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Fable 2 quest guide

The Community content of Fable II Quests is available under CC-BY-SA, unless otherwise specified. Download Play Guide PDF, ePUB & Books free iOS App Your story is waiting. A guide will help you get through basic quests and side missions. Welcome to the Fable 2 game guide, which will help you get through basic quests and side missions. In addition, you will find detailed information about all the secrets that the authors are hidden in the game - the keys, chests, gargoyli, legendary weapons and demonic doors, along with maps showing their localizations. The whole thing is arranged in such a way that you will not have trouble finding what you need quickly. Side missions are arranged alphabetically and secrets according to the regions. Welcome back to Albion! Artur Arxel Justynski Translated into English by Jakub cilgan Lasota Next Main Tips Author: Artur Arksell Justynski for gamepressure.com Translator : Jakub Cilgan Lasota Last Updated : May 5, 2016 Guide Contains : 55 pages, 274 Images. Use the comments below to send updates and fixes to this guide. Fable II RPG Guide Videos 11 Images 63 Extensions 2 Series DOWNLOAD GUIDE Get a version of the book of this guide: Join for updates Join the gaming community Facebook Youtube Drivers Twitter Not allowed to copy any image, text or information from this page. This site is not associated with and/or approved by Microsoft Studios or LionHead. All logos and images are protected by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, informal game guides, directions, secrets, game tips, cards & strategies for top games. Fable 2 is all about choice. Almost everything you do has some effect on your surroundings, whether it's deciding to help a local take their drink back or pass gas to a potential partner (it's usually not a good idea... both in Fable and in real life). Any choices you make will affect your journey to some degree or another. While it's your choice to be good or bad, we're here to help you make some of these difficult decisions along the way. Here's what you'll find in GameSpot Fable 2 Game Guide: General Tips: Learn the Basics of Fable 2. A brief overview: We'll tell you Fable's story and help you make some of these difficult decisions. Achievements: Do you want achievements? We have the information we need! General advice Dying does not matter, perhaps it is not completely true, but it is close enough. As you can see, when you die in Bleble, you just collapse to the ground, only to be magically resurrected only moments later. The only consequences are a slight loss of points of experience (usually a negligible amount, unless you die all the time) and an added scar on your face. So if you have not for your appearance, do not lose sweat health too much. Basics of combat You have three main fighting options: Melee (swords, hammers), hammers), (crossbow, weapons) and Will (magic). Undoubtedly, you will use all three during your trip, although since you will fight most of your enemies hand in hand, we recommend that you focus on everything but projects. As you upgrade your attacks, you will acquire new capabilities, such as increasingly useful thriving attacks. These convenient movements are carried out by holding an attack, pressing the control rod in the direction of the enemy. In a second or two, you will unleash a devastating handshake that can often end enemies in one blow (assuming you have a decent weapon equipped). Will Powers Has a lot of willpower at your disposal, so narrowing your choices can be difficult. Here are the three we have found most useful, but feel free to experiment with these forces and find out what is right for you.: Shock From the beginning, we strongly recommend that you acquire Shock and upgrade it to at least level 2. This convenient ability allows you to shock close enemies, temporarily stunning them. You can take advantage of this to shock them again while they are stunned, thereby killing them before they can react - great! Although the effectiveness of this technique decreases as the enemies get stronger later in the game. Time Control Time Control allows you to slow down the time, making it much easier to avoid attacks and target enemies. In addition, upgrading it to level 2 allows you to beam behind any selected enemy to sneak attack! This can be incredibly useful when dealing with some of the more powerful enemies. Resurrect the dead This handy spell call a horde of creatures to help you. While they don't seem to be doing much of themselves, they will distract your enemies, allowing you to focus on them without being bombarded by attacks - it's indispensable for big battles, so keep it comfortable. Childhood The epic journey of the 2nd time begins with you... they're loaded. What kind of adventure is this? Anyway, your sister, Rose, is going to shoot you in town, begging you to follow him. If you lose it, just follow the glowing traces that usually lead to your next goal. Soon you will meet shady sellers, as well as mysterious women who will offer to help you with 5 gold coins. Follow the glowing path to meet sellers as well as mysterious women who will offer to help you with 5 gold coins, but where oh, where will you get this kind of money? Albion's most sought-after follow the glowing path to citizens who just so happens to have a task for you: Collect five warrant documents. Award? One gold coin. But we'll worry about that later. Image caption Barnum device Once you accept Albion's aspirations, follow the glowing path to find Barnum, which will award you your first Gold Coin for just standing there and taking a photo easier! Now go ahead with the ally, to understand that Rex is causing

