

Kingdoms of Amalur: Reckoning

38 Studios, with their new acquisition Big Huge Games, produced this fantasy role playing game. EA games released it on February 7, 2012 in North America. Playable on Xbox 360, PlayStation 3 and Microsoft Windows, the game follows the adventures of the reborn Fateless One. Players take on the role of this character, who has no memory of his/her previous life. Along the way to discovering those lost memories, the Fateless One finds that she has the ability to change the fate of other people, destroying the myth that everyone has a life predetermined at its beginning.

Adding to the difficulty of this quest to find her roots, the Fateless One must contend with the corrupted Immortal Winter Fae and the Tuatha Deohn. They are waging a Crystal War against all the mortal races. The Tuatha king, Gadflow, will attempt to stop the Fateless one and her allies from entering the heart of his kingdom and learning the truth about the dragon Tirnoch. The game setting is the Faelands, one of the Kingdoms of Amalur and also home to the Summer and Winter courts of the Immortal Fae. The kingdom contains a hodgepodge of micro-climates, ranging from the forests of Dalentarth, to the desert canyons of Detyre, to the bogs of Klurikon. These territories are populated with humans, elves and gnomes - and a wide variety of monsters.

38 Studios released The Legend of Dead Kel, the first downloadable content for this game, on March 20, 2012. They released the Teeth of Naros downloadable content on April 17, 2012. On May 24, 2012, after selling more than 330,000 copies of the game, 38 Studios laid off all 400 of its employees and filed for Chapter 7 bankruptcy. Former Boston Red Sox pitcher Curt Schilling, (a record .846 postseason winning percentage, wearing the number 38) founded the company.

Out of the Darkness

After a long introductory cut scene, take control of your character and walk along the rocky path, bracketed on either side by a heart-stopping drop-off. When you get to the skeleton lying just in front of the door, pick up the Rusty Longsword. The game tells you to push the Escape key (ESC). Then, click on "Inventory", "Weapons" and "Primary". Press the "Enter" key to equip the sword. Exit your Inventory. Your character will open the door automatically. Take a few practice swings with the sword. Before you go through the door, move just east of it. Read the "Disposal Notes" on the table. Just around the corner, southeast of the table, lies a skeleton with a few gold coins.

Note that the local map on your screen shows, in light brown, where your character can travel. Now go through the open doorway south, to watch a scene in front of you where a Tuatha Deohn Soldier chases a group of little people across a wooden bridge. He kills one of them.

Farther on, just beyond the point where the tunnel shakes again, turn south to see two Giant Rats gorging themselves upon corpses. Use your sword to smash a barrel between you and the rats; to get a few more gold coins. Then kill the rats. As you continue south, the unstable tunnel collapses behind you. You should hear someone yelling for help. Continue past the glowing green cylinders to a wooden ledge, overlooking a large cave. This ledge is one of many sites in the game where you can jump down. Below, the two Tuatha searching for the gnome have not yet seen you.

Jump down and then run to defeat the two Tuatha Deohn Soldiers. The gnome will thank you. Speak with Encel. He will give you three Minor Healing Potions. Then he runs to open a door and asks you to lead the rest of the way. Before you do that, loot the two Treasure Sacks. One of them has some Battered Armor. Open your Inventory again and select "Armor". Right-Click on the "Battered Armor" and then select "Equip". Notice the green "E" next to your equipped items. Your "Ragged Leggings" are not as good as the Tuatha "Worn Leggings", so equip the better armor. Then right-click on the Tattered Shirt and Ragged Leggings and select "Add to Junk", to clean up your Inventory. Use your sword to break several sets of wooden crates, for more gold. Open a chest to get some "Old Boots"; and then equip them. Then exit the cave south, up the steps.

The next door opens automatically. Now you can see the Well of Souls. Watch a cut scene where two Tuatha place explosive charges, damaging the well. Then pull a lever to open the door west. Follow the tunnel to a large storeroom. Smash four sets of crates, to get more gold. Open two chests, to get some better "Flimsy Greaves" and "Torn Gloves". Equip them. The tunnel again collapses behind you. Loot the Weapons Rack for its shield. Open your Inventory and equip the shield. When you do this, Encel will ask you if you heard something and then run to the other side of the room. Two more Tuatha run into the room. The game tutorial tells you to hit the Left Shift key to block the Tuatha sword blows with the shield. Do so and then kill them with your sword.

Encel mentions a bow. Look on your map to see the gold quest circle marking the Longbow. Go there, pick up the bow and then open your Inventory to equip the bow as your "Secondary" weapon. Use the Mouse Wheel or the letter "Q" to rotate between your Primary and Secondary weapons. When the drumbeat of music starts, two Tuatha soldiers start shooting arrows at you from the west. Use your own bow to kill them. The "Item Radial" tutorial should pop up, showing you how to put potions in the radial window, giving you quick access to potions.

Smash some more crates, for gold. Continue down the tunnel to find two more Tuatha. After you defeat them, smash some crates for gold and to reveal a chest. The "Rusty Leggings" in the Treasure Sack are better than yours. When Encel mentions daggers, find them on the floor ahead. Equip the daggers and then smash some nearby crates to find another chest, holding some better "Rusty Gauntlets". Encel tells you to sneak up on the Tuatha ahead, but the game will not let you do this until you get close to them. Then hit the "C" key to crouch into sneak position. Creep up to the kneeling Tuatha and slice him with your daggers. Equip his "Dented Cuirass". Past him, sneak up on two more Tuatha standing with their backs to you, shooting arrows at "mortal vermin". Kill both Tuatha. One of them has a Treasure Sack full of gold. Then open the door south.

Past the door, walk between two large purple plants. Here, the game will grant you the "Storm Bolt" magic spell, which pops into the #1 slot at the bottom of your screen. Face the circular sculpture in the center of the room and right-click your mouse to fire the spell. When you hit it, the hoops around the sphere spin rapidly. Read the Spider Memo on the table. I could not find a way to release the live spider locked inside the cage. Loot the chest and then continue south.

When you get to the corner, open a chest. A Giant Spider will attack you. Use your new spell to defeat the spider and then go down the tunnel west, to find a staff. Encel suggests using it to burn through the spider web blocking your path. Equip the staff, face the web and then hit Left Mouse.

Beyond the burning cobwebs, defeat three more spiders. If you retreat, they will not chase you far. Inside the spider cave, open the Spider Sac. Burn another web to exit the cave. Inside the next large cave, kill two more spiders, loot a chest and break two sets of crates for more gold.

When you continue, do not attack the gnome holding a sword. Speak with Encel and, during the conversation, ask for more help. He will give you two potions. Smash two sets of wooden crates for more gold. Say hello to Aura Hanri. Loot three chests, adjust your Inventory and then go through the gate east. After you climb the stairs, the gate locks behind you.

In the room at the top, read the "Well Progress Log", found near the swirling green fumes. Then go up the stairs south and open the door to the Laboratory. The door locks behind you. At the end of the north hallway, a cut scene plays. Then speak with Fomorous Hugues. While you are speaking with him, another cut scene plays, showing a group of Tuatha killing Encel and about to barge into the Laboratory. The scene shows Hugues drawing the invaders away from you, giving you a chance to exit without injury, or having to fight these Tuatha.

Escape Allestar Tower through a door and up the steps north, to a small room with two Tuatha. Kill them and loot the chest. Open the door west and then go up the steps west and south. Take a potion from the corpse and then continue to a gate. **Save your game.** Then open the gate.

When you enter the room, the gate locks behind you. You must defeat two Tuatha and a huge Rock Troll. Try to defeat the smaller enemies first. The troll is resistant to your spell. He uses a tree trunk to whack you. If you stand beyond the reach of his tree trunk, the troll will smash the ground. This throws up rock debris, which can injure you, unless you dodge it.

When you reduce his health far enough, a large silver spear will appear in your hand and the game tells you to press Mouse Button Two. However, even if you do not, the spear will still leave your hand and impale the troll, killing him.

The point of pressing the button is to increase the amount of Experience Points you get for the kill. However, the game does *not* tell you that you should press the button *as many times as you can*, before the black circle in the lower right part of your screen disappears. Each time you push the button, you get more Experience. This method of finishing off your enemies is called "Reckoning". Later in the game, you will have a chance to initiate Reckoning mode yourself.

Check the troll's corpse for some good treasure. Then go through the exit door to Allestar Glade.

