume IV go back to Aidas to finish off the quest.

#### Bosses

-----

##### Gorgein Defiler

-----

Life - low

Damage - low

Effects - none

Drops - Ancient Journal II

##### Gorgein Reaver

-----

Life - low

Damage - low

Effects - stun

Drops - Ancient Journal III

##### Gorgein Corrupter

-----

Life - medium

Damage - high

Effects - none

Drops - Ancient Journal IV

#### F. Recover the Distilling Crystal

-----

After you speak with Aidas go talk to Kaylee. She sends you to Shadowpine to recover the stolen crystal. Go to Shadowpine and find the ! on your map. Talk to the old lady to find out what happened to the crystal. She will tell you to save someone in the Bleak Mines and she will give it back to you. Find the ! in the mines then head back to the old lady in Shadowpine. She gives you the Distilling Crystal. Now recall to Aven and talk to Kaylee.

#### Bosses

-----

##### Graahika Bloodsnout

-----

Life - high

Damage - medium

Effects - burn

#### G. Instigate the Uprising

-----

Now head over and talk to Madam Diana who sends you to kill Marrowtusk on the first level of the Wallowpit in the Tornwood Forest. For the tribes fiercest warrior he goes down easy. Now you get the Ancient Journal Volume V and part of Marrowtusk's weapon (which dont show in your inventory). Now go to the Snoutrott Den in Lightfall Grove. Kill Krelgaak Snoutrott, watchout he hits pretty hard, and you finish the quest and get the Ancient Journal Volume VI. Return to Diana for a reward.

## Bosses

-----

### Marrowtusk

-----

Life - high

Damage - high

Effects - none

Drops - Ancient Journal V

### Krelgaak Snoutrott

-----

Life - high

Damage - very high

Effects - none

Drops - Ancient Journal VI

## H. Slay The Matriarch

-----

Talk to Templar Draven. He sends you on a quest to kill Matron Skulkgra on the lowest floor of the Wallowpit. Once you get to Wallowpit level 3 make your way to her. She has quite a few HP and when you get inside melee range she will jump into the air and knock you back. This attack does about 50-60 damage and stuns you. Once you kill her you get the Ancient Journal Volume VII. Go back to Draven to get a reward.

## Bosses

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### The Butcher

-----

Life - medium

Damage - low

Effects - none

### Matron Skulkgra

-----

Life - high

Damage - high

Effects - none

Drops - Ancient Journal VII

## I. The Tools of the Four

-----

Talk to Overseer Lysetta and she will send you to Elder Aidas. Now go to the Sacred Vault in Lightfall Grove. Find and kill The Rotting Priest to get the Druidic Wreath. Return the wreath to Aidas to finish the quest.

## Bosses

-----

### The Rotting Priest

-----

Life - medium

Damage - medium

Effects - stun, drain life

Drops - Druidic Wreath

## J. Defend the Gates

-----

Aidas sends you to Draven who then tells you to talk to Diana. She gives you



the Adamantine Rope and sends you to Deadeye Ridge. To get there you will need to go to Marrowrock North in Lightfall Grove. From there you will have to find a pit to use your rope in to get to Marrowrock South. Once you get to deadeye Ridge you will have to find and kill General Zsraah. You will get the Ancient Journal Volume VIII from him. Talk to Diana again to end the quest.

Bosses

-----

Dreadskull

-----

Life - medium

Damage - medium

Effects - none

General Zsraah

-----

Life - high

Damage - high

Effects - none

Drops - Ancient Journal VIII

K. Destroy the Stronghold

-----

Talk to Drave to start this quest. He will tell you to go to Ironstone Hollow in Deadeye Ridge. Find and kill the general here to get the Ancient Journal Volume IX. Recall to Aven and talk to Draven again.

Bosses

-----

General Baelzuraak

-----

Life - high

Damage - medium

Effects - none

Drops - Ancient Journal IX

L. Repair the Gates

-----

Talk to Lysetta and she will send you to kill Alyssia the Hateful in the Whispering Chasm to get the Containment Shard. To get to her you have to go through Splinterful Woods, through Dreadwind Moor, on to the Waning Wastes, and finally into the chasm. Go kill the boss and get the shard. Now recall and get your reward.

