

# PUZZLE QUEST 2

XBLA WALKTHROUGH



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## Puzzle Quest 2 – XBLA Walkthrough

### Introduction

The Puzzle Quest 2 walkthrough is designed to assist players throughout the entirety of the game. This walkthrough includes an extended manual along with lots of information about weapons, enemies, spells and a full walkthrough of every quest and dungeon.

### Puzzle Quest 2

You are world-weary adventurer who enters a small, sleepy place called Verloren. This peaceful village is situated at the edge of vast woodland to the south of what has become known as 'The Belltower', a lonely crumbling spire far out in the centre of the vast frozen lake of Cassus.

Underneath the Spire lies a mighty castle known as the Iron Citadel, which descends thousands of feet underneath the ice. After lying dormant for 500 years, there has been a stirring in this sleeping giant. Mysterious shapes are moving in the woods and terrified villagers huddle together as foul things wail in the night. Growing numbers of disappearances along with reports of raids by fell creatures long thought mythical are drawing Heroes like you to Verloren once more...

You will have to enter this terrifying fortress, battle untold evil creatures with only the townsfolk to occasionally lend a hand. There will be many quests to complete, many weapons to wield and many surprises to be revealed in Puzzle Quest 2!

### Saving

Saving is done automatically. You will be prompted with a message showing you when the game is saving. Please do not turn off the system or close out the game while this message is displayed!

### Controls

#### Menu Controls

Left Thumbstick/D-pad - Navigate  
A Button - Select/Advance  
B Button - Go Back/Return to the Game Library

#### In-game Controls (In the Dungeon)

Left Thumbstick/D-pad - Navigate  
A Button - Select/Advance  
B Button - Go Back/Return to the Game Library  
Y Button - Get More Info (When Applicable)  
LB - Access the Inventory, Spell Book, Quest log, Search Mini-Game  
START – Pause Menu

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### In-game Controls (Battle Board)

Left Thumbstick/D-pad - Move Cursor

A Button - Select a Gem/Spell/Item

B Button - Deselect a Gem

Y Button - Show More Info (you will see a Tooltip for anything you select)

LB - Access your Items

RB - Access enemies Items

LT - Access your spells

RT - Access your enemy's spells.

START – Pause Menu

### Pause Menu

- Resume Game
- Help & Options
- Leaderboards
- Achievements
- Exit Game
- Save and Exit (can only be accessed in the Dungeons)

## Main Menu

From the main menu there are four options

### **Play**

Choosing the Play option takes you to a menu with three options:

#### Play Menu - Single Player

This brings you the Character Creation Screen, where you can:

- Name your hero by pressing the X Button.
- Select from the four available character classes in the game: Barbarian, Sorcerer, Templar and Assassin. Select your class and your gender by simply highlighting one of the character pictures and pressing the A Button.
- Press the Y Button on any of the character images to bring up more info about the character.
- Once your character has been created entering Single Player will take you will have the following options:
  - Quest
    - Choosing quest for the will bring you the main story portion of the game.
  - Inventory
    - This takes you to your inventory of items, armor, weapons and gold. You can also see what things you have equipped as well as all of your character stats and experience gained.
  - Spell Book
    - This is a list of all of the spells you have learned. You can also equip spells here.
  - Quick Battle
    - Choosing Quick Battle will allow you to battle any enemy in the game that you have previously defeated in Story Mode.

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- Difficulty
  - Easy, Medium, Hard

### Play Menu - Multiplayer

Choosing the multiplayer option will give you give you the following choices:

- Xbox LIVE
  - Ranked Match
    - Versus
      - Play a Quick Match or Create a Match where you use a powerful character that has been generated by the game for you.
      - Scores will be kept on the Xbox Live Leaderboards.
    - Versus Single Player
      - Play a Quick Match or Create a Match where you battle with your hero character from the Single Player mode.
      - Scores will be kept on the Xbox Live Leaderboards.
  - Player Match
    - Versus
      - Play a Quick Match or Create a Match where you use a powerful character that has been generated by the game for you.
    - Versus Single Player
      - Play a Quick Match or Create a Match where you battle with your hero character from the Single Player mode.
  - Leaderboards
    - Ranked Stats
    - Weekly Ranked Stats
    - Monthly Ranked Stats
    - Standard Stats
    - Weekly Standard Stats
    - Monthly Standard Stats
    - Overall Stats
    - Assassin Stats
    - Barbarian Stats
    - Templar Stats
    - Sorcerer Stats
    -
- Local
  - Versus
    - Play against another player on the same Xbox 360. Use any of your saved Hero Characters.
  - Tournament Mode
    - Play against another player on the same Xbox 360. Use a series of enemy creatures in a winner takes all tournament.



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### Play Menu - Minigames

Choose Mini-games will allow you to play any of six mini-games.

- Bash!
- Disarm!
- Treasure Grab!
- Unlock Spell!
- Pick!
- Search!

Each mini-game can be played at five different difficulties:

- Normal
- Moderate
- Hard
- Very Hard
- Extreme

## Leaderboards

From the Leaderboards menu you can:

- Press the Y Button to see your Friends
- Press the A Button to view your gamer card.
- Press the X Button to see your Leaderboard Score
- Press the RT and LT Buttons to sort through the various stats mentioned above.

## Achievements

The achievements for Puzzle Quest 2 are as follows:

### **Abominable**

Defeat the Yeti in the Ice Caves. This should be straightforward with a character of sufficient level.

### **Cheating AI**

This is the hardest achievement to earn. To get this achievement you must die on the enemy player's first turn (not to be confused with having to die on the enemy player's first *move*). The best way to do this is to take trap damage and never heal it. Trap damage causes wounds, which lowers the player's starting health in battle. Allowing wounds to stack up will result in a hero with very low hit points, and then you just walk into a fight against something and keep starting fights until they get a lucky starting board.

You can increase your chances of the enemy getting a good starting board by fighting a monster that is on a larger board and/or one with blocking gems and lots of +5 Skulls.

### **Dragon Slayer**

Defeat the Green Dragon in the Wizards Lab. The Green Dragon has well over 1000 hit points and will seem a daunting challenge to characters less than 50. However, he is quite easy to beat with a level 50 character. One suggested build is a Mana Blast Sorcerer.

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### **Epic Fail**

This is simple to achieve by bringing the enemy to 1 hit point then not doing anything else to cause damage (allowing the enemy to win).

### **Epic Win**

This is quite difficult to achieve. It is probably better to try to get this one to occur in the earlier stages as the early monsters have fewer channels to damage you and the damage values are smaller.

### **Gate Hacker**

Progress through the game and select “Bash” for every locked object that you are given a choice for. You do not need to unlock every object in the game. The achievement is awarded after defeating Gorgon (Demon Form) if the player has not voluntarily chosen anything other than the Bash minigame to open locks.

*Note: The quest system will some times require the player to take a certain action when opening a lock. These quest minigames do NOT prevent the player from earning this achievement.*

### **Happily Ever After**

Awarded when the player defeats Gorgon (Demon Form) for the first time.

### **King Godd**

Awarded when the player defeats King Godd for the first time.

### **OMGHAX**

Awarded when the player generates a match of 8 gems (or more). This more simple than you might think. Use a Barbarian and spam the Enrage spell – it will happen eventually (and probably sooner than you'd think).

### **PWNT**

This is tough to achieve during general play through, as it would request an *extremely* fortuitous first move. Examples of where this can occur is with a high level character against a monster that has a low maximum level (monsters scale with the heroes level to a maximum level) – mainly the Goblin, Goblin Wizard, Goblin Witch, Goblin Rat Keeper and Rat Swarm. As with Cheating AI, monsters that get large boards with +5 gems starting on them are also a candidate for earning this achievement.

Two suggested ways to earn this:

1. A Barbarian with an even spread of attributes will have enough starting Mana to Enrage on their first turn. The player can chain Enrage casts (as this will often cause a 4-of-a-kind match) for long enough they will have enough red Mana to cast the spell Backswing and enough action to use a weapon. A Barbarian can hit for *significant* damage with Backswing and a critical hit.
2. It is very easy to achieve this against the Fire in the first Challenge battle in Verloren. Keep replaying the battle (be sure to exit the battle after you fail to defeat the fire on the first turn) until you get enough lucky cascades to defeat this weak enemy on the first turn. Also, if you take a bow from Gess (after defeating the first Goblin in the town tutorial sequence) then when you go into the Fire Challenge battle you will start with enough AP to use the water buckets once for free – making this even easier.

### **Save Verloren**

This is awarded when the player finishes the games tutorial sequence in Verloren. This is trivial to earn.

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### Shadowbringer

This is awarded when the player defeats the Shadowbringer boss just after the Orcs level. This is not difficult to do.

## Help and Options

There are four selections in this section:

- How To Play
  - Explanation of how to use the map.
  - Explanation of how to use the Battle Board.
- Controls
- Settings
  - Adjust the Music and Sound volumes
  - Hint Arrow - The Hint Arrow suggests possible moves during battle.
  - Quest Helper - This highlights the path to your next objective.
- Credits

## In the Town of Verloren and the Iron Citadel

You begin in Verloren. Here you can go to shops, heal wounds and receive quests from the locals.

At the bottom of your screen, you will see six buttons:

- Hero Screen – See all of your stats and Mana info.
- Inventory – View and equip your items here.
- Spell Book – View and equip Spells here.
- Quests – View and assign active quests here.
- Map – Shows your current location on the map.
- Search – Allows you to play a minigame to search for hidden enemies and traps.

To move to the different areas in the town, simply click on the arrow buttons on the ground. The upper screen displays your character information. This shows you your character portrait, your class, level, how much experience you have, how much experience you need to reach the next level and how much gold you have.

To interact with any character or object in the world, simply touch them with your stylus and a menu of options will become available.

## The Battle Board

The Battle Board is the main part of the game and where all of your enemy encounters take place. The Battle Board is an 8 x 8 grid that holds Blue, Green, Red, Yellow and Purple Mana Gems, Skulls, +5 Skulls, Gauntlet Gems and Wild Cards. The battle takes place by connecting groups of 3, 4 or 5 of these items in order to gain specific effects from them. Connecting Mana Gems will give your character Mana of the matched color, Skulls and +5 Skulls connect to do

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direct damage to your opponent, connecting Gauntlet Gems gives you power to wield weapons and shields and Wild Cards connect with Mana Gems in order to complete a 3, 4 or 5 of a kind. Each Wild Card has a multiplier that affects the amount of Mana received from the Mana Gems that it is matched with.

When any items on the Battle Board are matched up in a 3, 4 or 5 of a kind, they disappear from the grid and all of the gems above them fall down to replace the empty areas they left in the grid. If there are no moves left on the Battle Board, this causes a Mana Drain, which drains both battle participants of all their Mana clears the board and drops all new items onto the board. Completing a 4 or 5 of a kind gives you an extra turn. 5 of a kinds also create a Wild Card on the board along with the extra turn.

When connecting items on the Battle Board leads to a cascading effect of 5 or more combinations being matched up, this is called a Heroic Effort and grants your Hero additional experience in addition to all of the Mana, gold or anything else that might connect during the cascade.

The player with the highest Agility goes first. This can be a big advantage since whoever goes first has the first opportunity to connect items on the board and to seek out any 4 or 5 of a kinds that may be available on the Battle Board.

On the top screen is your Hero Info. It shows your Hero portrait, defense and attack ratings, and Mana reserves. It also shows any Status Effects that are currently afflicting your Hero. Status effects can be good or bad. The top screen also shows all of the same information for your opponent. On the Touch screen is the Battle Board.

To the left of the Battle Board on the Touch Screen is a list of the Spells that you have equipped and to the right are your opponent's Spells. Below your Spells are your equipped Items (weapons, shields or potions). These become active by matching the gauntlet gem and getting action points.

Beneath your Spells and equipped weapons is a yellow arrow, by clicking on this you can see more information on your equipped Spells, armor and any status effects that currently active.

## Quests

### Main Quests:

To follow the main quest line, simply follow the Golden arrows to the quest locations, which are marked with a Gold question mark. They will lead you to the various objectives for each quest. The main quest line is sequential i.e. you can only complete them in the specific order they have been laid out.

### Side Quests

You will also encounter Side Quests in your journey. These can be beaten in any order and will feature special content that is not included on the main quest line such as Secret Monsters and Spells.

## Spells

Spells allow your Hero and your opponents to spend Mana to affect the Battle Board, defend themselves, directly damage their opponent, or cause Status Effects on themselves or their enemies. Each spell has a different Mana cost, many requiring more than one Mana type to cast.

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Each character class has Spells that are specific to that class. This makes your choice of profession very important when it comes to the type of play style that you will adopt.

Your Hero begins the game with Spells and will unlock more as they gain levels. They can also learn Spells from captured enemies.

You can change the Spells that you have selected for your Hero using the spell book.

## Equipment

In Puzzle Quest 2, you can use your weapons, shields and potions in battle! You will receive this equipment as a reward for completing quests, after defeating enemies and from treasure chests.

