

Dungeon Siege III

including the Treasures of the Sun DLC

Dungeon Siege III is a very challenging RPG (role-playing game) created by Obsidian Entertainment. Square Enix released the game on June 17, 2011 for the PlayStation 3, Xbox 360 and Microsoft Windows. You choose from one of four avatars, each with his/her unique background. The 10th Legion is trying to reestablish itself after having been decimated by Jeyne Kassynder in a long-ago battle. Control of the kingdom of Ehb is in the balance. Explore a variety of environments, while battling hoards of monsters.

After the initial cut scene, follow the trail to the Montbarron Estate. Interact with three corpses below the steps. Learn their fates and then enter the building. Pass through the burning halls to the head of a stairway. Before you go down, check the alcove for a weapons stand.

At the bottom of the stairs, destroy the barrels to clear your path. Sometimes, barrels contain loot. Floating green and blue orbs help refill the corresponding Health and Focus bars on your screen. Open a treasure chest and then continue down the stairs. Destroy some more barrels, so that you may continue. Defend yourself against two Lescanzi mercenaries and then open a second chest.

At the bottom of the stairs, kill two more groups of mercenaries. A door opens and you can see a man named Marten Guiscard standing in the opening. Before you talk to him, break some barrels and open another treasure chest. Marten tells you to light the fuses on three explosives barrels.

On your way to the barrels, open a chest. After you light the fuses, the bridge collapses. Follow Marten along the path. Pass a swirling Save Beacon. Check two corpses for treasures. You come to the gate of a "Military Camp". In front of the gate, look for a hidden chest behind a low wall.

Inside the camp, activate the Bounty Notice tacked to a post. Open a chest and check two weapons racks for gear. Open your Player Menu (C). Equip the new gear. Colored dots on gear icons denote rarity (Black=Common, Green=Special, Blue=Rare, Orange=Unique). In the Items Menu (T), old gear, or gear you cannot use, may be "transmuted" into gold - and/or essences. When comparing two pieces of gear, you will see the following terms used to describe what the gear will do:

Stamina ----- Increases the number of Hit Points for your character
Retribution ---- Gives your character some Damage Reflection
Warding ----- Adds some Defensive Stun to your character
Stagger ----- Adds some Offensive Stun to your character
Block ----- Stops incoming damage but drains Focus Points
Agility ----- Adds to precision and the chance for a Critical Hit
Doom ----- Increases your character's Critical Hit damage
Momentum ---- Determines how quickly you recover Focus Points during combat
Will ----- Adds more Damage per Second (DPS) to your Abilities

Exit the camp and pass another Save Beacon. You will come to a bridge. At the other end of the bridge, find a group of mercenaries, led by your first mini-boss, Bogdan. He is armored, but Marten assists you in defeating him. If you have installed the Treasures of the Sun DLC, you get your first “essence” after this fight, dropped by one of the mercenaries.

Note that the Treasures of the Sun DLC must be installed if you want to use essences. They can enchant any gear, for a price. To see these essences, open your Items Menu (T) and then right-click on any piece of gear. If you do not have any essences, nothing will happen. If you *do* have one, click on the essence to purchase it, although, at this point in the game, you probably do not have enough cash. There are five essences: Doom, Retribution, Stagger, Warding and Chaos: Vampire. You may have only six total enhancements on any piece of gear. If, for instance, you find a piece of gear which already has three enhancements, then you can only add three new types of essences. However, you can *add* to an *existing* essence. If your sword has Doom, you can add more Doom. Adding an essence to a ring or amulet with zero value is *much* cheaper than it is for any other gear. The game gives you two zero-value amulets and two zero-value rings early in the game.

Now enter the Legion Chapterhouse and speak with The Venerable Odo. Marten is wounded, so you are back on your own. Search three small rooms for a treasure chest, armor stands and weapons racks. Read four Lore Books. Reading 30 of them gives you +3 to your Will statistic. Go through the door east and read four more Lore Books distributed around the balcony. Activate the large bookcase to learn that three of its genealogies are missing.

Then go down the stairs to the room at the bottom. Inside it, kill four giant blue spiders that drop down from the ceiling. If you attack the white spider eggs, pairs of baby spiders emerge. Check an armored corpse in that room and then find a chest near the base of the stairway. On the other side of the stairway, find a weapons rack. Return to the top of the stairs and then use the Save Beacon. Stand inside the swirling gold spirals of the beacon and then hit the Interact key (E).

You may store a maximum of 40 saves. You may delete saves if you use up all 40 of them. Saves are stored in My Documents>My Games>Dungeon Siege III. Every time you activate a Save Beacon, your health bar fills up, even if you do not save your game (as long as you are not in battle).

Now go through the door west, to the outside. Cross the bridge and fight four mercenaries who come running from the camp to the west, just past the end of the bridge. Before you enter their camp, go the other way (south), to find a man named Florin standing forlorn. He is a merchant and will sell you gear, in exchange for a favor. Bandits have taken possession of his stock wagon and he wants you to get it back. Agree to help.

In a nook to the left of Florin, a stack of crates has two spiders inside. They will attack you.

Just past Florin, open a chest. Fight off several bandits, open a chest just past the gate and then continue along the trail west, to fight several more bandits. Around the next corner, fight more bandits and then zigzag up the trail to the top. Find another group of bandits at the summit.

After you have defeated all of the bandits at the summit, Florin shows up and thanks you. Now he will sell you items from the wagon. Click on it to look at his wares. If your character's picture appears in the right-hand window, then you can equip that item. Otherwise, you cannot. You may sell unneeded gear to vendors for a *better* price than transmuting gives you, but you lose the chance to get an essence from that gear. Upgrade your gear if you wish. Then save your game.

If a gear item does not already have one of the five essences attached to it, then you have *zero* chance to transmute an essence. You always get a number of coins, (in yellow, under your portrait).

From the wagon, go down the hill a short distance south, to find a nook with a chest. Just around the next corner, fight a big group of bandits. Farther down the hill, around a tight corner, fight off a large group of poisonous spiders - large and small. These can easily kill you at this stage.

When you come to a crossroads, go down the hill to your right (northwest). You will come to a large courtyard with a Save Beacon, two chests and a large door that you cannot yet open. Return up the hill to the crossroads and then take the other fork, south down the hill. Fight off more spiders and, past them, another group of bandits in the cul-de-sac at the bottom of the trail.

The leader of the bandits, a mini-boss named Boris, has his camp there. Try to kill his henchmen before you take on Boris. He has many hit points, but will not chase you very far up the hill. If you are using a ranged weapon, keep him at a distance, because he only has a sword. Use your first special Ability against him, by pushing the number 1 on your keyboard. Get his "Lescanzi Sash". There is no known use for the sash. It may have been intended as proof of Boris's death.

The true power of an Ability only develops when you use it enough to Master it, so use the ones you like, as much as you can. Check your Player Menu (C), under Abilities, to see the progress of your mastery of an Ability. If you find yourself running low on Health, and have a full Power Orb, hit the number 4 on your keyboard, whether in battle or not. Power Orbs are the reddish circles located below your Focus Bar. They are also used to power *Mastered* Abilities, some of which use more than one orb. Note that enemies in the game quickly regenerate in areas that you have already cleared - and they level up as soon as you do. Upgrade your character constantly.

Search the bandit camp, read Boris's Orders, attached to the middle tent. Note that the bandits have already destroyed the bridge. Return up the hill, all the way past the wagon and back down to the bridge that crosses to the Chapterhouse. Watch for more bandits along the way.

From the bridge, take the other fork, north and west. Fight some mercenaries and enter their camp. Open an obvious chest and a chest hidden behind a low wall. Defend against another four mercenaries on the other side of the camp and then go down the trail to fight an even larger group of mercenaries. Near the pond, watch for three more mercenaries and then open a chest. Find a hidden chest against a wall near the group of very small huts. Then speak with Ladislav, who is standing at the gates to Lower Raven's Rill. He will open the gates for you.

Lower Raven's Rill

Past the gates, speak with Ludmilla. Ask how her husband died and then offer to help. Tell her that you have already killed Boris. Accept her reward - or not. If you refuse a reward from every quest giver in town, the game will give you a Deed for +5 to Will. Then ask her about Lazar.

Further through town, open a chest to the north. On your way through the town, Alexi or Katarina will stop you and ask you to speak with his/her sister, who is waiting for you inside a cave. Next to you is a wagon, the Shop of Wonderment and Mystery, where you can buy and sell gear. Nearby, find Gregori, who tells you that Lazar is in a cell beneath the town hall in Upper Raven's Rill. Around the corner from him, find a chest. Then cross the bridge. At the mill just past the bridge, speak with Yacob, who wants you to kill "something nasty" that has infested his favorite fishing hole. Save your game.

Backtrack along Pilgrim's Way to the pond you passed earlier. Stand at the edge of the pond and then toss the bait that Yacob gave you, into the water. A large Vodyanoi mini-boss named Nishemmy, and four or five of his smaller friends, will jump out of the water and attack you. You will see many more of these later. Return to Yacob at the mill and accept his reward - or not.

As you enter the Western Forest, your weapon(s) again appears in your hands. At the top of the next hill, fight three mercenaries. At the intersection, turn north to find a larger group of enemies. After you have defeated them, enter Stormsong Cavern, in front of which they were standing.

A note about leveling up: When you look at the Abilities menu, the numbers 1 and 2 refer to single handed and dual wielding stances. The shield icon refers to your blocking stance. Each of these three stances, in turn, has its own set of three Abilities. Note that the icons on the lower-left of your screen change when you change your stance. Hit the numbers 1, 2 or 3 on your keyboard to use these sets of Abilities. They will activate only if the icon for that Ability is not greyed out - indicating that you do not have enough blue Focus Points. Get Focus by attacking enemies.

Stormsong Cavern

Leona waits for you inside the cavern. She gives you a key to some prisoner cages farther into the cave, but will not go with you. There are two routes from here, but the east route goes only a short distance to a locked gate. You will use this gate as an exit later.

Go north, by way of a long and winding rocky trail. Along the way, fight several groups of mercs, totaling about 30. You should also find two chests, an armor stand, three weapons stands, a mini-boss named Barband and four Save Beacons. Sometimes you see a pair of witches. Note that some Save Beacons are near enemy territory, specifically the one nearest the witch Vera. If you die and have to use that save, nearby enemies can swarm you as soon as the game restarts from that save.

You eventually come to an open area where you can see several enemies waiting for you, one of whom is the leader of the witches, Vera. As soon as you enter the arena, you have an unavoidable conversation with her. While this is happening, the opening you came through to get here oddly becomes blocked, trapping you in the arena with a hoard of Vera's minions. As soon as the conversation with Vera ends, the entire hoard will attack you.

Visible in the distance south, is a locked gate. Vera casts spreads of powerful purple energy orbs in all directions. Her minions use a swarming attack, except for a pair of lesser witches, who use ranged spells. Tumble toward the locked gate south, to put a bit of space between you and Vera. That way, fewer of her purple orbs have a chance to hit you (widening their spread). The minions come so close to you that they block your attack on Vera anyway. So, deal with the minions first, then kill the pair of witches and finally Vera. She can summon small demons. If the fight is too difficult for you, temporarily lower the difficulty level of the game to Casual.

After you have killed Vera, free the two prisoners, Armand and your new companion, Anjali or Lucas. Add points to your companion's Abilities, Proficiencies and Talents any way you like. If you have any gear in your inventory that she/he can use, then assign that to her as well. Leona arrives (too late to help you) and gives you a Lescanzi Skeleton Key, this one to Gunderic Manor. Exit south, through that previously-locked gate, to a room where Alexi or Katarina waits for you. Have a short conversation with him/her. Then open two chests. Read a note from Vera's sister.