trouble. Learn it by hitting it with your stick repeatedly! After the bully withdraws, continue down the street, but The first arson order on the right side of the street. Continue down the stairwell to meet Balhazar, who has a problem with the invasion. Beele Hunt It's up to you to destroy 5 beetles, although otherwise you'll be tempted by Arfur, which will give you a link through the window. He will offer you a gold coin in exchange for destroying the place - not nice! This is only the first of many good vs. evil choices like the one in Fable 2, and the choice is always up to you. However, this brief review is written with the good path, so we suggest this to be the path you follow. The warrant papers are pretty close to each other. Just head up to easily find 5 beetles and a pop cap in each of them, knocking Y. After destroying the beasts, you will get your second Gold Coin. After you take your reward, go downstairs and check around the corner for a order to sneak the container. Now follow the trail to find his not-so-happy girlfriend. Scythpa's treasure After accepting the drunk's request to steal a stolen bottle from him, look for a burglary order from the dog, right on the couple. It's time to track down the magpa, the beggar who stole the booze. He's looking for him in the corner, right by the stairwell leading to batazar. Carefully sneak around it to take booze with a Note on the right, then return to the couple. You can give the drink to one, even though giving it to Betty is a good way. You will be given a Gold Coin and a power order in both cases, look for the final order, Assault Guarantee, from the lamp post, right on the couple (near the dog). Now that you have all five, follow the glow back to Albion. Along the way, you will again be harassed by Arfur, who will try to persuade you to surrender the orders of gold. If you're trying to find me well, jump over it and move on with Derek, who's going to give you the fourth gold coin to find the orders. Once you have all 5 gold pieces, buy the music box from the seller. With four coins collected, turn around and go to the person across the street and listen in your conversation. Talk to the poor Wrath afterwards and accept his offer to deliver a letter to his beloved. The letter of love, after accepting Monty's offer, he will give you... Monty's proposal. Take it to the house you used to be in and knock on the door. Go inside, then dart and deliver the letter to the girl who will reward you with the last Golden Part. With all five gold pieces in tow, talk to the shady merchant to buy the Music Box. Now follow the glowing path up the street and try the box by climbing behind the tree. What? Disappeared! - No, don't follow your sister on the way to your modest abode, and close your eyes. You'll be stunned by a mysterious man making an invitation to Fairfax Castle. Meet him up the street and accept their offer to be taken away Castle. Castle Castle Follow the butler to meet Lucien. Stand on the circular podium when instructing The Birth of the Hero Wow, much has changed in the last 30 seconds... 10 years after they have passed in the gaming period. It seems that since then you have befriended the stray dogs from your childhood, as he will follow you faithfully to you. Anyway, enough flea-chatter, follow the flowing path to the trailer and open the nearby crate to acquire a few items. Now go back to Theresa on the glowing road. When you meet her, she'll give you her stamp on Lake Bauer. Now follow her to learn about the Temple of Lake Bauer. The gleaming path will take you to the lake, which you can swim to reach the temple. But along the way, your dog will smell a place you can dig, where you will find a Rubber Ball. Oh, and watch out for a children's medical potion in the chest to the shore before swimming in the temple. When you reach the temple, check for a Silver Key on the right, then head inward into the temple. Look for a Silver Key right in the temple. Find the Chamber of Destiny Dash down the stairs and dive through the hole in the water below. Follow the glowing path from a small drop-off and prepare for your first real enemy encounter: Giant beetles. A few ciacles from your sword will clear them. But be sure to hold the right trigger to collect experience orbs enemies fall in defeat. Before you go, look for a Silver Key hidden behind a rock just to the left of the exit. Look for a glowing purple gate as you pass through the next cave - head through to find a chest that rewards a bag of money (150 gold pieces). When you get to the closed door, just fire your cross switch to open the road. As you walk through the tunnel, explore a tunnel along the left wall to find a rusty mace in the chest. When you get to the water room, search a skeleton on the left for Brendan's diary and