Into the Light

Past the door to the outside, one last rock fall blocks any return to the caves. Take a few more steps and you will level-up. Hit the ESC key and then click on "Level Up". Highlighted squares are those Skills granted at the beginning of the game. Spend one point on a darkened square.

For your first choice, I recommend the first level of "Detect Hidden", which allows you to locate many enemies before they surprise you. Then click the Confirm button. This takes you to a second level-up screen, showing an Abilities tree. Arrows at the top of the screen navigate to three titles: Finesse, Sorcery and Might. Spend three points upgrading these. Then hit Confirm again.

Some of the colorful plants growing in this verdant paradise contain Reagents. If you choose to advance your Alchemy Skill, you can harvest many more plants. However, for now, most of them yield nothing when you activate them. Reagents are stored in your Reagent Bag and do *not* count as taking up space in your inventory. "Components" used in Blacksmithing and "Shards" used to make gems are kept in your Component Case and Sagecraft Pouch, respectively. None of the contents of those two containers count as inventory either. Collect as many of them as you like.

Break the nearby crates and barrels, to get some gold. You can have short conversations with Remy Kallas, Aura Hanri and Claude Ganne. Then cross the stone bridge and wade into the small lake. Two miniature whirlpools have treasure when you dive down. Go through a narrow tunnel entrance at the northeast part of the lake. As you wade out of the water, kill three Giant Rats and loot the small cave. Smash the crates, search the skeleton and unlock two (very easy) footlockers. A Dispel Chest has a Ward protecting it. If you activate the chest and cannot Dispel the Ward, it explodes, taking away about half of your health. If you survive, then you can open the chest. However, this method of opening Dispel Chests often imposes a curse upon your character.

When you wade out of the lake, you should find the Shrine of Mitharu. Activate it, and then watch your Health Bar regenerate for as long as the shrine's icon remains on your screen. Just as with the plants in the world, the shrine regenerates quickly. This gives you an advantage over the dangerous animals nearby, such as the bear that is currently terrorizing Guran south of you. He is the same gnome who, at the start of the game, was rolling the cart with your body on it. Kill the bear and then speak with Guran. He has been selling information about you, to those who wish to do you harm. Persuade him to pay you. Near the shrine, loot an "Overturned Cart".

The south part of the glade has three wolves. As a group, they are *more* dangerous than the bear. One of them has a Treasure Sack. Near where the wolves lived, find the entrance to Stonecandle Mines, which are full of vicious Kobolds. Use the Shrine of Mitharu again, to heal your wounds.

Then pass under the stone arch to initiate a short cut scene. Speak with Agarth. Ask him for help. He will give you a Greater Health Regeneration Potion and a Greater Mana Regeneration Potion. While you are speaking with him, another cut scene shows a group of Tuatha Rogues preparing to attack you. Now the game will give you a series of tutorials on how Reckoning mode works.

First, you need to fill your purple Fate Bar, by killing enough enemies. The three Tuatha Rogues will do nicely. As you kill each enemy, the purple line grows longer. When it is full, the Red Ball to the left of the Fate Bar will begin discharging a blue flame. This indicates that you can now use Reckoning mode, whenever you choose to hit the "X" key. Now you need some more enemies, so the game provides three more Tuatha Rogues, who jump into the arena with you.

The game wants you to use Reckoning mode to defeat these Tuatha. Push the "X" key to start the process. The scenery darkens and time changes for your enemies, slowing them down to a crawl in relation to yours. You can run rings around them.

Attack them until they fall to their knees and a gold "F" appears next to them. Then move on to your next victim. Do this for every enemy you can, *before* the purple Fate Bar drops to empty. Then move very close to and, *facing* one of the enemies tagged with a gold "F", hit your "F" key. The game calls this action Fateshifting, which changes the predetermined fate of those enemies. An animation will show you smashing that enemy with a huge silver weapon. All of the other enemies who have gold "F's" next to them will also die. However, for an extra bonus, be alert...

Your screen will again prompt you. It tells you to hit either Mouse Button 1, Mouse Button 2 or the Space Bar. The game randomly chooses which one of the three buttons it wants you to push. How *quickly* and *how many times* you can hit this random button determines how many *extra* Experience Points you get for the kill(s) you just made. A black circle at the lower-right of your screen will grow a blue line around itself as you hit the button.

If you did not have time to subdue all of the enemies to "F" status, those enemies will *not* die. You will have to kill them the hard way. After the fight, Agarth says that he is astonished at your god-like ability. Being a Fateweaver, he tries to read your fate, but is frustrated that he cannot. A game window pops up to allow you to choose your own fate. Pick one from three options: Brawler, Rogue or Acolyte. The green "E" (for equipped) will move to that card. Then Confirm.

Continue speaking with Agarth and learn that he wants you to meet him at Arden's Hut, in a place called Yolvan. Explore all the remaining dialog options with him. One of the Tuatha may have dropped a Treasure Sack. Then go through the second high stone arch, to the east.

Shortly past the arch, if you installed the Teeth of Naros DLC, it will activate. Nearby, activate the Dalentarh Stone and listen to it make a little speech. This is the first, of a set of five "Lorestones". This *set* will grant you "Oleyn's Will" (+8 to Poison Resistance), after you find all five stones. To find out what stones you have found already, open your Journal and select Status>Lorestones. There is a set of five of these Lorestones in almost every geographical area. A few special sets have ten stones. Complete each set to get its permanent benefit. I spent many hours creating a printable [Map of All 175 Lorestone Locations](#) for you. The map may take a few extra seconds to download. Behind this Lorestone, open a chest.

Continue up the trail, harvesting plants, until you pass under the arch to Gorhart Village. A crowd of villagers is listening to Aewin Rathgar tell them to disperse. After the crowd wanders away, speak with the nearby Herc Adwold, and ask "What happened here?" Offer to help, beginning "Building Bridges", a Side Quest. Enter the nearby Corner Shop. Speak with Rikka Egest and sell off as much of your excess inventory as you can bear to part with, including your Junk Sack. Take a look at what she has for sale.

Also inside the Corner Shop, activate the Blacksmith Forge and note that, with the proper materials, you can create your own equipment. When you level-up, consider upgrading your Blacksmith Skill, to make better equipment. Note that you can Salvage equipment that you find in the world. This creates components that you use at the forge to make new equipment. As soon as you think you have enough gold in your inventory to buy whatever you may need, start salvaging weapons and armor at the forge, to build up your component inventory. With a high Blacksmith Skill, you can make *better* gear at these forges than you can buy from vendors.

The other vendor in the Corner Shop will repair all of your gear, for a price. However, as you get (or make) better equipment, the cost of those repairs will greatly increase. At that point, Repair Kits become a much better alternative, and can be used in the field. Buy Repair Kits when you can.

Exit the shop and then cross the square to enter Golden Age Alchemy. Speak with Nanne Hanri about her stolen Alchemical Formula. Offer to help, starting another Side Quest, "Recipe for Trouble". Find an Alchemical Lab downstairs. Use it to make potions from Reagents that you find (or purchase) in the world. Experiment, by combining one Black Cohosh and one Embereyes. The resulting recipe will allow you to create Minor Healing Potions - very useful. If you have two Softscrabble Powder and one Embereyes, combine them in an Experiment to make a recipe for Minor Mana Potions. All three of these Reagents are plentiful in the world.

Now that you have room in your inventory, open the "Special Delivery" chest just north of the town well in the center of the plaza. Upgrade your weapons and armor from the very good selection inside the chest. Then make another trip to the Corner Shop and sell the remainder.

Interlude

At this point, you could continue along the road to Arden's Hut, where you will meet up with Agarth again and continue the Main Quest. However, to get some relatively gentle experience using your weapons and navigating around the world, I would suggest that you complete some of the Side Quests in the area around the town and other nearby areas. A good reason to do this is that when you confront the first powerful Boss of the main quest, you will want some of your own powerful offence and defense. An inexperienced character will have trouble defeating this enemy.

To start a quest, speak with any NPC who has a yellow exclamation point over his or her head. Then open your quest log and right-click on the quest to activate it. Then look on your world map and find a gold ring for that quest. Go to the location of the gold ring. As you complete each section of a quest, the gold ring will move to a new location.

One excellent Side Quest, "Crisis of Faith", gets you access to a Sagecraft Altar. Find it downstairs in the Reliquary inside St. Odwig's Mission in Gorhart. First, speak with Father Dynwel, who stands on the mission steps. He will open the gates for you if you find one of his wayward acolytes. Another useful item inside the mission is a healing Shrine of Mitharu.

