

Untold Legends: Brotherhood of the Blade FAQ/Walkthrough

by AntiUsed

Updated to v2.2 on Jun 24, 2005

Untold Legends: Brotherhood of the Blade
Hack `n' Slash RPG
FAQ / Walkthrough for the PSP
Version 2.2
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|_| |_| |_| |_| / \ |_| \ |_| |_| \ |_| \ |_| \ \
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*****
Brotherhood of the Blade
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Untold Legends: Brotherhood of the Blade
Version 2.2

Press F5 to make sure you're reading the latest version of this guide

FAQ/Walkthrough
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The most up to date version of this walkthrough would be at:

<http://www.GameFaqs.com/>

WARNING:

This FAQ / Walkthrough may contain spoilers, even by looking at the Table of Contents. You have been warned.

Name: Untold Legends: Brotherhood of the Blade
Platform: PSP (Playstation Portable)
Rating: Teen for Fantasy Violence
Genre: Hack `n' Slash RPG (Role Playing Game)
Designer: Sony Online Entertainment
Developer: Sony Online Entertainment
Publisher: Sony Online Entertainment
Release Date: 3/22/05

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+== Table of Content ==+
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Press Ctrl + F at the same time and type in the 3 letter or number combination or type in the 4 number combination to go there quickly.

Example: Type DFG after you have press Ctrl + F to skip to the Controls Section.

- 0. = This, the Table of Contents

- 1. = Version History TFS
- 2. = Contact Information HJF
- 3. = FAQ / Walkthrough Information SHD
- 4. = Untold Legends: Brotherhood of the Blade . . KHO
 Background (001)
 Gameplay (204)
 Features (035)
- 5. = Controls DFG
 Game Controls (123)
 Main Menu Controls (456)
- 6. = Introduction XCM
- 7. = Acknowledgements ASF

8.	= Story Intro	KJK
9.	= Basics	PLM
	Attack (234)	
	Defense (564)	
10.	= Creating Your Character	ZXC
11.	= Before You Start	MBN
12.	= Classes / Professions	XDV
13.	= Attributes	NMB
	Stamina (142)	
	Dexterity (976)	
	Intelligence (932)	
	Strength (825)	
14.	= The Druid	JHD
	Main Skills (174)	
	Other Skills (631)	
15.	= The Knight	OIP
	Main Skills (090)	
	Other Skills (030)	
16.	= The Berserker	WQU
	Main Skills (755)	
	Other Skills (562)	
17.	= The Alchemist	LOP
	Main Skills (083)	
	Other Skills (899)	
18.	= Creatures	VGD
	Gorgein Caster (091)	
	Praetox Spider (150)	
	Varmites (084)	
	Zombies (780)	
19.	= FAQ	YTS
	What is a PSP? (346)	
	What is Untold Legends? (458)	
	What type of game is Untold Legends? (264)	
	How do I open my map? (999)	
	What are power potions? (919)	
	How do I use my power potions? (303)	
	How do I take my mini-map away? (780)	
	How can I change my camera angle? (107)	
	My camera angle is very annoying, how do I center it? (003)	
	How can I change my Special Abilities? (530)	
	How do I find the Shadow God? (909)	
	How do I beat the Shadow God? (889)	
	What happened to Overseer Lysetta after I beat the game? (771)	
20.	= Walkthrough	CVB
	Map of the City of Aven (0000)	
	Map of the Howling Pine Inn (1000)	
	Investigate the Scream (1100)	
	Save My Friends (1200)	
	Find Overseer Lysetta (1300)	
	Look For the Secret Catacombs (1400)	
	Find Kaylee Fast (1500)	
	Recall to Aven (1600)	
	Report to the Overseer (1700)	
	Explore the Western Catacombs (1800)	
	Retrieve Praetox Queen Venom (1900)	
	Tend the Shrines (1110)	
	Recover the Distilling Crystal (1120)	
	Investigate the Uprising: (1130)	
	Slay the Matriarch: (1140)	
	The Tools of the Four: (1150)	

Defend the Gates: (1160)
Destroy the Stronghold: (1170)
Repair the Gates: (1180)
Rescue the Prisoner: (1190)
Destroy the Threat: (1111)
The Shadow God (972)
Other Quests (1112)
 (Side Quests)
The Lost Researcher (1113)
The Betrayal (1114)
The Outcast's History (1115)

21. = Copyright BCV

IMPORTANT: For quick searching . . .

Follow these simple instructions:

Double click the word or number and press Ctrl + C. Now press Ctrl + F to open a small window and press Ctrl + V. Now press Enter to get to that place you want to see quickly.

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/+=====+\  
| 1. Version History | TFS  
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Version 0.0 - Starting From Scratch

Version 0.5 - Started FAQ and Walkthrough

Version 1.0 - Added Some Things

Version 1.2 - Added More Sections

Version 1.4 - Edited Guide

Version 1.6 - Modified Walkthrough

Version 1.8 - Worked on the FAQ and Walkthrough

Version 2.0 - Created Extra Stuff

Version 2.2: 06 / 24 / 05

Whats new in Version 2.2???

Edited the Controls Section and the Contact Information, Modified the FAQ

and part of the Walkthrough, and created a map for the City of Aven and the Howling Pine Inn on the walkthrough.