Exit the room to the cave entrance, where your companion will help you fight through another group of mercenaries. Outside again, turn west at the intersection, along the trail you have not yet traveled. Soon, you will come to another group of mercs, led by a mini-boss named Ottokal. After you defeat them, you get the Golden Statue of Azuni. Open two chests in Ottokal's camp.

Gunderic Manor

After you have defeated the mercs, go farther west and then open the gates to Gunderic Manor. Save your game and then enter the manor. You hear the ghostly voice of a long-dead young woman say "Help me". Her portrait is hanging on the wall. Read the plaque below the painting. The door east is locked. Go up the grand stairway to an intersection of two corridors.

The hallway west leads to a lobby where you find five locked bedroom doors. The door on the north wall opens automatically and you hear the young woman's voice again, saying "This way". Inside the room, you see the ghost of Alise Gunderic. She asks for your help and tells you of a key to a vault. That key is in Lord Gunderic's Study. She also gives you a key to the East Wing.

When you exit the room, the five locked doors open all at once and then five very tough skeleton warriors exit the rooms. Do yourself a favor and run for the grand stairway to get a fighting chance against these tough enemies. Be wary of more enemies in the lobby below the stairway. A good way to defeat them all is not to even wait for the bedroom doors to open. Run all the way down the stairway and through the open door to the outside. Then turn around to take on these enemies at your convenience rather than theirs. Many of them will chase you outside.

After you have cleared that part of the manor of enemies, note that none of the five bedrooms have any treasure. However, the master bedroom has a journal entry that tells of a magical barrier to Lord Gunderic's study. The barrier can be lifted by speaking the password, Nagog.

On your way to the East Wing, near the balcony, read some pages of Lord Gunderic's journal, lying on the floor. Find the unique door just past the note, down the wide hallway north from the balcony. This hallway has six gargoyles that come to life when you approach them.

The door to Gunderic's study has a talking head embedded in it. The head asks for a password. If you choose "Nagog", you get the "Solver of Cyphers" Deed, for +2 to your Agility points. If instead, you guess the password six times, the door will open and you get the "Trial and Error" Deed, for +2 to your Stamina points. Find Deeds in your Player Menu (C). Click on the Deeds tab to see them. Past the door, open the chest, to get the Vault Key. Read a journal entry and a scroll.

The other two doors in this section of the manor open to mobs of enemies, but you will not have to fight them until you open the doors. One of the rooms has a chest and both of them have journal entries. One of the rooms has a large bookcase that slides open to reveal a secret room. Open a chest, read a note and then check the weapons stand inside that secret room.

Now go downstairs to the lobby. Unlock the door to the East Wing and then pass through a dining room defended by skeleton warriors. Then run along a balcony and down some steps north, fight your way through a kitchen with a large stove, through a smaller room and down some stairs west, to the Gunderic Library of Arcana. Read a book about Geoffrey Gunderic and an Encyclopedia of Common Magical Objects, describing Coalfire Stones. Use the Save Beacon near a locked door.

Go downstairs. Read a torn letter, a book about the creator gods and a book about the First People. The west door is locked. When you pull the big handle to open the gates, you find that part of the mechanism is missing and the gates will not open. Now, when you approach it, the locked door west of the gate bursts open and six skeleton warriors rush through it to attack you.

After the battle, go through that doorway and up the stairs to a big room with more skeletons. Read a section of a journal; kill two gargoyles that come to life. Read a book about the teachings of the Azunite Church and open a chest. You cannot yet target the four skeletons surrounding a circular fire on the floor below you.

Instead, go through the door at the west end of the room and then fight three skeletons. Past them, around the next corner, fight three more skeletons. A room on the right, Component Storage, has four or five skeletons. The room down the hall, Artifact Reference, is empty except for a chest, two books about the Heart of Nagog and a piece of parchment with scribbles on the Heart of Nagog.

The door at the end of the hall opens east, to the large Lecture Room, where the four skeletons are still standing around the fire. They are about to conjure something. Save your game. When you get to the bottom of the steps, approaching the skeletons, a cut scene shows them conjuring a huge red Mire Hulk Horror. A force field blocks any retreat back up the stairs. All five enemies attack you. Use Block, to stop the damage from the silver orbs that they throw at you. Shoot back when no orbs are coming at you. At the end of the battle, search the glowing corpse for the Coalfire Stone.

Then go up the stairway east and open the door back to the balcony. Down the steps, at the locked gates, activate the lever. Then choose to insert the Coalfire Stone. Then pull the lever to open the gates to the Inner Sanctum. Inside, read some journal pages about the attack by Jeyne Kassynder.

Read a book about Lady Montbarron's tomb. Read another book about The Inventor and Lady Montbarron. Read a third book about Merik the mage. If you have read all 30 of the Lore Books so far, then the game gives you the Lorekeeper Deed, worth 3 Will points. Then go up the stairway north, to an octagonal room with two gates already open. You hear Alise say "Free me". Enter the east room first, to check two weapons racks.

In the west room, find the Heart of Nagog and then decide whether to destroy it, releasing Alise from her imprisonment. If you destroy the heart *after* the fight with Lord Gunderic, that fight is easier to win. Open two chests. Beyond the north gate, what is left of Lord Gunderic waits for you, in full armor, sword in hand. He speaks to you and then he attacks. He uses a rushing attack but is basically alone. After the fight open his chest, to get his signet ring.

Back in the octagon room, Leona is waiting. She asks you to leave *her* manor. If you tell her that the Legion should keep Gunderic Manor, you get the "Legion Caretaker" Deed, for +3 to your Stamina points. If you let her to keep the manor, you get the "Lescanzi Ally" Deed, for +3 to Will. Destroy the Heart of Nagog, if you did not already, and then ask Leona to teleport you to the patio outside the manor. Fight your way back to Lower Raven's Rill.

Back in Raven's Rill; find a man named Anton, north of the vendor's stall. When you talk to Anton, he tells you that the Lescanzi have stolen something precious from him. Give him the Golden Statue of Azuni that you took from Ottokal and his mercenaries. If you refuse to take his reward and also declined rewards from the other two quest givers in town, you get the "Avatar of Ultimate Virtue" Deed, giving you +5 to your Will points. As you pass through the town, Tatyana will stop you and ask you to take food and blankets to her husband Niku, the sole remaining constable for the town. Then return to the chapterhouse.

Mournweald

Inside the chapterhouse, Armand stops you and tells you that he can sell you gear. Speak with Odo, who is waiting in the room where you left him. He wants to re-activate the causeways, which are roads through space-time that can shorten the distance between two places. He believes that Grandmaster Montbarron's ring will allow you to open the causeways. Marten gives you the Chapterhouse Key. It unlocks a door in the basement of the chapterhouse.

You must travel to Mournweald to get Montbarron's ring. Enter the east wing of the chapterhouse. Find Armand set up on the top level. Look at his wares. Then go downstairs and open the door at the bottom, using the key that Marten gave you. Past it, open a second door, putting you outside. Read the note on Andrei's corpse. Save your game and then enter the East Forest. In this area, you must battle many groups of spiders, both large and small. Look for two chests and a corpse.

To the east, you come upon a group of wolves, herded by a giant red Dakkenweyr. The wolves are fast and will chase you some distance. Deal with them first. After you have defeated all of those enemies, find the body of a Missing Legionnaire, near a jumble of large roots blocking the trail to Mournweald. The corpse has the missing genealogy named "The House of Montbarron". The roots mysteriously untangle, allowing you access to the trail.

East, past where the roots parted, check two corpses (one hidden) and then fight off a group of sharp-toothed Vodyanoi that jump out of the water. Just before you cross a wooden bridge, check one corpse for treasure. A side trail left, across a second bridge, dead-ends at a cul-de-sac with a group of Vodyanoi, a chest and two corpses with treasures. Cross two more bridges. At the very end of the main trail, find the battlefield where many of the 10th Legionnaires died in their fight with Jeyne Kassynder. Take the signet ring from the corpse of Lord Hugh Montbarron. Check two or three other corpses on the battlefield for useful items.

On your way back, the Radiant Youth stops to warn you. Speak with him. He is the one who untangled the roots so that you could enter the Mournweald. He tells you that Montbarron's ring is *not* what opens the causeways. In exchange for giving you that power, he asks you not to return.

Back in the main section of the East Forest; take a side trail north to a mini-boss named Elder Dakkenweyr, who is also protected by wolves. There, you will find the corpse of another Missing Legionnaire. He has the Gunderic Genealogy. Open a nearby chest.

If you have been diligent, you may now have mastered an Offensive Ability. To use it, hit a key combination of Shift and the number of the Ability (1, 2 or 3). Master Abilities use Power Orbs, which show on your screen as reddish circles below the Focus Bar. Recharge those spheres by targeting enemies and using unpowered Abilities. Get more Power Orbs as the game advances.

To find Tatyana's husband Niku, go along the trail south, to Shadowdrift Cavern. Find a Missing Legionnaire along the way. He has "The House of Manx" genealogy. Pass a Save Beacon and check two more corpses before you come to a large chamber at the end of the trail. Nearby, find a Save Beacon. You hear a voice say "Over here. Help me!" Constable Niku is hanging in a spider cocoon. Check three corpses for treasures and then speak with him, to activate a short cut scene. As you are speaking with Niku, you see a huge white spider boss, named Palefang, dropping down from the ceiling. After you regain control of your character, hit the spider with an offensive Ability and then run from the spider, around the hole in the center of the chamber.

A force field locks you inside the chamber. The spider will chase you. It periodically spews out a swarm of smaller white spiders. These will also chase you. Take pot shots at the larger spider whenever you can get a bit of space to do so, as when the spider turns to attack your companion.

After Palefang dies, release Niku, who runs off. Now you should have completed ten Side Quests. The game rewards you with the "Fulltime Hero" Deed, for +2 to your Stamina points. A bug in the game sometimes prevents you from receiving this Deed. Save your game. You will meet many re-spawned spiders on your way back to the chapterhouse - north.

Inside the chapterhouse, stand next to the large bookcase on the north wall of the upper floor. Now that you have all three genealogies, place them back on the shelves. This opens a secret room with a chest containing the Raven Ring. Your companion might like it. Alternatively, it always transmutes a major Doom essence. Then speak with Odo, who tells you to open the causeway in the chapterhouse and blindsides the Lescanzi Mercenaries in Upper Raven's Rill. So re-enter the east room and walk past Armand's stall to the block wall.

Activate the portal to the causeway in that room. Enter the Rukkenvahl causeway and follow a liquid walkway to the Save Beacon. East of it, at the end of a path that forms from floating rocks, open a chest. South of the Save Beacon, find the portal to the Gunderic Mausoleum.

As you explore this large building, fight eight gargoyles and open six sarcophagi. Attack the north wall to open a secret room containing another sarcophagus. Then exit the mausoleum through the door on the west wall. Save your game and then exit west to the Raven's Rill Graveyard.

In the graveyard, many groups of skeletons and several witches will attack you. Open two chests and check two armored corpses for treasure. Watch for Zara, the boss witch, who may at first mistake you for a new witch. After realizing her error, she and her witch minions will attack.

Zara will throw purple globes that create a circle on the ground. If you step inside it, you take damage. Her skeleton warriors will join in the fight too. Then continue west to the next Save Beacon. Past it, you can see a mob of mercenaries pacing beyond the opening in the wall ahead. They have swirling red fires circling around them. One of them is a mini-boss named Vogomil.

Upper Raven's Rill

After you have finished off Vogomil's mob, enter Upper Raven's Rill and continue fighting mercenaries. Open a chest at the top of the steps on your left. When you turn north, up the hill to the square in front of the Town Hall, two bosses attack you, although one at a time. First, the game locks you into the square with Illias and his mob. The yellow circle around his feet will drain your Health if you step in the circle. After that fight, another group of mercenaries rushes through the doors of the town hall to attack you, led by Marek. The circle around his feet drains your Focus.