Use the Sagecraft Altar to combine Shards that you find in the world, creating magical gems. You may already have found socketed weapons or armor. Use the same Sagecraft Altar to attach gems to the sockets in your equipment, making your armor and weapons more powerful.

If you choose, at level-up, the Sagecraft Skill that allows you to *upgrade* Shards by combining lesser grades of them into stronger versions, then you can make even-more-potent gems. At the highest Sagecraft Skill level, the Sagecraft altar also allows you to Remove Gems from weapons and armor. Then, when you find better armor or weapons, you can insert the recycled gems into the new gear, or use them in Blacksmithing new gear.

Another effective way to create a powerful character is to visit other geographical areas and activate the set of five Lorestones for that location. If you visit all of the following lands, and continually use gems to upgrade your socketed armor and weapons, you will have reached or exceeded Level 15 and have become very able to defend yourself against the Main Quest Bosses. If you ignore this advice, be prepared to die a lot...

Some Sets of Lorestones and the Benefits they Grant:

Ettinmere - +3% Damage with Melee
Odarath - +4% Melee Damage vs. Humans
Webwood - , +6% Fire Damage
Glendara - +4% Health
The Sidhe - +6% Mana
Haxhi - +3% Critical hit vs. Fae
The Wolds - +4% Health
Kandrain - +20% Bleeding Resistance
Galafor - +20 Health
The Red Marches - +20% Burning Duration
Alserund - +5% Armor
The Hollowlands - +6% Fire Resistance
Menetyre - +6% Armor
Apotyre - +4% Health

You may find yourself overloaded with items in your inventory. The standard capacity of your pack is 70 items. You can buy backpacks at several vendors, including Rikka Egest at the Corner Shop, raising your carry limit by 10 items each, for each backpack you buy. They are stackable.

In addition, you could speak with Garaner Vernt to get "The Tangled Web" Side Quest in the town of Canneroc, in Webwood, and be rewarded with the house there. You can upgrade it to have a Sagecraft Altar, an Alchemy Workbench, a bed you can sleep in, and a Chest that holds 155 items. However, monsters constantly invade the town and it is, quite frankly, a gloomy place to live.

A more aesthetically pleasing house is the "Aron Excavations Office" in The Hollowlands. To make it more like a mansion, upgrade the "office". After the two upgrades, your new home will have a Sagecraft Altar, a Forge, a bed you can sleep in, and a Chest that holds 155 items. You must complete a few quests for the miners first. After that, they want you to become the boss. Upgrade the mines three times, to find some good treasure. The contents of the chests in the mines *changes* after *every* upgrade. Then the miners will work your mine for you while you are away.

Return periodically to upgrade Shards, make gems, insert gems, remove gems, manufacture armor and weapons and store your excess inventory. At the entrance to your house, speak with Vincent Helvern, who always stands there waiting for you. He will pay you a goodly sum of gold, which is your profit as owner the mines. You can, over a short time, recover the cost of all the upgrades.

Into the Light - continued...

Once you feel as though you are strong enough, select the Main Quest "Into the Light" again. Look on your map to find the gold circle and follow the roads to Arden's Hut. Inside, you find a woman kneeling over the dead body of Arden. Speak with her. Alyn Shir tells you that she is not responsible for Arden's death. Then she tells you that she will see you again later and disappears in a puff of smoke. Speak with Agarth, who is standing nearby. He tells you to meet him at the Ancient Shrine at Dellach.

Among many enemies you will meet along the way, are three Ettin Brutes just outside the entrance to Dellach. These huge monsters have two heads and wield powerful hammers. Defeat them and then speak with Agarth, who stands nearby. He tells you to stay close, seeming to indicate that he will lead. Instead, he follows you. Sometimes he runs ahead, especially when there are no enemies nearby. Do not count on him for a lot of help, but he cannot die.

Past the entrance door, open another door. Sneak to a balcony and look over the edge to see four wolves and an Ettin Brute pacing the floor below. Defeat them all and then notice that there are two exits from the room. The west exit goes to a room with either two or three Ettin Brutes. The third one, Kurtorix, is carrying a Side Quest item, the "Shine and Shadow". You can kill the brutes now or wait until later in the quest, when you will be standing on the ledge above them.

The exit south goes to a room with five wolves, an Ettin Brute, an unlocked chest and a (very easy) Dispel Chest. East of this room, find a big, brightly colored, circle-door.

On the other side of the door, fight five Kobold and open a chest. Along the hallway toward the next big room, open a chest. In that room, see one Kobold, with his back to you. After you kill him and begin walking around in the room, five or six more of the creatures pop up from the floor. Loot a chest and then open the next circle-door.

Past it, cross the wide stone bridge and fight two more Kobold. In the room around the next corner east, fight eight or nine Kobold and loot a chest. The south hallway leads to two more Ettin Brutes and three or four Kobold, fighting each other below the balcony. Snipe them from the balcony or run down and join Agarth on the main floor. Open a chest. Then go through the next circle-door.

Beyond the door, a cut scene plays and the Boss Ettin War Priest attacks. Agarth tells you that he has taken you as far as he can go. What he means is that he believes that he is fated to die in this battle. This monster uses shock spells that can do much damage to you. However, you can retreat and heal up while Agarth keeps the monster busy. When you knock it to its knees, the game will show the gold "F" next to the Ettin. Get *close* to it and *face* the Ettin. Then press the "F" key. A giant silver sword will appear in your hands. Then, when the game tells you which button, *tap it repeatedly*, to get maximum Experience Points. A cut scene shows you impaling the brute.

After the Ettin dies, Agarth will ask you if you have any idea what you have done. You changed the destiny of the Ettin. Continue west into the next room, which has three exits. The north door opens to a small room with an unlocked chest and another chest protected by a Ward. The south door opens to a single chest. Then go up the stairway and along the hallway west. Around the corner south, find three to five Kobold.

At the end of the long hallway south, open a circle-door to a large room. On the other side of the door, find a large stone column with spiral stone steps. When you get near the base of the column, fight four Kobold Rogues who pop up from the pavement. Then climb the steps of the tower to a door to the "Theater of Fate".

Past the door, stand at the balcony and look down to see two Niskaru Bloodhunters pop out of the pavement. Agarth will run down the steps to fight them. You, however, may want to stand on the balcony and snipe these enemies from there. These are some of the toughest enemies in the game.

When the Niskaru are dead, open a chest. Agarth will tell you to place your hands on the Destiny Stone in the center of the circle. When you do, parts of it swivel open to release the "Codex of Destiny". Speak with Agarth again. When the dialog ends, be ready for a fight with seven Tuatha Raiders. A good tactic is to run up the steps to the balcony and fight the enemies from there.

The female, Alyn Shir, will appear again to help you fight them. After the fight, speak with her. She wants you to meet her at the House of Ballads to have the codex decrypted by the Fae. Then she runs off through the door to Dellach. Speak with Agarth. He does not trust Alyn Shir. He wants you to meet him in Didenhil. Be aware that a pair of Giant Rats *may* appear in the room after Alyn Shir leaves. Now you have two Main Quest tasks in your quest log, "Old Friends, New Foes" and "The Hunters Hunted", which is already selected in your quest log.

The Hunters Hunted

Go north, through the door to Dellach. In the next small room, activate the Erathi Sigil-Stone to open the next door. Open a chest on the balcony. If you did not kill them earlier, use ranged weapons against the two or three Ettin Brutes pacing below you. Even if you killed two or three of the brutes earlier, two more may have replaced them. They cannot get up to you, and so are sitting ducks. Before you jump down, loot the chest. After you jump down, loot another chest and then go up the steps and exit north, through the door to "Ettinmere". On the other side of the door, be ready to fight a pair of Ettin Brutes and maybe a wolf.

Now Fast Travel to a town, sell off your treasure and then Fast Travel as close as you can to Glendara, marked on your map with a gold circle. Meet Agarth there, inside the Three Lamps Inn. Speak with him, to get a magic ring. He tells you that the Tuatha are using the "Eyes of Tirnoch" to track your movements. Decide whether to "sneak in the back" or "fight through the front". Agarth will go the other way and meet you inside. You must smash the "eyes".

1. If you chose to sneak in the back entrance to Hunter's Pit, Agarth will lead you there. He warns you of traps. Open the door and then fight four Tuatha Raiders. The camp has two exits that both get you to the same place. The northeast exit goes through a series of tunnels, past an Arrow Trap, two Bear Traps and a Blacksmith Forge, to an area with nine Tuatha.