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| 2. Contact Information | HJF  
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IMPORTANT:

Please make the subject of your e-mail " Untold Legends 2.2 "
If it does not have this subject, then it will most likely be deleted.

If you have any questions, make sure you have checked the FAQ section to see if your question has been answered. If you have any comments, please email me at TheAntiUsed@Gmail.com (TheAntiUsed (at) Gmail (dot) com). Also, if you find any errors, please tell me and I will try to fix it right away. If you find something you can not understand, then tell me what to do to make everyone understand it better. This is my first FAQ/Walkthrough I have created, so please tell me something I should add in this and I will give you complete and full credit of it. When you are going to email me, please do not send me hate mail or something that has nothing to do with this. Just tell me what I should fix or give me comments on this guide. Also, every e-mail must have the subject " Untold Legends 2.2 " or it will be deleted. Thanks.

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/+=====+\  
| 3. FAQ / Walkthrough Information | SHD  
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OTHER GAMES RECOMMENDED:

Champions of Norrath
Champions: Return to Arms
Boulder's Gate Series

This guide is for beginners and for people that need more help on Untold Legends: Brotherhood of the Blade. Using this guide is to know more about Untold Legends, it was made to help you know and understand it better and also be able to beat the game. If you are having trouble on something, then e-mail me (see the "Contact Information" section) and I will see if I can see what to do. I would appreciate if you use this guide to help you on this great game.

I recommend buying this game.
Here are some reasons:

Action RPG Combat:

Wield your blade and cast powerful spells in this action-packed hack 'n' slash RPG.

4-Player Wireless Multiplayer:

Connect directly to other PSP handheld systems and play with your friends.

Original Fantasy Adventure:

Select between four unique character classes with different fighting abilities and powerful spells.

Huge Game World:

Over 100 levels, 110 unique monsters, 40 quest adventures, and 1000s of items.

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| 4. Untold Legends: Brotherhood of the Blade | KHO  
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```

Untold Legends: Brotherhood of the Blade is a game for the PSP that I suggest getting. Read the things below to get better information or knowledge for Untold Legends.

Background: (001)

Untold Legends: Brotherhood of the Blade, developed and published by Sony Online Entertainment, will be one of the few original titles developed in North America and the only multiplayer action role-playing game (RPG) available at the PSP handheld entertainment system's US launch this year. With fast-paced, hack 'n slash action, randomly generated environments, monsters and items, beautiful 3D graphics and wireless cooperative multiplayer gameplay, Untold Legends: Brotherhood of the Blade offers a compelling gameplay experience never before seen on a handheld gaming device.

Gameplay: (204)

Journey to a world beyond the realms of imagination and engage in battles to save Aven, a timeless city of safe haven and the last remaining stronghold of Good in a world of Evil. As a dark threat looms and a gathering of unknown forces grows stronger, heroes have been called and the Brotherhood of the Blade has been formed. It is up to you and your chosen brothers to unravel the mysteries of this looming peril. Untold Legends: Brotherhood of the Blade offers on-the-go action-RPG combat, intense multiplayer battles and a completely original adventure for you to uncover.

Features: (035)

Action RPG: Wield your blade and cast powerful spells in this action-packed, hack 'n slash RPG exclusively for the PSP handheld system.

Epic Adventure: Create a unique hero and set out into the wilds of Unataca to battle powerful creatures, save your city of Aven from imminent extinction and unravel the mysteries of a looming peril.

Wireless Multiplayer Game Play: A wireless multiplayer mode features gameplay through the PSP handheld system's wireless feature. Connect directly other PSP handheld systems for the ultimate in hack 'n slash action with no wires!

Four Playable Character Classes: Select from four unique character classes including an ancient order of valiant Knights, a foundation of brilliant Alchemists, an order of noble Druids, and a race of feral hunters known as the Berserker. Each character class has unique fighting abilities or magical spells.

Beautiful 3D Environments: Battle through more than 100 diverse levels that come alive with brilliant 3D graphics, stunning lighting, dynamic visual effects and highly-detailed player characters and monsters.

Organic Game Experience: Play in randomly generated environments and fight against unique monsters for a different experience every time you play.
Items and Artifacts: Collect hundreds of items, usable gear and rare magical artifacts to aid in your battles.

Character Customization: Modify your hero for a completely customized look and ability set.

Hordes of Monsters: Battle over 150 types of monsters with 50 unique models and textures.

Challenging Boss Monster Battles: Engage in strategic combat with humongous bosses, each with their own distinctive combat techniques.

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| 5. Controls | DFG  
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Please Note: You can always change your controls on the Options in the Main Menu. Go to Controls and change them.


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| 6. Introduction | XCM  
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Hey! If you are reading this then thank you for choosing this guide. =)

This guide was designed to help you get the most out of Untold Legends: Brotherhood of the Blade and their features. This guide is for people who need help on Untold Legends: Brotherhood of the Blade and also for beginners that are confused or need help on things that they don't know. I guarantee that this guide will help on something you're having trouble on.

Also try:

Champions of Norrath
Champions: Return to Arms
Boulder's Gate Series

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/+=====+\  
| 7. Acknowledgements | ASF  
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Part of the reason I don't have the acknowledgements in the end of the guide like most people do is so people might actually read them.