After you have looted a piece of equipment, you can equip it right away or store it in your inventory until later. However, keep a close eye on your equipment as you only have 24 slots.

If you have equipment you don't want anymore, you can sell it at any of the shops in town.

## Challenges

At certain points on your journey, you will be confronted with special Challenges. These are similar to a normal battle but will have special rules and in some cases, special items to use. Make sure to pay attention to the rules of the challenges.

## Portals

After completing certain objectives and defeating specific enemies, portals will become available. These are very helpful if you want to move through the dungeons quickly.

Portals can instantly warp you to any other portal you have opened. Any time you enter a portal, the Gold portal is the closest to your next objective in your main quest. If you follow the Gold portals, you will always take the quickest path from objective to objective.

## Minigames

There are seven mini-games in Puzzle Quest 2:

- **Bash!**
  - With this mini-game you are trying to bash open a door! It is a lot like a regular battle. You must do enough damage to break the door within a set number of turns.
  - To do damage, you will need to create and match special Bash Gems. You create them by matching other Gems. You get bonus Bash gems and bonus turns for matching 4-or-more of a kind, and also for long cascades.

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- Disarm!
  - With this mini-game you are trying to disarm a trap. If you have triggered a trap, and not disarmed it, you will suffer a permanent wound until you visit Jarrum Blackstone in the Chapel.
  - To disarm the trap, match gems like normal, trying to collect the number of components shown before the turns run out. And beware matching Skulls! If you match too many, it is game over.
- Treasure Grab!
  - With this mini-game you are trying to grab loot from a chest. Not only can you grab gold, but also Trade Items and Rare Items. Get what you can before the stone blocks rise to the top and the game is over.
  - Matching regular gems will give you gold. Matching Common Loot Gems will give you Trade Items. Matching Rare Loot Gems will give you Rare Magic Items! You can create these Loot Gems by making longer matches and cascades.
- Unlock Spell!
  - With this mini-game you are trying to use a spell to open a door! You must try to line up the shaped Gems with the matching shaped icons overlaying the board before the turns run out.
  - Make matches like you would in a normal game, and then try to get the correct gems to drop into place. If a gem is in place when all cascades stop, the overlay icon is removed from the board. Remove all shaped overlays to win!
- Pick!
  - With this mini-game you are trying to pick a lock! You must try to unlock all of the tumblers at the bottom of the board by matching them before the turns run out.
  - Be warned! You cannot move these Tumbler Gems. You will need to manipulate the board to make the gems above them.
- Search!
  - With this mini-game you are trying to search for hidden objects! Match gems to uncover squares on the board before the turns run out.
  - Every time a match is made, the corresponding squares on the board are marked as searched. When you have searched enough squares, you win.
  - Hidden Objects can be traps, secret doors, or monsters hiding to ambush you.
- Learn a Spell!
  - With this mini-game you are trying to clear the board and learn the new spell. You can do this by matching gems, just like in a normal battle.
  - If the board is totally cleared of Gems, you will receive a new spell. If any Gems are left, and you run out of turns, then you may try again.

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### Choosing a Character Class

In PQ2 there are four character classes to choose from. Based on how you like to Puzzle Quest, choosing the right character is key.

#### Barbarian

Barbarians are a well-rounded class. They have Good offensive Spells along with high life points. Barbarians are the only class that may use the most powerful two-handed weapons.

Primary Stat Focus - Strength, Agility

#### Starting Stats

Strength - 4

Agility - 1

Stamina - 3

Intelligence - 1

Morale - 2

Spell Name	Effect
Pummel	Causes 1 damage for every 2 Red Gems currently on the Battle Board.
Tribal Mark	Destroys all Red Gems on the Battle Board, adding +1 to Skull Damage Bonus for every 4 Gems destroyed. The effect lasts until the end of this combat.
Enrage	Generates 14 random Red Gems on the Battle Board.
Tribal Ward	Destroys all Green Gems on the Battle Board, adding +1 to Defense for every 2 Gems destroyed. The effect lasts until the end of this combat.
Slam	Reduce all of the opponent's Mana Reserves by 10.
Skull Crusher	Destroys all Skulls. The opponent is stunned, missing 1 turn +1 more turn for every 5 Skulls destroyed.
Barbaric Roar	Opponent's Defense is reduced by 75% for the next 3 turns. Does not end the current turn.
Raze	Destroys all Blue Gems on the Battle Board, giving +1 Red Mana for each Gem destroyed.
Backswing	Any weapon attack made during this turn causes an extra 50% Damage. Does not end the current turn.
Warcry	Places 3 random +5 Skulls on the board. If the caster's Red Mana is 25 or higher, it does not end the turn.
Final Assault	Adds +1 to Skull Damage Bonus for every 25 Life Points lost when the spell is cast. Cannot be dispelled. Does not end the turn.
Stomp	Select a Gem. All Gems in a 3x3 area around it are destroyed, giving their full effects. Deals 8 damage to the opponent.
Brutality	Doubles the caster's Skull Damage Bonus for the next 6 turns.
Head Hunter	Destroys the top 2 rows of Gems, giving their full effects. Deals 10 damage to the opponent.
Blood Fury	For the next 3 turns, 25% of any damage done to an opponent is added to the caster's Life Points.
Destroyer	Gives the caster +50 Action Points. Does not end the current turn.
Berzerk Rage	Converts all Red Gems on the Battle Board into Skulls. If the caster's Red Mana is 15 or higher, the current turn does not end.

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### Templar

Templars are masters of defense. They may not be able to deal a lot of quick damage, but they are difficult to kill. Templars are the only class that may use Plate Armor and Tower Shields.

Primary Stat Focus - Morale, Stamina

### Starting Stats

Strength - 1

Agility - 1

Stamina - 4

Intelligence - 2

Morale – 3

Spell Name	Effect
Defensive Wall	Defense Bonus Destroys all Purple Gems on the board, adding +1 to the caster's Defense for each Gem destroyed.
Shield Bash	Causes damage equal to half of a Shield's Defense Bonus and activates the Shield. Requires a Shield in the Off Hand. Does not end the turn if Red Mana is 10 or higher.
Focus	Select any Gem. It is converted into an Action Gem.
Intimidate	Drains 5 Action Points from the opponent and adds it to the caster's total.
Rush	The opponent misses 2 turns + 1 more turn for every 7 Yellow Mana the caster has.
Brace	Any block made by the caster deflects 75% of damage, rather than 50%, for 5 turns +1 turn per 6 Yellow Mana. Does not end the current turn.
Barrier	Convert all Action Gems to Green Gems, giving 1 Action Point for every 2 Gems Converted.
Counter Attack	Any Block made with a shield reflects 5 Damage back at the opponent. Lasts for 5 turns +1 turn per 6 points of Blue Mana.
Reinforce	Destroys all Action Gems on the Battle Board, healing the caster 1 Life Point for every Gem destroyed.
Hold the Line	The caster is immune to Stun, Daze and Fear effects for 8 turns, +1 turn per 6 points of Yellow Mana.
Fist of Light	Converts all Yellow Gems on the Battle Board to Action Gems.
Drain Power	The next weapon attack made by the caster drains each of the opponent's Mana Reserves by half the damage caused.
Hand of God	Randomly creates 15 Action Gems on the Battle Board.
Over shadow	Halves the opponent's Defense, adding it to the caster's Defense for 10 turns.
Divine Power	Distributes 20% of a shield's Defense value to each of the caster's Mana Reserves. Requires a shield in the off hand.
Last Stand	Any block made by the caster will deflect a percentage of damage equal to the percentage of the caster's lost Life Points. Lasts 10 turns. This spell can only be cast once per battle.
Heaven's Wrath	Every Action Gem on the Battle Board explodes, destroying all surrounding Gems. Full effect is gained for all Gems destroyed.



## Puzzle Quest 2 – XBLA Walkthrough

### Sorcerer

Although they have few life points, Sorcerers have Spells for all occasions, from direct damage to board manipulation. Sorcerers are the only class that may use Mana Tonics.

Primary Stat Focus - Intelligence, Morale

### Starting Stats

Strength - 1  
 Agility - 3  
 Stamina - 1  
 Intelligence - 4  
 Morale - 2

Spell Name	Effect
Mage Strike	Deals 5 points of damage, +1 point for every 3 Blue Mana the caster has.
Wild Mana	Transforms a selected Gem to a x2 Wildcard Gem, or adds +2 to an existing Wildcard Gem's multiplier (to a maximum of x7).
Shadow Curse	Stops the opponent from using items. Lasts for 3 turns.
Dark Channels	Select a non-purple Mana Gem. All gems of matching color are destroyed, giving full effect.
Flame Bolts	Fires a 5 damage Flame Bolt at the opponent for every 5 Yellow Mana the caster has, draining Yellow Mana to zero.
Ice Shield	Damage is applied to Blue Mana instead of Life Points. Ends when Blue Mana reaches 0. Uses 2 Blue Mana per turn.
Flameblade	Adds the caster's Red Mana total to the damage of their next weapon attack, draining Red Mana to zero.
Weakness	Drains the opponent's Action Points, doing 1 damage for every 3 points drained.
Hand of Ice	Converts all Action Gems to Blue Gems.
Finger of Death	Creates a +5 Skull in a selected location.
Chasm	Choose a Green Gem. The chosen Gem, and all Gems in the same row and column, are destroyed, giving full effect.
Stoneskin	Converts all Blue Gems to Green Gems, adding +1 to Defense for every Gem converted.
Strength	Destroys all Action Gems on the board, giving 1 Action Point for each Gem destroyed.
Fireball	Explodes a selected Red Gem, and all Gems surrounding it, giving their full effects.
Mirror Shield	Mirrors 50% of damage received at the opponent for 8 turns, +2 more turns for every 8 Blue Mana the caster has.
Mana Siphon	Select a colored Mana Gem. The opponent's matching Mana Reserve is halved and given to the caster.
Mana Blast	Destroys all Mana Gems on the board, dealing 2 damage per Gem destroyed.

## Puzzle Quest 2 – XBLA Walkthrough

### Assassin

Assassins may appear weak at first, but their Spells combine to give some of the most lethal damage combos available. Assassins are the only class that may use the most powerful Poisons.

Primary Stat Focus - Agility, Morale

### Starting Stats

Strength - 1  
 Agility - 4  
 Stamina - 1  
 Intelligence - 2  
 Morale – 3

Spell Name	Effect
Sneak Attack	Does 3 points of damage to an opponent. Does not end the current turn.
Swift Strike	Converts all Yellow Gems on the Battle Board to Purple Gems. Deals 1 point of damage for each Gem converted.
Confuse	The opponent only gains 1 point of Mana from matching any Mana Gems or Action Gems. Lasts 4 turns.
Stealth	Damage is applied to Purple Mana instead of Hit Points. Uses 3 Purple Mana per turn. Ends when Purple Mana reaches zero. While Stealth is active, any of the caster's Strike Spells do double damage. If Purple Mana is 13 or less when the spell is cast, the current turn does not end.
Stone Strike	Converts all Green Gems on the Battle Board to Purple Gems. Deals 1 point of damage for each Gem converted.
Seek Shadows	Increases the caster's Purple Mana by 5. Does not end the current turn.
Disarm	The opponent is unable to use items for 3 turns +1 turn for every 6 Green Mana the caster has.
Pressure Point	Select a Blue Mana Gem. That Gem, and all Gems around it are destroyed. For every Blue Gem destroyed, the opponent's Defense is reduced by 20. Lasts for 10 turns.
Burning Strike	Converts all Red Gems on the Battle Board to Purple Gems. Deals 1 point of damage for each Gem converted.
Weaken	Select a Mana Gem. It is destroyed, and the opponent's matching Mana Reserve is halved.
Blackjack	Any weapon attack on the caster deals back 10% of the opponent's Life Points in damage.
Freezing Strike	Converts all Blue Gems on the Battle Board to Purple Gems. Deals 1 point of damage for each Gem converted.
Bandage	Heals 1 Life Point for every point of Green Mana the caster has. Reduces Green Mana to zero. Has double effect while Stealth is active.
Backstab	Performs a main hand weapon attack with no Action Point cost.
Taunt	Increases the opponent's Red Mana by 4. If their Red Mana Reserve reaches maximum, they take damage equal to their Red Mana Total, and their Reserve is halved.
Dual Shot	Deals damage equal to the combined Attack values of weapons in both hands. Requires two weapons to be equipped.
Shadow Strike	Destroys all Purple Gems on the Battle Board. Deals 1 point of damage for each Gem converted.

## Leveling Up your Character

When you level up, you will be brought to a menu where you can allocate points to various stats. It's very important to level your character based on your class' strengths and weaknesses.

It's best to have a mix of all stats. Morale is especially useful as it boosts your spell resistance, which can be really useful against tougher opponents. Additionally, it adds to the damage your equipped weapon can do.

