

Untold Legends: Brotherhood of the Blade FAQ/Walkthrough

by Lindsey289

Updated to v0.15 on Apr 1, 2005

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www.gamefaq.com

www.neoseeker.com

www.cheatcc.com

-----Version History-----

March 31, 2005: I changed the format a bit and continued working on the
walkthrough.

March 30, 2005: Started the walkthrough and got through Recover the Distilling
Crystal.

March 29, 2005: Formatted the guide and started section 1.

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-----Section 1: The Basics-----

--1.1: Story--

Two thousand years ago, the city of Aven was discovered. It is the last remaining city surrounded by wastelands. All has been peaceful until now, when a mysterious force has begun to scare the people. It is your job as the guardian to find out what this is and to save the people of Aven.

--1.2: Characters--

You are given 4 characters to choose from. Each have different abilities that will aid them in their quest.

Alchemist:

Alchemists are weak in melee, but strong in science. Their weakness in melee skills are balanced out by their incredible knowledge. They create potions in order to aid in their attack and defense skills.

Beginning Stats:

Strength: 9

Intelligence: 18

Dexterity: 10

Stamina: 10

The main stat to focus on with Alchemists is intelligence.

Berserkers:

Berserkers are the most feared character of the four, mainly due to their brute nature. They possess tremendous power and strength. Their main skills are melee based, and they are also very talented with throwing weapons.

Beginning Stats:

Strength: 18

Intelligence: 6

Dexterity: 8

Stamina: 15

The main stat to focus on with Berserkers is strength.

Druid:

The Druids are the lead fighters against the growing corruption in the land. They have the ability to summon pets and use nature magic. They are also the primary healers compared to the other characters. Their strength lies in their connection with the natural world.

Beginning Stats:

Strength: 11

Intelligence: 18

Dexterity: 7

Stamina: 11

The main stat to focus on with Druids is intelligence.

Knight:

The Knights are the most respected and trusted class of the four. Their skills are primarily melee based, and they also excell in ranged fighting. They have the highest life of all classes and can also use skills such as Aura of Valor.

Beginning Stats:

Strength: 15

Intelligence: 6

Dexterity: 8

Stamina: 18

The main stat to focus on with Knights is strength and stamina.

--1.3: Controls--

-Main Menu-

Select Menu Item.....Directional buttons or Analog Stick + X

Back.....Circle

-Game Controls-

Move.....Analog Stick

Attack.....X

Perform Action.....Square

Use Ability 1.....Triangle

Use Ability 2.....Circle

Use Health Potion.....L

Use Power Potion.....R (hold) + L

Block.....R (hold) + Circle

Switch Melee/Ranged.....R (hold) + X

Mini-Map.....R (hold) + Square

Center Camera.....R (hold) + Triangle

Quick Ability Menu.....Directional buttons + Triangle/Circle

Orbit/Zoom Camera.....R (hold) + Directional buttons

Pause Game/Options Menu.....Start

Inventory/Character Screen.....Select

=Inventory/Character/Merchant Screen Controls=

-All Tabs-

Cycle Screen Tabs Right.....R

Cycle Screen Tabs Left.....L

Move Pointer.....Analog Stick

Rotate Paper Doll.....Directional buttons

Exit.....Circle or Select

-Inventory Tabs-

Drop Item.....Triangle

Equip/Unequip Item.....X

More Information.....Square
Compare Equipment.....Up/Down with Directional buttons

-Ability Tree Tab-
Spend Ability Points.....X

-Level Up Screen-
Assign Attribute Points.....Directional Buttons
Confirm Distribution.....X

-Merchant Screens-
Buy Item/Sell Item.....Triangle
More Information.....Square
Compare Equipment.....Up/Down with Directional buttons

---===Section 2: Walkthrough===---

--2.1: Investigate the Scream--

You awake to hear a terrifying scream. Spiders will begin coming at you, so attack them and move along down the hallway. Talk to Alex and continue killing any other monsters that come at you.