I thank and give credit to:

My dad for getting this for my birthday present

Sony for making this game and the PSP

EB Games (Which is now bought out by GameStop) for selling this game

Of course to you for reading this guide

AND MOST OF ALL:

To me for making this guide!!!! Your welcome!

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| 8. Story Intro | KJK  
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This is the Story Introduction to Untold Legends: Brotherhood of the Blade -

Unataca is an ancient planet. Hundreds of civilizations have risen and fallen upon its surface. This is the story of one such civilization. Throughout all of their recorded history, the people have known peace and prosperity within the walls of their timeless city, Aven. High upon the plateau known only as "The Watchtower," Aven has been isolated and secure for generations. For so long have the people dwelled together in this sheltered solitude that today, only mystery and ignorance shroud the certainty of an unknown danger.

The realms beyond the Watchtower are barren and dying regions inhabited by both dangerous and powerful creatures. Aven is truly the only safe haven and the last remaining bastion of human civilization and culture left upon a withering Unataca.

All of this is about to change....

Recently, strange occurrences have begun to haunt the people of Aven. Several prominent citizens have gone missing and innocents have fallen suddenly and mysteriously ill. Unrest and fear are beginning to prosper, but not without due reason. A dark cloud is brewing on the horizon and Aven is threatened by unknown forces that promise only oblivion.

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| 9. Basics | PLM  
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Basics:

These are just the basic moves that you can do in this game

Attack: (234)

Attack - This is just the basic attack with your sword or bow. Press X for a regular attack to kill your enemy

Defense: (564)

Block - When you block, you can block close range enemies so you don't take

any damage. Press Right Button (Hold) + O to block.

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/+=====+\  
| 10. Creating Your Character | ZXC  
\+=====+/  

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First you need to make a character. Select a class / profession that you want. I suggest you try each character to see which one will be best. Go to the Classes / Professions section of this guide to see which one you like most. Now you can select the hair style, the hair color, and the skin tone. Yea, there aren't many choices but at least there is more than 1 choice. Next, you get to decide what you want to do with your attribute points. Read the Attributes section for more help on that. You can choose from Stamina, Intelligence, Strength, and Dexterity.

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| 11. Before You Start | MBN  
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Please follow these rules that follow . . .

Rule Number 1:

Always save and in different slots.

Rule Number 2:

Save after every boss.

Rule Number 3:

Try not to die.

Rule Number 4:

Don't run away, unless you have to.

Rule Number 5:

Don't run past things, it makes the game more boring.

Rule Number 6:

If you get into a bug, reload the game and post it on GameFaq's for everyone to know. Example: The 127+ Attribute glitch. Basically what it is is that if you

have more than 127 attribute points available, when you reload the game, they will all disappear.

Rule Number 7:

Try to do every quest, don't even skip the side quests.

Rule Number 8:

Most IMPORTANTLY:

Please try to follow these rules (Rule Number 1 thru 7) and this one too.

After you made your character, you can start playing. Press X to attack and press Right Button (Hold) + O to block. Blocking is very useful when your versing bosses. Go to the Controls Section to see the controls. And if you find a secret, be sure to post it on GameFaqs or somewhere else.

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| 12. Classes / Professions | XDV  
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```

For more information about the classes, look at each of the four sections to learn more about that class.

Classes have different abilities and different things.
These are the 4 classes:

RANKING: Best To Worst
(In my opinion)

1st = Knight
2nd = Berserker
3rd = Alchemist
4th = Druid

Knight: (866)

Short Summary:

Knights practice an ancient form of combat that has been perfected throughout the passing centuries.

Alchemist: (348)

Short Summary:

Alchemists employ the use of eldritch science and its untold capabilities in their exploration of the dangerous outer territories.

Druid: (125)

Short Summary:

Druids are dedicated preservationists who harvest the unseen powers of nature in their crusade against corruption

Berserker: (897)

Short Summary:

Berserkers are the embodiment of unbridled fury, force and bloodthirsty vengeance.

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/+=====+\  
| 13. Attributes | NMB  
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Attributes are very important in this game. The four attributes are Strength, Intelligence, Stamina, and Dexterity.

Strength: (825)

Short Summary:

Strength affects how much damage your character does using melee weapons and how much weight can be carried. A Strength increase is recommended for Knights and Berserkers.

This is VERY important for melee Knights and Berserkers. I would raise this with almost all my attributes, but keep some for Stamina. If you don't want to melee, then it isn't that important.

Intelligence: (932)

Short Summary:

Intelligence affects how much power your character has. An Intelligence increase is recommended for Alchemists and Druids.

This is for if you use a lot of spells. Alchemists and Druids are the only ones who needs this since they have all the spells.

Dexterity: (976)

Short Summary:

Dexterity affects how much damage your character does using ranged weapons and special abilities. A Dexterity increase is recommended for Knights and Druids.

Druids need this, and also Knights if you're an archer type of Knight. If you're a melee Knight, then this isn't important.

Stamina: (142)

Short Summary:

Stamina affects how much health your character has. A Stamina increase is recommended for Berserkers and Alchemists.

Stamina is actually important for all classes, because you will have more health so you won't die quickly. I would recommend it for all classes.

/+=====+\

Here is information about the Druid:

Description:

Druids are dedicated preservationists who harvest the unseen powers of nature in their crusade against corruption. These fierce and stoic combatants are dedicated to obliterating the abominable corruption of the land and desire its restoration more than anything. The druids' dedication to Aven is very strong, for they view it as the last bastion of hope and the core in their crusade.