one in the opposite corner for Eric's letter. Follow the glowing path through the tunnel, but check the skeleton to the right for Drake's suicide note. According to the note, there is a treasure hidden back in the water room - head back and look for a diving spot just a few meters from the entrance to the cave to find the oiled Augment. The waves in the water mark the hidden treasure, diving to dive it. While following the glowing paths, you will encounter some flying insects - try to pull them out with a crossbow. Although if they get close, your sword will work well. Soon you will reach another locked door --stand on the pedestal and shoot the target. Then we'll move right before you chop him up with your sword, then shoot him one more time to open the way. After the door, break away from the glowing road in a tunnel on the left to acquire three bookshelves from the fallen bookshelves, then search for two crates hidden in the back. Continue after the glowing road on the bridge to a gleaming pedestal. Don't stand there, get in the light! You will now be able to The experience points you have earned to upgrade your statistics in one of three areas: strength, skill and will. Although it is up to you to decide what statistics you need to upgrade to leave this room, you will need to purchase at least one will the ability. Once you have your will power, use it to destroy the switch against the wall to open a portal that will instantly distort you back to Lake Bower. The bandit after they twist, you'll find yourself surrounded by beetles! Take them as you wish, although now may be a good time to test your will in an offensive way. Go down the spiral, but turn left at the base and circle the mountain to find a chest. Now follow the glowing path leading to Bowerstone. Unfortunately, it seems that the road is blocked because a bandit is roaming around. If you kill him, you can get into town. Go to Tg's Camp Follow the glowing path to find the camp where you will be ambushed by numerous bandits. Because bandits are equipped only with swords, keep their distance and hit them with any projectiles you have (whether it's a crossbow or magic). If you happen to have Shock, you will find that it can shock your enemies, allowing you to narrow your focus only to those who stand. After you beat the bandits, Tag will come out of his apartment and challenge you to a duel. Although it is stronger than its servants, it is quite slow, which means that the projectiles are again effective. Although if you see an opening, a few strikes with a sword may be all it takes to defeat it. The journey begins to meet Teresa at Bowerstone Market with a defeated Thag, head into her shed and open Tag's cage key crate (as well as some other lautes) and use it to free the prisoners. But as you try to do so, a person who identifies as the owner of the prisoners will try to convince you otherwise. It's your choice, but if you're planning on doing the right thing, release the prisoners... but get ready for the owner to attack you for it. To release or release the prisoners, that's the question. Now that Tagg is defeated, follow the glittering path back to Bowerstone Market, which is no longer blocked. Follow the glowing road to the city square, where Teresa will inform you that she is late. Explore Bowerstowntown Meanwhile, you can explore the city and take a job as a blacksmith to earn quick cash -- it looks it north (in the right corner of the city square if you're looking away from the bridge). The instructions are simple: Tap A as the tape crosses the green zone for a perfect hit. However, the green zone shrinks as the weather drifts, so try to get it on the first pass. The amount you paid increases better, and the amount increases sequentially with each properly seasoned item. Meet Theresa at Bowerstone Market after Theresa finally does it on (after five minutes), meet her next to the tower. Follow her as she walks, then look at the stud when instructed to learn Find Abbott in Oakfield The Glowing Road will eventually take you to Oakfield, but you have plenty of ways to travel. Along the way, you'll meet several groups of bandits. The first batch is located both on the ground and on the ledge above. Look for a cover behind the nearby broken wall for protection, then use a crossbow to target enemies. Once you are on the ground, you can enter the chest, which guard the beach, through an alternative path to the right, only a few paths forward. Then, watch for a bridge on the left that leads to a statue - a look for silver key behind it. When you find the bandits on the beach, use the broken wall as cover. Soon you will meet another group of bandits - hang yourself and cross them, and then look for a chest soon after. A third group of enemies can be found sleeping peacefully in the camp - the crossbow will allow you to remove them before they know what happened. Then explore the camp to find a chest among some rocks and excavations. Upon reaching the destroyed bridge, your adventure may seem to have come to an end. But don't be afraid because you're a diving expert. Take a dip from the bridge and into the river. Swim along the glowing road to reach the shore. As you climb ashore, a man named Herman will approach and ask for help in rescuing