Alternately, spending Gold on Intelligence is only really useful if you are intending to use Spells primarily. Agility is useful if you intend to take a lot of damage, as a Templar for example. But generally I would suggest focusing on Strength, Stamina and Morale.

The best-case scenario is that your character has a good mix of stats with a focus towards its core strengths and then augmented with an Epic Daemonic Amulet, which will give you +10 to all stats. There is more information on Epic items in the following section.

### Strength:

Weapon Critical Hit  
Damage from Skulls  
Starting Red Mana  
Earned Red Mana (from matches)  
Max Red Mana

### Agility:

Defense Rating  
Action Points (from matches)  
Starting Yellow Mana  
Earned Yellow Mana (from Matches)  
Max Yellow Mana

### Stamina:

Shield Critical  
Life points per level  
Starting Green Mana  
Earned Green Mana (from Matches)  
Max Green Mana

### Intelligence:

Extra Turns for Mini games  
All Max Mana  
Starting Blue Mana  
Earned Blue Mana (from Matches)  
Max Blue Mana

### Morale:

Spell Resistance  
Weapon Damage  
Starting Purple Mana  
Earned Purple Mana (from Matches)  
Max Purple Mana

## Puzzle Quest 2 – XBLA Walkthrough

### Items and Upgrading

An important addition to Puzzle Quest is not only the ability to use items in battle but also the ability to upgrade them.

When you defeat enemies and loot chests, you will receive materials that you can use to upgrade items. In order to upgrade an item, you will need to go speak to Chappi in town. All items in your inventory will be accessible from the upgrade menu. If you are missing certain necessary materials to upgrade a specific item, they will be displayed in red text.

All items have a Racial Type, Rarity and specific level of quality. The Racial Type affects its properties and the Rarity affects the relative strength of those properties.

For example, the Epic Daemonic Amulet gives you +10 to all stats and a bonus to skull damage of +2. If the Amulet were Draconic, only Purple Mana would get a boost. So better put, the goal for any player would be to have all Daemonic Epic gear.

#### Racial Types

RACIAL TYPE	Levels	Rarity	Weapon	Shield	Other
Normal	1-50	4	-	-	Necklace: AP
					Pendant: No Effect (trade only)
Ancient	5-50	3	-1AP	-1AP	Necklace: Yellow Mana
					Pendant: Agility
					Boots/Helm: +1 Def
Hellforged	8-50	3	+2 Damage	+4 Def	Necklace: Red Mana
					Pendant: Strength
					Boots/Helm: +2 Def
Glyphic	15-50	2	+1 Damage, +Bleed	+2 Def, +Bleed	Necklace: Blue Mana
					Pendant: intelligence
					Boots/Helm: +3 Def
Runic	20-50	2	+3 Dmg, +1 AP	+6 Def, +1AP	Necklace: Green Mana
					Pendant: Stamina
					Boots/Helm: +4 Def
Draconic	25-50	1	+5 Dmg, +2 AP	+10 Def, +2AP	Necklace: Purple Mana
					Pendant: Morale
					Boots/Helm: +5 Def
Daemonic	30-50	1	+2 Dmg, +1 AP,	+4 Def, +1AP, +Corruption	Necklace: All Mana (div/2)
			+ Corruption		Pendant: All Stats (div/2)
					Boots/Helm: +6 Def

## Puzzle Quest 2 – XBLA Walkthrough

### Item Rarities

Item rarity is color coded just like other RPGs like WOW and Borderlands.

RARITY TYPE	Levels	Freq.	Weapon	Shield	Other
Normal	1-50	5	-	-	-
Fine	5-50	4	+1 Dmg	+2 Turns	Ring/Necklace: x2 effect Armor/Boots/Helm: +1 Def Potions: +1 Turns (or +1 Effect)
Masterwork	8-50	3	+2 Dmg, FX0	+4 Turns	Ring/Necklace: x3 effect Armor/Boots/Helm: +2 Def Potions: +2 Turns (or +2 Effect)
Legendary	20-50	2	+2 Dmg, FX1	+6 Turns	Ring/Necklace: x4 effect Armor/Boots/Helm: +3 Def Potions: +3 Turns (or +3 Effect)
Epic	30-50	1	+2Dmg, FX2	+8 Turns	Ring/Necklace: x5 effect Armor/Boots/Helm: +4 Def Potions: +4 Turns (or +4 Effect)

#### Normal

FX0=Nothing  
FX1 = Nothing  
FX2 = Nothing

#### Ancient

FX0=+2% Defense Rating  
FX1 = +5% Defense Rating  
FX2 = +10% Defense Rating

#### Hellforged

FX0=+2% Weapon Critical  
FX1 = +5% Weapon Critical  
FX2 = +10% Weapon Critical

#### Glyphic

FX0=+1% Spell Resistance  
FX1 = +2% Spell Resistance  
FX2 = +4% Spell Resistance

#### Runic

FX0=+1% Shield Critical  
FX1 = +2% Shield Critical  
FX2 = +4% Shield Critical

#### Draconic

FX0=+1% Block Efficiency  
FX1 = +2% Block Efficiency  
FX2 = +4% Block Efficiency

#### Daemonic

FX1 = +1 Skull Attack Bonus  
FX2 = +2 Skull Attack Bonus

## Puzzle Quest 2 – XBLA Walkthrough

### Item Names and Categories

The chart below lists all items in the game. The basic weapons are available early in the game from shops and chests. As you progress later into the game, the advanced and elite items will become available.

It is advisable to hold off from spending valuable materials on upgrading weak items. You should probably wait until you have acquired some Elite gear and the best armor available for your class to go to Chappi and upgrade.

Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Basic Weapons	Throwing Knife	1	Small	Either Hand	4	1	-
	Dagger	1	Medium	Either Hand	6	2	-
	Dirk	1	Small	Either Hand	4	2	-
	Shortbow	2	Medium	Both Hands	6	2	-
	Shortsword	0	Small	Main Hand	5	3	-
	Axe	1	Medium	Main Hand	6	4	-
	Mace	1	Medium	Main Hand	6	4	-
	Bastard Sword	0	Medium	Both Hand	6	5	-
	Broadsword	1	Big	Main Hand	8	5	-
	Great Club	1	Big	Both Hands	8	6	-
	Reaver	1	Huge	Both Hands	10	8	-
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Advanced Weapons	Clawed Glove	2	Small	Either Hand	8	5	-
	Longbow	2	Medium	Both Hands	12	6	-
	Rapier	1	Small	Main Hand	8	6	-
	Composite Bow	3	Big	Both Hands	16	8	-
	Scimitar	3	Medium	Either Hand	13	8	-
	Saber	2	Medium	Main Hand	12	10	-
	Leafblade	2	Medium	Main Hand	12	10	-
	Battle Axe	1	Medium	Both Hand	12	12	-
	Morning Star	3	Big	Main Hand	15	12	-
	Longsword	3	Big	Main Hand	16	13	-
	Warhammer	2	Big	Both Hands	16	16	-
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Elite Weapons	Flintlock Pistol	4	Small	Either Hand	12	5	-
	Nightblade	4	Medium	Either Hand	18	14	-

## Puzzle Quest 2 – XBLA Walkthrough

	Spellstaff	1	Small	Both Hands	12	14	-
	Falchion	3	Medium	Main Hand	18	18	-
	Great Axe	2	Medium	Both Hands	18	22	-
	Zaltir	2	Medium	Both Hands	18	22	-
	Witchblade	4	Big	Main Hand	24	24	-
	Halberd	3	Big	Both Hands	23	28	-
	Great Sword	3	Big	Both Hands	25	30	-
	Holy Sword	5	Huge	Main Hand	30	30	-
	Great Hammer	4	Huge	Both Hands	30	36	-
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Armor	Cloth Robes	0	-	Body	-	-	05 Def
	Padded Armor	1	-	Body	-	-	10 Def
	Leather Armor	2	-	Body	-	-	15 Def
	Hide Armor	3	-	Body	-	-	15 Def
	Studded Leather Armor	3	-	Body	-	-	20 Def
	Chainmail Armor	3	-	Body	-	-	25 Def
	Scale Armor	4	-	Body	-	-	30 Def
	Plate Armor	5	-	Body	-	-	35 Def
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Shields	Buckler	1	-	Off Hand	3	-	10 Def, 5 Turns
	Round Shield	2	-	Off Hand	4	-	15 Def, 5 Turns
	Pearl Shield	3	-	Off Hand	6	-	20 Def, 5 Turns
	Kite Shield	4	-	Off Hand	8	-	25 Def, 5 Turns
	Tower Shield	5	-	Off Hand	10	-	30 Def, 5 Turns
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Accessories	Boots	0	-	Feet	-	-	+1 Def
	Cap	0	-	Head	-	-	+1 Def
	Leather Boots	1	-	Feet	-	-	+2 Def
	Leather Helm	1	-	Head	-	-	+2 Def
	Amulet	1	-	Misc	-	-	+4 Max Mana
	Necklace	1	-	Misc	-	-	+2 Starting Mana
	Pendant	1	-	Misc	-	-	+2 to a Stat (based on Racial Type)

## Puzzle Quest 2 – XBLA Walkthrough

	Studded Leather Boots	2	-	Feet	-	-	+3 Def
	Studded Leather Helm	2	-	Head	-	-	+3 Def
	Chain Boots	3	-	Feet	-	-	+4 Def
	Chain Coif	3	-	Head	-	-	+4 Def
	Scale Boots	4	-	Feet	-	-	+5 Def
	Scale Helm	4	-	Head	-	-	+5 Def
	Plate Boots	5	-	Feet	-	-	+6 Def
	Plate Helm	5	-	Head	-	-	+6 Def
Item Category	Item Name	Quality	Effect	Slot	AP	Dmg	Effects
Poisons/Potions	Minor Healing Potion	1	-	Either Hand	6	-	+5 Healing
	Red Mana Tonic	1	-	Either Hand	6	-	+2 Mana, 3 Turns
	Blue Mana Tonic	1	-	Either Hand	6	-	+2 Mana, 3 Turns
	Green Mana Tonic	1	-	Either Hand	6	-	+2 Mana, 3 Turns
	Yellow Mana Tonic	1	-	Either Hand	6	-	+2 Mana, 3 Turns
	Purple Mana Tonic	1	-	Either Hand	6	-	+2 Mana, 3 Turns
	Arachna Poison	1	-	Either Hand	8	-	+2 Damage, 4 Turns
	Red Mana Potion	2	-	Either Hand	5	-	+5 Mana
	Blue Mana Potion	2	-	Either Hand	5	-	+5 Mana
	Green Mana Potion	2	-	Either Hand	5	-	+5 Mana
	Yellow Mana Potion	2	-	Either Hand	5	-	+5 Mana
	Purple Mana Potion	2	-	Either Hand	5	-	+5 Mana
	Healing Potion	3	-	Either Hand	10	-	+10 healing
	Manticore Poison	3	-	Either Hand	15	-	+5 Damage, 4 Turns
	Major Healing Potion	5	-	Either Hand	14	-	+15 healing
Wyvern Poison	5	-	Either Hand	24	-	+10 Damage, 4 Turns	



## Puzzle Quest 2 – XBLA Walkthrough

### Materials

As mentioned before, you can get materials from enemies you defeat as well as from looting chests.

- Three Basic Components
  - Wood
  - Metal
  - Leather
- Seven Catalyst Components
  - Amber
  - Pearl
  - Emerald
  - Ruby
  - Sapphire
  - Crystal
  - Fang

Below are the basic material costs to upgrade most items to higher rarity.

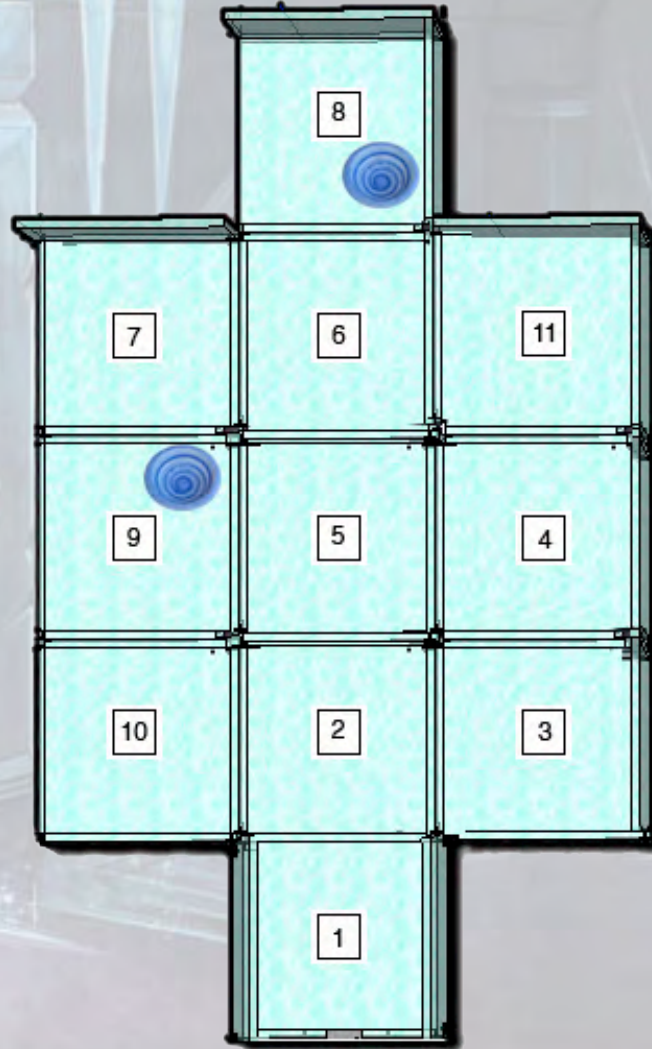
TARGET RARITY	HERO LEVEL	COMPONENTS
Fine	6	5 Basic, 1 Catalyst
Masterwork	11	15 Basic, 3 Catalyst
Legendary	21	25 Basic, 5 Catalyst
Epic	31	50 Basic, 10 Catalyst

If you are trying to find a specific kind of catalyst, use this chart to find which enemy is likely to have it.