The druid employs the corrupted forces of the natural world in order to exterminate the enemies of Aven. This corrupted force is siphoned through the druid's own life essence, trapping the corruption forever within their own spirit. The force is then channeled as pure, natural energy that can serve to destroy the druid's foes or give protection to his allies. Although the druid will inevitably die from the infection of corruption, they consider it a sacrifice that is both both worthy and necessary to their cause.

The druid among the oldest of Aven's elite orders and has served the city for many eras. Druids are viewed with a grave respect by the people of Aven who considered them to be the bravest of the champions and most honorable of heroes. The druid has been responsible for the continued survival of Aven and its people, having assured clean water and good crops with their many sacrifices in centuries past.

Starting Stats:

Strength - 11
Intelligence - 18
Dexterity - 7
Stamina - 11

Druids are ok and I like them. If you're a beginner then don't use them, because they are hard to use. I would recommend making the Intelligence high. Also, I would work on Strength too, because I like using some spells and then go up to them and kill them.

Main Skills: (174)

Block - Blocks extra damage and has a percent chance to knock back a blocked enemy.

Required Level: 1

Activation Type: While Blocking

Prerequisite Abilities: None

Melee Attack - All melee attacks deal extra damage.

Required Level: 1

Activation Type: Passive

Prerequisite Abilities: None

Sting - The Druid conjures a magical dart that creates a poisonous cloud that damages all enemies near the point of impact.

Required Level: 1

Activation Type: Assign and Active

Prerequisite Abilities: None

Nature's Medicine- Increases the rate of Health regeneration for the Druid and all nearby allies.

Required Level: 3

Activation Type: Passive

Prerequisite Abilities: Block

Other Skills: (631)

Endurance-

Required Level: 5

Description - Increases your base maximum carrying weight by 10.

Thorny Decoy-

Required Level: 5

Description - Summons a level 5 thorny decoy that will lure enemies away from you.

Mend Wounds-

Required Level: 8

Description - Heals all players in a 2.2 radius and you for 72-90 hit points over 3.1 seconds.

Stone Storm-

Required Level: 8

Description - Boulders rain 42-51 on enemies up to 3.2 meters away. Hit enemies causes 22-27 fragmentation damage in a 1.2 radius.

Clinging Vines-

Required Level: 10

Description - A shot that roots an enemy for 3.5 seconds. Enemies within 2.0 meters of the enemy hit will also be rooted for 2.5 seconds.

Breath of the North-

Required Level: 10

Description - A shot that freezes an enemy for 2.5 seconds when hit. The frozen monster has a 15% chance of being instantly killed.

Tranquil Thoughts-

Required Level: 13

Description - Makes power regeneration 105% faster for you and your friends within a 2.2 radius.

Cloak of Thorns-

Required Level: 15

Description - Creates a 20.5 second shield around you that delivers 22-26 damage to enemies when they successfully attack.

Thunder Strike-

Required Level: 15

Decription - Creates a 2.2 radius wave of lightning rain that hits enemies for 67-82 damage. Also has a chance to stun for 1 second(s).

Quake-

Required Level: 18

Decription - 3.0 radius wave that has a chance to slow and knock back enemies 2.2-3.2 meters.

Tempest-

Required Level: 20

Decription - Summons a level 20 tempest to fight by your side.

Cleanse the Land-

Required Level: 25

Decription - A 2.2 meter magic aura that delivers 33-39 damage every 1.1 seconds with a 5% chance of causing instant death.

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/+=====+\
| 15. The Knight | OIP
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```

Here is information about the Knight:

Description:

The knight is a champion of law, virtue, order and justice. A knight's primary role in Aven is to serve at the forefront of the protection of Aven and its people. The knight practices an ancient form of combat that has been perfected throughout the passing centuries. This combative style relies upon the usage of heavy weaponry and armor. Through relentless dedication and

perfected discipline, the knight champions his tenets throughout the outer territories of Aven.

The knights of Aven belong to an elite mysterious branch of military known as the Shaeluun Maul. The shaeluun Maul has been regarded by the people of Aven as a soic and constant force of vigilance and protection for countless centuries.

The knight is viewed with deep respect and silent fear by the people of Aven. The impenthrable mystery that surrounds the knights of Shaeluun Maul would warrant nothing less. However, the people trust these knights implicitly, for they have shown their unrelenting dedication to the city and its people since the beginning of Aven's history.

Starting Stats:

Strength - 15
Intelligence - 6
Dexterity - 8
Stamina - 18

The Knight is my favorite class, because they are the strongest and can use any armor as long as it is useable for their class. You can make a ranged Knight or a melee Knight. Melee Knights are close ranged and are stronger. If you make that, I would put most of the attributes on Strength and some on Stamina. Ranged Knights don't do much melee and shoot arrows at the enemy. Put most of the attributes on Dexterity and some on Stamina. Don't worry about Intelligence since you won't need to use it much.

Main Skills: (090)

Block - Blocks extra damage and has a percent chance to knock back a blocked enemy.

Required Level: 1
Activation Type: While Blocking
Prerequisite Abilities: None

Requires a sheild

Melee Attack - All melee attacks deal extra damage.