The other exit takes you to some crates that block your access to a wooden ledge. Smash the crates, shoot one Tuatha below you and then jump down and kill another one hiding nearby in the room. If you do not see any Tuatha below, wait for the two to walk in. Otherwise, their friends will rush in from the next room and try to overwhelm you after you jump down from the ledge.

The grunting you hear is the sound of three caged Barghest. Pull a lever near their cage, to open it. The Barghest, apparently thankful that you freed them, rush into the next room and begin battling the Tuatha. Open a chest and then go up the wooden ramp and along to its end. There, you have a sniping spot overlooking the battle. Help the Barghest kill those seven Tuatha in the next room. Then go down there and open a locked (very easy) chest.

Open a locked (average) door on the north wall. Beyond it, join Agarth.

2. If you decide to go through the front entrance to Hunter's Pit, Agarth will lead you there. He will go through the back entrance and meet you inside. Past the front door, eight Tuatha Raiders wait for you in their tent camp. Defeat them and loot their chest. Then go through the tunnel north and around the corner east, to fight three more Tuatha. Open their chest and then continue east, to a pile of crates blocking your way. The door beyond the crates will open and then two or three Tuatha will charge through and begin shooting arrows at you.

Here, the path splits. The east fork takes you to a wooden platform above a cave with six Tuatha. Snipe them from this ledge, *or* take the other fork north and fight them from the floor of the cave.

Then open a chest and continue east, to another cave with four or five more Tuatha. Beyond there, meet up with Agarth in the room with the mirrors.

Either way you got there, help Agarth defeat six more Tuatha. One of them, a Tuatha Priest, is marked with a gold ring on your map. He uses powerful spells. Sometimes, only the priest appears, without his minions. When they are dead, speak again with Agarth. He tells you to smash the mirrors. Destroy the rotating red stone boulder. The two tall mirrors will shatter. Then an image of Gadflow will appear and walk slowly toward you. Speak with him.

After Gadflow disappears, Agarth will speak to you again and then run off. Open a chest and then follow him east, through the now-open door to Glendara, to a wooden ledge. Outside, there may be enemies below. Fast Travel to a town, sell off your treasure and then go to the House of Ballads, marked by a gold circle on your world map, to meet up with Alyn Shir.

Old Friends, New Foes

Inside the House of Ballads, go through the door to the "Hall of Accolades". Speak with Alyn Shir. She asks you to give the codex to Glianal, seated nearby. He says the codex must be a forgery. Speak with Alyn again. She suggests that you speak with Nyr ALIM in Caer Nyr ALIM, in The Sidhe.

Look on your world map to find the gold circle and then go there. One way to get there is through "Star Camp". Pass through the camp to "Hixie", putting you on the other side of the mountain. Then follow the trails and enter "Caer Nyr ALIM". Inside, follow the narrow trail down the hill. When you get near the bottom, a deep voice will say, "Come closer, little curiosity". Continue, up the hill now, to a place near the top where you see a green fuzzy ball floating above a small pond.

Speak with Nyr ALIM. He wants you to defeat Gnarsh, the Boss troll at Haxhi. Look on your map to find it and then go there. When you get near it, you must defeat three lesser Rock Trolls outside. Then enter "Haxhi Dam". Inside, find Alyn Shir waiting for you. Speak with her. She will follow you through the maze of tunnels and help you defeat a long series of enemies.

Use these skills to fill your Fate Bar, the purple bar between your Health and Mana Bars. When you finally get to Gnarsh, you will want to use Fateshifting against him.

Defeat your first Rock Troll. Beyond the troll, defeat four Tuatha. Alyn Shir wonders aloud why they are here. Past them, defeat two to four more Tuatha. Beyond them, defeat two Tuatha and one Rock Troll. Past them, defeat four more Tuatha and a Rock Troll who breaks through the wall, revealing a continuation of the tunnel. Go through it and then fight two Tuatha and a Rock Troll near a Sagecraft Altar. There, open a locked (average) chest and an unlocked chest.

Farther on, before you go up the steps to fight Gnarsh, the Boss Rock Troll, open a locked (easy) chest, a locked (very easy) chest and an unlocked chest. Then, with your Fate Bar full, drink as many potions as seem fitting to a major Boss Fight. **Save your game** and then walk up the steps.

When you get to the top of the steps, the game shows a short cut scene of Gnarsh. When the scene ends, find that the game has placed an invisible collision barrier at the top of the steps, blocking your retreat. You must fight Gnarsh in this small arena, with no way out until you defeat him. Alyn Shir will help you distract him, but that distraction never seems to last long enough. She can damage him, but not enough. You must do most of the work.

Use your Shock spell to Stun Gnarsh into temporary immobility. Then shoot him with a pair of fully-drawn arrows. Dodge to your left or right. Time those movements to stay away from his crushing blows. Repeat this tactic, downing Health Potions as needed. Attack Gnarsh until his Health Bar is less than half full. Then hit the "X" key to go into Reckoning mode. Before your purple Fate Bar reaches zero, knock Gnarsh to his knees. Then, you should see the prompt on your screen telling you to hit the "F" key. After you do that, be ready to hit Right Mouse Key, Left Mouse Key *or* Space Bar, to get the maximum Experience Points from this battle.

After the battle, speak with Alyn Shir. She will meet you at Ysa. Exit the cave east. Fast Travel to Caer Nyr ALIM and speak with Nyr ALIM. Then look on your map to find Ysa in the eastern part of The Sidhe. Fast Travel as close as you can to Ysa. As you cross the swamp toward the entrance, the vines will part to let you in. Cross two bridges and enter the "Gardens of Ysa". A cut scene shows the beauty of the gardens. After the cut scene, cross the bridge and speak with Chancellor Erawn.

The Coming Storm

Climb the wide stairways and go southeast, until you get to "The Font". There, go through the doors to the "Court of Summer". Erawn will ask you to place the codex on the pedestal. A long cut scene shows you doing this, and the king telling you what he sees in the codex. After the cut scene, High King Titarion will speak with you. He tells you that you and your friends must defeat whatever evil is giving power to Gadflow.

After you speak with the king, turn around and speak with Agarth. He thinks that Fomorous Hughes can help you, if you can find him. Then speak with Alyn Shir. She wants you to meet her in Emaire and work on a way to break the siege on Mel Senshir. These two conversations begin two sub-quests, "An Old Friend" and "The Great General". You may complete them in any order.

An Old Friend

If you want another Backpack, speak with Riona Helt in Ysa's "Askers Alley", a tavern opposite Ysa's entrance. Then select this quest and look on your world map to find the gold circle for the Overlook Camp in The Hollowlands. Go there and speak with Templar Octienne. He will send you to Saltwell Caverns. Find them also in The Hollowlands. Inside the caverns, kill four or five Faer Gorta. Open two locked (hard) chests. When you check the corpse of the gnome in the adjoining cave, the six Sons of Laz lying motionless on the ground will rise up and attack you.

After you have defeated the Sons of Laz, use the gnome's "Lab Key" to open the door northwest. On the other side of the door, defeat two or three more Sons of Laz. Loot a Gnome Corpse for his "Emergency Supply Key". Unlock an (average) chest. On the ramp going up to the next room northeast, look for a trip rope. In that room, fight four more Faer Gorta. Use the key on the chest. Southeast of there, find a dead end cave containing two Sons of Laz. If you pull the lever, seven Incinerator Plates will shoot fire, burning the two Sons of Laz. Open a chest.

In the next cave, fight ten Sons of Laz. Inside that cave, open a locked (average) chest. The gnome corpse has an Emergency Supply Key. Past the southwest door, find three more Faer Gorta. Open an unlocked chest and use the Emergency Supply Key to open the "Emergency Supplies Chest".

South, in the next large laboratory cave, speak with Fomorous Hugues. During this conversation, ten to twelve White Palm Assassins will attack you. Hugues will help you against them, but they are formidable opponents. They can easily dodge your arrows. Use magic to stun them first. After you have defeated them, open two chests and speak with Hugues again. He tells you that Templar Octienne must have sent the assassins to kill you both.

Enemies in High Places

Exit Hugues' laboratory up the wooden ramps southwest, to a ledge. Jump down and then kill the three to four White Palm Assassins. Exit northwest, to the outside again. Look on your world map to find Adessa in the southeast part of the desert. If this is your first time in Adessa, a cut scene plays and Cenner Bruge will question you. He will give you a key to Sandstone Villa.