his child, who got lost in a nearby cave. Before following the path inside, check the right side of the beach for Dig Spot. Hob cave Upon entering the cave, check for a dive site in the pool on the right. Now follow the glowing paths to meet three local cave trolls. They are weak, so a few sn lnows or magic attacks should be all you need. Then look for Dig a place in the corner, then follow the glowing path up the ramp. After passing the fifth wooden platform, you will find a ledge that you can bounce forward - follow this secret path for a chest at the end. As you pierce through the cave, you will be ambushed by more trolls. They also should not cause you a lot of problems, although you can try to use shock to slow them down, or blow them up with a crossbow from the door you just went through. It looks like the tunnel is blocked by the door. There's a tunnel nearby that will allow you to continue. Head to the lower floor of the room beyond and use your sword to smash through the wooden barricade. Move on, but prepare for more troll encounters - remember shock and slash. When you reach the exit of a sprawling cave, climb near the exit to find a chest, then exit the cave through the ladder. After you leave the cave, you will find yourself on the other half of the broken bridge. Take for some things punk that annoy you before, then check out the hut attached to the building from which you came for some things, and then look for silver key from behind. Follow path up the mountain, but watch out for treasure hidden by in the past. Talk to Abbott at Oakfield While following the glowing paths, make a yap stop at Oakfield when reaching the purple fence on the right --check inside the house beyond for Silver Key. Also, when you come across a lake, look for a very obvious Silver Key from some columns on the left. Now continue ing up the hill to the temple, where you will meet the abbot. See Silver Key by the lake? yes, that's what we thought. Impressed by Abbott's win over Quests and other deeds, it seems the Abbott is not easily impressed. It looks like he's going to have to do some good deeds to win his goodwill. Follow the glowing path to a bar and look for Barnum upstairs (that's right, the same Barnum who took your picture as a child) and accept his mission. A bridge too far Follow the glowing path to the Rookridge Inn, where you will be ambushed by several bandits. Look for cover by the fireplace (as the overhang will protect you from the enemies of the balcony) and use a crossbow to kill those who go down the stairs after you. Once cleared, check the upstairs room for a chest, then follow the gleaming path outside the hotel. Soon you will encounter a wooden structure with more bandits - shock and tilt them, then open the nearby chest. Before crossing the railway lines, look for a crate on the left, next to the mine entrance. Eventually you will find the bandit leader, Dart, hanging on a stone platform. Use a crossbow to kill it, thereby completing the goal. Now open the crate just after that, before following the path back to Barnum at Oakfield Bar (remember that you can travel there immediately using the map on the pause screen). Completing the search has definitely improved your reading, but it's still not enough to impress abbot. There are several quests, and you can see them from the pause screen. Although many will earn you the respect of the igoumen, we will describe the specifics of Till's death made us part. Until death do us part, what a bitter soul. Follow the heat to find a sad ghost called Victor on a statue. Turns out he's still bitter about his ex-girlfriend's lack of commitment and wants you to repay her. Accept his search, then head back to bowerstone market's town square (remember that you can do it quickly from the map screen) and look for your ex Alex on the bridge. Now your first task is to woo her - the quickest way is to read the book Victor gave you, the Art of Seduction, to learn the expressions of Seduction. Now just use this phrase (along with other social or flirtatious) to win your heart. After she wins love, you will be presented with a choice: give her Victor's rejection note, or destroy it and marry her. Again, the choice is yours, but destroying the note is obviously the right choice (and if you decide to tie yourself up, you will need to give it a ring, then find for living - the gypsy shack back in Lake Bauer is cheap if you are low cash). number). For what you choose, return to Victor afterwards to complete this task, which must impress abbot enough to accept his search, so return to him now in the Temple of Light. The ritual Meet the monk in the cave if you have impressed Abbott, he will inform you about one task he has in mind: escorting a monk into the cave. Follow the glowing path to find it resting on top of a stone wall. After a few formalities, go down the stairs and enter the cave. Just follow the glowing tracks to find the central chamber. Once you're there, you'll have to go through three doors to get some water, but only one can be activated at a time when Hannah will take care of you. Continue through the first door to find two switches at the end of the stand on the right, while Hannah takes over the left, then wait here until she fills her jar with