Bosses

-----

Silverswipe

-----

Life - high

Damage - medium

Effects - none

Gravelhorn

-----

Life - high

Damage - high

Effects - stun

Alyssia the Hateful

-----

Life - medium  
Damage - low  
Effects - none  
Drops - Containment Shard

#### M. Rescue the Prisoner

-----

Talk to Draven to find out Kaylee was abducted and taken to the Screeching Halls. You should have seen the entrance to the halls during your last quest. You can get there from Dreadwind Moor or Whispering Chasm or Fellroot Tunnels. When you find Kaylee she will give you the Ancient Journal Volume X and recalls to Aven. You should do the same and give the book to Lysetta.

#### N. Destroy the Threat

-----

When you end Rescue the Prisoner you will start this quest. Lysetta will send you to talk to Draven. Now head to Deadeye Ridge and find the Necrosis Citadel. You will find Nethereye on level two. You will get the Necrosis Tome. Now go talk to Draven again. He will have you talk to Lysetta for a reward and to give her the tome.

#### Bosses

-----

##### Nethereye

-----

Life - high  
Damage - high  
Effects - absorb life  
Drops - Necrosis Tome

#### O. Recover the Second

-----

Time to get the second of the four artifacts. Talk to Lysetta to start this quest. She tells you to go to the Temple of Dreams in the Riven Flats. Proceed to the second level of the temple and find the boss Acaelstra. Defeat her to get the Aegis of Purity. Return it to Lysetta to get rewarded.

#### Bosses

-----

##### Watcher of the Waking

-----

Life - high  
Damage - high  
Effects - none

##### Acaelstra

-----

Life - high  
Damage - low  
Effects - none  
Drops - Aegis of Purity

#### P. Recover the Third

-----

You start this quest automatically after the last quest. Now just get back to the Temple Of Dreams and go to the third level to find the Dreamkeeper and get the Ethereal Key. Now get to the Forbidden Alter. Make it through there to the Dreamspace. When you get to the end of Dreamspace you will be on the Temple of Nightmares Level 3. Make your way to level 1 and exit to the Glacial Steppes. Get to level 3 to fight Duke Uth Hya. Once youve killed him and recovered the

Salve of Regeneration head back to Lysetta.

Bosses

-----

The Dreamkeeper

-----

Life - high

Damage - low

Effects - stun

Drops - Ethereal Key

Duke Uth Hya

-----

Life - medium

Damage - low

Effects - none

Drops - Salve of Regeneration

Q. Rescue the Scouts

-----

After you recover the third talk to Madam Diana. She will tell you to rescue some scouts from Frostwail Caverns. Go to the Glacial Steppes to find the entrance to The Icen Halls East. Then find The Icen Halls Deep and the to Icen Halls West. Then you will find Gloomfall Wastes. Out here you will find the Frostwail Caverns. Look around in here to find the !, this is Csuragaul. Talk to him and he will tell you to go kill Lord Ashgard the dragon in Shiverdark. Get to the Glacial Steppes and find Shiverdark. Once inside find and kill Lord Ashgard. He has alot of life and his regular melee attack did about 130 damage to me, but just heal yourself and he will go down soon enough. After he dies you get the Ancient Journal Volume XI. Now return to Csuragaul in Frostwail Caverns. Now head back to Diana to end the Quest.

Bosses

-----

Lord Ashgard

-----

Life - very high

Damage - high

Effects - slow, freeze

Drops - Ancient Journal XI

R. Venture to the Abyss

-----

Talk to Lysetta and she will send you to speak with Csuragaul again. When you go talk to him he will give you the Astral Potion so you can get into Pandemonium's Gate. Head to the Dreamspace and find Pandemonium's Gate. Don't worry about any of the other Pandemonium's Gates in here, just head for The Burning Labyrinth. In here you will be looking for the Infernal Abyss. In here find the boss The Harbinger. You will get the Ancient Journal Volume XII. Give the journal to Lysetta to end this quest.