Go south and through the door to "Domus Politica". Inside, follow the gold circle upstairs to find Templar Jorielle. Speak with her. She tells you that she cannot help you unless you get Templar Octienne to confess his crimes. When you go back downstairs, Aide Forreux will stop you and speak with you. If you want another Backpack, find Senecer Macit on the ground floor.

Exit the Domus Politica building and then go north, through the market, and down the steps to "The Isles". Follow the gold circle to the doors to "Livrarium". Past the doors, Templar Octienne is surprised to see you alive. Speak with him.

After the conversation, Octienne knocks you back with a fireball and then he disappears.

Two of Octienne's guards will attack you. Deal with them and then climb the stairway southeast, to a door to the "Scaffolding". **Save your game** here, because you have a major battle ahead of you. The game gives you only 100 saves before you must delete old saves to make room for new ones.

On the other side of the door, you can see Templar Octienne hovering in the air in front of you. He will attack you with a ball of frost that slows your movement and injures you. Use a ranged weapon against him and then follow him along the scaffolding. A White Palm Assassin shoots arrows at you from a platform. When you come to a wider section of the walkway, three White Palm Assassins explode from the stacked crates and then attack you. Your retreat is blocked, because part of the scaffolding collapses. While you try to defeat the assassins, Octienne will throw fireballs and frost balls at you. He can create a personal force field and teleport.

Open a chest and then continue along the scaffolding, taking shots at Octienne whenever you can. White Palm Marksmen will shoot arrows at you from ledges on your right and left. Another assassin will block the path in front of you. At the next wide spot on the scaffolding, four more assassins will pop out of the stacked crates and surround you. Your retreat is again blocked.

Farther along the scaffolding, shoot two marksmen on your left and an assassin on the path in front of you. Beyond them, three more White Palm pop out of the stacked crates and your retreat is blocked by the collapse of another section of the scaffolding.

After you defeat them, you can face Octienne one-on-one. When you get his health down to a point where he drops to one knee, the game will show the "F" key icon. Face Octienne and then hit the "F" key. An animation will show you tossing him around like a rag doll and then throw him through the window to the south. Be ready to hit the Space Bar, Left Mouse Key or Right Mouse Key, for the extra Experience points.

After the cut scene, jump through that window south. In the room past the window, Templar Jorielle will speak with you. She tells you that Octienne lives, but is finished in gnome society. She will thank you and pay you with gold. Speak with Fomorous Hughes, standing nearby.

The Great General

Exit the building west, through the door to "Adessa". Then look on your world map to find Emaire in the Forsaken Plain. Go there and speak with Alyn Shir inside the Blue Bear Tavern.

Shir will send you to meet with General Tileria ap Gwydion, at Ural-Tusk. Exit the tavern and look on your map to find Ural-Tusk west of you. Go there and find the general sitting by a campfire. When you speak with her, she will give you a "Windstone Chime". Take it a bit east of you, to a large stone pillar, one of five Windstones. The game will prompt you to "Strike Chime at Ancient Windstone". When you hit the "F" key, a chime will sound and then a Niskaru Bloodhunter will attack you. Return to the general and speak with her.

Then follow the gold ring on your map to the second nearest Windstone, near Mull-Rane, in the Forsaken Plain to the east of you. When you activate the stone, two more Niskaru will attack you.

Then look on your world map to find the third Windstone in the center of Tala-Rane. Watch for some Ettin Brutes and Tuatha enemies defending the stone.

Then look on your map to find the fourth Windstone at the eastern edge of Acatha. After you activate the stone, four or five Niskaru will attack you.

Then look on your map to find the final Windstone location on the southern border of Kandrian. After you activate the stone, one or two Niskaru and one huge Niskaru Tyrant will attack you. Many other enemies in the areas nearby can make this fight especially difficult.

Then return to Ural-Tusk. As you approach the large round gate at the entrance tunnel, it opens. Speak with General Tileria again. Amazed that you were able to open the gate, she is ready to help you recover the spear named "Piercing Light". Follow her inside the circular rotating entrance to Ural Tusk. Walk through a long tunnel, with General Tileria in tow.

Three Niskaru will pop up and attack you both. Open a locked (easy) chest and then continue west, to a balcony. On the floor below, fight two or three more Niskaru. Open a locked (easy) chest on the balcony and a (very easy) chest on the main floor. Then go through the circle door west.

Past the door, fight two or three Niskaru Hunters in a room with a chest. Then go south and west, down a long tunnel to an area with three to five Giant Rats. Zigzag west and north, to a cave with four or five more rats. Continue along the tunnel to a room with a locked (hard) chest and a locked (average) chest. Then activate an "Erathi Sigil-Stone", to open the rock door east. Beyond the door, find a balcony overlooking a room with two Niskaru. Shoot them from the ledge and then open a chest on the main floor. Go up the stairs north. At the top of the stairs, General Tileria will rush toward the rock pile in the center of the room. The spear named "Piercing Light" sits atop the pile.

As the general tries to pull the spear from the rocks, you must defend her from five Niskaru. After you kill them, a much larger Niskaru, Azaghaal, will attack you with powerful fireballs. Use the circular pile of stones as cover. Keep Azaghaal always on the other side of the circle. Pop out from behind this cover and snipe at him until he is almost dead. Then Fateshift him.

At that moment, the general will finally be able to pull the spear from the rocks. Speak with her. You get a gold reward and then she runs off. Open an unlocked chest and a locked (average) chest. Then exit east, to the Cradle of Summer.

Breaking the Siege

You have a major battle coming up. Repair your gear, buy or make Healing Potions and be certain that you have a shield with you, even if you do not normally use one. Then go east to Rathir.

When you first arrive, a cut scene will show you an aerial view of the city. Meet General Tilera, who is waiting just ahead of you on the path. She tells you that you must convince Elund Karth to help you break the siege. Go up four sets of steps, north to "The Upper City". South of the entrance to this area, in the Main Hall of the Scholia Arcana, Wil Donall can sell you another Backpack.

The gold circle on your map shows Elund Karth in the Lunar Gardens. Speak with him and ask for more soldiers for Mel Senshir. He will send you to the Eastern Docks in the Lower City. Go south, up the steps, to find it. Continue south, through the market, to the docks named "The Burn". Speak with Captain Dodwyn and tell him that you are ready to go to Mel Senshir. A cut scene will show your journey across the straits, along with other ships carrying an army of volunteer soldiers.

At the end of the journey, speak with Commander Owaiglyn. Follow him and General Tilera southeast, past two vendors who sell expensive equipment, Repair Kits, potions and a Backpack. Keep a supply of Repair Kits in your inventory, mainly because there are no vendors where you are going; though you *can* Fast Travel to-and-from this market area. At the gates to Klurikon, speak with Commander Owaiglyn again. Tell him that you are ready. A cut scene will show a huge army of Tuatha just beyond the gates to the city. Afterwards, General Tilera will speak with you and then run through the gate northeast. You must go southwest.

Help your allies defeat five Tuatha. In the room past the door at the top of the steps southeast, two Tuatha Priests will attack you. Open an unlocked chest and two locked (very easy) chests. Your bodyguards stay behind. Beyond the door northeast, note two giant swinging pendulums. Beyond the first one, tumble past the three rectangular slots in the wall at the top of the steps. They shoot blades across the hallway, but fire only once.

Past the two pendulums, avoid the two slots in the floor and the rotating blades inside them.

Go up the dark slope northeast, but tumble past more blades that shoot from the six vertical slots on the walls. At the top of the slope, prepare to battle with a hoard of Tuatha who are using wooden siege ladders to scale the walls. A short cut scene will set the stage, locking you in.

Do not be distracted by the Tuatha. They will continue to climb up the ladder from below. Instead, use a melee weapon to knock the ladder from the wall. The game has marked it for you.

After you have done that, repeat the process with a second ladder. Defeat the remaining Tuatha. Afterward, Alyn Shir will speak with you. Then Scout Edoel Breit will speak with you. He wants you to rescue some prisoners. Go down the steps southwest. The gate locks behind you.

At the bottom, open two chests. The room has two exits. Both of them go to the same place.

There, the Tuatha guard their prisoners. After you defeat the Tuatha, the released prisoners will run off. Open the door northeast, to find yourself on another wide balcony. The door locks behind you. You must knock down two more siege ladders and defeat the Tuatha on the balcony.