GROUP	CATALYST	VALUE
Goblins	Amber	50
Orcs	Pearl	100
Undead	Emerald	500
Demons	Ruby	1000
Dark Elves	Sapphire	2000
Beasts	Fangs	10
Abominations	Crystals	250

## WALKTHROUGH

### The Town of Verloren – Dungeon Map



- V1. South Wall - Rhan, the gate guard
- V2. South Gate - Gess, the little girl
- V3. Shady Market - Crye, the shady dealer
- V4. East Market - Chappi, the dark dwarf
- V5. Town Square - Bram One-Eye, the hunter
- V6. North Gate - Matt Derrell, Concerned Citizen
- V7. Verloren Chapel - Jarrum Blackstone, Town Preacher
- V8. The Frozen Keep - North
- V9. Verloren Town Portal
- V10. Town Barracks - Drayle Perden
- V11. Town Market - Weapons and Armor Vendors

## Verloren - Main Quests:

### Rat-O-Phobia

Help Rhan, Verloren's gate guard, by driving off a menacing Rat Swarm.

1. Speak to Rhan at V1 - The South Wall
  - a. Defeat the Rat Swarm
2. Speak to Rhan to complete the quest

**Quest Completed**

**GOLD - 50**

**XP - 300**

### Rescue the farmers

Investigate the ruckus in town.

1. Investigate the ruckus in town.
  - a. Proceed to V2 - South Gate
  - b. Defeat the Goblin
2. Speak to the little girl named Gess

**Quest Completed**

**GOLD - 50**

**XP - 300**

### Crye's Problem

Find and defeat the Goblin in the Shady Marketplace.

1. Investigate the ruckus to the East
  - a. Travel East to V3 - Shady Market
  - b. Defeat the Goblin
2. Speak to Crye

**Quest Completed**

**GOLD - 50**

**XP - 410**



## Puzzle Quest 2 – XBLA Walkthrough

### Flaming Joe's

Put out the fire threatening to burn down the Old Inn.

1. Investigate the Fire to the North
  - a. Travel North to V4 - East Market
2. Put out the Fire at the Old Inn
  - a. Challenge Room - Put out the Fire
  - b. To put out the fire you have to match Blue gems. If you match red gems, you take damage and the fire gains strength.
  - c. You can also match gauntlet gems to use the Water Bucket.
3. Speak to Chappi to complete the Quest

**Quest Completed**

**GOLD - 50**

**XP - 410**

### Trouble in the Town Square

Investigate the trouble in the Town Square.

1. Head West and investigate
  - a. Travel West to V5 - Town Square
2. Defeat the Goblin Witch
3. Speak to Bram One-Eye

**Quest Completed**

**GOLD - 50**

**XP - 410**

### Goblin Raiders

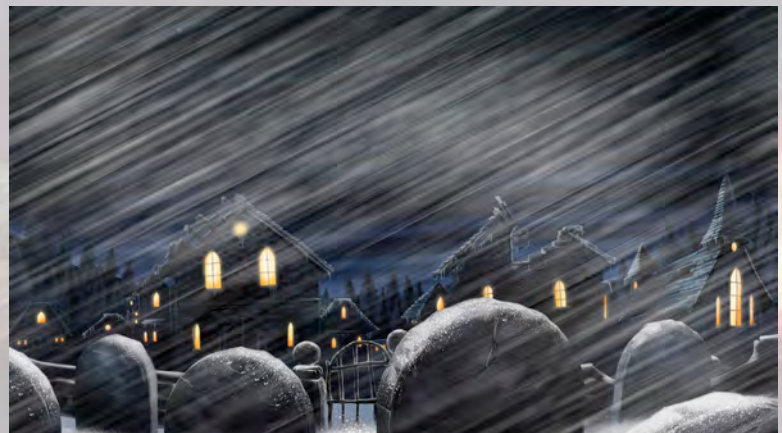
Investigate the ruckus at the Chapel.

1. Head North and investigate
  - a. Travel North to V6 - North Gate
2. Head West and investigate
  - a. Travel West to V7 - Verloren Chapel
3. Bash open the Door
4. Enter The Chapel
  - a. Defeat the Goblin
5. Speak to Jarrum

**Quest Completed**

**GOLD - 50**

**XP - 560**



## Puzzle Quest 2 – XBLA Walkthrough

### Defeat the Troll

Find and defeat the Troll at the North Gate.

1. Head East and investigate
  - a. Travel East to V6 - North Gate
2. Defeat the Troll
  - a. The Troll in this battle can regenerate Life Points over time, making him very tough to defeat.
  - b. Trolls are vulnerable to fire. Luckily, Matt has handed you a lit torch.
  - c. Try swinging the torch at the Troll to negate the effects of his regeneration ability.
3. Speak to Matt Derrell

**Quest Completed**

**GOLD - 50**

**XP - 750**

### Defend Verloren

Return to Rhan by the South Wall to collect your reward.

1. Travel South to V5 - Town Square
2. Travel South to V2 - South Gate
3. Travel South to V1 - South Wall
4. Speak to Rhan

**Quest Completed**

**XP - 1500**

### Speak to Matt Derrell

You have received word that something is troubling Matt Derrell. You should go speak to him.

1. Enter Town
  - a. Continue to V6 - North Gate
2. Speak to Matt Derrell

**Quest Completed**

**XP - 750**



## Puzzle Quest 2 – XBLA Walkthrough

### Verloren - Side Quests:

#### Left Behind

Clear the Barracks of remaining Goblins left over from the raid.

1. Proceed to V10 - Town Barracks and speak to Drayle Perden
2. Bash open the Door
3. Enter the Barracks
4. Defeat the Goblin
5. Speak to Drayle

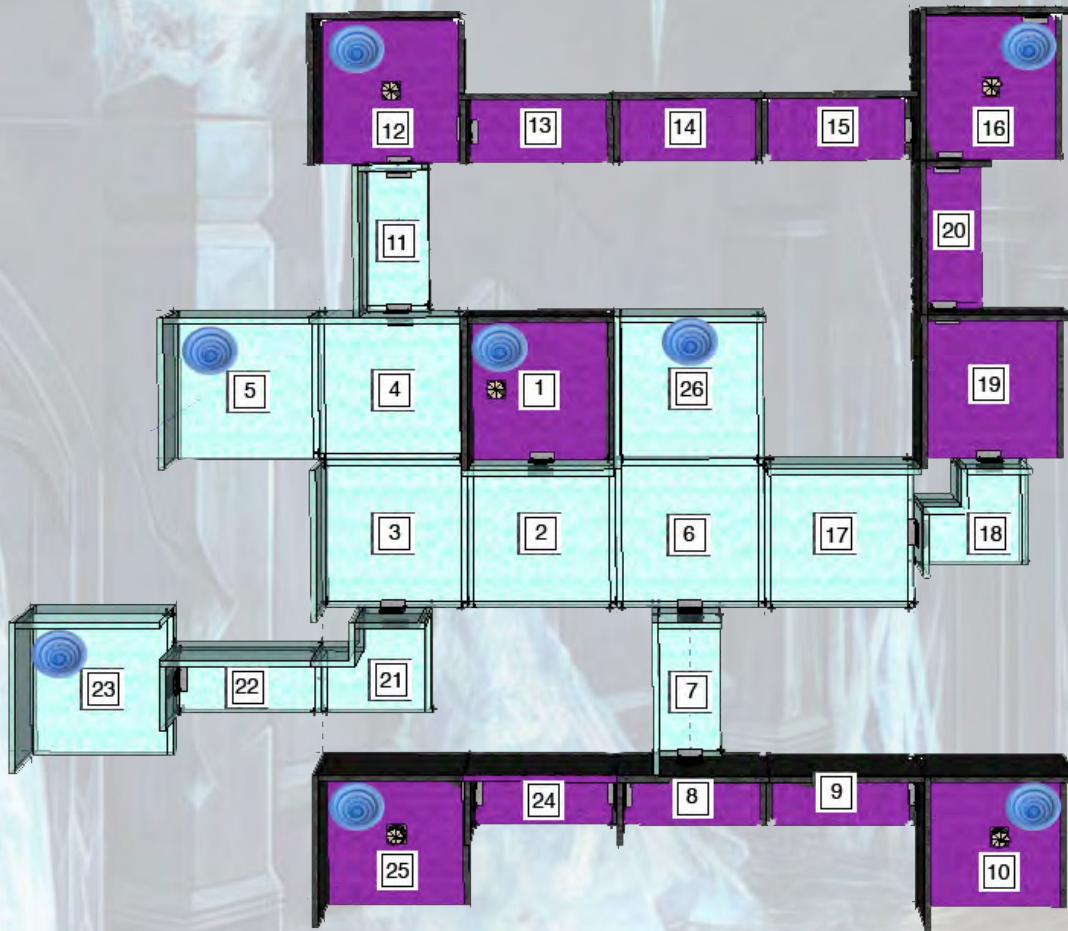
#### Quest Completed

**GOLD - 40**

**XP - 200**



## The Ice Caves – Dungeon Map



- |   |                                 |
|---|---------------------------------|
| I1. The Bell Tower                          | I14. The Ruined Keep            |
| I2. The Ice Caves                           | I15. The Ruined Keep            |
| I3. The Ice Caves                           | I16. King Godd's Tower          |
| I4. The Ice Caves                           | I17. The Ice Caves              |
| I5. Goblin Boss Lair - Portal               | I18. The Ruined Keep            |
| I6. The Ice Caves                           | I19. The Ruined Keep            |
| I7. The Ruined Keep South Wing              | I20. The Ruined Keep            |
| I8. The Ruined Keep South Wing              | I21. Polar Bear Caves           |
| I9. The Ruined Keep South Wing              | I22. Polar Bear Caves           |
| I10. South Tower                            | I23. Kurak's Lair               |
| I11. The Ice Caves                          | I24. The Ruined Keep South Wing |
| I12. The Ruined Keep - North Tower - Portal | I25. Rakshasa's Lair            |
| I13. The Ruined Keep                        | I26. Yeti's Lair                |

## The Ice Caves - Main Quests:

### The Goblin Boss

Find and defeat a Goblin Boss.

1. Find the Frozen Keep
  - a. Begin in V8 - The Frozen Keep - North
  - b. Travel North into the Bell.
  - c. Descend the Ladder
    - i. Defeat the Rat Swarm
  - d. Descend the Stairs to I1 - The Bell Tower
    - i. Defeat the Goblin Rat Keeper
    - ii. Loot the chest
    - iii. Pick, Bash or Unlock the Door.
  - e. Travel South to I2 - the Ice Caves
  - f. Travel West to I3 - The Ice Caves
  - g. Travel North to I4 - The Ice Caves
  - h. Travel West to I5 - Goblin Boss' Lair
2. Defeat the Goblin Boss
  - a. Loot the Boss' treasure
3. A portal appears
  - a. Select Travel to Portal to V9 - Verloren Town Portal
  - b. Travel to V6 - North Gate
4. Return to Matt Derrell

**Quest Completed**

**GOLD - 100**

**XP - 940**

### A Door for a Key

You have discovered that the Goblin Leadership Necklace resembles a key. You should Travel explore the dungeon and see if it can open a door blocking your path.

1. Find the door with the Crescent Shaped Lock
  - a. Begin in V6 - North Gate and Travel North to V8 - The Frozen Keep - North.
  - b. Enter the Portal and Travel to I1 - The Bell Tower
  - c. Travel South to I2 - The Ice Caves
  - d. Travel East to I6 - The Ice Caves
    - i. Play the Search game to expose loot.
  - e. Travel South to I7 - The Ruined South Keep Wing
    - i. Play the search mini-game to expose a trap.
    - ii. Disarm the Trap
    - iii. Fight the Goblin
  - f. Enter Crack in the wall South to I8 - The Ruined South Keep Wing
    - i. Defeat the Goblin.
  - g. Travel West to I9 - The Ruined South Keep Wing
    - i. Defeat the Goblin Wizard
2. Use The Key

**Quest Completed**

**XP - 940**



## Puzzle Quest 2 – XBLA Walkthrough

### Explore the Tower

Explore the Tower that you unlocked using the Goblin Leadership Necklace.