Save your game and then enter the Town Hall and have a talk with Rajani. Afterwards, she attacks you. Of course, a force field locks you in the room. To defeat her, attack once and then tumble to another spot on the floor, so that the blue circles she casts under your feet do not harm you. After you defeat her human form, she collapses part of the roof, making movement in the hall difficult. Now defeat her fire form. In this second battle, stand toe-to-toe with her. Use your character's equivalent of a melee attack. Run/tumble after her as she teleports around the room to avoid you.

After you have defeated Rajani a second time, two doors open. One of them gets you into a small room with two chests and a book about spiders. Then go through the other doorway, check two armor stands, check two weapons stands and then go down a hallway with four cells. One of them has a book about the Dakkenweyr. Another cell contains Lazar Bassili. Talk to him and then follow him back upstairs. There, have a conversation with Rajani, Marten, Bassili and Anjali. Now you must decide Rajani's fate. If you release her, then you get a "Gracious in Victory" Deed for +2 to your Will points. If you decide to execute her, you get the "Iron Hand" Deed, for +2 to your Attack points, *and* get her "Heaven's Judgment" maul (16 Agility + 16 Attack + 65 Lightning).

After the conversation, when you tell Marten that you are ready, a cut scene plays. After the cut scene, you find yourself back at the Legion Chapterhouse. Speak with Odo. He wants you to go to Stonebridge. Before you leave, sell off your excess treasures to Armand. Then exit the building and cross the bridge, Lazar stops you and asks a favor. He wants you to go the Heroes' Crypt and unseal its doors, locked by Legion magic. You can do that now because you have both Lord Montbarron's ring and Lord Gunderic's ring.

The Heroes' Crypt

You passed the entrance to Heroes' Crypt earlier when you fought Boris. Pressing the "R" key will show a line of yellow spheres to your next destination for any *selected* quest, including this one. When you get to the crossroads, watch for a group of spiders to attack you. Outside the door to the crypt, Maximilien will stop you. He is excited that you have found a way to enter the crypt and he wants to go with you. Activate the two statues to either side of the doorway and then insert the Montbarron and Gunderic signet rings. The doors to the crypt swing open automatically. When he takes a look inside, Maximilien has second thoughts about going in with you. He asks you to look for three items for him: the Skull of Norik, the Staff of Merik and Lord Bullingar's Sword.

Leave Maximilien behind. Save your game and then enter the crypt. You hear a deep male voice detecting your presence. Open two chests. The east door is locked, so go down the steps north. Destroy some hard-hitting skeleton warriors and a Skeleton Champion mini-boss.

Farther north, enter a huge room with a large cylindrical shaft in the center. A swarm of enemies attack you from the left and right. Clear the entire area around the hole. Directly across the hole from you, watch for a large group of skeletons and another Skeleton Champion. Be careful here; you can take a lot of damage from that group. Open two chests, on opposite corners of the room. Read a Lore Book about the history of the crypt. One small room on the west wall has a note from Mihael, two sarcophagi and the corpse of the crypt keeper. Take his "Crypt Keeper's Key". Walk to the opposite side of the shaft and use the key to open the locked door on the east wall. Inside that room, find the Skull of Norik. Open a chest. The voice chastises you for taking the skull.

Now go down the hallway north, under the swinging chains hanging from the ceiling. Fight more skeleton warriors. The voice taunts you again. Then go down the steps east, to a platform with a statue of Lady Montbarron holding a sword. When you step on the platform, enemies magically appear all around you. After you have dealt with them, read the plaque at the statue's base.

Exit up a second set of steps, where another group of enemies attack, including another Skeleton Champion mini-boss. Then open the door south. Inside a small room, fight more skeletons. Find a piece of parchment left by Gloern the Dwarf. Read his missive.

Another small room south has more enemies. That room exits to a platform farther down inside the cylindrical shaft. The deep male voice encourages you to continue toward your doom. Use the Save Beacon. At the bottom of the spiral stone walkway, a corridor goes north, to the Hall of Heroes. Spend some time here opening sarcophagi of the following people: Zed, Rusk Ketsler, Phaedriel, Merik (from whose sarcophagus you get the Staff of Merik), Sikra, Ulfgrim and Naidi.

You hear the deep voice again. Go down the steps north, to finally meet Drakomir. This demonic ghost uses a rush attack. At first, you fight him alone, but after you whittle a third of his health away, he calls on a group of skeleton minions to assist him. After another third of his health is gone, he calls on another group of assistants. They interfere with your targeting of Drakomir.

After the fight, up the stairs north, open Lady Montbarron's sarcophagus. Down the hall east, find another Save Beacon. From a table near there, take Lord Bollinger's shattered sword. Up the stairs south, loot the corpse on the floor and then go up more stairs. Check another corpse and open a chest. Then pull the handle at the top of the steps, to open the door to a shortcut out of the crypt.

Exit south. Outside again, Lazar Bassili will thank you for re-opening the crypt. Maximilien is standing nearby, whether you agreed to take him with you or not. Speak with him and then sell him the skull, staff and sword you collected. Go back up to the main trail intersection.

The Long Road to Stonebridge

Turn south along the trail, back to the dead end with the broken bridge, where you fought Boris. The bridge has been repaired. On the other side, *if* you chose Anjali, Lucas or Reinhart as your avatar, Katarina is waiting for you. She offers to be your new companion. Open a nearby chest. Then continue into the Eastern Swamp Bluffs. Fight off some more spiders. Meet Leopold at the summit. He will tell you what is going on down in the valley. You will see him again later.

Down the hill, you come to a broken wagon, hit by a landslide. The other fork in the road is blocked by soldiers. After you have fought off their attack, enter the Bioluminescent Caves.

Fight more soldiers and check a side tunnel for a chest. Open three chests, all clustered together. Just past the three chests, fight a large group of soldiers. Then, *if you chose Katarina as your avatar*, Lucas Montbarron will speak with you. He offers to be your new companion. Break apart the barrier of crates and then enter the Swamp Battlefield.

Speak with General Lord Devonsey. After that, go east and speak with Roderick, who needs help locating his missing soldiers - in the swamp. Nearby, Leopold has a stand, Leopold's Provisions. On a ridge to the west, where two captured cannons sit, destroy some brush to get access to two chests. As you enter Gloomwood Bog, to the east, your companion tells you of his/her curiosity about the General. At one spot along the trail, your companion suggests that twisted roots blocking a path might somehow open. Take a short side trail to find a chest. Fight some spiders and very large slugs. Destroy some brush to find a hidden section of trail, also blocked by curling roots. You will return to both blocked paths later.

You come to Royalist Scouts, having a battle with natives. After the battle, a scout speaks with you and then he runs off. Past him, fight some more natives and meet up with General Devonsey. He will travel with you for a while.

When you get to the First People village, the villagers will attack you. Work your way to the northern part of the village, where village shamans may conjure one or more huge red Mire Hulks to help them defend against you. There, open two chests. Nearby, find a wooden wheel that you must turn, in order to slide a bridge across a section of water.

Now go around to that bridge and cross it. Have another battle with the natives in their central compound. After that initial battle, a cut scene shows the leader, Maru-yatum threatening you. After the cut scene ends, you must fight a much tougher battle, with many more natives. You do not need to fight the Mire Hulks. Instead, kill the shaman who conjures them. The hulks will drop to the ground. Near the end of that battle, General Devonsey tells you to "Go on ahead. Find the captives". He stays in the compound. Open two chests, save your game and then walk up the giant root south, fighting more natives as you go. The second round wooden platform has two chests. On the third platform, Maru-yatum waits for you. Have a short conversation with him.

After he says "Prepare yourself for death!" Maru-yatum attacks. He can conjure Mire Hulks. A force field prevents your retreat from the platform but, of course, natives can run through the force field at their will and help with the attack against you. Maru-yatum sends constant spreads of deadly green magical energy toward you. All of the minions seem to come after you as well. This can be an advantage. It gives your companion some time to attack the boss. A good tactic is to release the three prisoners from the cages, so that they can help you in the fight.

Another secret to staying alive is to stand behind the metal cage to the southwest. The yellow-green streams of deadly energy that the boss shoots toward you cannot pass through the cage. However your ranged weapon projectile *can* pass through the cage to hit the boss and minions.

Even if you do not use a ranged weapon, you can stand behind the cage and heal up, preparing for your next move. If circles of green life-draining energy appear at your feet, move out of the way until they dissipate. Use your offensive Abilities to make this fight much shorter.

After Maru-yatum loses his health, he will surrender to you. He gives you a charm to open the locked roots you passed by earlier. The game teleports you back down to the village. Open four chests as tribute to you for defeating Maru-yatum. Phineas will thank you for freeing him. Backtrack along the trail. One villager has set up a stand on a side trail, selling rings and pendants.

You come to a woman named Arah, who is caring for the wounded natives. She wants you to collect some slug eggs, for their healing properties. Read two Lore Books on the ground near her.

Continue backtracking. At the end of a short side trail, fight some slugs and then open a chest. Look for a one of the twisted roots that unfolds as you approach it. Down that short trail, kill some spiders and the Spider Matriarch. This frees Roderick's Scouts, who run off.

Continue backtracking west, to find some more roots that unfold for you. Go up the rock slope, past the roots and then down the other side, to a swamp with slugs. They can burrow through the muck and pop up behind you. At the end of this trail, find the boss slug, the Ancient Burrower. Kill it, open a chest and pick up the clutch of white eggs. Reverse your course east, to find Arah. Give her the eggs and get a reward.

Then backtrack again, to the Royalist Camp. There, speak with Roderick and then General Devonsey. Then follow Phineas south, to a section of root where he will use his geomancy magic to create three bridges of earth between the roots. Leave him there. Walk along the roots to the road to Stonebridge. Ahead on the road, you see a group of mercenaries waiting for you. Svarbog is the leader of this welcoming party. He is the son of Zaria, the witch you killed. After a short conversation, the group of them will attack you. A game bug in your favor sometimes causes Svarbog to disappear during this fight. After the battle, find and loot two chests inside their camp. Farther along the trail, near a dead mule, a short trail leads to some spiders or slugs.

Closer to the Stonebridge gate, open another chest. At the gate, speak with the Automaton Constable. He will open the gate for you, no matter how you answer.

Stonebridge

Walk along the streets of this large, developed city until you find Ursula's Armor Emporium. She wants you to kill some Lescanzi Deserters camped just east of town. They have been attacking her supply wagons. Retrace your steps, back through the city gate, to the short dead-end trail near the dead mule. Up that short dead-end trail, defeat the mini-boss Mercenary Veteran and his minions. Open two chests and then return to Ursula and give her the good news. If this is your 20th Side Quest, the game gives you the "Savior of Ehb" Deed, for +3 to your Stamina points.

Farther down the unexplored part of town, at the turn, Pratz Jewelers sells rings and amulets. From there, you come to a "T" intersection. Take a short detour right, to a gate guarded by an automaton. It will open the gate. Another automaton will open the next gate. Find the Meisterhall and then look for a chest at the side of the building. Across the square, find another chest. This square also contains a vendor, Maxwell's Weapons. Farther north, find Stonebridge Sundries.

Retrace your steps through the two gates, back to the "T" intersection. Now take the south fork. Pull a big lever to raise a big gate. Past the gate, enter the Grand Chapterhouse. Inside it, find a chest on the balcony. Activate the big bookcase to learn that four of the volumes are missing. The east gate is locked. Instead, save your game and then go through the two west gates. When you go down the steps, you find a huge cage, protected by lizard-like Guardians.