Exit southwest. Open three unlocked chests, one locked (easy) chest and an (easy) Dispel Chest. Then go through the door to the "Ramparts". Past the door, defeat several more Tuatha on a large circular stone platform. Face northeast and notice that the ramparts continue to a pair of red doors. Do not go there yet. Instead, ingest whatever potions you have to raise your offense and defense. Equip your shield and then **save your game**.

Halfway down the ramparts, a long cut scene will show a powerful Tuatha named Malwyn, battling with General Tileria. Malwyn knocks Tileria to the ground. Then he blows a long note from a horn, summoning a giant beast named Balor to the edge of the ramparts. As the cut scene continues, Balor destroys a section of the ramparts. You jump across the gap, landing in an arena.

Now you have control of your character. You must defeat two to five Tuatha Archers and Malwyn. The stunned General Tileria will get up from the pavement and help you. A Niskaru on the shoulders of Balor controls the great green beast with a rope harness. When the Niskaru turns the head of the beast toward you, a powerful beam of energy will project from the eye at the center of its forehead. To avoid almost instant death, you *must* avoid being hit with this beam.

Although you can successfully dodge the beam for awhile, it will eventually hit you. Then you die, your last save will load and you can try again. To avoid this unpleasantness, face the beast. Note that he is distracted by the battle raging at his feet, below the ramparts. While his head is turned away, you can battle the Tuatha in relative safety. So keep the beast *always* in your sight. When he turns his head toward you, put up your shield. It will deflect the beam of energy. Then the Balor will turn its head away again and you can continue your own battle.

After you defeat the six Tuatha, a long cut scene will show General Tileria throwing the spear "Piercing Light" toward the Niskaru who is controlling the Balor. Unfortunately, she misses her mark. Mortally wounded, she picks the spear up from the ground and tries again, successfully breaking the controlling rope around Balor's head. For the moment, the beast cannot harm you.

Go through the red doors to the "Battlements". Past the doors, help Agarth defeat two Tuatha Sorcerers and then speak with him. After the conversation he runs back through the red doors.

You must go through the hole in the wall northwest, to defeat three Tuatha Raiders. One or two may be sorcerers. Open a locked (average) chest and then go up the slope southwest. At the top of the slope, defeat three Tuatha. Two of them are bowmen. Note that the Balor is stomping around past the edge of the next balcony. It will not attack you at this time.

Go down the slope northeast and then defeat two Tuatha. Go up the stairs northwest and defeat two more Tuatha and one "Prismere Troll". Loot a chest and then go up the slope southwest. At the top, you can see the Balor. Uncontrolled, it is sweeping the balcony with its energy beam, but always along the same arc and at the same speed.

Time your run along the balcony northwest, to avoid the Balor's beam. Then run down the slope northeast, to a room with two Tuatha Zealots. The exit gate will slam shut until you kill them. Then the gate will open automatically.

Past the gate, you must defeat a Tuatha Priest, who controls a giant Niskaru Tyrant. The priest has the ability to regenerate the health of the Niskaru, so kill the priest first.

Then go through the door to the "Ramparts", to again meet the Greater Niskaru - Balor. Find yourself on a narrow ledge. Just a short distance in front of you is the head and shoulders of the beast you must now defeat. Stand back as far as you can and use ranged weapons against him. Remember to raise your shield when he opens his eye, to deflect his energy beam. Then heal up and target him again, until his health bar drops to near empty. Go into Fateshift mode and finish him off. Watch for a *series* of buttons that the game wants you to press.

Near Balor's end, a cut scene will show you jumping on him to inflict the final blow. Below him, one of the Tuatha in the massive army at Balor's feet will shout "The battle is lost! Run fools, run!" After the battle, speak with Commander Owaiglyn and get paid for your work.

Silence Falls

The commander wants you to find a secretive band of jungle warriors in Klurkon. He thinks that they will help finish off the remaining Tuatha. Go southeast to "Cursewood". There, in the war camp just outside the city gates, speak with Cydan. He wants you to meet him at "Foe's Hearth". Look on your world map to see a gold circle marking the location and then go there.

When you get near Foe's Hearth, you will find Bisarane, a Winter Fae, sitting cross-legged in the middle of the trail. He will get up and speak with you. He will offer to let you join the House of Sorrows if you pass a trial in the "Proving Halls". Agree to do this. He will give you a "Heartstone". This gem acts as a key to open the first gate inside the Proving Halls, beginning a Faction Quest Line, "The Sorrows Call", for the House of Sorrows.

Continue along the trail a short distance, to enter Foe's Hearth. Open a chest outside and then go in and speak with Cydan. He wants you to destroy three "Chantries" that Gadflow uses to control the Tuatha. If you speak with Agarth, who is standing nearby, he will tell you that these Chantries are more of the same kind of mirrors that you shattered earlier.

With the quest "Silence Falls" active, note that the three "Chantries" you must destroy are about equidistant from Foe's Hearth. Four or five Tuatha defend each of three short reddish towers. Placed evenly around the base of the towers are three glowing red stones, providing energy to the towers. After you smash the third stone, the mirrors in the tower will shatter. At that moment, an image of Gadflow will chastise you. Then his image vanishes.

The Chantry inside The Keening is better defended than the other two sites. There, you may find Jottun Warriors, Boggerts, and Bog Thresh, as well as Tuatha. The location itself is a dead end. Watch for an ambush when you leave. The leader of the Jottun Warriors has a "Cage Key", and you can find the cage at the top of the nearby hill. Kill another group of Jottun Warriors up there and then speak with, Audra Firan, the girl inside the cage. Free her, starting a Side Quest, "Witch Knight of Ghennig". To be successful with this quest, you *must* keep Audra alive.

Return to Foe's Hearth and speak with Cydan. He will pay you and ask you to meet him and Alyn Shir on the shore of the Caeled Coast in Klurikon. From there, you will go to the island of Dannestar in the center of the strait between the two major land masses of The Faelands.

Echoes of the Past

Speak with Alyn Shir at the Caeled Coast location. Then approach the nearby black smoky "Shadow Walk", to be teleported to Dannestar Island. When you arrive there, speak with Alyn Shir again. She will run off down the trail. Where she stops, seven Sons of Laz will attack.

After the battle, Alyn Shir can easily dispel the Ward locking the big door to Dannestar Tower. You can enter now or, if you want to fight two to six more Laz, find them in a camp south of the door. After you enter the tower, fight three or four Sons of Laz at the top of the first steps. As you go up to the top of the tower, you will periodically hear the voice of Ventrinio urging you on.

Note that the quest marker and some red icons marking the locations of enemies remain on your map, even though you can see no enemies, because they are higher in the tower than you are.

Go up more steps and ramps to fight two Faer Gorta Sentinels on the next platform. Continue up the ramp south, ignoring the gold circle on your map, until Alyn Shir speaks to you. She tells you that she will defend this area while you continue up the tower to get Ventrinio. The lever to the north opens a cage containing a Faer Gorta. You may choose not to release it. Around the corner, find another Gorta in a cage, but there is no lever to open the cage. You *can* shoot through the bars.

Climb the next four sets of stairs to the next platform and then fight four Sons of Laz. In this torture room, open an unlocked chest, read "Laz Remains", and open a locked (easy) chest. Then open the door north and climb the next set of stairs to the balcony. Kill one Laz who has his back to you. Then walk along the balcony and read "An Investment". Past this point, be ready to repel three more Sons of Laz who come shambling along the balcony toward you.

At the end of the balcony, turn north and follow the hallway to another lever. This one tilts the table with the corpse on it. The corpse slides into the fire pit. At the top of the west steps, be ready to fight four or five Faer Gorta Sentinels that emerge from cages inside the room. They will attack a lone Son of Laz before they attack you. Faer Gorta attack everything they see.

A trip rope opens the cage in the southeast corner of the room. The Faer Gorta inside will not attack you unless you break the rope and release him.

At the southwest corner of the room, find a stairway. A gate here is supposed to drop behind you when you cross the threshold at the base of the stairway. Sometimes it does not drop until you reach the top of the stairs. At any rate, you should find your retreat blocked. The gate will stay closed until you defeat three Ancient Leanashe and three Faer Gorta who emerge from the cages on the platform at the top of the stairs. The Faer Gorta will attack the Leanashe.