1. Explore the Tower
  - a. Begin in I9 - The Ruined South Keep Wing
  - b. Travel East to I10 - The South Tower
    - i. Defeat the Skelton
  - c. Climb up the ladder.
    - i. Fight the Goblin Witch
  - d. Climb the ladder.

**Quest Completed:**

**GOLD - 100**

**XP - 1120**

### Goblinses!

Save the small Goblin from his larger attacker.

1. Defeat the Goblin
2. Speak to Gibbins
3. A portal appears.

**Quest Completed**

**GOLD - 100**

**XP - 1310**

### Ruby Rescue

Find Gibbins' Ruby that has been stolen by the 'Jelly Cube'.

1. Find the Jelly Cube
  - a. Begin in I10 - South Tower
  - b. Enter the portal and travel to I5 - Goblin Boss' Lair.
  - c. Travel East to I4 - The Ice Caves
    - i. Defeat the Goblin Rat Keeper.
  - d. Travel North to I11 - The Ice Caves
    - i. Defeat the Rat Swarm
    - ii. Pick, Bash or Unlock the Door
  - e. Travel North to I12 - The Ruined Keep - North Tower
    - i. Defeat the Troll.
  - f. Travel North and enter North Tower.
2. Defeat the Gelatinous Cube
  - a. Enter the Portal and Travel to I10 - South Tower
3. Speak to Gibbins

**Quest Completed**

**GOLD - 100**

**XP - 1800**

## Puzzle Quest 2 – XBLA Walkthrough

### The Royal Door

Gibbins has given you King Godd's Symbol, an artifact that will grant you entry into the King's Tower.

1. Find King Godd's Door
  - a. Begin in I10 - South Tower
  - b. Enter portal and travel to I12 - The Ruined Keep - North Tower.
  - c. Travel North and Exit North Tower and Travel down Steps.
  - d. Travel East to I13 - The Ruined Keep
    - i. Defeat the Rat Swarm
  - e. Travel East to I14 - The Ruined Keep
    - i. Defeat the Goblin
  - f. Travel East to I15 - The Ruined Keep
    - i. Defeat the Goblin Rat Keeper
2. Use Key

**Quest Completed**

**XP - 1500**

### Fight your Way to King Godd

You finally have access to King Godd's Tower. Enter the Tower and defeat all those who stand in your way.

1. Enter King Godd's Tower
  - a. Begin in I16 King Godd's Tower
  - b. Enter King Godd's Tower via the Royal Door East.
2. Defeat Gathar

**Quest Completed**

**XP - 1500**

### King Godd

Find and defeat King Godd, leader of the Goblins.

1. Enter King Godd's Chamber
  - a. Begin in I16 King Godd's Tower
  - b. Climb the Ladder
2. Defeat King Godd
3. After Defeating King Godd, you get a key to the Orcs Level of the dungeon.
4. A portal appears.

**Quest Completed**

**GOLD - 100**

**XP - 2250**



## Puzzle Quest 2 – XBLA Walkthrough

### The Orcs Below

Enter the next level of the dungeon.

1. Find the Ruined Keep's Exit.
  - a. Take Ladder out of King Godd's Chamber.
2. Use Key on the North Door.
  - a. Enter the door and head downward.

### Quest Completed

XP - 1500

## The Ice Caves - Side Quests:

### Stuff of Nightmares (Unlocked after Completing Defend Verloren)

Track down and stop whatever creature has been attacking the families of Verloren in the dead of night.

1. Find the "cat man"
  - a. Begin in V2 - South Gate
2. Speak to Gess, the little girl.
3. Make Stuff of Nightmares your active Quest in the quest Log.
  - a. Travel to V8 - The Frozen Keep - North
  - b. Enter the Portal and Travel to I1 - The Bell Tower
  - c. Travel South to I2 - The Ice Caves
  - d. Travel East to I6 - The Ice Caves
  - e. Travel South to I7 - The Ruined Keep South Wing
  - f. Travel South to I8 - The Ruined Keep South Wing
    - i. Bash the ice away to the East.
  - g. Travel West to I24 - The Ruined Keep South Wing
    - i. Defeat the Skeleton.
  - h. Travel West to I25 - Rakshasa's Lair
    - i. Defeat the Cockatrice.
  - i. Ascend the Staircase
4. Defeat the Rakshasa
5. A portal appears.
  - a. Select it and travel to V9 - Verloren Town Portal.
6. Speak to Gess in V2 - South Gate

### Quest Completed.

GOLD - 40

XP - 900

## Puzzle Quest 2 – XBLA Walkthrough

### Kurak

Find and defeat Kurak, the great polar bear.

1. Find Kurak
  - a. Speak to Bram One Eye at V5 - Town Square
    - i. Make this your active Quest in the Quest Log.
  - b. Travel to V8 - The Frozen Keep - North
  - c. Enter the Portal and Travel to I1 - The Bell Tower
  - d. Travel South to I2 - The Ice Caves
  - e. Travel West to I3 - The Ice Caves
  - f. Travel South to I21 - Polar Bear Caves
    - i. Defeat the Polar Bear
  - g. Travel West to I22 - Polar Bear Caves
    - i. Defeat the Polar Bear
  - h. Travel West to I23 - Kurak's Lair
2. Defeat Kurak
3. A portal appears.
  - a. Enter the portal and travel to V9 - Verloren Town Portal
  - b. Return to Bram One-Eye at V5 - Town Square
4. Speak to Bram One-eye

**Quest Completed**

**GOLD - 40**

**XP - 900**

### A Greater Challenge - Yeti (received after finishing Kurak)

Seek out and defeat the famed Yeti who lurks in the Ice Caves.

1. Search for the Mountain Yeti
  - a. Speak to Bram One Eye at V5 - Town Square
    - i. Make this your active Quest in the Quest Log.
  - b. Travel to V8 - The Frozen Keep - North
  - c. Enter the Portal and Travel to I1 - The Bell Tower
  - d. Travel South to I2 - The Ice Caves
  - e. Travel East to I6 - The Ice Caves
  - f. Travel North to I26 - Yeti's Lair
2. Defeat the Yeti
3. A portal appears.
  - a. Enter the portal and travel to V9 - Verloren Town Portal
  - b. Return to Bram One-Eye at V5 - Town Square
4. Speak to Bram One-Eye

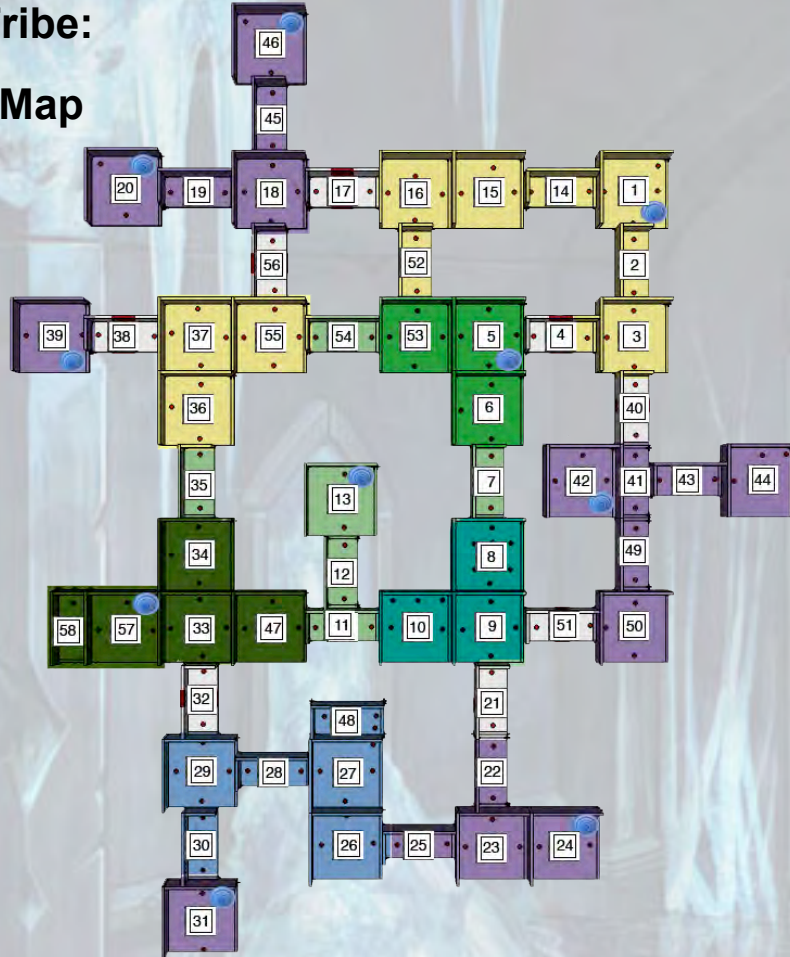
**Quest Completed**

**GOLD - 80**

**XP - 100**

## Puzzle Quest 2 – XBLA Walkthrough

### The Orc Tribe: Dungeon Map



O1. Entrance to the Lower Levels

O2. Contested Zone

O3. Contested Zone

O4. Contested Zone

O5. The Armory

O6. The Armory

O7. The Armory

O8. Living Quarters

O9. Living Quarters

O10. Living Quarters

O11. Royal Walkway

O12. Royal Walkway

O13. Grumm's Throne Room

O14. Contested Zone

O15. Contested Zone

O16. Contested Zone

O17. Contested Zone

O18. Corrupted Zone

O19. Corrupted Zone

O20. Fallen Shaman's Lair

O21. Corrupted Zone

O22. Corrupted Zone

O23. Corrupted Zone

O24. Fallen Berzerker's Lair

O25. Corrupted Zone

O26. Wolf Kennels

O27. Wolf Kennels

O28. Wolf Kennels

O29. Wolf Kennels

O30. Wolf Kennels

O31. Fallen Wolf Master's Lair

O32. Wolf Kennels

O33. Training Ring

O34. Smithy

O35. Contested Zone

O36. Contested Zone

O37. Contested Zone

O38. Corrupted Zone

O39. Fallen Orc's Lair

O40. Contested Zone

O41. Corrupted Zone

O42. Fallen Chieftain's Lair

O43. Corrupted Zone

O44. Horrifying Pit

O45. Corrupted Zone

O46. Ogre's Lair

O47. Training Area

O48. Wolf Kennels

O49. Corrupted Zone

O50. Corrupted Zone

O51. Corrupted Zone

O52. Contested Zone

O53. The Armory

O54. Contested Zone

O55. Contested Zone

O56. Contested Zone

O57. Training Area

O58. Training Area

## The Orc Tribe - Main Quests

### Find the Orc King

Gibbins has asked the Hero to kill King Grumm, the Orc King who has been Traveling on rampages, killing many Goblins.

1. Speak to Gibbins
2. Find Grumm's Throne Room
  - a. Begin in O1 - Entrance to the Lower Levels
  - b. Travel South to O2 - Contested Zone
    - i. Fight the Goblin Wizard
  - c. Travel South to O3 - Contested Zone
  - d. Travel West to O4 - Contested Zone
    - i. Fight the Orc
  - e. Travel West to O5 - The Armory
  - f. Travel South to O6 - The Armory
  - g. Travel South O7 - The Armory
    - i. Fight the Orc
  - h. Travel South to O8 - Living Quarters
  - i. Travel South to O9 - Living Quarters
    - i. Fight the Berserker
  - j. Travel West to O10 - Living Quarters
    - i. Fight the Wolf Master
  - k. Travel West to O11 - Royal Walkway
    - i. Fight the Orc in front of the door.
  - l. Travel North to O12 - Royal Walkway
3. Examine Door at the end of the hallway.
  - a. Enter O13 - Grumm's Throne Room
4. Defeat Brek
5. A portal appears.



### Quest Completed

**GOLD - 200**

**XP - 2060**



## Puzzle Quest 2 – XBLA Walkthrough

### The Fallen Shaman

Defeat the Fallen Orc Shaman and recover his sigil stone.

1. Find the Fallen Shaman
  - a. Begin in O13 - Grumm's Throne Room.
  - b. Enter Portal and Travel to O1 - Entrance to the Lower Levels
  - c. Travel West to O14 - Contested Zone
    - i. Fight the Goblin Rat Keeper
  - d. Travel West to O15 - Contested Zone
    - i. Fight the Goblin Boss
  - e. Travel West to O16 - Contested Zone
    - i. Search the room
    - ii. Disarm the Trap
    - iii. Pick, Unlock or Bash the Door
  - f. Travel West to O17 - Contested Zone
    - i. Fight the Skeleton
  - g. Travel West to O18 - Corrupted Zone
  - h. Travel West to O19 - Corrupted Zone
  - i. Travel West to O20 - Fallen Shaman's Lair
2. Defeat the Fallen Shaman
3. A Portal appears.