Do not attempt to fight the Guardians, as they cannot die and get up from the floor a few seconds after you have defeated them. Then they attack you again. Instead, as soon as the game will allow you to, time your run under the rising and falling gates to get to the pedestal and then activate the Legion Scroll. As soon as you do this, all of the enemies disappear. You are safe, for now.

Loot two armored corpses and then enter the hallway to the south. Besides more Guardians, you must run past stone lion animal heads that shoot fire from the walls. Tumble east and south and look for a large lever in the hallway. Pull the lever to open all the gates in the hallway. Quickly enter the room to the west and then activate the pedestal with the first of four Legion Books on it. Again, all of the enemies disappear. Loot the two weapons racks and one armored Legion corpse.

Then enter the room on the east side of the corridor. Pass under two rising and falling gates, to get to a lever. If you did not disturb any Guardians, you are safe for the moment. Look around the room before you pull the lever, to see three other gates on the other walls of the square room. Then pull the lever to open all of the closed gates. The Guardians will come to life and the stone lion heads will begin to shoot fire towards the center of the room. Tumble through the south gate and then activate another Legion Book lying on top of the pedestal.

The fires outside the door keep firing and the Guardians roam around in the big square room, but they will not come inside your room. Loot the weapons rack and check two armored Legion corpses for treasure. Prepare yourself for another run.

Now tumble all the way across the fiery room, bypassing the Guardians, to the smaller room on the north side. Activate the podium with the third Legion Book and then loot the weapons rack.

Now run out the door and then through the gateway on the east side of the larger room. Activate the last scroll pedestal and then loot the weapons rack and an armored corpse. Exit up the stairway on the north side of this room, check a weapons rack, check an armored corpse and read a book about goblins becoming citizens of Ehb.

Through the gate west, read a book about archons and then re-enter the lobby of the chapterhouse through the nearby gate. Go up the steps to the big bookcase and activate it, replacing the four missing volumes you just collected. The bookcase slides to the side, revealing the entrance to the causeway portal. Your companion will go through the portal to get Marten and Odo. Have a long conversation with them. You may “influence” your companion during these conversations.

Gaining influence with companions is a way to earn a Deed. It grants you more points as your influence grows. Your character menu shows how much influence you have earned. The first benefit is 2 points. You can gain a total of 10 points. Lucas gives you Stamina points. Anjali gives you Attack points. Katarina gives you Agility points. Reinhart gives you Will points.

After the conversation, new objectives appear on your screen. At the bottom of the steps, find two armor stands and two weapons stands. Open a chest. Read a Lore Book about the Glitterdelve Caverns, a Lore Book about the Crypts of Sacred Blood, a Lore Book about the “bergs” of the coast and a Lore Book about the colonization of Ehb.

Re-enter the lobby and speak with Oswald. A bug sometimes blocks the lobby entrance. If this happens, enter the causeway portal and then return to the chapterhouse. Oswald wants you to find out what happened to his master, Lord Etienne du Marnay. This dialogue activates the Treasures of the Sun DLC. Exit the building, back to Stonebridge City. Return north, through the two automatic gates and then inside the Meisterhall. Sigismund Wulf will stop you. Speak with him. He will run off to announce you to the city council. Follow him into their chambers. Have a conversation with the five of them. You must get a majority of them to agree to support the Legion.

After the group conversation, speak with the three members still standing in the room. Mudgetter wants you to help him with his investigation, enter some crypts and purge them of criminals.

Rorik Kassel wants you to end the work stoppage (strike) by the Cyclopes in his foundry. Fiddlewick wants you to dispense justice for a Krug in the town's jail, but will not support you even if you do help him. Nearby, read five Lore Books. Two of them are about the Tomcat Rebellion. One volume describes the fall of the Legion in Stonebridge. Another book tells of the first people to settle Stonebridge. The final book describes the Battle of Midsummer's Eve.

The jail is nearby, on the north wall of the lobby. Speak with Constable Klank. Ask to speak with the Krug. After a few tries, you learn that the man is not a Krug, just an ugly human. He tells you that he prefers that people think he is a Krug and actually likes living in the jail. Talk to Constable Klank again and tell him your decision. Afterwards, unless you chose him as your avatar, Reinhart will speak to you. After a long conversation, you learn that he has Legion blood. He can now be a companion. The game grants you the "We are Legion" Deed for this, giving you +4 to your Stamina points. In the lobby, read a book about how the Stonebridge government works. Check three weapons racks for treasure.

Re-enter the western section of the hall and speak with Fiddlewick. Ask about more work. Fiddlewick now wants you to settle a land dispute. Return south, to the chapterhouse and find Hans and Baron Baronbaron standing near the large bookcase at the top of the stairway. Speak with both of them to learn each side of the story and then make a decision. Then return north to the Meisterhall and speak with Fiddlewick to get paid.

Exit the building and then go north, to a locked gate. Speak with the Automaton Constable. Tell him that Mudgetter or Kassel sent you. The machine will open the gate. Enter the Lower Ward.

The Stonebridge Foundry

Follow the road to another street vendor, Werner's Goods, in the center of the square. At the next intersection, open a chest. Then go downhill south, and through an automatic door, which opens to the foundry. Inside the foundry, pull two levers to open two sets of gates. Deter Snell will stop you. He wants you to "humble" the Cyclops Leader and get his fellow Cyclopes back to work. He also wants you to re-start the Gearworks. The room to the east of him contains a chest, a book about the foundry and the charter for the foundry. Then go west, through an automatic gate.

Attached to a gate, read the notice about Fire Jackals, and then go through the other gate. On the other side of that gate defeat an attack by those jackals, some goblins and a Cyclops.

Continue west, avoiding the flames that shoot up through the metal grating. Fight off some more goblins. Open a chest at the end of the hall south. Now go north and open another chest. Go up the stairs, open a chest and use the Save Beacon. Pull the lever to start the Entrance Gearworks.

Now go through the passage west. Fight another two Cyclopes and a hoard of goblins. Open three chests (one behind a pipe). Then go up the stairs north to find another chest, overlooking a room with more of the same types of enemies. Most, or all, of them come running up the steps to attack you. Go down into that room, deal with any hangers-back and then go down the corridor south.

In the next room, kill more goblins and a Cyclops. Open two chests in that room. Continue south, to a room with a Save Beacon. Pull the lever to rotate a swing bridge. Defeat the enemies on the bridge, including the Cyclops Forman boss. Past the end of the bridge; pull a second Gearworks lever. Open another chest in the main hallway.

Enter the room south *or* the room west. These two rooms are linked together by a third room. All three rooms have Fire Jackals locked in cages. Levers open those cages. If you release the jackals, they immediately attack you. Expect to fight goblins and Cyclopes as well. Two cages have treasure chests. One room has a chest on the floor. One room has *two* levers. One of the levers releases the jackals and the other is a third Gearworks lever.

Back in the main corridor, go all the way to the east end of the corridor. Watch out for a Cyclops. Read the posted list of worker demands. You may, by now, have read 60 Lore Entries, which makes you "Lore Master", a Deed that gives you +4 to your Will points. Then pull the nearby lever to rotate another swing bridge. Kill a Cyclops and some goblins. On the other side of the bridge, go both left and right, because there is a chest in both directions. Farther north, at the bottom of the steps, one or two Cyclopes and some goblins wait. One of three Fire Jackal cages has a chest.

Past the next gate north, find a Save Beacon and open a chest. In the next room, Olbert Lutz will speak to you. He wants you to free him, the Metalsmith and the Shift Supervisor. The nearby lever opens Olbert's cage. Inside it, find a chest.

Find three or four Cyclopes north of Olbert's cage. Find the Metalsmith's cage to the west, near two chests. To the north, find the fourth Gearworks lever and a chest that overlooks a room east. When the Cyclops and the Mad Bomber goblin mini-boss see you, they will come running.

The Shift Supervisor's cage is to the east. Open a chest inside the cage, a chest near the cage and another chest north of the cage. Beyond the north gate, find a Save Beacon. In the next room, Ergometheus, the big boss of the Cyclopes waits for you. The fight begins immediately. He has Fire Jackals to help him. As usual, the game locks you into this arena, although the Cyclops is slow-moving and the arena is large enough to allow you to easily evade him. When you use up all of his hit points, Ergometheus will surrender to you and give you the Foundry Key.

Open a chest and then go up the stairs east, to find another chest. Now go up the west steps and destroy one piece of pipe, to get access to a chest and the final Gearworks lever. Now go west of where the Cyclops stands, *down* a ramp and through a gate to find the boss chest, a standard chest and a Save Beacon. Exit through the gate north and fight a last batch of goblins. Open two chests.

Exit the room through three gates, to where Rorik Kassel is speaking with Fiddlewick. Listen to their arguments and then make a decision. If you support the Cyclopes, the game gives you the "Proletarian Hero" Deed, for +3 to your Attack points. If you betray the Cyclopes, the game gives you the "Strike Breaker" Deed, for +3 to your Will points. Then speak with Deter Snell, to tell him that the Gearworks are operating again. Also, speak with Olbert Lutz, standing nearby. Tell him that his men are safe. Then exit north, outside to the Lower Ward.

The Crypts of the Sacred Blood

Go west, down the sloping street, until you find a goblin named Sweatcog. He wants you to destroy one of his automatons, which has gone rogue. In the nearby graveyard, speak with Herman Holtzman. If you chose Reinhart as your avatar, Holtzman tells you that Lucas is inside the crypts. Holtzman also tells you that some crypts contain Legion artifacts. He gives you a list of those artifacts and a key to the crypts.

Before you enter the crypts, go up the street east, north and west to find Sweatcog's automaton. Defeat it. Then return east, to sell your excess treasure to Werner. Continue south and then west to speak with Sweatcog, who rewards you. He wants you to find a missing automaton part. *Now*, enter the nearby Crypts of the Sacred Blood.

Inside the crypts building; open two sarcophagi. Save your game. At the top of the steps west, fight some goblins and thieves. Open a chest and a sarcophagus. Take the "Automaton Sprocket" from the table. An exit ramp gives you access to the gate north. Past it, fight off a minor attack.

Standing at the northern winch, note the Goblin Demolitionist boss running around with rogue automatons in the room below you. They cannot get up to you unless you pull the lever to extend a bridge over the rushing water. Before you do that, enter the nearby room; kill one or two thieves and a goblin. Open two chests. Then pull the lever and cross the bridge.

On the other side, open a sarcophagus to the south. Then enter the room east. Kill two thieves and the goblin inside. Read the first of three Werner Shnaus shipping labels. Open a chest. Then exit the room, go down the ramp, and deal with the Goblin Demolitionist boss and some automatons. Open a chest nestled between some pipes.

Through the west door, open two sarcophagi and then save your game at the beacon. Then pull the lever to extend another bridge. When you do this, a set of three large swinging blades begins swinging back and forth across the bridge. Even one hit by the blades can kill you or your companion. When you get past the first blade, a group of goblins and thieves attacks you.

After you have defeated them, check an armored corpse for treasure and then run past the second blade. Check another armored corpse and then run past the third blade. The enemies behind the locked gate cannot get to you yet, although your ranged attack can target some enemies on the other side of the gate. Pull a lever to extend a bridge and then deal with the enemies on the other side of the bridge. On that side, pull another lever to unlock the gate and stop the blades swinging. Check a weapons rack next to the table. Enter the room near the lever, kill two or three thieves, open a sarcophagus and open a chest.

Then re-cross the bridge, enter the larger room, kill a large group of enemies and loot the room for two sarcophagi and two weapons racks. If your companion died when hit with the blades, move next to him/her until the icon appears. Then hold down the "E" key to revive them. Otherwise, just wait a bit for them to get up. Clear the enemies from an adjoining room north. Check a corpse.