--2.2: Save my Friends--

Continue along the hallway and down the stairs. There will be more spiders in this bar area. Head towards the doorway, where you will encounter your first boss. Shadowed Praetox is simple to defeat, just attack it until it dies. After defeating it, exit through the doorway.

--2.3: Find Overseer Lysetta--

As soon as you exit, spiders will begin attacking you. After killing them off, talk to Acolyte Maia, who tells you that spiders are heading down Scholar Way. Take a right from the Inn and starting going down. Kill more spiders and then go East, passing Sabine Firehand. From here go down and up the stairs. You will pass the merchant Loren Haggard, where you can sell the things that you have picked up from the spiders. Continue south where you will find Overseer Lysetta. Talk to her and she will give you the Lysetta Stone.

--2.4: Search the Secret Catacombs--

Head back towards Loren Haggard. In front of him is a gray circle, which is the entrance to the Secret Catacombs. Hold down Square and enter the dungeon. Each map is randomly generated, so the layout will be different for everyone. Use your mini map by holding down R and pressing square. Kill all the enemies on the way, picking up anything they drop. Look for the red face on the mini-map, which is the boss. This boss is the Revenant, who is also pretty easy. Simply attack him until he dies.

--2.5: Find Kaylee Fast--

After defeating him, continue past him to where Kaylee is. She has been bitten by a spider, so she must see Lysetta at once. She will teleport back to Aven.

--2.6: Recall to Aven--

Hit start and select recall to Aven, which will take you to Lysetta. Go north until you see Kaylee, who will automatically talk to you.

--2.7: Report to the Overseer--

Head back down south and talk to Overseer Lysetta. She has been bitten by the spider and is in need of a cure as well.

--2.8: Explore the Western Catacombs--

The praetox is hiding in the Western Catacombs, which is past the merchant and back down the stairs. Enter them, and you will come to another random generated map. The first boss you will encounter is Shattered, who is another easy boss to defeat. Continue cleaning out the dungeon until you come to the boss, the Mourning Sage. He is slightly harder than the others because he does have a spell. Dodge his spell, then attack him until you defeat him. After he dies, you will get the Ancient Journal Volume 1. Hit start and select Recall to Aven, where you will meet up with Lysetta.

--2.9: Retrieve Praetox Queen Venom--

It appears that the Inn is under attack again. Head back towards the inn by going north, down the stairs, going west, going north, and then west again. Enter the Howling Pine Inn and go behind the bar table, into the storage area. Follow the hallway and go down the stairs. The basement has a hole in the wall, which is the entrance to the Forbidden Catacombs. This is another randomly generated map, so use your mini-map to find your way around. Eventually you will come to Ronan the Zombie, who is another weak sub-boss. Kill him and get ready for your first big boss fight. Athloxxia is a giant spider who crawls under your platform and attacks you from the different sides. She can shoot out webs and little spiders. Wait in the middle of the platform until she emerges, then begin to attack her as quickly as you can. You can use your mini-map to find out where she is going to go next. If you are having problems beating her, stack up on potions. After beating her, you will get the praetox venom that you need to give to Lysetta. Hit start and select Recall to Aven. Talk to Lysetta and give her the venom. Head north, go down the stairs, go past the building, then go west all the way through Nature's Path to Elder Adias. Talk to him and he will tell you of your next adventure.

--2.10: Tend the Shrines--

Go back through Nature's Path and take a left, heading north. Take another left towards the gates. The guard will allow you to leave the city and enter Lightfall Grove. This is another randomly generated map, so use your mini-map to find the boss, Gorgein Defiler. He is another easy boss who has the ability to cast spells. Dodge his spell and then attack him. Upon killing him you will receive the Ancient Journal Volume II.

Items Received: Ancient Journal Volume II

Your next stop is at Shadowpine. Use your mini-map to find this area and enter it. Look for the red demon head, who is your next boss. Don't worry about the other dungeons in this area yet. This boss is the Gorgein Reaver, another simple boss. Just attack him like all the others until he dies. After defeating him, you will get the Ancient Journal Volume III.