**Quest Completed**

**GOLD - 200**

**XP - 2400**

### The Fallen Berzerker

Defeat the Fallen Berzerker and recover his sigil stone.

1. Find the Fallen Berzerker
  - a. Enter the Portal in the Fallen Shaman's Lair and travel to 13 - Grumm's Throne Room.
  - b. Exit Grumms Throne Room South to 12 - Royal Walkway.
  - c. Travel South to O11 - Royal Walkway
  - d. Travel East to O10 - Living Quarters
  - e. Travel East to O9 - Living Quarters
  - f. Travel South to O21 - Corrupted Zone
    - i. Play the Search Game
    - ii. Disable the Trap
2. Travel South to O22 - Corrupted Zone
  - i. Fight the Giant Skeleton.
  - ii. Unlock the Door
3. Travel South to O23 - Corrupted Zone
  - i. Fight the Skeleton Warrior
4. Travel East to O24 - Fallen Berzerker's Lair
5. Defeat the Fallen Berzerker
6. A Portal appears

**Quest Complete**

**GOLD - 200**

**XP - 2400**

## Puzzle Quest 2 – XBLA Walkthrough

### The Fallen Wolf Master

Defeat the Fallen Wolf Master and recover his sigil stone.

1. Find the Fallen Wolf Master
  - a. Begin in O24 - Fallen Berzerker's Lair.
  - b. Travel West to O23 - Corrupted Zone
  - c. Travel West to O25 - Corrupted Zone
    - i. Unlock the West Door
  - d. Travel West to O26 - Wolf Kennels
  - e. Travel North to O27 - Wolf Kennels
    - i. Defeat the Wolf.
  - f. Travel West to O28 - Wolf Kennels
    - i. Defeat the Rabid Wolf
  - g. Travel West to O29 - Wolf Kennels
  - h. Travel South to O30 - Wolf Kennels
    - i. Defeat the Shadow Wolf
  - i. Travel South to O31 - Fallen Wolf Master's Lair
2. Defeat the Fallen Wolf Master
3. A Portal appears

**Quest Complete**

**GOLD - 200**

**XP - 2400**

### The Fallen Orc

Defeat the Fallen Orc and recover his sigil stone.

1. Find the Fallen Orc
  - a. Begin in O31 - Fallen Wolf Master's Lair
  - b. Travel North to O30 - Wolf Kennels
  - c. Travel North to O29 - Wolf Kennels
    - i. Search the Room
    - ii. Disarm the Trap
  - d. Travel North to O32 - Wolf Kennels
  - e. Travel North to O33 - Training Ring
  - f. Travel North to O34 - Smithy
  - g. Travel North to O35 - Contested Zone
    - i. Search the Room and Uncover the Loot
    - ii. Fight the Goblin Witch
  - h. Travel North to O36 - Contested Zone
  - i. Travel North to O37 - Contested Zone
    - i. Fight the Skeleton
  - j. Travel West to O38 - Corrupted Zone
  - k. Travel West to O39 - Fallen Orc's Lair
2. Defeat the Fallen Orc
3. A Portal appears

**Quest Complete**

**GOLD - 200**

**XP - 2400**



## Puzzle Quest 2 – XBLA Walkthrough

### The Fallen Chieftain

Defeat the Fallen Chieftain and recover his sigil stone.

1. Find the Fallen Chieftain
  - a. From the Fallen Orc's Lair, enter the Portal and Travel to O1 - Entrance to the Lower Levels.
  - b. Travel South to O2 - Contested Zone
  - c. Travel South to O3 - Contested Zone
    - i. Defeat the Orc
  - d. Travel South to O40 - Contested Zone
  - e. Travel South to O41 - Corrupted Zone
    - i. Fight the Skeleton.
  - f. Travel West to O42 - Fallen Chieftain's Lair.
2. Defeat the Fallen Chieftain.
3. A Portal appears

#### Quest Complete

**GOLD - 200**

**XP - 2400**

### The Sigil Stones

Open the trap door to the Shadowbringer's lair using the power of the Five Sigil Stones.

1. Return to Brek
  - a. Enter the Portal in the O42 - Fallen Chieftain's Lair and Travel to O13 - Grumm's Throne Room.
2. Speak to Brek
3. Break the Sigil Barrier
  - a. Challenge - Battle Sigil Markings
  - b. You will need to use the Sigil Stones to break the barrier over the trap door.
  - c. To do this you will need to cast the Sigil Stones spell.
  - d. Be careful though as there is a turn limit, as indicated above the board. Cast the spell before the barrier recharges and the turn limit runs out.
  - e. You have 25 Turns.
4. Brek becomes your friend character.
5. Friends come with an additional spell that you can equip from the Friends tab in your Spell Book.
6. Brek gives you the Lightning Bolt Spell.

#### Quest Completed

**XP - 2660**

## Puzzle Quest 2 – XBLA Walkthrough

### The Shadowbringer

Defeat the Shadowbringer.

1. Enter the Shadowbringer's Lair
  - a. Enter the Trap Door in Grumm's Throne Room
2. Defeat the Shadowbringer
3. A Portal Opens

**Quest Completed**

**GOLD - 500**

**XP - 2700**

### The Sealed Catacombs

Open the door leading to the Catacombs.

1. Find the door to the Catacombs
  - a. Enter the Portal in Shadowbringer's Lair and Travel to the O42 - Fallen Chieftain's Lair.
  - b. Travel East to O41 - Corrupted Zone.
  - c. Travel East to O43 - Corrupted Zone
2. Break the Sigil Barrier
  - a. Challenge - Battle Sigil Markings
  - b. This sigil barrier is stronger than the last one you fought. Gather enough Mana to break the seal.
  - c. You have 20 Turns.
  - d. Travel East to O44 - Horrifying Pit
3. Enter the Horrifying Pit

**Quest Completed**

**XP - 3000**

## The Orc Tribe - Side Quests:

### A Greater Challenge - Cave Ogre (Received after completing A Greater Challenge - Yeti)

Defeat the infamous Ogre who resides deep within the Orc level of the Castle.

1. Search for 'Teh SkullBrekker'
  - a. Make this your active Quest in the Quest Log.
  - b. Begin at O1 - Entrance to the Lower Levels. Enter the Portal and Travel to O20 - Fallen Shaman's Lair.
  - c. Travel East to O19 - Corrupted Zone.
  - d. Travel East to O18.
  - e. Travel North to O45.
    - i. Kill Skeleton.
    - ii. Pick, Unlock or Bash the Door.
  - f. Travel North to O46 - Ogre's Lair
    - i. Defeat the Ogre.
2. A Portal appears
  - a. Enter the Portal and Travel to the Verloren Town Portal.
  - b. Return to V4 - East Market
3. Speak to Chappi

#### Quest Completed

**GOLD - 160**

**XP - 1500**

### Hide n Seek (Received after completing Stuff of Nightmares)

Gess wants to play hide 'n seek. She is hiding somewhere in the dungeon in a room 'with lots of boxes'.

1. Find Gess in the dungeon
  - a. Make this your active Quest in the Quest Log.
  - b. Begin at O1 - Entrance to the Lower Levels
  - c. Travel South to O2 - Contested Zone
  - d. Travel South to O3 - Contested Zone
  - e. Travel West to O4 - Contested Zone
  - f. Travel West to O5 - The Armory
2. Search for Gess
  - a. Play the Search game.
3. Speak to Gess

#### Quest Completed

**GOLD - 160**

**XP - 1100**

## Puzzle Quest 2 – XBLA Walkthrough

### It's A Trap

A Goblin has his leg caught in a bear trap, perhaps you can help?

1. Proceed to O18 - Corrupted Zone.
  - a. Accept the Quest.
2. Disarm the trap
3. Speak to the Goblin

#### Quest Completed

**GOLD - 160**

**XP - 800**

### Man's Best Friend

A Wolf Master has lost control of one of his pets in the Kennels. Perhaps you could help him out.

1. Proceed to O28 - Wolf Kennels
  - a. Accept the Quest.
2. Defeat Fluffy
3. Return to the Wolf Master

#### Quest Completed

**GOLD - 160**

**XP - 160**

### Eye of the Owlbear

Defeat all the monsters in the Training Ring.

1. Proceed to O33 - Training Ring
  - a. Accept the Quest.
2. Defeat Grug
3. Defeat Blark
4. Defeat Nargg
5. Defeat Bolaba
6. Speak to Gibbins

#### Quest Completed

**GOLD - 160**

**XP - 800**

## Puzzle Quest 2 – XBLA Walkthrough

### Breaking and Entering

Crye locked himself out of his home and wants you to help him get back inside.

1. Proceed to O57 - Training Area
  - a. Accept the Quest.
2. Bash open the door
  - a. Travel West to O58 - Training Area
3. Speak to Crye.

#### Quest Completed

**GOLD - 160**

**XP - 200**

### Crye Wolf

Crye has asked you to find his son, who's been playing with the 'puppies' down in the dungeon.  
Find Crye Junior

1. Speak to Crye in V3 - Shady Market
  - a. Accept the quest.
2. Make this your active Quest in the Quest Log.
3. Find Crye Junior
  - a. Travel to Verloren Town Portal and travel to O31 - Fallen Wolf Master's Lair Portal.
  - b. Travel North to O30 - Wolf Kennels
  - c. Travel North to O29 - Wolf Kennels
  - d. Travel East to O28 - Wolf Kennels
  - e. Travel East to O27 - Wolf Kennels
  - f. Travel North to O48 - Wolf Kennels
4. Defeat the Werewolf
5. A Portal Appears
  - a. Enter Portal and Travel to V9 - Verloren Town Portal
  - b. Return to Crye in V3 - The Shady Market
6. Speak to Crye

#### Quest Completed

**GOLD - 160**

**XP - 1100**

## Puzzle Quest 2 – XBLA Walkthrough

### The Fashion Conscious Goblin

A Goblin Witch in the Orc Tribal Grounds wants you to defeat a wolf for her.

1. Proceed to O25 - Corrupted Zone
2. Accept The Quest
3. Defeat the Wolf
4. Return to the Witch.
5. Speak to the Witch
  - a. Play the Spell Learning game.
6. Learn a Spell - Battle Cry

**Quest Completed**

**XP - 800**

### Green Like Me

A Goblin Witch in the Orc Tribal Grounds wants to teach you a new spell.

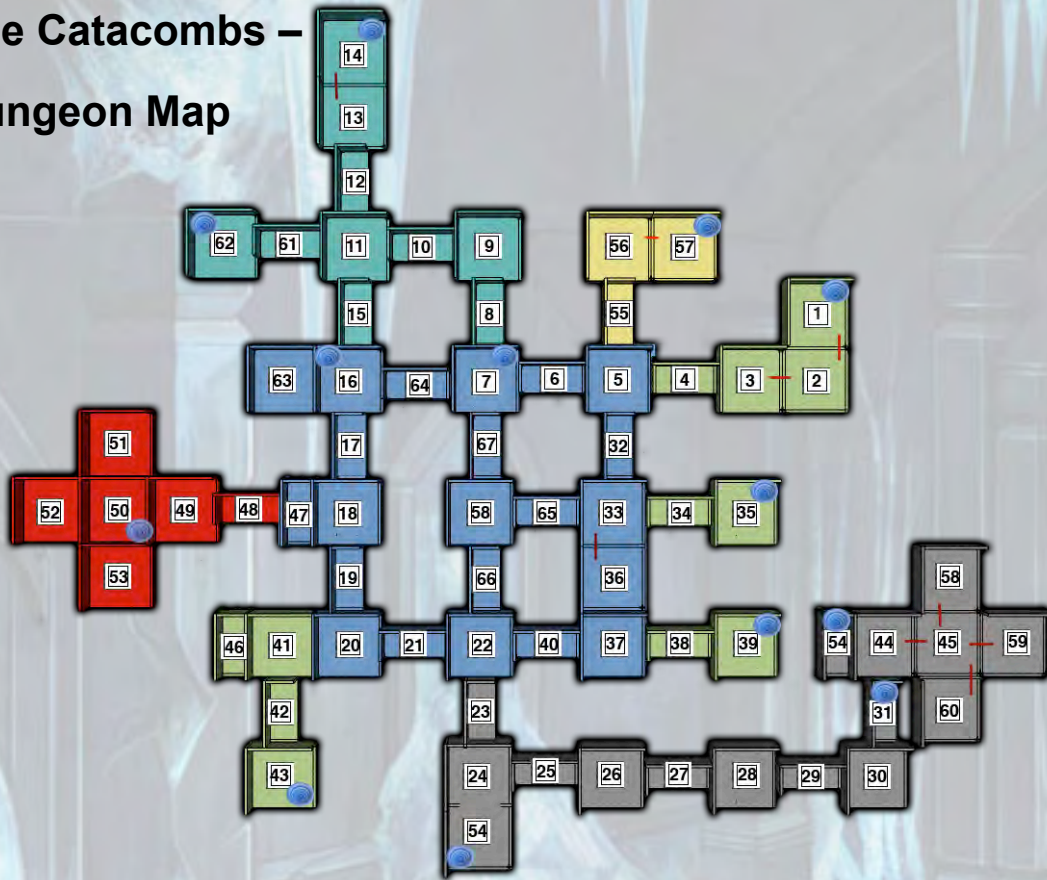
1. Proceed to O25 - Corrupted Zone
2. Accept The Quest
  - a. Play the Spell Learning game.
3. Learn a Spell - Green Mana Block