running water. Before returning to the central hall, look for a Silver Key right behind the platform you are on. Lightning and crossbow - that's what it's all about. As you try to return to the central chamber, several creatures called Hollow People will appear. Even worse, they'll hell bent over and go straight for Hannah, so you'll have to take them off quickly. Since the road is thin, the use of Shock can stop them all in their track as they try to run them until they are obese, and then quickly shock them again. Rinse and repeat until everyone is gone, then return to the Central Chamber. After she returns to the Central Chamber, Hannah will open the second door. Climb the stairs to the key and get ready to mount a defense from here - try using a shock projectile to stun enemies, then track with a crossbow. It's easier than it looks, just make sure you keep the enemies away from it. Once you're ready, go back to the camera. Back in the main hall, Hannah will open the third and final doors. Get in there, but stay close to her while a swarm of Hollow-Man attacks. An easy way to overcome them is to let them tie themselves around you and Hannah, then shock them mercilessly - they won't be able to do anything and the magic will kill them. However, soon a Headless Holman will appear, which is significantly stronger than the others. Keep your distance (otherwise it will nail you with its own shock force) and either use projectiles of magic (such as shock) or weapons (like a crossbow) to do it in. to witness a murder and attend his subsequent funeral. It's all set! Once you're done with the grief, return to the Guild Cave. Return to the Guild to receive instructions from Theresa May before she is twisted in the House of Commons on the Guild (via your card), make sure to take a Silver Key to a sino (right) shortly after leaving the grave. Grave. back in guild, Theresa will explain your next goal. Go to Brightwood Take the warp point to Lake Bauer and follow the glowing path to Brightwood. Go to the top of Brightwood Tower once in Brightwood, a glowing road will take you to the tower. But you may want to make a deviation at the first character, at the beginning of, and head left instead of finding Silver Key at the end. However, when you reach the base of the temple, you will encounter a new type of enemy called tower guards. They are much stronger than your previous enemies and are relatively resistant to magical attacks. Ideally, you want to attack them using melee weapons from behind, and the easiest way to do this is to use the time management capability to instantly twist behind them. When you enter the tower, look for a chest at the base of the stairs, then climb the stairs. You can step back and fight them in a more open environment. Once you reach the top, you will witness a cinema that ends this mission. Now go back to Theresa in the House of Destiny. The Go deal at Bowerstone Market Stand Back and push your glowing red dots with arrows or bullets. After meeting Theresa, go to Bowerstone Market, walking around or swimming. Now go into the pub and go upstairs to meet Jeeves, who owns the diary you're looking for. You paid him 1,000 gold, which he asked for... but where's the diary? yes, that piece of doesn't even carry it on it, instead of giving you a map of where he buried it! What a man! Head to Lake Bowser and follow the golden road where Lucien's diary should be buried. The only problem is that it is covered by a very large tree-troll thing. Luckily, he's stuck in place and has slow attacks, which means his murder is a breeze. Just keep distance and fire projectiles weapon in glowing red spots on his body; most are in front, but several can also be found on its back. As for his attacks, just throw himself to avoid the rocks he throws and stand to the side when he pount the ground to avoid a shock wave result. After he's dead, dig to the place he covered to get his diary back, then go back to Destiny and give it to Lucera. Road to Westcliff Meet Hammer in Brightwood Use the Point of The Axis and follow the glowing path to Brightwood. Once in Brightwood, you'll meet a lot of enemies as you follow the road to the Hammer, but luckily the local guards will help you in your battles. After regrouping with hammer, follow the glowing tracks. You'll run into more bandits soon enough - check out for Dig Spot from the first batch, then a crate among some caravans on the left further down the aisle. Immediately after the caravans, look for a Silver Key on the ledge, in which you can fall to the left. After falling from a few more skirting boards, you will find yourself on the road before with more bandits. Remove them, then look for a chest on the other side of the wall you can hop before continuing to follow the main path. Finally, The Last for a crate and digs a place on the right side, just before the bridge. After crossing the bridge, let Hammer break through the wooden barricade, but prepare for a massive battle with some more bandits on the other side. Remember that you can always return to the bridge if you need space. Once you've freed yourself, explore the camp to find a trio of chests: One in the foreground of the tower, another behind the columns on the right, and the third behind a shed right