Items Received: Ancient Journal Volume III

From Shadowpine, travel to Tornwood Forest, which is right next to where you defeat Gorgein Reaver. This is just like the past two parts. Look for the red demon head, who is the Gorgein Corruptor. He is similar to the past couple of bosses. Kill him and get the fourth journal.

Items Received: Ancient Journal Volume IV

Telport back to Aven and talk to the Elder. He is in the same spot which is through Nature's Way.

--2.11: Betrayal*--

Talk to Sabine Firehand, who is near the Inn in Aven. She will tell you that there is a traitor, who is in the Dismal Lair. The Dismal Lair is in Shadowpine, so teleport there and look for the red demon head. Calipso is another simple boss, so just attack her until she dies. Return the item that Calipso drops to Sabine and receive your reward.

--2.12: The Lost Researcher*--

Talk to Acolyte Maia, who is near the Inn in Aven. She will give you this subquest, so go to Shadowpine through the teleport or Lightfall Grove. From there, go to Nightfall Tomb. Nightfall Tomb has spiders and spirits. The spirits will sneak up on you and dart away as soon as they attack you. Time their attacks and hit them when they come at you. Look for the light blue mark on your map. At this point, you face the sub-boss, the Dark Hierophant. He is a spider, so just attack him until he dies. Talk to the lost researcher and then return to Aven. Talk to Maia for your prize.

Items Received: Leviathan

--2.13: Recover the Distilling Crystal--

Head over to Kaylee, who is near the merchant cart. She will tell you that you need to recover a crystal. Teleport to Shadowpine and look for the light blue mark on your map. As soon as you get near it, the outcast will talk to you and send you on another quest.

Use your map to find the Bleak Mines, which are in Shadowpine. Look for the light blue mark on your map, which is the sub-boss Graahika Bloodsnout. Dodge his spells and run up and attack him. After defeating him, talk to the outcast.

Go back to Shadowpine and look for the Grandmother again. She is a light blue mark on the map. Talk to her and she will give you the crystal.

Items Received: Distilling Crystal

Return to Aven and give the crystal to Kaylee.

--12.14: Instigate the Uprising--

Find Madam Diana, who is in the open field near the Inn. Talk to her, and then travel to Tornwood Forest in Shadowpine. From there, head towards Wallowpitt Level 1. Enter it and look for the demon head on the map. The boss here is Marrowtusk, who has only melee power. Finish him off and receive the Ancient Journal Volume V and Marrowtusk's shattered weapon.

Items Received: Ancient Journal Volume V

Marrowtusk's Shattered Weapon

Make your way towards Lightfall Grove by heading back through Shadowpine or teleporting to Aven and leaving through there. As always, use your map to find the Snoutrott Den. The monsters in the Den are the same as the ones in Wallowpitt. The boss is Krelgaak Snoutrott, who is a bit stronger and harder than the others. He can deal a lot of damage, so stack up on health potions. Take out the fire and ice monsters around him first. Be sure to watch your health meter and fill up as fast as you can.

Items Received: Ancient Journal Volume VI

Recall to Aven and talk to Madam Diana.

Items Received: Spirit of the Defiant

--12.15: Slay the Matriarch--

Talk to Templar Draven, who is on top of the staircases in Aven. He is a light blue mark on your map. The Matriarch is in Wallowpitt, which is in Tornwood. Go through Lightfall Grove and Shadowpine to get to Tornwood. From Tornwood, go to Wallowpitt Level 1. The monsters are both melee and magic in this dungeon. Towards the entrance to Wallowpitt Level 2, there are a couple of ice monsters. Wallowpitt Level 2 has similar monsters with some melee and some magic. There is a sub-boss named Butcher near the entrance to Wallowpitt Level 3. He is melee only and is very weak. Enter Level 3 and look for the boss, Marton Skullkgra. He will shoot fire at you and try to stomp you. Use health potions and try to attack him from behind. His fire does not deal a lot of damage, but it knocks you off your feet. Defeat him and get the next journal.

Items Received: Ancient Journal Volume VII

Head back to Aven and talk to Templar Draven. He will thank you, but also warn you of upcoming troubles.

Items Received: Vengeance

-----Section 3: Items-----

-----Section 4: FAQ-----

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