**Quest Completed**

**XP - 800**

## Puzzle Quest 2 – XBLA Walkthrough

### The Catacombs – Dungeon Map



- C1. Catacombs Entrance
- C2. Pauper Pit
- C3. Pauper Pit
- C4. Pauper Pit
- C5. Grand Tomb
- C6. Grand Tomb
- C7. Mausoleum Entry
- C8. Mausoleum
- C9. Mausoleum
- C10. Mausoleum
- C11. Mausoleum
- C12. Mausoleum
- C13. Mausoleum
- C14. Bone Wraith's Lair
- C15. Mausoleum
- C16. Mausoleum Entry
- C17. Grand Tomb
- C18. Grand Tomb
- C19. Grand Tomb
- C20. Grand Tomb
- C21. Grand Tomb
- C22. Grand Tomb
- C23. Catacomb of Skulls

- C24. Catacomb of Skulls
- C25. Catacomb of Skulls
- C26. Catacomb of Skulls
- C27. Catacomb of Skulls
- C28. Catacomb of Skulls
- C29. Catacomb of Skulls
- C30. Catacomb of Skulls
- C31. Catacomb of Skulls
- C32. Grand Tomb
- C33. Grand Tomb
- C34. Pauper Pit
- C35. Pauper Pit
- C36. Grand Tomb
- C37. Grand Tomb
- C38. Pauper Pit
- C39. Pauper Pit
- C40. Grand Tomb
- C41. Pauper Pit
- C42. Pauper Pit
- C43. Pauper Pit
- C44. Catacomb of Skulls
- C45. Catacomb of Skulls
- C46. Pauper Pit

- C47. Grand Tomb
- C48. Necromancer's Circle
- C49. Necromancer's Circle
- C50. Necromancer's Circle
- C51. Necromancer's Circle
- C52. Necromancer's Circle
- C53. Necromancer's Circle
- C54. Catacombs Exit
- C55. Morgue
- C56. Morgue
- C57. Arch Lich's Lair
- C58. Catacomb of Skulls
- C59. Catacomb of Skulls
- C60. Catacomb of Skulls
- C61. Mausoleum
- C62. Mausoleum
- C63. Grand Tomb
- C64. Grand Tomb
- C65. Pauper Pit
- C66. Grand Tomb
- C67. Grand Tomb
- C68. Catacomb of Skulls

## The Catacombs - Main Quests:

### Grip of the Hammer

Recover the handle of the Hammer of Righteous.

1. Find the Hammer Handle
  - a. Begin in C1 - Catacombs Entrance
  - b. Travel South to C2 - Pauper Pit
    - i. Defeat the Zombie
  - c. Travel West to C3 - Pauper Pit
    - i. Defeat the Ghoul
  - d. Travel West to C4 - Pauper Pit
    - i. Defeat the Zombie.
  - e. Travel West to C5 - Grand Tomb
    - i. Defeat the Wraith.
  - f. Travel West to C6 - Grand Tomb
    - i. Defeat the Ghost.
  - g. Travel West to C7 - Mausoleum Entry
  - h. Travel North to C8 - Mausoleum
  - i. Travel North to C9 - Mausoleum
    - i. Defeat Skeleton Warrior.
  - j. Travel West to C10 - Mausoleum
    - i. Defeat the Skeleton Warrior.
  - k. Travel West to C11 - Mausoleum
    - i. Defeat the Ghost.
  - l. Travel North to C12 - Mausoleum
    - i. Defeat the Wraith.
  - m. Travel North to C13 - Mausoleum
    - i. Search the Room.
    - ii. Disarm the Trap.
  - n. Travel North to C14 - Bone Wraith's Lair.
2. Defeat the Bone Wraith.
3. A Portal appears

**Quest Completed**

**GOLD - 400**

**XP - 4500**





## Puzzle Quest 2 – XBLA Walkthrough

### Head of the Hammer

Recover the head of the Hammer of Righteous.

1. Find the Hammer Head
  - a. Exit C14 - Bone Wraith's Lair to C13 - Mausoleum
  - b. Travel South to C12 - Mausoleum
  - c. Travel South to C11 - Mausoleum
  - d. Travel South to C15 - Mausoleum
    - i. Pick, Bash or Unlock the Door.
  - e. Travel South to C16 - Mausoleum Entry
    - i. Defeat the Lich.
  - f. Travel South to C17 - Grand Tomb
    - i. Defeat the Ghost.
  - g. Travel South to C18 - Grand Tomb
  - h. Travel South to C19 - Grand Tomb
    - i. Defeat the Ghost.
  - i. Travel South to C20 - Grand Tomb
    - i. Defeat the Lich.
  - j. Travel East to C21 - Grand Tomb
    - i. Play the Search game to uncover Loot.
  - k. Travel East to C22 - Grand Tomb
  - l. Travel South to C23 - Catacomb of Skulls
    - i. Defeat Skeleton Warrior.
  - m. Travel South to C24 - Catacomb of Skulls
    - i. Defeat Mummy.
  - n. Travel East to C25 - Catacomb of Skulls
  - o. Travel East to C26 - Catacomb of Skulls
    - i. Defeat Skeleton Warrior.
  - p. Travel East to C27 - Catacomb of Skulls
    - i. Play the Search Game.
    - ii. Disarm the Trap
  - q. Travel East to C28 - Catacomb of Skulls
    - i. Defeat the Mummy.
  - r. Travel East to C29 - Catacomb of Skulls
    - i. Defeat the Skeleton Warrior.
  - s. Travel East to C30 - Catacomb of Skulls
    - i. Defeat the Wraith.
  - t. Travel North to C31 - Catacomb of Skulls
2. Speak to Laurella.
3. A portal appears.

**Quest Completed**

**XP - 4500**

## Puzzle Quest 2 – XBLA Walkthrough

### Laurella Lost

Recover the first missing piece of Raltheia's journal.

1. Find first journal page
  - a. Begin in C31 - Catacomb of Skulls, enter Portal and travel to C1 - Catacombs Entrance.
  - b. Travel South to C2 - Pauper Pit
  - c. Travel West to C3 - Pauper Pit
  - d. Travel West to C4 - Pauper Pit.
  - e. Travel West to C5 - Grand Tomb
  - f. Travel South to C32 - Grand Tomb
    - i. Defeat the Wraith.
  - g. Travel South to C33 - Grand Tomb
    - i. Defeat the Lich.
  - h. Travel East to C34 - Pauper Pit
    - i. Defeat the Ghoul.
  - i. Travel East to C35 - Pauper Pit
    - i. Defeat the Vampire
    - ii. Click the Question Mark to Search The Room
    - iii. Click the Question Mark to Read the Journal.
2. A Portal appears.

**Quest Completed**

**XP - 5250**

### The Hunt

Find the second Journal Page

1. Find second journal page
  - a. Exit West to C34 - Pauper Pit
  - b. Travel West to C33 - Grand Tomb
  - c. Travel South to C36 - Grand Tomb
  - d. Travel South to C37 - Grand Tomb
    - i. Defeat Lich.
  - e. Travel East to C38 - Pauper Pit
    - i. Defeat Skeleton Warrior.
  - f. Travel East to C39 - Pauper Pit
    - i. Defeat the Vampire
    - ii. Click the Question Mark to Search The Room
    - iii. Click the Question Mark to Read the Journal.
2. A Portal appears.

**Quest Completed**

**XP - 5250**



## Puzzle Quest 2 – XBLA Walkthrough

### Deeper Into the Dungeon

Find the third journal Page.

1. Find third journal page
  - a. Exit West to C38 - Pauper Pit
  - b. Travel West to C37 - Grand Tomb
    - i. Pick, Bash, Unlock Door
  - c. Travel West to C40 - Grand Tomb
    - i. Defeat Ghost.
  - d. Travel West to C22 - Grand Tomb
  - e. Travel West to C21 - Grand Tomb
  - f. Travel West to C20 - Grand Tomb
  - g. Travel West to C41 - Pauper Pit
  - h. Travel South to C42 - Pauper Pit
    - i. Defeat Zombie.
  - i. Travel South to C43 - Pauper Pit
  - j. Click the Question Mark to Search The Room
  - k. Click the Question Mark to Read the Journal.
2. A Portal appears.

**Quest Completed**

**XP - 5250**

### Ralthea's Journal

Return to Laurella with the missing journal pieces.

1. Enter Portal in C43 - Pauper Pit and Travel to C31 - Catacomb of Skulls.
2. Speak to Laurella
3. Laurella Joins your Party and unlocks Luck.

**Quest Completed**

**XP - 5550**

### Defeat the Lich

Defeat the Lich in the Catacombs

1. Pick the Lock
  - a. Begin in C31 - Catacomb of Skulls.
  - b. Travel North to C44 - Catacomb of Skulls
  - c. Travel East to C45 - Catacomb of Skulls
2. Defeat the Lich

**Quest Completed**

**GOLD - 500**

## Puzzle Quest 2 – XBLA Walkthrough

### Forging the Hammer

Speak to Chappi in Verloren

1. Begin in C45 - Catacomb of Skulls
  - a. Travel West from C44 - Catacomb of Skulls.
  - b. Travel South to C31 - Catacomb of Skulls
  - c. Enter Portal and Travel to V9 - Verloren Town Portal.
  - d. Travel to V4 - East Market and speak to Chappi

**Quest Complete**

**GOLD - 500**

**XP - 5770**

### Shatter the Ritual Stone

Use the Hammer of the Righteous to smash the ritual stone empowering the Necromancers.

1. Find the Stone
  - e. Travels to V9 - Verloren Town Portal, enter the Portal and Travel to Room 43 - Pauper Pit.
  - f. Travel North to C42 - Pauper Pit
  - g. Travel North to C41 - Pauper Pit
  - h. Travel East to C20 - Grand Tomb
  - i. Travel North to C19 - Grand Tomb
  - j. Travel North to C18 - Grand Tomb
    - i. Battle the Giant Skeleton.
    - ii. Battle the Giant Skeleton.
  - k. Travel West to C47 - Grand Tomb
    - i. Pick, Bash or Unlock the Door.
  - l. Travel West to C48 - Necromancer's Circle
    - i. Play the Search Game.
    - ii. Disarm Trap
  - m. Travel West to C49 - Necromancer's Circle
    - i. Defeat the Skeleton.
  - n. Travel West to C50 - Necromancer's Circle
2. Challenge - Smash the Stone
  - a. In this battle you will need to use the Hammer of the Righteous to smash the crystal.
  - b. Hitting the crystal once should be enough to shatter it, but the weapon takes a lot of action to swing.
  - c. Be Careful, as there is a 25 turn limit to this encounter.
3. A Portal appears.

**Quest Complete**

**XP - 5770**

## Puzzle Quest 2 – XBLA Walkthrough

### Defeat the First Necromancer

Find and defeat the first Necromancer.

1. Begin in C50 - Necromancer's Circle
  - a. Travel North to C51 - Necromancer's Circle
2. Defeat the Necromancer.
3. Pull the lever

**Quest Completed**

**GOLD - 500**

**XP - 6000**

### Defeat the Second Necromancer

Find and defeat the first Necromancer.

1. Begin in C50 - Necromancer's Circle
  - a. Travel West to C52 - Necromancer's Circle
2. Defeat the Necromancer.
3. Pull the lever

**Quest Completed**

**GOLD - 500**

**XP - 6000**

### Defeat the Third Necromancer

Find and defeat the first Necromancer.

1. Begin in C50 - Necromancer's Circle
  - a. Travel South to C53 - Necromancer's Circle
2. Defeat the Necromancer.
3. Pull the lever

**Quest Completed**

**GOLD - 500**

**XP - 6000**

## Puzzle Quest 2 – XBLA Walkthrough

### Exit the Catacombs

Find the door leading deeper into the dungeon

1. Find the Catacombs' Exit
  - a. Begin in C53 - Necromancer's Circle
  - b. Travel North to C50 - Necromancer's Circle
  - c. Enter Portal and Travel to C31 - Catacomb of Skulls
  - d. Travel South to C30 - Catacomb of Skulls
  - e. Travel West to C29 - Catacomb of Skulls
  - f. Travel West to C28 - Catacomb of Skulls
  - g. Travel West to C27 - Catacomb of Skulls
  - h. Travel West to C26 - Catacomb of Skulls
  - i. Travel West to C25 - Catacomb of Skulls
  - j. Travel West to C24 - Catacomb of Skulls
  - k. Travel South to C54 - Catacombs Exit
2. Exit the Catacombs
3. Enter the Dark Dwarven Laboratory
4. A Portal appears

**Quest Completed**

**XP - 6190**

## The Catacombs - Side Quests:

### A Greater Challenge - Arch Lich (received after completing A Greater Challenge - Cave Ogre).

Seek out and destroy all the Famed Monsters of Verloren's History.