on the bridge itself. Get ready for bandits on the other side of the door. After entering Westcliff, look for a chest from the beginning to the left to get the steel Outlass - you may want to equip it now if you've been neglecting buying better items, as some fierce battles are with a creature called ballerinas coming up. They are fast, so get ready to squirm and use Time Control to slow them down, then use it again to twist them for melee attacks. Soon you'll meet Lilith, a woman who was killed by the ballerinas. They'll have to escort her along the way until you get to the door leading to Howling Halls. Of course, you will meet a few more balveers along the way, but fortunately only in groups of one or two. Once you get to the staircase leading down to the door, look for a chest behind the columns on the right, then continue into Howling's Hall. Inside Willing Hall, look for a place to dig to the right. When you get to the main hall, a few more ballerinas await- take them off like before. Then you'll find there's no way to cross a chasm in the room... That's until Hammer got the idea of knocking down a pole, creating a bridge. But you're going to have to protect her from a particularly nasty creature. The best option is to slow it down using Time Control, then use it again (level 2) to twist behind it and attack. Unfortunately, he likes to jump so that he can be quick with the attacks. After it comes down, cross the ladder that the Hummer falls, look for a crate on the left, then move on. Check the right side of the next main room for a chest, then take the Silver Key from a room at the top of the spiral staircase. It won't be long before you get to the door that will take you back to Westcliff. The crucible speech to Mad Dog Crufts. It's good to be out there, isn't it? Follow the gleaming path through the city, ignoring the jeeps. You'll find Mad Dog at the top of the long staircase leading to Crusibel. After talking to him, you will find that he will only allow you to continue if you have 2,500 notoriety. If you don't, it's time to deal with more quests available through the pause screen menu. Choose whoever you like, although if you have the money to free up, you'll find Westcliff's development quest to be the fastest method. Once you have the necessary amount of notoriety, go back to Mad Dog, which will now allow you to drag yourself into Crusibel. Turns out you're in a local sport now, only you're not No, you will have to fight through eight chambers, since three waves of enemies come after you in each, gradually becoming stronger with each one. The truth is, it's not that difficult, since death has little consequence. However, it is difficult to kill enemies in any chamber within the optimal time of the target, making it difficult not to bring additional rewards. In addition, the more you impress the audience (using combinations without taking any damage, and everyone around you is great), the more money you will earn. After each third round, you will be able to purchase more items/weapons from a dealer before moving on. The final hall ends with another troll almost identical to the one you've attacked before. Keep your distance and use your projectiles to target its red weak spots (great). After successfully completing crucible, meet Hammer at the base of the stairs to start your next adventure: The Stud. Spire's Spire adventure is a long and time-consuming journey. As such, if you have other things you want to achieve, now is the time to do it. When you are ready to board the boat to the pier (just outside Krusim). Okay, the first few segments are really basic. Just follow the glowing paths, stopping occasionally for some necessary conversations. Eventually, you will meet the commandant, who will test your obedience. If you obey, it's okay. But if you refuse, you will gradually lose more and more points of experience, constantly. Isolate the commandant from the guards and lie him down. When week 38 rolls around, you'll be ordered to guard a few prisoners while your colleague runs away to pick up lunch. At this point, you have the options for feeding occupants (pulling the switches to each cage) or letting them starve. Giving them food, you earn points, but you feel like you're disobeying. Leaving them hungry, however, puts you one step closer to the dark side. It's your choice. In week 137, you will be instructed to kill a person. Once you have accepted the sword, you have three options: kill the man, ignore the commandant's commandant himself. Obviously attacking the commandant will give you the best points, but it will also cost you the most experience. Again, it's up to you. Eventually, you will be instructed to find the body of a missing guard. The glowing tracks lead straight to her, searching the corpse for several weapons and objects. Garth will show up and release you from the collar, which allows you to use Will The Force at will. It's a good thing, too, as you'll have to fight your way past the numerous guards back to the Commandment. Guards, though strong, are highly vulnerable to charged melee attacks (if you have acquired this skill), otherwise you may want to use Time Control to twist behind them. When you reach the commandment, you will have to leave it for good. Unfortunately, he