Then enter the extended room west. Kill the enemies and then notice the set of two swinging blades. Slip through them; kill some enemies, open two chests and a sarcophagus. The second set of steps near the blades is now accessible. Again slip through the blades and then pull the lever to stop the blades swinging and open the gates west.

Enter the room adjacent to the lever. Inside the room, kill some enemies. Then read the second Werner Shnaus shipping label and take a Legion Journal artifact. Open a sarcophagus before you leave. Now the chest at the base of the steps north is safe to open. Go farther west, through one of two doors that lead to a room with some thieves and goblins. Open a chest. Use the Save Beacon.

In that room, pull the lever to extend the bridge and start four blades swinging. On the other side of the blades is a cage holding an automaton. Pull the two levers near the cage, to extend two bridges. Cross the north bridge and then fight some thieves and goblins. Pull a lever that extends a third bridge and stops the blades swinging. Inside the room near that lever; open a sarcophagus and two chests. Read the third Werner Shnaus shipping label. For a laugh, read the plaque.

Re-cross the bridge and then enter the room to the south. Here, if your avatar is Reinhart, you meet Lucas, who will offer to be your companion. Open a chest and activate the urn on the table to find the second Legion artifact, a Legion Urn. Read a book about the Ketzler family. This should give you the "Loremaster" Deed, raising your Will by 4 points.

Then pull the lever outside the room, to release the automaton from the cage. Defeat the Modified Automaton mini-boss. Then pull the lever inside the automaton's cage to lower the bars that block the bridge west. Defeat the enemies on the other side of that bridge. Open a chest. Defeat the rather weak mini-boss named Street Boss.

Open the door west, to a room with a Save Beacon. The next room has a lever on a column. Pull it, to extend a bridge and initiate a conversation with Ehregott, the Master Thief boss. Then fight him until his health bar drops all the way down, at which time he surrenders. Liberal use of Block can save your life here. Ehregott has automatons, goblins and thieves to help him as well.

Exit west. Activate the pendant on the table. This is the third Legion Artifact. The lever next to the table only extends the bridge you just crossed. The lever next to the west door opens the door. The small room beyond has two chests and a lever that opens the door to the room north. It has another Save Beacon. Farther north, pull the lever to open the shortcut out of the crypts. Go east, to the Lower Ward. Walk along the deserted, ruined streets until Marten stops you.

The Dapper Old Gent

Speak with Marten, who tells you that automatons are ransacking the city. He wants you to go to the Meisterhall and warn the meisters. Just north of you up the street, destroy several automatons, including a mini-boss named Firestorm XE. Turn the corner west and destroy more of them. As you move up the street, destroy three more groups of automatons. When you get to the Meisterhall, destroy the last group of automatons, led by the mini-boss named Thunderstorm Ce.

Inside the hall, Sigismund Wulf tells you that The Gent was just here. He disappeared through the nearby portal. Enter the hall west, Save your game and then enter the portal, which puts you in the middle of perhaps the toughest boss fight in the entire game.

The Dapper Old Gent is covered by a domed force field, powered by four generators that have their own individual force fields. These generators are also connected to sets of four dark cubicles that resemble telephone booths. From these booths come continuous streams of automatons, until you destroy the booths. The automatons shoot long-range projectiles and short-range fire.

The Gent has three types of attacks. He periodically shoots spreads of yellow energy balls along the floor seams, from his platform to the edges of the arena. Step between the balls to avoid damage. In later stages of the fight, the balls return from the outer edge of the arena to the platform. The Gent also conjures blue glyph circles under your feet. After a few seconds, the circles explode. Step out of them to avoid damage. The Gent also shoots pairs of black fuzzy energy balls from his hands. Dodge away from them.

To lower the force field around The Gent, you must first lower the force field around the generators. To do that, you must target the booths on either side of the generators. At first, you can only target two of the booths, one on either side of their respective generator. Be advised that after you think you have destroyed the booth, you really have not. You must knock the top off each of the booths as well, to truly destroy them; otherwise automatons continue to emerge from them. Try to work around the automatons as much as possible. Target only the booths. A hit and run attack works well here. Hit a booth a few times and then run to another booth, away from the automatons that slowly mass around you. Move to the other side of the circle to heal up.

After you have destroyed the two outside booths, those booths nearest the generator lose their force fields and you may target them. After you have destroyed the second set of booths, that generator loses its force field. Now target the generator.

After you have destroyed the generator, any remaining automatons fall to the floor and the domed force field around The Dapper Old Gent falls away *for ten seconds*. Only then can you target the *shell* around the platform he stands upon. Jagged pieces of the shell fall away. After ten seconds, he raises the domed force field again. Then one of the remaining sets of booths starts ejecting automatons and the battle resumes. Using the same technique you did before; destroy the second generator and then target the shell of The Gent's platform again.

The final two generators are a set. Now, instead of two booths ejecting automatons, you have to deal with four booths spewing automatons. If you can keep your companion alive, you have a fighting chance. You must destroy all eight booths and at least one of the two generators that power them. After that, no automatons are left to distract you. The Gent is a much more vulnerable target. After you have reduced his health bar to zero, *or* after you have destroyed the last generator, the Gent runs off to the portal. The game transports you to the Meisterhall.

Decide whether to imprison The Gent for his crimes or add him to the forces of the Legion. If you decide to arrest the gent, the game gives you the "Lord Protector of Stonebridge" Deed, giving you +3 to your Stamina points. If you decide to allow the gent to rejoin the Legion, then the game gives you the "Legion Redeemer" Deed, giving you +3 to your Will points. After you have made your decision, Sigismund convenes the council and formalizes the alliance with the Legion.

Outside again, go north and east, to return Schnaus's gear to him, at the square in the Lower Ward. Sell him your excess treasures and then go south and west, to give Sweatcog his widget.

The Aranoi Desert (Treasures of the Sun DLC)

This DLC acts like another chapter in the main story. This is a great time to complete it. You have a lot of levels under your belt and lots of cash to spend. Vendors here sell the best gear in the game.

Return to the Grand Chapterhouse and then enter the Stonebridge Causeway. Halfway along it, at the Save Beacon, turn east and watch the rocks form a magical pathway to the Aranoi Causeway. At the next Save Beacon, turn north to find the portal to the Aranoi Bluffs. Check a corpse for treasure, save your game and then go down the trail until you can activate an inscription.

Farther down the trail, skeleton warriors and a giant mini-boss named Skeletal Giant rise from the sand and attack you. To the north, knock down a section of wall and then loot the armored corpse. Find a second corpse to the south. As you fight more skeletons, find a second section of wall that you can knock down, giving you access to a chest and an armored corpse. Search another three nearby corpses and open two chests, while skeleton warriors and winged demons rise up from the sand to try and stop you. The skeletons with staffs can conjure winged demons.

Work your way east, into the Aranoi Desert, checking a corpse and a chest. A short round stone monument is a grave site containing treasure. You find four half-buried Lescanzi wagons. Near there, fight a large group of skeletons and winged demons. Find an Azunite shrine with a Save Beacon nearby. Open a chest, crack two urns, save your game and then activate the obelisk. This is one of a set of three such objects in the desert. They confer Ultimate Abilities and are activated when you push the letter "V" on your keyboard, although they use up all of your Power Orbs doing so. As soon as you finish reading the window information about the obelisk, a mini-boss named Zuriel the Sandshaper will appear nearby. He can conjure winged demons.

After you defeat those enemies, find an armored corpse hidden at the base of the hill to the east of the shrine. You have two ways to go from here. Both have signs warning you of a Giant Sand Worm. Go east, through a short canyon, to a cul-de-sac. Then defeat the worm mini-boss.

Now go north, across the first of two rickety wooden bridges. Against the base of the cliff near the first bridge, check a corpse. Between the two bridges, fight some skeletons. You will come to the Abbey of Saint Hiram. A monk just past the gate asks you to speak with Sister Eleanor.

Before you enter the abbey, bathe in the natural waters of the pool. For 20,000 coins, it will allow you a one-time chance to re-distribute all of the Proficiency, Ability and Talent points you have spent so far. Look at the vendor's wares (Abbey Treasury). Note that (*only* in this DLC) shields with a Warding or Retribution enhancement almost always transmute a major essence on the first try. To get a second chance, save your game before you transmute. Now enter the abbey.

Speak with Eleanor. She sends you to Simeon, who went with legionnaire Etienne du Marnay into the vault below the abbey, seeking “the greatest treasure of the faith”. Search the rest of the abbey.

Activate the corpse on the altar. Read part of a Legion chronicle, read a book about Saint Hiram of Kettleberg and open three chests. Read Aridai’s note about the undead overrunning the desert. Exit the abbey. Outside, Sister Jenna speaks to you. A thief named Marlowe seduced her and then took a golden chalice from the abbey. She wants you to retrieve the chalice and return it to her.

The east gate is now unlocked. Two Wanted Posters next to the gate warn travelers. One is about Mad Matias, a Lescanzi brigand. The other mentions a Professor Jabberhack. Follow the trail past the gate, to Dead Man’s Pass. Activate the body of a mercenary just outside the entrance to the wooden bridge. Just past the wall, but before the bridge, find a partially-hidden armored skeleton.

Cross the bridge to the intersection. Take the left fork, to a camp of Lescanzi mercenaries. Check the corpse, open the gate and then deal with the first group of mercs. A Lescanzi holy book lies on the ground near the wagon. Then go up the hill to fight Mad Matias and another swarm of thieves. Open two chests and then return to the intersection.

Go southeast from the intersection, to Deadman’s Pass. Fight some skeletons and flying demons. A cul-de-sac west of the Save Beacon has a swarm of enemies, but no treasure. To the east of there, fight more undead and come to another intersection. To the northeast, find Simeon. Speak with him to learn that a “false god” told him to expect you. He will not tell you how to get into the vault under the abbey unless you kill an undead named Zakkaeus. Open a chest and check a corpse too.

Continue southeast, to find a giant Automaton Scout mini-boss. This machine is *very* powerful. It hurls silver spheres of energy that can kill you almost instantly. These spheres home in on you as you twist and turn to avoid them. Approach the robot with extreme caution, using the cover of the low hill. A hit and run attack here works well. A pair of giant Sand Hulks and some skeleton warriors farther east can interfere with your attack on the automaton. The giants hurl sand balls at you, which can knock you down as well as injure you.

After you have dealt with these enemies, return to where you found the automaton. Search the area for an automaton hand, stamped “Registered to professor Jabberhack of the Stonebridge Collegium”. Check a nearby corpse for treasure.

Now enter the Crimson Flats to find a second obelisk. Open a chest near a wall. After you activate the obelisk, a mini-boss named Jarius the Huntsman appears and shoots sets of three explosive mines. If he seriously injures you, run back down the trail to the Save Beacon.

You should go there anyway, because a min-boss, Zakkaeus the Apostate is now waiting for you in the cul-de-sac west of the beacon. He can regenerate his health, so hit and run works poorly against this skeleton. After you have defeated him, return east, to the Crimson Flats and finish off Jarius if you did not complete that task earlier. Then return west to tell Simeon that you have defeated Zakkaeus. Simeon tells you that you must use magic to open the vault. To do that, you must find a tablet in the Old Temple and a vial of magical oil from the Sacred Cave.

Go east again, to the Crimson Flats. Find and inspect a "Skeletal Corpse" at the edge of the chasm. Take its gold chalice. Then many spiders will attack you. Continue east and watch out for four Sand Hulks. Skeletons with staffs may conjure more hulks. Check two desiccated corpses (one between two small boulders), for treasure. Check a clothed corpse near a pool of water, for a note.