Required Level: 1

Activation Type: Passive
Prerequisite Abilities: None

Requires a melee weapon

Power Swing - The Knight swings his weapon multiple times for a chance to hit each enemy around him.

Required Level: 1
Activation Type: Assign and Active
Prerequisite Abilities: None

Requires a melee weapon

Archery: The Knight causes additional damage with ranged attacks using a bow.

Required Level: 3
Activation Type: Passive
Prerequisite Abilities: Block

Requires a bow

Other Skills: (030)

Endurance-

Required Level: 5

Description - Increases your base maximum carrying weight by 10.

Flurry-

Required Level: 5

Description - A series of rapid attacks that deal 60% damage.

Requires a melee weapon

Multi Shot-

Required Level: 8

Description - Fires 3 arrows from your bow simultaneously. Each arrow delivers

45% damage.

Requires a bow

Aura of Valor-

Required Level: 8

Description - Raises the experience gain rate to 103% for you and your friends within a 6.0 radius

Bash-

Required Level: 10

Description - Attack with a shield for 93-115 damage with a chance to knock nearby enemies back.

Requires a shield

Recover Arrow-

Required Level: 10

Description - Gives you a 15% chance of automatically recovering arrows shot.

Dual Wield-

Required Level: 13

Description - Allows you to wield two weapons simultaneously with 80% damage for the primary weapon and 75% damage with secondary weapon.

Counter Attack-

Required Level: 15

Description - Creates a 25.0 second shield around you that delivers 17-21 damage to enemies when they successfully attack.

Cleave-

Required Level: 15

Description - A powerful swing delivers 78-96 damage. Has a chance to stun your target and knock back nearby enemies.

2-handed weapon required.

Critical Shot-

Required Level: 18

Description - Increases your chance of a critical hit from a bow by 2.2%.

Aura of Wounds-

Required Level: 20

Description - A chance to stun for 3.0 seconds and deliver 83-102 damage in a radius. Returns health to you and your friends in a 2.2 radius.

Paragon of Might-

Required Level: 25

Description - Ups melee damage to 115%, blocking to 100%, and melee instant kill to 5%. Cuts speed to 55%.

Lasts: 10 Seconds

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| 16. The Berserker | WQU  
\+=====+/  

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Here is information about the Berserker:

Description:

The berserker is embodiment of unbridled fury, force, and bloodthirsty vengeance. A berserker's primary role is one of brutality and destruction. Berserkers are widely feared and distrusted for their extreme cunning and brutal force, but are nonetheless among the most important contributors to Aven's defense.

These mysterious and dangerous warriors are unique in their heightened senses and super-human strength. Berserkers employ small blades and throwing weapons in their arsenal.

Berserkers have been among Aven's populace for countless generations, but have only been accepted by the people and government in the recent century. Their origins are a mystery to all so it is a common belief that these unfortunate people are the bearers of a disease and should be treated as such. There is some truth to this speculation, as no berserker is born a berserker—they are chosen. Only those who have proven their incredible strength, perseverance and a bloodlust of vengeance are given the "gift" of the berserker.

Despite the cold sentiments of others, Berserkers are very loyal and dedicated to Aven and its people. They stalk the outer territories and obliterate the foes of Aven without mercy.

Starting Stats:

Strength - 18
Intelligence - 6
Dexterity - 8
Stamina - 15

Berserkers are pretty cool, they are my second favorite. On this, I would recommend raising stamina the most, because it gets annoying when you keep dieing.

Main Skills: (755)

Block - Blocks extra damage and has a percent chance to knock back a blocked enemy.

Required Level: 1
Activation Type: While Blocking
Prerequisite Abilities: None

Melee Attack - All melee attacks deal extra damage.

Required Level: 1
Activation Type: Passive
Prerequisite Abilities: None

Rend - The Berserker has a chance of causing bleeding damage to her enemy while the ability is active.

Required Level: 1

Activation Type: Assign and Activate

Prerequisite Abilities: None

Sprint - Increases the movement speed of the Berserker and all nearby allies.

Required Level: 3

Activation Type: Assign and Activate

Prerequisite Abilities: Block

Other Skills: (562)

Endurance-

Required Level: 5

Description - Increases your base maximum carrying weight by 10.

Ravage-

Required Level: 5

Description - A series of rapid attacks that deal 45% damage.

Requires a melee weapon.

Thrown Weapons-

Required Level: 8

Description - Every weapon thrown will do 105% damage.

Savage Strike-

Required Level: 10

Description - A 50% chance of each melee attack made for 4.0 seconds will be a critical hit for you and your friends within a 1.2 radius.

Feral Rush-

Required Level: 10

Description - Rush for 1.0 seconds delivering 46-57 damage and knockback to all enemies near the point of impact.

Piercing Howl-

Required Level: 13

Description - Causes 28-35 damage to enemies in a 2.2 radius. Friends that hear the howl also deliver 28-35 damage in a 1.2 radius.

Recover Thrown Weapon-

Required Level: 15

Description - Gives you a 15% chance of automatically recovering weapons that have been thrown.

Dual Wield-

Required Level: 15

Description - Allows you to wield two weapons simultaneously with 80% damage for the primary weapon and 75% damage with secondary weapon.

Scent of the Pack-

Required Level: 18

Description - Increases the chance of a critical hit by 2% when attacking enemies for both you and your friends within a 2.2 radius.