Bosses

-----

Dementia the Suffering

-----

Life - high

Damage - low

Effects - none

The Harbinger

-----  
Life - high  
Damage - high  
Effects - stun, knockback  
Drops - Ancient Journal XII

#### S. Recover the Fourth

-----

When you end the Venture to the Abyss quest you automatically start this one. You now have to go to the Obsidian Cavern in the abyss to fight the Oracle. Kill the Oracle to get the Orb of Containment. Return it to Lysetta to end the mission.

#### Bosses

-----

##### The Oracle

-----

Life - high  
Damage - high  
Effects - stun, knockback  
Drops - Orb of Containment

#### T. Breach the Citadels

-----

Talk to Draven to accept this quest. He will send you to get keys from each of the four citadels in the abyss. Start off by going to Spire Fortress. Now go to the Spire Tower. Find and kill The Aberrant Overlord to get the Spire Fragment. Now go to Summit Fortress and up the Summit Tower. Confront The Eviscerated Overlord to get the Summit Fragment. Now you can go to Zenith Fortress and up the tower to fight The Sadistic Overlord. Kill him to get the Zenith Fragment. Now go to the Meridian Fortress and tower to get the Meridian Fragment from The Tortured Overlord. Now finally head to the Pinnacle Fortress, up the tower and kill The Writhing Overlord. You get the Ancient Journal Volume XIII from him. Talk to Draven and the Lysetta to finish this quest now.

#### Bosses

-----

##### The Aberrant Overlord

-----

Life - medium  
Damage - high  
Effects - none  
Drops - Spire Fragment

##### The Eviscerated Overlord

-----

Life - medium  
Damage - high  
Effects - none  
Drops - Summit Fragment

##### The Sadistic Overlord

-----

Life - medium  
Damage - high  
Effects - none  
Drops - Zenith Fragment

##### The Tortured Overlord

-----

Life - medium  
Damage - high  
Effects - none  
Drops - Meridian Fragment

#### The Writhing Overlord

-----

Life - medium  
Damage - high  
Effects - none  
Drops - Ancient Journal XIII

#### U. Confront the Beast

-----

Talk to Lysetta to start this quest, she will tell you to talk to Draven. He gives you the Orb and sends you through Ardor's Pass and into Marianans Guard to fight the Shadowed Gods servents. Head down to the fifth level of the guard to fight The Cardinal Sentry. Kill him then get to the Infernal Abyss. Find the ! on your map and talk to her to get the Ancient Journal Volume XIV. Now head to Tornwood Forset to meet up with Madam Diana. Talk to her to end the quest.

#### Bosses

-----

##### Margorth

-----

Life - medium  
Damage - low  
Effects - burn

##### The Cardinal Sentry

-----

Life - medium  
Damage - high  
Effects - none

#### V. Quell the Chaos

-----

When you end Confront the Beast this quest starts, head to Lightfall Grove to confront the Shadowed God. He has alot of life and a couple diffrent attacks. One of his attacks knocks you back and stuns you but does low damage. His main attack does high damage though. Kill him to recieve the Ancient Journal Volume XV. Now head back to Aven and talk to Draven.

#### Bosses

-----

##### The Shadowed God

-----

Life - very high  
Damage - high  
Effects - knockback, stun  
Drops - Ancient Journal XV

#### W. Kaylee's End

-----

When you talk to Draven to end the Quell the Chaos quest he will send you on this quest in the Eastern Catacombs. Go to level 3 to find and kill Shadowed Kaylee. She runs around alot and has a good chunk of HP, but kill her to get the Ancient Journal Volume XVI. Return to Draven to finish the quest.