Enter the ruins north, save your game and then activate the third obelisk, Xeria's Flame. After you have done this, put some space between you and a mini-boss named Shadrach of the Ten Blades. He has some skeleton minions to help him. After you have defeated Shadrach, re-enter the small area near the flame. Destroy a weak section of the stone wall. This leads to the secret Adventurer's Camp. There, on the ground Andrei has left a note for the man who killed him. Open a chest in the camp. On your way back, if you did not see it already find a hidden corpse next to the shrine.

Southeast of the obelisk, check a corpse for treasure and then speak with Professor Diggelfitz. He is looking for a book "The Chronicle of the Devout". The book is locked inside the nearby Temple of Azunai. You need to find a stone key to unlock the book's hiding place. To get the key, you must pass a theological test. Save your game and then walk up the steps to the temple.

The Temple of Azunai

Inside the temple, at the end of the first hallway, three terra cotta statue warriors attack you. From here, you have two ways to go. South leads you to a room with warriors, spiders and winged demons. Open an obvious chest and find another chest, possibly hidden behind some barrels.

In the room to the north, the doors close, locking you inside. Demon statues and warrior statues come to life and attack. Open a chest and check a corpse. Then exit the second door to bypass the stone debris. There, spiders ambush you before you can pull the lever to extend the bridge to the next section of the ruin. As you cross the bridge, three giant pendulum blades start swinging. You only have to get past the first one, at which point winged demons and spiders will attack you.

Check two corpses for treasures and then enter the nearby room. It has a chest, defended by two clay warriors. Push the button below the portrait, to get a clue. Move a large bookcase to reveal a small hidden room with a chest and a lever. When you pull the lever, the blades stop swinging.

When you exit the room, open the chest near the blades. Then take the hallway east and fight a pair of warriors. Read the inscription on the sarcophagus, near the first temple Save Beacon.

Save your game. Then go west, down the long corridor, until you get to a locked room guarded by spiders and demons. This room is the Priest's Chamber and you will come back here after you get the key. The lever extends a bridge to a shortcut out of the ruin. Check two corpses for treasures.

Return to the Save Beacon and then go south, to fight more soldiers and spiders. Check a corpse for treasure and then enter a room with two demons, a corpse with a message and a chest. Read a Lore Book about Hathra' unok, an Agallan giant. This is another important clue.

East of there, down and up some steps, fight some spiders, fight a pair of soldiers, check a corpse, and open a chest. Then enter the room east. Inside, you find the beginning of the Hall of Trials. Light the braziers in the correct order to extend a bridge (left-right-center). If you get the order wrong, then you must fight the pair of tough statues in the room. Open a chest and check a corpse for treasures. Then cross the bridge to a room with pressure plates on the floor. Open a chest.

Activate the plates on the ground in an order which allows you to cross to the steps on the other side of the room. When you get to the other side, two tough warriors come to life and attack you. After you have defeated them, the fire at the base of the steps will go out. Alternatively, just walk across the water and bypass the fires entirely. At the top of the steps, take the Eyes of the Oracle.

Exit the Hall of Trials. Go north, to a room with a circular pit in the center. Clay soldier statues and winged demon statues come to life. Read a plaque about the guiding lights of the Azuni. This is the final clue to a test you will soon be taking. Open two sarcophagi.

Exit the room and then go west, down some steps. Fight some spiders, and then up some steps north, to a small room. Fight off some soldiers and demons. The corpse on the floor has a warning. Open a chest and then activate the Keystone Altar. Initially, the book appears to have blank pages. However, you should now have all the necessary information to answer the questions that slowly appear on the pages. Pick up the quill and then answer the questions. If you answer any of the questions incorrectly, five fire nozzles on the walls shoot at you. Each correct answer snuffs out one line of fire. Then take the Keystone from its place on the wall.

Go south, fighting two warriors and a demon gargoyle. Save your game. Place the two Eyes of the Oracle into the sockets on the nearby sarcophagus. A cut scene shows two bridges extending to give you access to the elegant statue on the floor below. Go down there and cross one of the bridges. As you near the tablet, the statues of soldiers and demons come to life and attack you. Quickly destroy those animated statues, so that your companion does not suffer too much damage.

Immediately after you have defeated all of the statues, the Daeva Statue comes to life. If you have a way to enhance your armor, do that first. The Daeva shoots powerful silver homing energy orbs at you. Be prepared to Block them. Parts of the floor below your feet become deadly traps as well. Be prepared to dodge out of these traps. In between her offensive shots, attack her as much as possible, so that the Daeva focuses her offense on you, not your companion. If your companion dies, this fight becomes *much* more difficult.

After the battle, pick up the stone tablet and then return to the first Save Beacon. Then go down the west hallway to the Priest's Chamber. Use the Keystone to open the door to the room.

This very small room actually has two doors, both of which close and lock you in after you activate the book "Chronicles of the Devout". The flying demon statue comes to life and attacks. This fight with a Jade Gargoyle in this small room makes the fight very difficult. Use Block to stop the damage from the spread of green energy it sends at you, or stand behind the table at one end of the room. However, that will not stop the demon from setting a trap on the floor beneath your feet. Again, this fight goes much more easily for you if you can keep your companion alive.

After the fight, exit the temple and speak with Diggleftitz to give him the book and get a reward. Now you must find the Sacred Cave. On the way there, take a side trip west of the temple and southwest of Xeria's Flame into a short canyon with a cul-de-sac at the end. At the back of that canyon, a mini-boss goblin named Professor Jabberhack will attack you, along with three of the tougher variety of automatons. You have lots of room to run around. After the fight, open the ornate chest, using the automaton hand that you found earlier. Check an armored corpse.

West of this area, pass under a massive stone arch. Beyond it, a witch named Nadya tells you that she only wants to talk. She can sell you some of the better gear in the game. Also, she wants you to find her some glowing eggs found in pools of water inside a local cave. Open her chest, check her wares, save your game and then continue up the canyon west, to Sandspring Cavern.

Sandspring Cavern

Just inside the cavern, you find the body of an old monk named Aridai. The eggs he found hatched into clawed Vodyanoi and they promptly killed him. Open the chest in the nearby camp and then go east to kill some of the creatures. The corpse of one Vodyanoi lies on the ground, partially consumed. The creatures have turned to cannibalism. They are very hungry. At this intersection you have two ways to go, but the cave system is mostly a great circle route that meets at the southern end of the cave. Going right is a slightly easier route.

So start down the slope to your right and begin fighting swarms of Vodyanoi. Many of them pop from the pools as you pass by. Dual-wielding works well against these fast enemies.

As you complete the circle, check five corpses for treasure and open two chests, one of them underwater. You will eventually find one of three Brood Mother mini-bosses. Be careful with them. They send blue wisps in your direction, which turn into frost traps at your feet. These do lingering damage. Your Health regeneration may not be fast enough to overcome the damage. Dodge out of the way of the wisps. Each Brood Mother guards a clutch of purple eggs. Collect two clutches of eggs around the circle. Lying on the ground, find a book about the Vodyanoi.

When you get to the south end of the central circle, a branching trail south has a chest. Farther south, the third Brood Mother protects her clutch of eggs at the dead end. There, you will also find the large glowing skeleton of a Lamasu, an extinct winged lion, lying in a pool of its own oil. Fill your flask with the glowing magic oil. Check a corpse. Then exit the cave system.

Back at Nadya's camp, give her the eggs. Check her wares again. The assortment has changed. Then go north and west, all the way back to the abbey. You may fight your way back, for the experience points. Alternatively, you could run and tumble past all of the enemies.

At the abbey courtyard, speak with Sister Jenna and give her the golden chalice. Decide her fate. If you decide to betray her, then speak with Brother Treasurer afterwards. The game gives you the "Truth Teller" Deed, which gives you +1 to your Stamina. If you keep Jenna's secret, then the game gives you the "Secret Keeper" Deed, which gives you +1 to your Agility.

Then enter the temple. Brother Cornelius will stop you and ask, as long as you are going inside the vault anyway, could you look for the missing hand of St. Hiram's skeleton. Then, at the rear of the abbey, stand at the altar and examine it. Light the braziers with the glowing oil you found. Set the Recitation Tablet in place on the altar. Recite the Ritual of Faithful Passage. The big door below you slides down, revealing a corridor. Sister Eleanor appears, trying to warn you of something unidentified and powerful in the vault. In addition, the Agallan Giants who built the vault will detect the scent of your Legion blood, and then they will awaken.

Set aside enough time to finish this quest in one sitting. If you stop partway and save your game, all of the enemies will have regenerated when you return. These enemies are very fierce.

The Agallan Vault

Past the big door, enter the Agallan Vault. Use the Save Beacon and then enter the room north. At the bottom of the stairs, an Agallan Giant breaks through the wall and attacks. They can teleport. Small skeleton warriors will assist them. Defeat three more of the giants in this room.

At the top of a second set of steps south, enter a small room with some treasure. At the top of another set of steps north, find two small rooms. One of them is the armory and has much treasure. The other room is a bunkroom. It contains several enemies and maybe an Agallan Giant. A section of journal reads as a last testament of Priest Onesimus. Check a corpse for treasure.

Go back down the stairs to the lobby and then open the gates on the east wall. Past them, you can see a large group of enemies at the end of a long hallway. After you have defeated them, pass by a group of six prison cells, to the room at the end of the corridor. There, read Overseer Zalmon's "request" and then pull the lever to release the overseer and a hoard of his minions from the cells. Tumble through their midst, back toward the lobby, to give yourself some fighting room.

After you have defeated them, search the cells for treasure and a piece of tattered parchment, the last testament and journal of Saint Hiram. Open the door on the west wall of the lobby. Find a very long corridor. At its start, deal with any enemies you find and then investigate two rooms on either side of the corridor.

In the room on the right (north), fight a giant and a group of skeletons. Activate a panel on the north wall, to open a secret chamber. Read a book about an Agallan named Dawnblade. His sword is suspended above the pedestal. Take it. A scroll in a scroll case on the east wall tells the story of Maximander. A scroll on the west wall tells of how Molochi led his followers to this vault.

Across the hall, that room has a scroll about two races of Agallan Giants. Another scroll tells the story of the Nevites. Another secret chamber opens to a book about Gondemar. His shield is suspended above the pedestal. Take it.

At the west end of the very long hallway, check a corpse for treasure and then save your game. Before you open the nearby door to a room with two lumbering giants, go around the corner north, and eliminate the skeletons and giants in the hallway. In the room with the giants, pull the metal rod from the stone to unlock the door to the west and then loot the room for its armor.

When you open the door west, you find another long hallway. It extends north and south. Immediately across from you is a door that opens to a section of hallway with a collapsed floor. Just in front of the hole, find a note about the Phylactery of the Usurper, an obsidian amulet.

Now go north, down the hall to a room full of enemies, including two giants. The lever on the back wall opens the door to an interrogation room with a Save Beacon. Read the journal of the High Inquisitor, Serafim. Activate the workbench to find the hand of St. Hiram. You may take the whole hand (+1 to Will) or just the ring (+1 to Attack). You get the Deed for this later.

Exit the room and then go south, all the way to the end. The door there is locked. The door west of you opens to a hallway with a giant and possibly some minions. Two doors off that hallway lead to rooms with many enemies. The first of the rooms has treasure and another metal rod to pull, which unlocks and opens the door that you passed earlier. Take the armor from the shelves.

Now backtrack south, east and south, to that previously-locked door, now open. Inside, you wake up the mini-boss High Inquisitor Serafim. He has a ton of hit points and two giants to help him, but you have a long hallway to give you fighting room. After the fight, open his ornate chest.

Then return west, north and west, to a balcony overlooking a much larger room. Go through the door north, fight enemies, open a chest and then exit west to another section of the balcony.

The gate north is locked. Enter the room west; deal with some enemies, including two giants. As you open a chest, another giant breaks through the wall. Loot some shelves and an armor stand. Open a chest. Exit through the south door, to another section of the balcony.