Continue west, open a door and come to another lever that tilts a table with a corpse. Farther south, up four tiers of steps and past some pulsating brown blobs, find a small room with three unlocked chests and a locked (hard) chest. Continue east, up the stairs, to a room with a large well. Near the well, Ventrinio will chastise you for being late. Speak with him. After the conversation, you must defend him from a horde of Sons of Laz and Ancient Leanashe. Meanwhile, Ventrinio will be busy trying to stop the flow of energy to the well.

After the battle, your screen will turn black and then you will find yourself outside, standing in front of the door to the tower. Speak with Ventrinio, who stands nearby. Ask for his help in getting to Alabastra. He rewards you with gold and a talisman (Soul Lens). He will search the remains of the tower for an "Secret Essence" and then meet you at the Field of Huber. Go along the trail east, until you get to the smoky Shadow Walk. Enter it, to return to the Caeled Coast.

Pride Before a Fall

Look on your world map for the gold circle at the Field of Huber (and Sinsear), in the southern part of the Caeled Coast. When you get there, speak with Agarth. Then Ventrinio and Alyn Shir run up the path toward you. Ventrinio tells you that he has found the elixir that you need. This "Essence of Valor" contains Dren's Sister's immunity to her brother. Now that you have the elixir, you have her immunity. However, Dren will have the same kind of immunity to *your* attacks.

Go along the trail east, and speak with Callis Dren. After the conversation, he will attack you. However, because you both have immunity to each other, the fight soon stops. Speak with Dren again, and he will suggest that you both voluntarily drop your immunity, in order to have an honest battle. Agree to do this and then fight him to the death.

After you defeat Dren, Agarth will run up and congratulate you. Now you must liberate the House of Pride, as you agreed to do. Go up the steps east and through the door to the House of Pride.

Waiting for you inside, find three Allied Soldiers ready to help you. Follow them to the top of the first stairs and then help defeat five Tuatha. Your allies can die in these battles.

Continue northeast, to another room with five to ten Tuatha. Open a (hard) Dispel Chest. Exit the room up the steps northeast and then fight four to five more Tuatha. One of them may be an Overlord. Open an (average) Dispel Chest and an unlocked chest. Continue up the steps southeast.

At the top of the steps, open a chest. Up the steps southwest of that small room waits a "Knave of Pride". Speak with him. He asks you to defeat the Witch Knight Myrna and disable her Chantry. This will free the few untainted members of the House of Pride.

When you go down the hallway southwest, the door opens as you approach it. Ahead, see a huge room where Myrna waits for you. Once you cross the threshold, a force field will prevent your retreat. As soon as you approach her, Witch Knight Myrna will attack you. She will conjure up a never-ending army of Faer Gorta. Attack them only to move them out of your way. Concentrate on Myrna, because as soon as she dies, so do all the Faer Gorta. Among many spells she will throw at you, perhaps the deadliest is the big ball of frost. It slows your movement, making it harder to get away from the Faer Gorta. The witch herself will try to stay at a distance from you. Dodge and roll out of the way of the spells and the Faer Gorta. A melee attack on Myrna works well.

After the battle, open a chest and then go southwest to find the red tower of the Chantry. Be aware that two Tuatha Soldiers defend it. Destroy the three red boulders powering the Chantry and then the image of Gadflow will speak to you again. When he disappears, retrace your steps northeast, to again meet with the Knave of Pride. He demands that you accept his surrender. Now you have the House of Pride as allies. Another Twist of Fate is awarded you, along with gold.

Taking Vengeance

Exit southwest, through the now-unlocked door to Alabastra. On the other side of the door, just down the trail, speak with Alyn Shir. She suggests that you and the other four (Ventrinio, Cydan Agarth and Alyn Shir) take separate routes to the House of Vengeance. If you speak with Ventrinio, he will tell you that he has something confidential to tell you when he meets you later.

Go down the cliff-side road to Camp Moondown. If you say "Certainly" to Captain Canwen, you will have to help repel an Tuatha attack. Speaking with her is not mandatory. Captain Canwen and a Knave of Pride near the camp have some local Side Quests for you too, if you want them.

After you finish the Side Quests, follow the long road southwest, through High Fulgen, south through Shadow Pass and east through Twilight Pass. Your eventual goal is the gold circle on your world map, at Amaura. Along the way, you will run into Ventrinio and Alyn Shir, at the Winter Lorestone between High Fulgen and Shadow Pass. He tells you more of your character's story.

Just beyond the abandoned Ariad Camp, meet Desiderus Trav. He wants you to "neutralize" the sentries guarding the road ahead, so that he can charge through the Tuatha defensive lines. This is a Side Quest, "The Killing Ground", but as you are going that way anyway, agree to help.

Find the first group of sentries at the end of a side road that loops northwest, off the main trail. Watch for three Fire Mines as you go up the hill. At the top, fight a Tuatha Priest and three Tuatha Zealots. Then drop down from the sentry overlook to the main trail. Find Desiderus Trav waiting for you there, or fighting Tuatha. He tells you that there are more sentries down the main trail.

Similar to the first location, the next main trail offshoot runs up the hill northeast. Partway up the hill, you will run into Agarth, who is having the time of his life fighting Tuatha. Continue up the hill to the top and defeat the sentries there. A Tuatha Priest and three Tuatha Zealots are hiding around the corner on the other side of the narrow rock bridge south. Be aware that, on the main trail below the bridge, six Tuatha may come running up the trail if they see you. Agarth and Trav will help you defeat them. Then follow Trav down the main trail.

Where Desiderus Trav stops, help him defeat three or four Tuatha. After that battle, speak with Trav. He wants you to meet him at the main Tuatha camp, down the road. There, help him kill three more Tuatha. Then speak with him again. He tells you that you must kill the Witch Knight Dessidyn just up ahead. Then he runs off down the trail again. Help him defeat four or five Tuatha Zealots and a Prismere Troll. Desiderus Trav may die here.

Continue south, alone again, until you find Cydan or Trav battling a Barghest near an Alabastra Lorestone. There are two other Barghest at the bottom of the hill, along with a few Tuatha. Cydan or Trav may help you defeat them. Open a locked (very hard) chest. If he still lives, speak with Trav. He will join you in the next battle. If you do not help him a lot, he will die.

A bit farther down the road, you pass under a spiked arch. Beyond it, find the main Tuatha Camp. It is divided into three sections and defended by a dozen enemies. Defeat the Witch Knight Dessidyn and his squad, just beyond the arch. If Trav survives, he tells you that he will make camp here and wait for reinforcements, ending the Side Quest.

You could ignore the other two parts of the camp. The northeast fork goes partway up the hill to an area defended by a Prismere Troll and three Tuatha Zealots. Nearby, find an entrance to Mordus-Torr. The southwest fork goes partway up a hill to the other Tuatha camp. Farther up that hill, find another entrance to Mordus-Torr. The tunnels beyond the two entrances to Mordus-Torr connect, at an intersection with an Autumn Lorestone.

Back at the intersection near the arch, the main trail goes southeast. Not far along it, five or six Sprites pop up and attack you. Beyond that, near an Alabastra Lorestone, fight three to five more Sprites. Then you come to a swampy area where you must fight a group of Murghans and/or a Prismere Troll and a Banshaen Priestess.

Farther down the trail, meet Aluck. Agree to help him with a Side Quest "Gask", as you are going that way anyway. He wants you to kill two more Witch Knights and Gask. Go east, to find a Winter Lorestone, where five Sprites pop up and attack you. Ahead, fight a Banshaen Priestess and possibly some Murghans, located just on the other side of a rock bridge.

Just past the first bridge, find another rock bridge. In the area between them, a narrow trail goes up the hill southwest, to a possible Banshaen Priestess or Tuatha and/or some Murghans. Up the hill past them, fight four or five Sprites near the entrance to Weconai. If you then drop down from the wooden ledge, four to six Sprites pop up to attack you in the area between the rock bridges.

When you finally cross the second rock bridge, you must fight three to five Tuatha. Some of these can be Priests. Farther down the main trail, when Eventide first shows on your map, fight two to four Tuatha Zealots and an Overlord. Near them find a locked "Eventide Treasure" chest that needs a special key. To get the key, you must complete the Side Quest "Bareth", inside Echoing Light Mine. Down a side trail northeast of here, a Banshaen Priestess and her Murghans wait. They defend the entrance to Echoing Light Mine. To activate the quest, enter the mine and then speak with Nel, the female Fae inside the cage. At the end of the quest, she will give you a key (Erathi Glyph) that opens the Eventide chest.