will be assisted by a group of security guards, slowly used by this delay and attack attack until you have the chance to use simple melee attacks (load them if you can). When the guards start outnumbering you, try using Will's powers to keep them in the bay- we've determined that Cilla Pusch is effective. With the defeated commandant, you'll have to fight back to the ship - or you can just run past them to reach it. Do what you want. Cullis Gate. After reuniting with Teresa and your dog, you have another person to meet: Hammer! Follow the gleaming path to the Ruckridge Inn to find her. Once you've caught up, you'll have time to kill until Theresa calls you to the Guild, so feel free to take on some quests, among other things. - No, no, no, Theresa's going to say you're going to meet her in the Guild Cave. After a little talk, follow them through warp to Lake Bauer. Then we'll regroup, then follow him to the top of the tower. Along the way, you'll struggle with a few more guards, as well as something called a stop piece - keep your distance and use your long-range attacks to take it down. Once at the top of the tower, you'll have to protect Garth from the guards as he tries to open the door power - if he's under attack, it will slow down the process (but that's it- he's not going to die, so don't sweat it too much). Although the original enemies, which appear to be weak, will soon appear stronger. Stay close to Garth and unleash thriving attacks to take them down easily. As soon as Garth opens the door, head to when you're ready, as the flow of enemies won't stop until you do. What is this? Are you trapped? Wait for the sequence of the story to be played, then take the cage key that your dog carries back and use it to release. Now go into murky waters and hang to the right and follow the wall under the bridge to find a chest. Now follow the glowing path. It won't be long before you meet a new enemy known as Banshee. These guys are immune to everything, but will attack, so stay close and unleash, which offensively you'll attack the most (we found Inferno to work pretty well). Banshee will also appear on splashes of miniature cavities on an occasion during which time she is immune to all attacks - either to use Will or brute force to take them down, then continue the attack on Banshee. After Banshee is defeated, follow the shining lead. Eventually you will get to the debris of the road, with a high and low path. Follow the ramp up and continue up the stairs, hanging to the right of the top to find a chest. Soon you will come across another banshee, fight with it as before, but be sure to check the nearby cabin then for a crate. As you are near the end of the swamp, you will come across another variant of Tree Troll. The main strategy is the same: use your weapon projectile to target the red weak points, and roll to avoid your attacks. However, you, too, you have to fight a random Hollow man who although several attacks have to do so. Now that you've released him, proceed to Bloodstone. The skill hero Follow the glowing path through the city to find the robbers in your house. Unfortunately, it won't help you unless your points are equal to 20,000 or more. If you don't meet this requirement, it's time to deal with some side searches! You'll find that Love Hurts and Saving Charlie Quests to be your best suggestions for quickly reducing some points. Once you have enough, meet Graver again and take the Dark Seal of the Raver off the table, then follow the gleaming door-to-door path in The Ghost Court that leads to the Shadow Court. Battle giant Phard either from the hill to the right or on top of the structure to the left. In the Shadow Court, the blazing path will take you to the owner of the seal. But first you will have to deal with several traps and several enemies. When you get to the spike floor, time runs through so spikes are underground as you pass, then open the chest on the other side. Soon you will reach a room through which you can continue only after you have killed all the creatures, including some proms. Once clear, look for a wall along the left side that you can grab for a Silver Key, then follow the glowing path from the room and fall through a hole to meet a crying woman. After you meet her, you have two choices: Sacrifice yourself or sacrifice the girl by giving her the seal. Obviously, it's your choice, but a good choice is to sacrifice by keeping the seal, but be careful that your character will look like an adult. Once ready, look for a crate on your way out as you follow the gleaming path back to Graver. Follow Gravitacha through his super secret passage to the basement and look for a crate behind the big barrels. Now that you follow the glowing path, you will be attacked by multiple security guards - although there are many of them, the main tactics are the same. However, many explosive barrels line along the way, which can be helpful in making groups of enemies. Oh, and be sure to keep out for a few chests along the way, such as in a cave on top of the first cave (where enemies first attack), then another down the left branch of the trolley track. Eventually you'll go outside and regroup with Hammer and Garth, but the party won't last long, as the Giant Shard will