The gate west is locked. Open the door south; fight a giant and some minions. While you loot three weapons stands, a giant breaks out of the wall.

Exit east, to a Save Beacon. The huge door is locked. Next to it, two pedestals are receptacles for a rod or staff that act as keys to open the door. The door east has a giant and a chest.

The slope north, goes down to the well at the center of the room. At the bottom of the slope, the game locks you in with a boss, Priestguard Onesimus, who is a relatively easy challenge, but be careful not to get caught on the corners of the platform. Dual wielding and Abilities work well. After the fight, pull the lever to open the two locked gates you passed earlier.

Backtrack to the first of those gates. Past it, fight two giants and then take the Staff of the Moon from its pedestal. After you have done this, a group of minor enemies attack you. Continue to the second gated room. Fight more giants. After you pick up the Staff of the Sun, enemies attack.

Now return west, south and east, to the huge door. Activate each of the two pedestals to insert the staffs of the Moon and Sun. The door will open to the Hall of Assembly, where you find High Priest Molochi sitting on his throne, but not for long. He jumps out of it and quickly attacks you.

The game, of course, locks you in with this very tough boss. He can teleport, summon minions, set the floor beneath your feet alight and he taunts you throughout the fight. After you have gone to a lot of trouble to defeat him, he magically re-forms himself, with full health. You must fight him all over again. Quickly deal with the minions who wield silver staffs. Ignore the lesser minions.

After you have killed him the second time, open a chest behind his throne. Then enter the room behind the throne to open four more chests and a sarcophagus. Save your game. Then go down the long Hall of Illumination. At the end of the hall, a large statue of a Lamasu, last of the winged lions, speaks to you. He can see the future and tells you about it. At the end of the conversation, have him teleport you back to the abbey, where Sister Eleanor will speak to you. Decide whether she should return to fight for the Legion or remain at the abbey.

If you tell Eleanor to return to the Legion, the game gives you the "True to Legion Blood" Deed, which rewards you with +25 to your Attack points. If you tell Eleanor to stay at the abbey, the game gives you the "A Voice for Change" Deed, granting you +25 to your Will points.

Before you activate the altar behind Sister Eleanor, go through the door and speak with Brother Cornelius. Talk about the remains of Saint Hiram. If you took the ring, get the "Underhanded" Deed, which gives you +1 to your Attack points. If you took the entire hand of Saint Hiram, you get the "Wholly Man" Deed, which gives you +1 to your Will points. One more thing... Visit the vendor in the courtyard, to sell off the many items in your overloaded treasure sack.

Then use the portal at the altar to go to the Aranoi Bluffs. Then enter the Aranoi portal. From there, go to the first Save Beacon and then west, to the next Save Beacon. From there, continue west, to find the Glitterdelve Causeway. At the end of it, go through the portal.

Frostspire Mountain

Past the Glitterdelve Causeway portal, find yourself on top of Frostspire Mountain. Activate the white stone signal fire and then hike down the mountain. In the storm, you can hardly see your hand in front of your face, but Jane Kassynder's army in the valley below can somehow see *you*. They will begin targeting you with cannon fire. Seek the cover of the stone structures around you, to avoid injury. Find four chests in this stone maze. Break down a wall to find one of those chests.

Farther down the trail, find another chest. Then, on the far side of a big looping curve, heavy cannon fire knocks boulders onto the trail. There, you come under attack by more soldiers.

Farther along, you come to a large cannon defended by more soldiers. Sometimes Cyclopes spawn here too. Save your game and remember the location of this cannon. You will return here.

Nearby, the wooden gates to an enemy camp are locked. So, continue down the mountain, fighting more soldiers. As you attempt to open two chests, you come under more cannon fire. Farther down the mountain trail, you come under attack by cannons, more soldiers and a few goblins.

You come to an intersection. A short distance to the south, you find a locked portcullis to an old Legion tower. You will get the key for it shortly. Go farther down the mountain, underneath a stone arch, to speak with a Royalist Sapper. He wants you to fire a cannonball at the rear entrance of the mine to seal it off from the opposing army. To do that, you need to *find* a cannonball.

Continue down the mountain west, past some big blue crystals and under a stone arch, fighting some more soldiers. Continue under two more stone arches until you find two chests. One of them contains the cannonball. Now run back up the hill, just past the blue crystal, to the cannon facing *out* over the edge of the cliff. Activate the cannon to begin a short cut scene showing the cannonball hitting the mountainside and causing a landslide that blocks the mine entrance. Immediately after the cut scene, a mob of enemies attacks you.

Now go farther up the hill, back to the locked tower. Use the key that the sapper gave you to open the portcullis and then go inside the tower. There, open two chests to get some gunpowder. Continue up the slope, west and south, to the other cannon, near the Save Beacon. It faces *in*, toward the locked wooden gate. Fire the cannon at the gate to smash it to bits. A hoard of defenders will rush out and attack you. After you have defeated them, enter the fort, fight off more defenders and then open three chests. Read an Azunite dispatch notice.

Now jog back down the mountain to the big blue crystal. Break it, to open an entrance into the cave system. Now you have shelter from the storm.

Kaari Pass

Just past the waterfall, Ibsen Yamas will chastise you for breaking his door. Speak with him. He tells you that if you repair his door, he will help you find the mines. Agree to this request. Save your game and then go down the slope to Kaari Pass. At the intersection, spiders and flying frost imps attack you. Now your route gets a little complicated. The trails are very narrow and walking along them tends to abruptly change your camera view, just as enemies attack.

Two of the floating stone conduits you must destroy are located on a big looping circle that ends back at this intersection. So, turn right, and then turn right at the next intersection too. Work your way around the loop, destroying two conduits as you go. You should also rescue three Royalist Soldiers along the way. Fight many spiders and frost imps. Battle several Dakkenwhyr.

Back at the Kaari Pass intersection; deliver your freed Royalists to Ibsen. Open his personal chest. Then return to the intersection. Again turn right. When you get to the next intersection, take the left fork. This leads to a dead-end cave containing a large group of enemies and a mini-boss named the Elder Frost Dakkenwhyr. Destroy them and the conduit they guard. Open a chest.

Now return to Ibsen, who will reward you with a Lodestar, which allows you to see glowing dwarven stones, marking the trail to the mines. In one dialog option with him, Ibsen asks you to look out for a cave full of Dakkenwhyr and imps. If you clear it out for him, he will give you a nice reward. You must do this *before* you go to Glitterdelve Mine.

To find "Ibsen's Cave", *select* the quest and then return to the Kaari Pass intersection. Turn right and then right again, to easily find a new cave that has magically appeared. It contains two or three frost imps, including a mini-boss named Prince Enjekki. A Dakkenwhyr assists them. After you have destroyed them all, open a chest. Then return to Ibsen, who rewards you with two rings: the Dryad's Bane and the Frostspire Band.

Glitterdelve Mine

Return to the intersection and now turn left, to see the first of a line of glowing stones. Follow them west. You come to a section of the trail where cannon fire causes a landslide that blocks your path. Backtrack up the hill to a blue crystal. Break the crystal, open a chest and then help two Royalist Soldiers fight off an attack by two or three Dakkenwhyr.

Follow the soldier(s) to where Phineas and Roderick stand. They tell you about a Blind Warbeast. From here, you can see down into Deep Well. Go east, up the slope. You can finally see clearly. Pass by a dwarven fan. Avoid the fire vents. Step on a small rock platform at the edge of Deep Well and then activate it. Float a short distance to two chests and then float back.

Farther up the trail, find a small orange crystal that acts as a switch. Open a chest. Then activate the orange crystal to move the small rock platform to your side of the chasm. Step on the platform and then activate it, to float across the chasm.

Continue up the slope. When you come to a Royalist Soldier standing in front of a gate, check the cubby north for a pair of chests. Farther up the hill, come to a row of Royalist Soldiers blocking the path. Take the narrow side tunnel to the Tumbledown Court. Check the Royal Armory's wares.

Inside a side cave turned into a bedroom, read a book about King Konreid, a report from a Royalist Spy and a report from a Royalist Agent. Find a history of Ehb in a second bedroom.

Then go up the slope east. Speak with Lord Devonsey and Queen Rosylyn. After that long conversation, Phineas will ask to speak with you. He gives you another type of Lodestar. This one will allow you to see the 12 samples of Painite Crystals that he wants you to collect. Then speak with Bartholomew. He wants you to look for an advanced prototype rifle that he dropped while retreating from the opposing army.

Save your game. Note that you can break all light blue crystals. Some of them contain treasure. Return to Deep Well and then go up the slope south. Fight off some fanatics. Pass under a gate and speak with Roderick. He needs you to find four satchels of black powder, to collapse another entrance to the mine. Use the Save Beacon and then go south, to the Southern Mining Tunnels.

Fight more soldiers. At the tracks, take the first satchel of black powder. Open two chests in side tunnels. Continue south to an intersection. There, bear right, down a short section of tunnel and kill some soldiers. Pick up the second satchel of black powder. Enter the small room past the fire vent to open a chest, and then activate the orange crystal to move a rock platform above your head.

Return to the intersection and then take the other fork, southeast. Finish off a fight already in progress. Open a chest to the north and then pick up the third black powder satchel. Continue around the corner south and have another fight. Open a chest. Then step on the rock platform you just moved. Activate it, to float over the chasm to the other side, where you must fight off goblins, soldiers and sometimes a Cyclops too. Open three chests, take the fourth satchel of black powder, and take four glowing Painite Crystals from the rock wall.

South of there, at the next intersection, take the south fork to a cluttered dangerous area full of spiders. With "The Prototype" quest selected, hit the "R" key to see a trail of yellow globes that lead to a specific blue crystal. Break it, to find the missing prototype rifle. While you dodge cannon fire and spiders, open two chests.

Then continue up the hill east. Help some Royalist soldiers. Open a chest at the dead-end to the north. Then go east, past a large hole in the floor of the tunnel. Fight some soldiers, goblins and maybe some spiders. Pass by a large cluster of fire vents and a Save Beacon, to find a large group of enemies, including a mini-boss named the Azunite Lieutenant.

After the battle, place your black powder satchels inside the mine cart and then run to safety. Fight your way west, to the intersection with the hole in the floor. Pull the lever to open the gate and then fight your way north, past a second hole in the floor and a Save Beacon. You will eventually emerge back at the Deep Well. Then go downhill east, back to the Tumbledown Court. Speak with Bartholomew. Give him the prototype rifle and then save your game.

Return to Deep Well and then go down the trail north, to the intersection. Near two chests you should have already opened, collect three Painite Crystals. Then go west, through the gateway to speak to Roderick. He wants you to gather more explosive powder to seal another entrance to the mines. Save your game and then go west, into the Western Mining Tunnels.

Fight some of the enemy and pick up the first of four satchels. You can see your Royalist friends fighting on the other side of the chasm. Join the fight and then pick up the second satchel.

Follow the looping trail up to the mine cart. There, pick up the third satchel. Nearby, break some blue crystals blocking a short tunnel west. Inside that tunnel; open a chest.

Farther north, pick up the fourth satchel and open another chest.

You come to an orange crystal next to the trail. Activate it and then float north, over to two chests. Back on the main trail; continue west and south, to a large floating platform. When you get to the other side of the chasm, defeat the enemy soldiers and then open two chests and mine five Painite Crystals. Stand on the second large platform and then float across a second chasm to a wall you can see in the distance west. When you get to the other side of the chasm, save your game.

Past the opening, fight a large group of the enemy, including an Azunite Lieutenant.

This mini-boss has a circular orange shield around him that reflects damage. So try not to dally inside it for very long. After you have defeated them, open a chest, place the explosive satchels into the mine cart and then run to a safe place.