Blood Curdle-

Required Level: 20

Description - A chance to stun enemies in a 2.2 radius for 3.0 seconds and for nearby friends to stun close enemies for 2.0 seconds.

Death Breath-

Required Level: 20

Description - A 20-25 damage 2.5 meter spray that creates a magic cloud that deals 8-10 damage every 2.9 seconds.

Enemies may flee.

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| 17. The Alchemist | LOP  
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Here is information about the Alchemist:

Description:

The alchemist is a scientist of incredible brilliance, extreme curiosity and little regard for the consequences of her experiments (all in the pursuit of science). They are also scholars of great renown and pursue the lost mysteries of the world within stubborn determination regardless of the incredible odds against them. The alchemist serves Aven as a source of knowledge, expertise and incredibly dangerous ability. Their relentless pursuit of the unknown often drives them to confront the dangers of the outer territories.

Alchemists employ eldritch science and its untold capabilities in their exploration of these dangerous territories. Potions of their own craft and ancient arcane scrolls are the sources of their destructive and defensive capabilities.

Alchemists are greatly respected in the city of Aven for their countless contributions to cultural progression. If it were not for this elite order of brilliant and progressive minds, Aven would likely not have survived the turmoil of its past.

Starting Stats:

Strength - 9

Intelligence - 18

Dexterity - 10

Stamina - 10

I would recommend using the alchemist more than any other class except for The Knight, because she is the strongest character later in the game. In the beginning of the game, she sucks, but later she will own. Trust me, she is very strong and a good spellcaster.

Main Skills: (083)

Block - Blocks extra damage and has a percent chance to knock back a blocked enemy.

Required Level: 1

Activation Type: While Blocking

Prerequisite Abilities: None

Melee Attack - All melee attacks deal extra damage.

Required Level: 1

Activation Type: Passive

Prerequisite Abilities: None

Poison Shot - Shoots a poison bolt. If the shot hits an enemy directly, poison damage is done. When the shot hits a target, the poison is released and forms a noxious cloud in that location. Any enemy within the cloud or entering the cloud will become poisoned and take additional poison damage over time.

Required Level: 1

Activation Type: Assign and Active

Prerequisite Abilities: None

Endurance - Increases the maximum weight the Alchemist can carry, allowing her to carry more items.

Required Level: 2

Activation Type: Passive

Prerequisite Abilities: Melee Attack

Other Skills: (899)

Magic Circle-

Required Level: 3

Description - Raises all resistances by 5%

Acid Spray-

Required Level: 5

Description - Sprays acid 2.2 meters which has a chance to stun creatures for 2.0 seconds.

Make Potion-

Required Level: 5

Description - 25% chance to make a health or power vial. However, there is a 96% chance a lesser vial will be made.

Use: 10 gold

Fire Bomb-

Required Level: 8

Description - Places a bomb which explodes after 2.5 seconds dealing 58-72 damage in a 5 meter radius.

Allows: 2 bombs at the same time.

Golem-

Required Level: 10

Description - Creates a level 10 golem that will aid you in fights.

Transmute-

Required Level: 10

Description - Converts all items on ground in a 3.2 radius to gold at a 15% exchange rate.

Quagmire-

Required Level: 13

Description - Creates a 2.2 meter flaming tar slick which causes 14-18 damage and reduce speed to 60% every 1.2 seconds.

Guarded Watch-

Required Level: 15

Description - Satellites deliver 17-20 damage to enemies in a 2.2 radius over 10.0 seconds.

Others: Deliver 6-8 damage.

Stone Gaze-

Required Level: 15

Description - Fires a shot that turns an enemy to stone for 5.0 seconds. Has a 15% chance of instantly killing the enemy.

Detonate Golem-

Required Level: 20

Description - Explodes your golem for 266-327 damage and knocks back in 2.2 radius.

Chain Lightning-

Required Level: 18

Description - Shoots a 84-102 damaging lightning that hits a monster and then chains up to 2 nearby monsters.

Mind Wrack-

Required Level: 25

Description - Converts 46% of enemies to fight for you over a 10.3 second duration.

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| 18. Creatures | VGD
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These are just some of the creatures you might encounter when your playing. They aren't close to how many there really are.

Gorgein Caster: (091)

Gorgeins are rather reclusive and prefer to stay away from the affairs of the outside world as much as possible. They live in caverns resembling an old mining camp used by miners centuries ago not far outside the city.

Praetox Spider: (150)

The Praetox Spider are highly-organized collective, functioning much like a bee hive. However, they do not possess the drone-like qualities of a bee, rather each Praetox Spider has the intelligence of an adolescent human. They are incredibly vicious, cunning hunters, and are always looking for food. Their incredibly venomous sting, territorial disposition and sheer strength make them a deadly foe.

Varmites: (084)

Varmites are nocturnal in nature and hunt in large packs making them social creatures which are rarely found alone. An individual Varmite is a very hardy and ferocious omnivore that will attack anything on site in the hopes of attaining a good meal. They have been known to roam the outskirts of the Woodland Ring.

Zombies: (780)

Zombies are sickening creatures that appear to be reanimated and sustained through some mysterious, powerful, dark ethereal force. Legends speak of necromancers who were able to control these forces to reanimate the dead and bend them to their will. Zombies are rumored to inhabit dark, shadowy places such as catacombs.