appear and throw swell multiple waves of enemies - focus on them first to take them down, then climb the hill to the right or the structure to the left to head to the Shard using your top-level projectile power But deal with more waves of the enemy when they spawn. Also, be on the lookout for a red beam that emits short, as this precedes a strong attack, which will have to retreat with a roll. You'll be done with him soon. The weapon enjoys your life on the farm as it will only last for Stand in a bright circle when instructed and watch things happen. It will soon be back to the farm... as a child. You have the whole day to get involved, so feel free to shoot the bottles, return the chickens to your pen, or kill bugs in the area. It doesn't matter - just have fun until the sun goes down, at that time you have to go back to the house and close your eyes. Then you'll find Lucien giving a speech or something - use the Music Box to take it down! In the end, you will have to make a choice between three options: Sacrifice, Love, and Wealth. Choosing a victim is the best option and will net you both good and purity points, but nothing else. Love will give you good points and bring your dog back to life. Wealth gives you a million dollars. Choose wisely! Xbox 360 Achievements Note that there are spoilers on this list. Achievement Name How to winGo to Pooch PampererPlay bring with your dog, either see another hero dog game.5 ArchaeologistDig up something that the dog has discovered, or see another hero do this.5 Dog trainerTeach dog trick, or see another hero dog learn one.5 PersuaderConvince villagers to give you a gift, or see another Hero do this.5 Show offImpressing the peasant with perfect expression Or see another character to make it.5 RomanticTake a villager date, or a label together with one. The location and expressions are important.10 The husband was born peasants or attended the wedding of another hero.10 The parent has a child, or be there for the birth of another child of the hero.10 Hunter Kiel cure, innocent, fluffy bunny (remember that safety is off!) 5 Gargoye The legendary treasure of gargoye.25 Chicken kickerKick is at a good distance. or see how one kicks.5 5 Cliff DiverCliff dive 500 feet or another hero to do it.5 The WorkhorseHero must achieve a good enough chain while performing work.10 The hero of many namesChange the title of his character or see another character change his.5 The TeaserMake bandits react to expressions with fear, anger, dead and confusion... During a battle!5 MagnateA property must be sold at double the price for which is bought.10 RogueSteal something undisclosed from a building while there are people nearby, or see another character to do it.5 The illustrated HeroTattoo is any part of your character's body or see another character do it.5 Executioner The Execution of 10 People in the Temple of Shadows or see another hero do it.10 The gamblera hero must win 500 gold in a game of pub in one of its seating areas. After you have tried each game at least once.10 The BigamistGets married a second time until you get married, or attends the second wedding of another Hero.10 SwingerTake part in a debauched bedroom party with several participants.5 Pied PiperStart party, where at least five villagers dance, or see another Hero do it.10 Party animal five peasants drunk in less than three minutes. , or see another character to do this 10 The threat to act of public indecency, or see another character engage one.5 Black hollow-handed weapons, Blow his head off and then kill him for good!10 The DuellistString along with full speed chain attack, or see another hero do this.10 The SharpshooterHit three enemies with one shot, or see another Hero do this.10 The ArchmageA Hero must kill five human enemies in one magic.10 The Ruler of AlbionAmas 2.5 million gold real empire Or get there When another hero does it.10 HoarderCollect any silver key, either see another hero to go after the goth to dye his hair black, and wear a black suit and black makeup!5 The CompletionistGet all expressions, homemade tricks and abilities, or see another character do this.50 ParagonReach 100% good or evil, or see another Hero do this.15 ExtremistReach 100% purity or corruption to make it.15 ExtremistReach 100% purity or corruption Either see another character do this.15 The CelebrityReach 50,000 notoriety, or see another character do this.50 ArtisanSucceed on a level 5 job, Either see another character do this.10 DollcatcherCollect all hero dolls, or see another character collect them.10 Museinspire of Bard to compose songs celebrating your great deeds.5 Companions Perform perfect co-op expression.10 The double threat bonus for fighting.10 Philanthropic gift for live friend Live Or watch another hero send one.10 Child hero must collect five golden pieces.25 The new hero Horror of Bower Lake must be defeated.50 Hero of strengthComplete Hero of power.100 WillComplete Hero The Hero must be defeated.50 Hero of Strength 100 Hero of The Skill.100 Hero sacrificea must choose the needs of many people.25 The Hero FamilyA must choose the Needs of the Few.25 The Hero Egoiaca must choose the Needs of One'.25 GameSpot can receive commission from retail offers. 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