Return across both chasms. Each journey requires that you dodge cannon fire until you can get close enough to the other side to attack the enemy manning the cannons. Back on the main trail, fight more enemies, pivot around the U-turn and then go north and activate an orange crystal.

Go a bit east and north to activate a second orange crystal. Now you have moved two of three Incinerator Platforms. Now return to the first crystal and stand on the platform. It will not move, but now you can see a hidden trail west, that leads up to a chest.

From that chest, go north, to fight some goblins, soldiers and possibly a Cyclops. Then activate a third orange crystal to move the final platform and create an escape route for the Royalist Soldiers. Near the soldiers are three chests. To get to those chests, return to the triple-platform you just created. Use it as a bridge to get to the chests. Backtrack, generally south and east, to the Deep Well and then up the hill to the Tumbledown Court.

At the court, *first* give Phineas the Painite crystals. Then speak with General Devonsey and the queen. You must keep Phineas safe while he stops the Stonestream. Exit the court and then go up the mountain trail south. When you get to the end, Phineas will lower a platform for you. Ride up to where he waits. A cut scene will show him riding up, on a second platform, to the Stonestream.

You must fight of a group of Sentinel Soldiers. You cannot kill them, because the Stonestream reanimates them a few seconds after they have fallen. But you only have to fight them for ninety seconds. After Phineas shuts down the Stonestream, the soldiers disappear. Open a chest.

Ride back down to the trail, where Roderick will stop you. He has more bad news. Jayne's army has broken through the defenses at the bottom of Deep Well. Roderick wants you to go down there and help fight them off. Go east, down the main trail and past the entrance that leads to the Tumbledown Court, until the trail ends at the main intersection. From there, go east to a platform. Ride across and then fight a small group of soldiers. Then go south and fight some more of them.

You pass by two Royalist cannons, firing down into the well. Across from the second cannon, break the blue crystals to get access to two chests. A bit farther down the trail, speak with General Devonsey. He tells you to ride the platform down to the bottom of the well. When you get to the bottom, fight off some minor enemies. Then a cut scene with your nemesis interrupts the fight. Speak with Jeyne Kassynder herself. After a very long conversation, she and her two companions, Saraya and Rajani (if you let her live) vanish.

They leave behind a giant Warbeast boss. The game saves for you automatically. This monster, which looks like an angry mammoth, charges back and forth across the floor of Deep Well. You must not only fight the Warbeast, which can kill you with one swipe of its tusks, but also a constant stream of Jeyne's soldiers. In addition, you must dodge fire slits on the floor, big blue crystals falling from the ceiling and Royalist cannonballs, fired from above. Keep moving.

After you have killed the Warbeast, a long cut scene places you back at the Tumbledown Court. Speak with General Devonsey and the queen. After the long conversation, you get the "Royalist Ally" Deed, for +5 to your Stamina points (because you spoke to Phineas *first*, in your previous meeting with the queen). Then open the four chests. Just as you exit the area, Roderick stops you and asks if you want to go to the causeway. In a moment, you are there.

Go through the portal, along the causeway to the Save Beacon, and then turn north to the Grand Chapterhouse portal. On the other side, speak with Marten Guiscard and The Venerable Odo. Exit the building to Stonebridge City and then go down the street north. Past two automatic gates, enter the Meisterhall and then speak with the meisters. Tell Mayor Grimmelhaus that you need his automaton army. After the conversation, a long cut scene plays.

The Spire of Azuni

After the Meisterhall cut scene, you find yourself standing in the Spire Baily. Open a chest and save your game. Down the steps, meet the two archons Saraya and Rajani, if you let her live. They have decided to turn against their master Jeyne Kassynnder because she is mad. If you killed Rajani, then Chakti replaces her. However, they will not attack you in either case.

Past the gate, fight off an attack by Jeyne's soldiers. All three of the gates in this garden are locked. Open a chest and then pull the big handle to open the north gate, where more enemies wait.

In that next garden, the handle does not open the prison door. It opens the east and west gates in the previous garden. Enemies come rushing through and attack you from the rear.

Return to the first garden and then go through the west gate to find a pressure plate on the ground. When you step on it, the door to the locked prison tower opens. Now return to the prison tower, called "Spire Dungeon". Go down the ramp and then pull the lever to open the wooden door. Past it, save your game and then pull a second lever to open a gate.

Past the gate, a few soldiers attack. Up the stairs north, a soldier and a Cyclops (or other tough enemies) wait. Deal with them. Open two chests. The two gates north and the gate east are all locked. The gate west is open. Past it, you enter a room with four prison cells. Fight a few more soldiers. You hear a voice yelling "Over here! Please, help me". Fitch, a man in one of the cells, speaks to you. All four cells are, of course, locked. However, now both of the north gates are open.

Return to those gates and enter the room beyond. Fight off four soldiers and then defeat the Jailor mini-boss to get his key. Return to the cells and then open them all, except that you may choose not to release Fitch. Now use your key to open the gate in the room on the east wall. Inside that cell room, defeat any enemies and then release six prisoners. The game gives you the "Liberator" Deed for this, adding +5 to your Agility points. Open chests in three of those cells.

One of the cells is welded shut. However, you can access it by breaking down a pair of walls in one of the other cells. In that welded cell, you find the desiccated corpse of a priestess. Read a book about Azuni, suggesting that he and the Radiant Youth are one and the same. Open a chest.

When you exit the dungeon, soldiers wait for you at the top of the ramp. The gate to the north of the tower is still locked, but the east and west gates are still open. Go through them one-at-a-time, to find the Archon of Vengeance and Archon of War. To get to each boss, you must clear each area of many soldiers and a few Archon Handmaid or Azunite Lieutenant mini-bosses.

The area east has three of those mini-bosses, along with four chests and a turncoat named Gavril who wants to sell you his stolen gear. Attack the south wall near him, to open a secret room with five chests and some enemies. At the rear of the area, where you see a row of cannons (East Turret), find a lift and a Save Beacon. At the top of the lift, fight the boss Archon of Vengeance. When you return to the gardens, expect to fight a group of Cyclopes, supported by soldiers.

The western area has a Handmaid mini-boss or an Azunite Lieutenant, and six chests. Near the Save Beacon, attack the south wall, to open a secret chamber with three chests. At the West Turret, where you find another row of cannons, find another lift too. It rises up to the Archon of War boss. Open a chest. Again, on your way back, fight a group of Cyclopes and soldiers.

Now the gate to the north, the Chancel of Azuni, is unlocked. Open a chest on the balcony past the gate and then go through the doorway to a Save Beacon. Read the dispatch note on the floor. Past the next door, find Jeyne and an archon named Chakti (or Saraya if you killed Rajani) waiting for you in a large room. After she chastises you for a few moments, Jeyne allows two boss Cyclops Brutes, Chakti and many soldiers to attack you. Jeyne erects a circular force field around herself. Not only can you not target her, but the force field reduces the amount of space in the arena. Chakti stays inside the force field as well, until after you have killed the two Cyclopes.

After you defeat them, Jeyne runs off, leaving a final squad of soldiers to distract you. Open three chests and then go up the steps and through the door to the next Save Beacon. Past the next door, take the lift up to the Sanctum of Fire. There, Jeyne waits with two Archon Handmaids. After you defeat the two handmaids, Jeyne again leaves behind a few soldiers to cover her retreat.

Open four chests and then go up the steps and through the door to a Save Beacon. Beyond the next door, take the lift further up the tower, to Saint's Solace. Open two chests and then go up the steps to the very top of the tower. There, Jeyne waits alone. She teleports right in your face and seems to attack only you. If you dodge her teleporting, one step ahead of her, your companion will be free to take shots at Jeyne. After you whittle her health down all the way, Jeyne speaks to you, unrepentant and defiant. Then she disappears. Rajani (or Saraya), Marten and two automatons rush in, too late to help you of course. Speak with them. If Saraya is there, decide her fate.

Jeyne has gone to the Mournweald, in an attempt to restore dead archons to life, creating a new army, purportedly as "numerous as the stars". Follow Marten back down the steps to the lift. Ride it all the way down to the basement dungeon. Past the door at the bottom, use the Save Beacon and open a chest. If you freed Fitch, the chest is empty. Fitch is nearby, however, whether you released him from the prison cell or not. This is your last chance in the game to buy gear. Buy everything that has an essence attached, because *every* piece will transmute a *major* essence. Then enter the causeway portal and go south, through the Grand Chapterhouse portal.

Return to Mournweald

Inside the Grand Chapterhouse, Armand speaks to you. Follow him to where Lazar waits. He has no hope left. The building shakes and the ceiling begins to collapse. Lead them to the causeway portal and then send them through.

Now go downstairs and use the Save Beacon. Go through two doors to exit outside in the windy East Forest. There are no spiders this time. However, pairs of revived archons arrive as meteors from the sky. They hurl silver spheres that set you on fire if they hit you. You will also meet your second daeva, though not a statue this time. Watch for its four arms to start waving in the air. This is a prelude to an attack of fiery blue-and-red wisps that track you as you twist and turn. To defeat the wisps, run in a circle or dodge, throwing off their targeting.

You meet the Radiant Youth again. He warns you of what is ahead, a mysterious new monster. He tells you that after you have destroyed it, all the other enemies in the forest will die too. Save your game and then fight off more archons and another daeva on the trail ahead. Then cross a bridge to fight more archons and daevas. A second bridge leads nowhere but to another pair of archons. At this stage of the game, you can leave them unmolested.

Instead, stay on the main trail. After you cross a narrow stone bridge, you see swirling tentacles in the pond ahead. Behind the tentacles stands Jeyne. She speaks to you. Have a fairly short conversation with her. After the discussion ends, a huge Corrupted Creator arises from the pool.

The Corrupted Creator is a bastardized version of one of the original archon gods. After the scary cut scene of its arrival has completed, the monster wastes no time in attacking you. However, it stays in the small pond where it materialized; being too large to fit inside the tiny arena where the game's creators have determined you must fight the final battle.

The attack will come at you in two phases...

The Corrupted Creator

Attack the monster's right claw, while it touches the ground. Squads of enemies try to distract you from attacking the claw. The monster rakes its claws across the ground. Stand close to the pond to avoid the claws. The Creator also shoots a stream of blue energy balls at areas where you stand. These are instant death. Tumble away from them and/or Block them. After you whittle away almost half of the Creator's health, a cut scene shows one of the monster's claws disintegrating. Three boulders fall from the sky onto the arena. You can use any of them as cover. Stand behind one of the boulders and then prepare yourself for the next phase of the battle.

The monster uses its remaining claw to create black smoky areas all over the ground. Do not step inside those areas, or you take damage. Those areas spawn corrupted enemies that mob you. While you fight them, the Creator sweeps a blue laser-like beam across the entire arena. Avoid the beam by standing behind any boulder. After you have defeated the swarm of enemies, *or* after the Creator has sucked up all of the enemies from the field (45 seconds), the Creator tries to knock you down with a sweeping spray of black goo, produced from the dead minions. After that, he falls to the ground exhausted. You have only 10 seconds to target the head of the Corrupted Creator.

Then the Creator revives, raises its head again and conjures up more black smoky areas. Use this time to heal and prepare for battle. You must defeat the minions again, or stay alive until the Creator sucks all of his minions from the field again. Then he sprays the goo again. Then the big monster's head will drop onto the ground again. Quickly use those seconds to take away more of its health. Repeat this scenario as much as needed until a cut scene shows the monster crumbling.

After the battle, the Radiant Youth appears to tell Jeyne that she has lost. Now you must decide her fate. The youth says that he will see you again someday. After that, a very long cut scene combines all of the decisions that you made in the game. Many different endings are thus possible, so play the game again and, for fun, make different choices next time.

Chris Barton - 11.02.2013