#### Bosses

-----  
Templar Haradale  
-----

Life - low  
Damage - low  
Effects - none

Shadowed Kaylee  
-----

Life - high  
Damage - medium  
Effects - drain power, absorb health  
Drops - Ancient Journal XVI

## X. Gather the Components -----

Speak with Elder Aidas to start this quest. He sends you to the Halls of Honor. You can reach the halls through the Long Walk. On the third level you will find the Steel Warden, kill him to get the Golden Urn. Now head to Earthrest Crypt. You can find the crypt through Bleak Mines then into the Lost Catacombs and finally into the crypt. Head down to level 3 and fight the Lunar Sage to get the Marble Urn. Now you must head for the Lair of the Sleeping Wolf. To get there you have to go to the Gasping Caves in Riven Flats. In the caves you will find Den of the Sleeping Wolf, go in there to the Temple of the Sleeping Wolf and finally onto the lair. Find the Savage Matriarch and kill her for the Bone Urn. Now head to the Elysian Chamber in The Icen Halls East. Before you enter the chamber you will see A ! near the entrance on your map, head there and talk to the overseer and give her the Ancient Journal Volume XVI. Now enter the chamber and head to level 3 and kill the Phantom Savant. After he is dead take the Ethereal Urn and go back to the Icen Halls East to talk to Lysetta.

## Bosses -----

The Steel Warden  
-----

Life - low  
Damage - medium  
Effects - none  
Drops - Golden Urn

Graahika Bloodsnout  
-----

Life - medium  
Damage - low  
Effects - burn

The Lunar Sage  
-----

Life - low  
Damage - low  
Effects - none  
Drops - Marble Urn

The Savage Matriarch  
-----

Life - low  
Damage - low  
Effects - none  
Drops - Bone Urn

## The Phantom Savant

-----

Life - low  
Damage - medium  
Effects - none  
Drops - Ethereal Urn

## Y. The Avatar

-----

After you return with the four urns to Lysetta head to the Infernal Abyss. Find the ! on your map and talk to the Avatar. Give him the four urns and he gives you the Warden's Key. He also ends your current quest.

## Z. Vanquish the Threat

-----

Now you are in for a long walk, Head all the way back down the Mariana's Guard and then down further to The Vault level 3. Now its time to fight Xoquoxotil. He is a tough boss first he has a ton of HP, second he does alot of damage, and third he summons these wizard guys that stun you. Whenever you see those guys take them down quick. Beat him to get an Amulet Shard. Now return to the Avatar in the abyss. Enjoy the epilouge, but dont think the game is over there are a few new optional quests that you can do now.

## Bosses

-----

### Xoquoxotil

-----

Life - very high  
Damage - high  
Effects - knockback  
Drops - Amulet Shard

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## 7. Optional Quests

-----

### A. The Betrayal

-----

After the Tend the Shrines quest talk to Sabine Firehand. She tells you to find Calipso in the Dismal Lair which is in Shadowpine. Find Calipso the Red Fang ad kill her to recieve the Wildmoon Totem. Take it back to Sabine for your reward.

## Bosses

-----

### Calipso the Red Fang

-----

Life - medium  
Damage - medium  
Effects - none  
Drops - Wildmoon Totem

### B. The Lost Researcher

-----

After the Tend the Shrines quest talk to Acolyte Maia who sends you to Nightfall Tomb under Shadowpine. Head into the tomb and make your way through until you find the ! on your map. Its the researcher, he uses your Lysetta stone to warp back to Aven. Recall yourself and claim your reward.

## Bosses

-----  
The Dark Hierophant

-----  
Life - medium  
Damage - low  
Effects - none

C. Second Rise of the Horde

-----  
After the Defend the Gates quest talk to Sabine Firehand who will send you to Fellroot Tunnels in Splinterfull Woods. Which can be reached through Shattercove West. Once you get there go to Shattercove East then on to the woods. When you get into the tunnels you will have to fight Heshassith, a Large Preatox Spider. She doesnt hit much harder than a regular large spider but she can poison you, so watch for that. After she's dead recall and talk to Sabine to get a reward.

Bosses

-----  
Mystic Dimitria

-----  
Life - low  
Damage - low  
Effects - burn

Oracle Ellezandra

-----  
Life - low  
Damage - low  
Effects - none

Heshassith

-----  
Life - high  
Damage - medium  
Effects - poison

D. The Fallen Knight

-----  
Sir Armon will give you this quest after the Defend the Gates quest. He will tell you to go to Splinterfull Woods to slay a fallen knight. Find the knight somewhere in the woods and he will tell you to go to the Deep Crypts beyond the Forbidden Catacombs to fight Sir Gerard. Kill Gerard to get Sir Gerard's Testimony. Return it to Sir Armon then head back to talk to Sir Braelynn in Splinterfull Woods for your reward.