Farther down the main trail, at the Alabastra Lorestone, four or five Sprites pop up. North of there, past the spiked arch, three to five Tuatha (can be priests) attack. Past the next arch southeast, three to six Tuatha (can be priests and overlords) attack. Southeast of them, find the first Witch Knight. An onscreen message will update the quest, after you kill him.

Farther north, find three to five Tuatha. A side path north and west of there, leads past four or five Sprites and down a hill to a camp. There, kill eight to ten Tuatha, protecting the second Witch Knight. After he dies, an onscreen message will update the quest. Go down the hill southwest.

When your screen tells you that you have found Cadsymyr, kill four or five Tuatha Raiders. Past them, find Gask, protected by five to nine Zealots. After you kill them all, Aluck will find and speak to you. Backtrack to the main trail and then go east, down the hill to the spiked arch.

Past the arch and down the slope, a random group of enemies that can include Zealots, Overlords or Prismere Trolls, will attack. Farther down the hill east, past the Altar of Belen and another arch, help Cydan and a Fae ally defeat three or four Tuatha. Then speak with Cydan. Agarth and an Alfar Ally will come sauntering down the hill. Speak with Agarth. Tell him that you are ready to go and then follow the group of four, as they fight through two more groups of Tuatha. Both allies can die in these battles. Eventually, your group will come to the door to the House of Vengeance.

Past the entrance door, follow your friends to the room at the end of the hallway and then defeat seven to nine Tuatha. Your group will run through the huge room, past a group of five more Tuatha, without engaging them. However, you may want to take the time to defeat them. Find them in the southwestern part of the room, guarding two chests. After you deal with them, for a bit more treasure, go down the side corridor to the south. It leads to two small rooms. One has a locked (average) chest and two unlocked chests, guarded by up to five Tuatha. The other small room, guarded by up to five Tuatha (one or more can be an Overlord), has an unlocked chest and a locked (hard) gate on the southwest wall that opens to three more chests.

Back in the huge main room, go up either northwest stairway and join your friends as they go down a long hallway. Help them defeat five Tuatha Zealots. Continue northwest and around the corner south and west, to fight six Tuatha Soldiers. Open a locked (average) chest and an unlocked chest. Then continue west, to the next room and fight four Tuatha Zealots, four Tuatha Overlords and an Prismere Troll. North and east of there, fight three to five Tuatha. Then **save your game**.

As you continue north and then around a corner west, you come to a large room containing the "Cur of Vengeance". The game will lock you, Cydan and Agarth inside the room with him. The Cur has three Tuatha Zealots to help him at the start of the battle. These quickly fall, but the Cur will conjure up three Niskaru Hunters to replace them. The Cur will use ice spells and has the ability to teleport about the room. Try not to let him hit you with his ice-enchanted weapon. Dodge and roll around the large room to give yourself some fighting space. Cydan and Agarth do a good job of distracting the enemies, but you must do most of the work to kill them. However, if you kill all three of the Niskaru, the Cur will only conjure up more. So concentrate on the Cur.

After you have defeated all of the enemies in the room, speak with Agarth. He and Cydan will stay in the room to cover your back. He wants you to continue past the now-unlocked gate to find Gadflow and defeat him too. Before you leave the room, open two unlocked chests and a (very hard) Dispel Chest. Then go down the hallway southwest, open one locked (average) chest and one unlocked chest. Then go south and west. Open an unlocked chest and an (average) Dispel Chest. Then go through the door to the Winter Court's city of Bhaile.

As you walk along the pathways, the ground will periodically tremble and giant spires of rock crystal will grow before your eyes. At the gold circle on your map, Alyn Shir waits to speak with you about Ventrinio. His dead body lies at her feet. She says that he attacked her first.

After the conversation, Alyn Shir will follow you. Listen to the first Bhaile Lorestone tell you some history on the rise of Gadflow. Down the steps south, fight two Tuatha Zealots. Alyn Shir will give you a running commentary of the history of your previous life.

A force field farther southwest has a Tuatha Priest inside. He will drop the field and conjure up two Niskaru Hunters. After you and Shir defeat them, open a (hard) Dispel Chest down a side trail south. To the north, listen to the message of the second Bhaile Lorestone.

Continue down the steps west and defeat five Tuatha Zealots. As you cross the bridge north, five Tuatha Zealots attack. On the other side of the bridge, listen to the third Bhaile Lorestone. Beyond the next bridge, seven or eight Tuatha Zealots attack you. Open a locked (very hard) chest and then cross a third bridge to fight one Prismere Troll, supported by four Tuatha Zealots. Here, activate a Stone of Winter and the fourth Bhaile Lorestone.

Farther west, fight nine or ten Tuatha Zealots and listen to the fifth Bhaile Lorestone. Down the steps south, fight a Tuatha Overlord and three or four Zealots. Open a locked (hard) chest. As you go west to open the door to the "Court of Winter", Alyn Shir will speak with you.

Past the door, take some potions and get ready for a tough fight with Gadflow. He will make a few threats and then attack. Alyn Shir will help you, but you must do most of the work. Gadflow can throw spells at you, including a series of powerful fireballs. Dodge them until he stops this attack. Gadflow can also create many red circle runes on the floor of the arena. When you step into the circles, they explode, causing much damage to you. Gadflow will also clone several copies of himself. Although they go down easily, they can distract you from the real target.

A good place to fight Gadflow in this room, is the porch just past the entrance door. The fire circles do not appear on the porch. Use a bow and spells to target Gadflow and his clones, until he tires of taking this ranged damage and comes up on the porch with you. Then switch to a close-in melee weapon and drive him into a corner, damaging him until he runs back into the main arena. Then switch back to your bow and spells until he comes back up onto the porch again.

After you and Alyn Shir defeat Gadflow, she will speak with you. All of the Gadflows you were fighting were merely illusions. You must go deeper into the city to find the real Gadflow.

Alyn Shir runs off. Open two unlocked chests and two locked (hard) chests and then follow her. Cross the rock bridge west. Shir will run ahead of you through the opening to Amethyn. Beyond the doorway, you must take the lead again.

Reckoning

Tirnoch will now give you a running, disembodied commentary. At one point, the she-dragon will take part of your Fate from you and create a silver "Splinter of Fate" life form, who will attack you. Open a locked (hard) chest and then go north. A side tunnel east has a chest. As you continue, Tirnoch will create another Splinter of Fate to attack you. Open an (average) Dispel Chest. Continue south, under the spiked arch and fight another Splinter.

Continue west and north. You pass by some extra-large weapons and armor. Just beyond the large red crystals, two more Splinters attack. Open a locked (very hard) chest and a locked (average) chest. Go up the steps north and open another chest. As you approach the next door, Alyn Shir speaks with you again. She does not know if she can trust you. Then she runs off through the door to the "Throne Room". **Save your game** here.

Past the door, walk down the causeway to the end, where a very long cut scene will play. In it, Alyn Shir describes what will happen next, but you must face Gadflow alone. The cut scene shows you walking into an arena where Gadflow waits, floating in the air. The scene continues as he teases you with news of the imminent arrival of Tirnoch. The giant winged reptile, resembling a tyrannosaur, rises up from the depths and rewards the delusional Gadflow. Then the cut scene ends and you find yourself in control of your character once again.

Tirnoch will take a piece of Fate from you, just as she did before, and create a Splinter of Fate. The only way you can defeat the monster is to use your Reckoning power. Tirnoch will create an endless supply of Splinters for you to defeat, helping you fill your Fate Bar. When the bar is full, go into Reckoning mode and then quickly attack the giant monster. Part of its health will drain away and she will teleport you to a second arena, just as small.

This time, you must fight pairs of Splinters. You must kill three Splinters, to fill your Fate Bar after you have emptied it. Then go into Reckoning mode again and attack the monster. After this sequence, she will teleport you to a third small arena.

In the third arena, you must fight four Splinters at once. As soon as you can, go into Reckoning mode again and whittle Tirnoch's health down until you see the onscreen prompt to face the monster and hit the "F" key. Be ready to hit the optional random key, to get the maximum Experience Points. Watch the dragon fall back into the deep chasm.

A long cut scene, narrated by Alyn Shir, will end the quest. After the credits have rolled, get a Twist of Fate and find yourself in a bedroom. These are your quarters in the Lower Orbocant, part of the city of Rathir. A chest has your stash. speak with Agarth, who walks into your room. Just outside the room, Fioran Agrost will sell you weapons and armor. Thus ends the Main Quest.