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| 19. FAQ | YTS
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What is the PSP? (346)

The PSP, or PlayStation Portable, is Sony Computer Entertainment's debut entry into the portable gaming market. The unit plays disc-based videogames, and also has the capacity to play digital video and audio, as well as make use of other technologies via its USB 2.0 interface and Memory Stick port. Its wireless capabilities will allow free nearby Link Play as well as distance online play with a proper wireless network available.

What is Untold Legends: Brotherhood of the Blade? (458)

Untold Legends: Brotherhood of the Blade, developed and published by Sony Online Entertainment, will be one of the few original titles developed in North America and the only multiplayer action role-playing game (RPG) available at the PSP™ handheld entertainment system's US launch this year. With fast-paced, hack 'n slash action, randomly generated environments, monsters and items, beautiful 3D graphics and wireless cooperative multiplayer gameplay, Untold Legends: Brotherhood of the Blade offers a compelling gameplay experience never before seen on a handheld gaming device.

What type of game is Untold Legends? (264)

Untold Legends: Brotherhood of the Blade is a hack 'n slash action adventure available exclusively for the PSP™ handheld entertainment system. Battle powerful creatures, discover rich treasures and unravel the mysteries of an ancient planet. Inspired from the popular Champions-styled gameplay found on the PlayStation® 2 computer entertainment system, Untold Legends: Brotherhood of the Blade offers on-the-go action-RPG combat, intense multiplayer battles, and a completely original fantasy adventure for you to uncover.

How do I open my map? (999)

First select "START" and then you will see a button that says "MAP". Select this and you will see a map showing you the whole area. This is very useful for quests that you can't see where to go or some other things you need help on. I recommend using this all the time for quicker help.

What are power potions? (919)

Power potions are basically mana potions for you to have more power for special moves such as Flurry for the Knight.

How do I use my power potions? (303)

Your default controls are set for your health potions are the L Button and your power potions are the L Button (Hold) + R Button holding it down at the same time.

How do I take my mini-map away? (780)

Press Right Button (Hold) + Square at the same time until it is away. There are three ways you can have it. you can have it gone, in the small corner, or on the whole screen.

How can I change my camera angle? (107)

Press Press Right Button (Hold) + Directional Buttons at the same time and you will be able choose how you want your camera angle to be.

My camera angle is very annoying, how do I center it? (003)

Press Right Button (Hold) + Triangle at the same time and it will move to be centered which is more useful and easier to see the enemies. I would recommend to keep it centered most of the time.

How can I change my Special Abilities? (530)

Press the Directional Buttons and either select O or Triangle on what you want for when you press those buttons.

How do I find the Shadow God? (909)

To find the "Shadow God" just look on your map by pressing "START" and selecting "Map." The bubble colored in purple tells you where to go.

How do I beat the Shadow God? (889)

The "Shadow God" is a little difficult, but he is not impossible, and I will make sure you can beat him. Make sure you are a high level, if you are level 30 and over, you will not have much trouble. First, make sure you have a lot of potions, if not, go and buy some. If you are a druid or an alchemist, then cast a few spells and start attacking. It is harder for a druid, but you can do it. If you are a Knight, go up and use some special moves on him and keep

advance. Talk to Alice McKintyre.

Save My Friends: (1200)

Continue and kill all the spiders in your way. Know you will fight a boss, which is pretty easy. Just attack it and before you know it, it will be over.

Find Overseer Lysetta: (1300)

Go to Aven to find Overseer Lysetta. Look around the place and kill all the spiders. Try to find some stairs, and once you found them go up until you find Overseer Lysetta. Now talk to her.

Search the Secret Catacombs: (1400)

Look for the Secret Catacombs and enter it. Since the place is always randomly designed, I can't tell you the right way to go. They made it like this so you would have to find it yourself. Fight everything that attacks you and advance until you see the boss called The Revenant. Fight him, he is very easy so kill him and save your game.

Find Kaylee Fast: (1500)

Continue to the next area and kill all the spiders. Now talk to Kaylee and she will disappear.

Recall to Aven: (1600)

Press Start and select the "Recall to Aven" button. Now go a little up from where Overseer is and you will see Kaylee. Talk to her again.

Report to the Overseer: (1700)

Save your game again just in case and go back and talk to Overseer Lysetta.

Explore the Western Catacombs: (1800)

Find the Western Catacombs and enter it. Since this one is also a random place, just try to find The Mourning Sage, which is the boss. When you find him, he

might be a challenge, so use potions if you need to. After he is defeated, you will get the Ancient Journal Volume I. Press Start again and select the "Recall to Aven" button. Talk to Overseer Lysetta when you get to Aven.

Retrieve Praetox Queen Venom: (1900)

Save your game and go back to the Howling Pine Inn. Go to the Forbidden Catacombs and find your way to the boss, since it is another random map. Before you reach Ronan the Zombie, save your game. Now kill him and advance. When you get to the boss, Athloxxia, she might be a challenge, so remember to save. Use potions when you need to and kill her when you get the chance and see her. After you win, once again press the "Recall to Aven" button on the Start menu. Talk to Overseer Lysetta. After you talk to her, talk to Elder Adias. Just look around to find him, he is near a bunch of trees.