Bosses

-----  
Mystic Dimitria

-----  
Life - low  
Damage - low  
Effects - burn

Silverswipe

-----  
Life - high  
Damage - medium  
Effects - none



Sir Gerard

-----

Life - medium

Damage - medium

Effects - slow

Drops - Sir Gerard's Testimony

E. The Outcast's History

-----

When you get to Splinterfull Woods you should see the old woman near you. Talk to her and she will send you to get a book from The Long Walk under the Forbidden Catacombs. The book will be in a chest in the Long Walk. Find the Wayfarers Tome and give it to Acolyte Maia for a reward.

Bosses

-----

Sir Gerard

-----

Life - medium

Damage - medium

Effects - slow

Drops - Sir Gerard's Testimony

The Executioner

-----

Life - high

Damage - high

Effects - none

F. The Weeping Banshee

-----

After the Repair the Gates quest talk to Sir Armon and then head back to the Whispering Chasm. Kill the Weeping Banshee and go back to Armon for your reward.

Bosses

-----

The Weeping Banshee

-----

Life - medium

Damage - low

Effects - none

G. The Weapon

-----

After Recover the Second talk to Maia to learn about a weapon that the Vrultok have in the Screeching Halls. Make your way there and down to level 2, you will need to get the Ethereal Key first, to confront Commander Geshaak. Once he's dead you get the Fractured Steel Chamber. Return to Maia for a reward.

Bosses

-----

Commander Geshaak

-----

Life - medium

Damage - medium

Effects - none

Drops - Fractured Steel Chamber

H. The Wailing Dead

-----  
After Rescue the Scouts talk to Shepherd Grailynn who asks you to investigate the Ancient Waterworks. They lie beneath the Long Walk. Head down there and fight The Wailing Ghast. Now talk to Grailynn again for a reward.

Bosses

-----  
The Wailing Ghast

-----  
Life - low  
Damage - medium  
Effects - absorb health

I. The Lost Scout

-----  
After Rescue the Scouts talk to Sabine Firehand to learn one of her scouts is being help in Hoarfrost Asylum. You can reach this place from The Icen Halls Deep. Find the ! in the 1st level of the asylum and talk to Sabine again to end the quest.

J. The Scourge

-----  
After The Wailing Dead talk to grailynn again and he will tell you to go the top level of the Necrosis Citadel in Deadeye Ridge to fight the Scourge. kill him and return to Grailynn to be rewarded.

Bosses

-----  
The Scourge

-----  
Life - medium  
Damage - high  
Effects - none

K. The Fallen

-----  
After The Scourge talk to Grailynn again and he will send you to kill Blightfallow in the Glacial Steppes. Kill him and return for a reward.

Bosses

-----  
Blightfallow

-----  
Life - low  
Damage - medium  
Effects - absorb health

L. The Contested Lair

-----  
After The Fallen talk to grailynn yet again. This time you are off to the Glimmering Caves. Its a long walk. Get to the Icen Halls Deep, then go through both levels of the Hoarfrost Asylum, into the Eclipsed Land, then finally into the Glimmering Caves. Kill the boss in here and head back to Grailynn again for another reward.

Bosses

-----  
Bolthorr

-----  
Life - very high

Damage - high  
Effects - freeze, slow

#### M. Lost History

-----  
After Vanquish the Threat talk to Maia. She will tell you to go to the Temple of Nightmares to retrieve a tome from a chest. Find the Tome of Aven probably on the third level and return it to Maia for a reward.

