

# Torchlight 2 - Robot Parts Side Quest

## Find the Robot Parts

**Act 1** - Widow's Veil (Crow's Pass): Light all the braziers in the dungeon to open the door to the area containing the Robotic Drum. The door is at the southeast end of the rock bridge.

**Act 2** - Tower of the Moon (Ossean Wastes): Kill the Boss for his gate key. Hit the three gongs in the entry dungeon and a fourth gong in the area beyond the first gate. This opens a second gate to a small area containing the Robotic Arm.

Brood Hive (Salt Barrens): Get to the bottom floor of the dungeon, where you destroy the roach eggs. Find the Robotic Pipes at the end of a narrow trail southeast of the exit portal.

**Act 3** - Abandoned Sawmill (Blightbogs): Activate four impaled skeletons, which then drop to the ground moaning. This opens the gate at the west end of the map, to the Robotic Body.

Cacklespit's Realm (Blightbogs): Find a large bell in the southern part of the bogs. Then activate a small elevated wooden platform (Bell Stand) in the northeast bogs. Then, near the platform, speak with the witch - Cacklespit. She asks you to find three ingredients for her, marked by gold stars. Two of them are relatively easy fights. The arena, however, is a very tough fight. After you get the ingredients, speak with Cacklespit again. She will take the ingredients from you and then disappear.

Return to the Imperial Camp and speak with Widget. He sends you to the southern part of the Sundered Battlefield. Activate the two altars and then speak with Fade. Before Fade will take you through "Fade's Passage", he wants you to collect four skulls, (Erich, Max, Baldree and Russel) marked by green stars on your map. Return the skulls to Fade and then ask him for transport to Cacklespit's Realm.

Inside her realm, a portal takes you to Cacklespit. She floats safely above her arena, except when she must drop to the ground to conjure minions. You need *not* defeat her to obtain the Robotic Head. Shoot six marked tree "Trunks" with green fumes exuding from them. A chime sounds when you hit the last trunk. Then find a group of floating logs. When you approach the logs, a chime sounds and the logs move to form a bridge to the Robot Head.

## Reassemble the Robot Parts

**Act 4** - After you have helped Professor Stoker open the Broken Mines, he will assemble the robot parts for you. Then speak with Trill, the musical robot, to begin "The Three Sisters".

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