Tend the Shrines: (1110)

Talk to Sir Armon when you find him and go in the Lightfall Grove. Fight everything in your way until you get the Gorgien Defiler boss. Kill it and you'll receive the Ancient Journal Volume II. Now go to Shadowpine. Advance and do the same thing until you find the Gorgien Reaver boss. Kill it and you'll receive the Ancient Journal Volume III. Now go to Tornwood Forest. Once again, but the last time, kill things that are attacking you until you find the Gorgein Corruptor boss. Kill it and you'll receive the Ancient Journal Volume IIII. Know recall to Aven and talk to Elder Adias again.

Recover the Distilling Crystal: (1120)

Talk to Kaylee. Teleport to Shadowpine, if you didn't the teleporter to it, then go the long way. Advance to an old woman and talk to her. You must save someone to get it back. Now go to the Bleak Mines and kill everything until you get to the Graahika Bloodsnout boss. Kill it and talk to the girl. Save your game and go back to the old woman. Take the crystal and talk to Kaylee.

Investigate the Uprising: (1130)

Talk to Madam Diana and go to Tornwood Forest. Use the teleporter or take the long way. Go into Wallowpit Level 1 and try to find the Marrowtusk boss. Kill him and you get the Ancient Journal Volume V. Go to Lightfall Grove and enter Snoutrott Den and try to fine the Krelgaak Snoutrott boss. Kill him and recall to aven. Talk to Madam Diana again.

Slay the Matriarch: (1140)

Talk to Templar Draven and go to Tornwood Forest. Fine Wallowpit Level 1 and

advance to Level 2. Kill the Butcher which is a mini-boss and go to Level 3. Find the Matron Skulkgra boss and kill him to receive the Ancient Journal Volume VII. He puts up quite a fight but just use potions if needed. Save your game and recall to Aven. Talk to Templar Draven again.

The Tools of the Four: (1150)

Talk to Overseer Lysetta and then talk to Elder Adias. Go to the Lightfall Grove and look for the Sacred Vaults. Find The Rotting Priest boss and kill him. You will receive a Druidic Wreath. Recall to Aven and talk to Elder Adias once again.

Defend the Gates: (1160)

Talk to Templar Draven and then talk to Madam Diana. She will give you an Adamantine Rope. Go to Lightfall Grove and then go to Marrowrock North and find Marrowrock South. Kill the Dreadskull which is a mini-boss that is in Marrowrock North. In Marrowrock South, kill Dreadskull again and find Deadeye Ridge. Find the General Zsraah boss and try your best to kill it. You will receive the Ancient Journal Volume VIII (Yea, these are getting annoying). Recall to Aven and talk to Madam Diana.

Destroy the Stronghold: (1170)

Talk to Templar Draven and go back to Deadeye Ridge. Go into Ironstole Hollow and try to find the General Bealzuraak boss who is pretty easy. You will receive the Ancient Journal Volume IX and now return to Templar Draven.

Repair the Gates: (1180)

First talk to Overseer Lysetta. Go to Lightfall Grove and look around for Shattercove West. You will fight the Mystic Dimitria mini-boss. Now go to Shattervoce East and look for Splinterfull Woods. In there, you will fight the second Oracle Ellazandra mini-boss. Continue and advance to Dreadwind Moor. Just before you go to Dreadwind Moor, you will have to fight the Silverswipe boss. Advance to Waning Wastes and then next find the Whispering Chasm. Get to the Allysia the Hateful boss and fight her. She will put up an easy fight, and then you will receive the Containment Shard. Recall to Aven. Talk to Overseer Lysetta.

Rescue the Prisoner: (1190)

First, talk to Templar Draven. Now go to Dreadwind Moor and try to find the Screeching Halls Level 1. Before you enter, you must fight the Gravelhorn mini-boss. Try to find Kaylee and you will receive the Ancient Journal Volume

X. Talk to Overseer Lysetta.

Destroy the Threat: (1111)

Talk to Templar Draven. Go to Deadeye Ridge and try to find Necrosis Citadel Level 1. Now advance to level 2 and fight The Nethereye boss. You will receive the Necrosis Tome after you defeat him. Recall to Aven and talk to Templar Draven. Next, talk to Overseer Lysetta.

I am currently working on the rest. Please be patient.

The Shadow God: (972)

To find the "Shadow God" just look on your map by pressing "START" and selecting "Map." The bubble colored in purple tells you where to go.

The "Shadow God" is a little difficult, but he is not impossible, and I will make sure you can beat him. Make sure you are a high level, if you are level 30 and over, you will not have much trouble. First, make sure you have a lot of potions, if not, go and buy some. If you are a druid or an alchemist, then cast a few spells and start attacking. It is harder for a druid, but you can do it. If you are a Knight, go up and use some special moves on him and keep attacking. Use all of your health potions and power potions, but make sure you have plenty before facing him. After a while of doing this, he will be dead. Good job. If you need more help, e-mail me at TheAntiUsed@gmail.com (please look at the Contact Information section before e-mailing me).

Other Quests:
(Side Quests)

The Lost Researcher: (1112)

Requires: Complete Tend the Shrines quest.

Working on it...

The Betrayal: (1113)

Requires: Complete Tend the Shrines quest.

Working on it...

The Outcast's History: (1114)

Requires: Complete Destroy the Stronghold quest.

Working on it...

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| 21. Copyright | BCV  
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