Bosses

-----  
Persephone

-----  
Life - low  
Damage - low  
Effects - none

#### N. The Forgotten Enemies

-----  
Talk to Draven after Vanquish the Threat and he will give this quest. First head to the Meridian Fortress and down into the Meridian Oubliette. Down here fight The Night Queen. Now head to Summit Fortress. Go into the oubliette and fight Savage Lord Goretusk. Now head for Spire Fortress. Fight The Deathchanter and then head to the Zenith Fortress. Find and kill Lord Vael'Zuul. Finally go to the Pinnacle Oubliette and kill Mezaderakon. Talk to Draven to finish this quest.

Bosses

-----  
The Night Queen

-----  
Life - medium  
Damage - medium  
Effects - knockback

Savage Lord Goretusk

-----  
Life - medium  
Damage - medium  
Effects - none

The Dreamchanter

-----  
Life - medium  
Damage - medium  
Effects - none

Lord Vael'Zuul

-----  
Life - high  
Damage - high  
Effects - knockback, stun

Mezaderakon

-----  
Life - high  
Damage - low  
Effects - slow

#### O. The Weapon Part II

-----  
After Lost History talk to Maia again to accept this quest. Make your way to the Hoarfrost Asylum, through the Crystalline Pass East. Head down to level 3 and fight Analyst Heskatti to get a Chipped Diamond Reactor. Give this to Maia to end the quest.

Bosses

-----  
Duke Re-Uset

-----  
Life - low  
Damage - low  
Effects - none

Analyst Heskatti

-----  
Life - low  
Damage - low  
Effects - none  
Drops - Chipped Diamond Reactor

P. The Tome

-----  
Talk to Maia again to start this quest. Head to Pandemonium's Gate to try to find the Tome of Aven Volume II. Give it to Maia for a reward.

-----  
8. Useful Tips

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1. In any area that there is a quest related boss that you will be able to see on your map, i.e. there will be a red demon head on your map where they are, if you toggle your map from big to off you will see the red head in the general direction that you will need to go for the boss. This can be very useful if you are just trying to get to the boss and dont feel like exploring alot.

2. If you die you cannot save your game using the save game on the start menu but if you go to exit game you can still save and keep any items youve gotten since your last save. Note that this will not work when there is a boss near you or at certain other areas that you cannot save at anyway.

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9. Frequently Asked Questions

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Q) How is Iraq?

A) It sucks, what do you think? I've been here for the last 6 months and hardly a day goes by that I dont hear some kind of incoming rocket or mortar. And they are getting closer.

Q) How do you find time to play video games or write an FAQ out there?

A) I only work 8 hours a day like most of you people back in the states.

Q) Can I send you a boatload of cash?

A) Yes. Rathee3@gmail.com is the email address I use for paypal send money there.

Q) I've done all the quests in your guide but the game never really ended, is

there anything else i have to do?

A) No, after you complete the four quests after you kill Xoquoxotil the game is over. There is nothing left for you to do but wander around killing stuff or start the game over with all your stats and equipment.

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10. Contact Me  
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If you wish to contact me with any info I missed, questions about this game, questions about Iraq, whatever just email me at rathee3@gmail.com. That's rathee3(at)gmail(dot)com. You can also send me money at this address if you wish to contribute because you like my guide. Don't be afraid to email me for any kind of question you wish to ask, I wont think you are stupid if you ask me what I eat for breakfast here in Iraq or if you ask me how much damage I did when I beat this game.

Oh and check out my Psychonauts FAQ if you get the time and need some help on that game too.

-----  
11. Thanks  
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Well thanks to anyone who e-mails me, I appreciate the thought. I would like to thank my wife especially for being good to me even though I havent seen her in months. And thanks to all my readers for taking the time to read my guide. Oh and especially to anyone cool enough to send me money. >.>

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12. Legal Stuff  
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As of right now this FAQ may be posted at [www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)  
[www.gameplayworld.com](http://www.gameplayworld.com)  
[www.sgpsp.com](http://www.sgpsp.com)  
[www.cheatcc.com](http://www.cheatcc.com)  
[www.lup.com](http://www.lup.com)  
[www.psxextreme.com](http://www.psxextreme.com)

If you wish to have this guide posted at your site email me to ask first. I will normally say yes as long as you dont give me a reason not to. If you see this FAQ on any other site than those listed above contact me to let me know.