1. Search for the Arch Lich Surgeon
  - a. Start in C1 - Catacombs Entrance
  - b. Travel South to C2 - Pauper Pit
  - c. Travel West to C3 - Pauper Pit
  - d. Travel West to C4 - Pauper Pit
  - e. Travel West to C5 - Grand Tomb
  - f. Travel North to C55 - Morgue
    - i. Defeat Giant Skeleton.
    - ii. Pick, Bash or Unlock Door
  - g. Travel North to C56 - Morgue
  - h. Travel Deeper into the Morgue to C57 - Arch Lich's Lair.
2. Defeat Arch Lich
3. A Portal appears
  - a. Enter portal and Travel to V9 - Verloren Town Portal.
  - b. Travel to V5 - Town Square and speak to Bram One-Eye



#### Quest Completed

**GOLD - 400**

**XP - 3000**

### Imp!

Find and defeat an Imp for Crye.

1. Find the Imp
2. Speak to Crye in Verloren.
3. Make this your active Quest in the Quest Log.
  - a. Start in C1 - Catacombs Entrance
  - b. Enter Portal and Travel to C31 - Catacomb of Skulls
  - c. Travel North to C44 - Catacomb of Skulls.
  - d. Travel West to C68 - Catacomb of Skulls.
4. Capture the Imp
5. A Portal appears
  - a. Enter the Portal and Travel to V9 - Verloren Town Portal.
6. Return to Crye

#### Quest Completed

**GOLD - 400**

**XP - 900**

## Puzzle Quest 2 – XBLA Walkthrough

### A Cure for the Blues

A Goblin Witch in the Catacombs wants to teach you a new spell.

1. Proceed to C58 - The Grand Tomb in the Catacombs
2. Speak to the Goblin Witch.
3. Learn Spell - Blue Mana Block

**Quest Completed**

**XP - 800**

### Yellow Bellied Goblin

A Goblin Witch in the Catacombs wants to teach you a new spell.

1. Proceed to C58 - The Grand Tomb in the Catacombs
2. Speak to the Goblin Witch
3. Learn Spell - Yellow Mana Block

**Quest Completed**

**XP - 800**

### Shady Dealings

Crye wants you to open a chest for him and promises to split the treasure 50-50.

1. Begin at C1 - Catacombs Entrance.
  - a. Enter Portal and Travel to C14 - Bone Wraith's Lair
  - b. Travel South to C13 - Mausoleum
  - c. Travel South to C12 - Mausoleum
  - d. Travel South to C11 - Mausoleum
  - e. Travel West to C61 - Mausoleum
    - i. Defeat the Skeleton.
    - ii. Pick, Bash or Unlock the Door
  - f. Travel West to C62 - Mausoleum.
2. Speak to Crye.
  - i. Bash or Pick the Lock on the Chest.
3. Speak to Crye
4. A Portal appears

**Quest Completed**

**GOLD - 400**

**XP - 2750**



## Puzzle Quest 2 – XBLA Walkthrough

### Lost!

A Goblin Wizard in the Catacombs appears to be lost; he wants you to take him home.

1. Speak to the Goblin Wizard in Room 7 - Mausoleum Entry in the Catacombs.
2. Guide the Wizard home
3. Travel East to C6 - Grand Tomb
4. Travel East to C5 - Grand Tomb
5. Travel North to C55 - Morgue.
6. Travel North to C56 - Morgue.
7. Travel West to C57 - Arch Lich's Lair
8. Enter Portal and Travel to the Orc Tribe dungeon, Entrance to the Lower Levels.
9. Speak to Gibbins
10. Speak to Goblin Witch and Learn Spell - Charm.

**Quest Completed**

**XP - 1200**

### Learning Difficulties

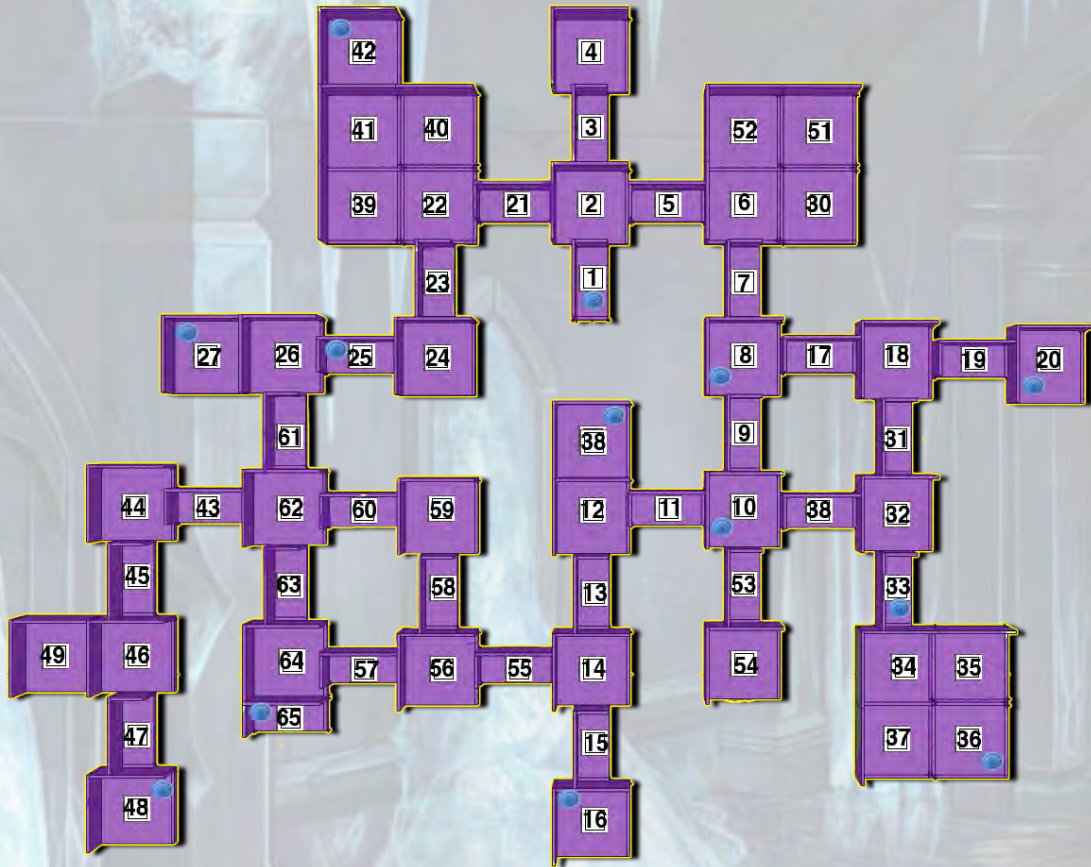
A Goblin Wizard in the Catacombs wants to teach you a new spell.

1. Proceed to C16 - Mausoleum Entry
2. Learn Spell - Banestorm
3. A Portal appears

**Quest Completed**

**XP - 1200**

## The Dark Dwarven Laboratory – Dungeon Map



D1 - Dark Dwarven Lab Entrance  
 D2 - Boiler Room  
 D3 - Hallway  
 D4 - Entrance Hall  
 D5 - Hallway  
 D6 - The Pit 2  
 D7 - Mine  
 D8 - Mine  
 D9 - Mine  
 D10 - Mine  
 D11 - Mine  
 D12 - Mine  
 D13 - Mine  
 D14 - Sleeping Quarters  
 D15 - Mine  
 D16 - Owlbear's Lair  
 D17 - Mine  
 D18 - Mine  
 D19 - Mine  
 D20 - Minotaur's Lair

D21 - Hallway  
 D22 - The Pit - South East  
 D23 - Hallway  
 D24 - Smithy  
 D25 - Hallway  
 D26 - Archives  
 D27 - Medusa's Lair  
 D30 - The Pit 2  
 D31 - Mine  
 D32 - Mine  
 D33 - Mine  
 D34 - Green Dragon's Lair  
 D35 - Green Dragon's Lair  
 D36 - Green Dragon's Lair  
 D37 - Green Dragon's Lair  
 D38 - Mine  
 D39 - The Pit - South East  
 D40 - The Pit - North East  
 D41 - The Pit - North West  
 D42 - Crye's Lab  
 D43 - Hallway

D44 - Sleeping Quarters  
 D45 - Hallway  
 D46 - Dining Room  
 D47 - Hallway  
 D48 - Sleeping Chamber  
 D49 - Kitchen  
 D51 - The Pit 2  
 D52 - The Pit 2  
 D53 - Mine  
 D54 - Mine  
 D55 - Entrance Corridor  
 D56 - Magic Circle  
 D57 - Hallway  
 D58 - Hallway  
 D59 - Central Study  
 D60 - Hallway  
 D61 - Hallway  
 D62 - Atrium  
 D63 - Hallway  
 D64 - Library  
 D65 - Library Storage

## Puzzle Quest 2 – XBLA Walkthrough

### The Dark Dwarven Laboratory - Main Quests:

#### The Dark Dwarven Laboratory

Find the door leading deeper into the Dungeon

1. Begins in the Catacombs
  - a. Exit Them To Room D1 - Dark Dwarven Lab Entrance
  - b. Travel North to D2 - Boiler Room
    - i. Defeat the Cockatrice
  - c. Travel North to D3 - Hallway
  - d. Travel North to D4 - Entrance Hall
2. Pull the lever.

**Quest Completed**

**XP - 4800**

#### Find the Southern Lever

Find and pull the southern lever.

1. Begin in D4 - Entrance Hall and Travel South to D3 - Hallway.
  - a. Travel South to D2 - Boiler Room
  - b. Travel East to D5 - Hallway
    - i. Search the Room
    - ii. Disarm the Trap
  - c. Travel East to D6 - The Pit 2 - South West
    - i. Pick, Bash or Unlock the South Door
  - d. Travel South to D7 - Mine
    - i. Defeat the Cockatrice.
  - e. Travel South to D8 - Mine
  - f. Travel South to D9 - Mine
    - i. Defeat the Vampiric Mist
  - g. Travel South to D10 - Mine
  - h. Travel West to D11 - Mine
  - i. Travel West to D12 - Mine
  - j. Travel South to D13 - Mine
    - i. Defeat the Vampiric Mist
  - k. Travel South to D14 - Sleeping Quarters
  - l. Travel South to D15 - Mine
    - i. Defeat the Shadow Wolf
  - m. Travel South to D16 - Owlbear's Lair
2. Defeat the Owlbear
3. Pull the Lever.
4. A Portal appears

**Quest Completed**

**GOLD - 1000**

**XP - 5250**



## Puzzle Quest 2 – XBLA Walkthrough

### Find the Eastern Lever

Find and pull the eastern lever.

1. Begin in D16 - Owlbear's Lair
  - a. Enter the Portal and Travel to D1 - Dark Dwarven Lab Entrance
  - b. Travel South to D2 - Boiler Room
  - c. Travel East to D5 - Hallway
  - d. Travel East to D6 - The Pit 2 - South West
  - e. Travel South to D7 - Mine
  - f. Travel South to D8 - Mine
  - g. Travel East to D17 - Mine
    - i. Defeat the Troll
  - h. Travel East to D18 - Mine
    - i. Defeat the Ogre
  - i. Travel East to D19 - Mine
    - i. Defeat the Troll
  - j. Travel East to D20 - Minotaur's Lair
2. Defeat the Minotaur
  - a. The Minotaur in this battle has two Spells - Minotaur's Charge and Gore.
  - b. Casting Minotaur's charge will cause the player to be "knocked Down" resulting in a much larger damage total inflicted by Gore.
  - c. Use the Bullfighter's Cape to make yourself temporarily immune to Knock Down.
3. Pull the Lever.
4. A Portal appears

**Quest Completed**

**GOLD - 1000**

**XP - 5250**

### Find the Western Lever

Find and pull the western lever.

1. Begin in D20 - Minotaur's Lair
  - a. Enter the Portal and Travel to D1 - Dark Dwarven Laboratory Entrance
  - b. Travel North to D2 - Boiler Room
  - c. Travel West to D21 - Hallway
    - i. Defeat the Imp
  - d. Travel West to D22 - The Pit - South East
  - e. Travel South to D23 - Hallway
    - i. Search the Room and Reveal the Loot
    - ii. Defeat the Rakshasa
  - f. Travel South to D24 - Smithy
    - i. Defeat the Troll
  - g. Travel West to D25 - Hallway
  - h. Travel West to D26 - Archives
    - i. Defeat the Rabid Wolf
  - i. Travel West to D27 - Medusa's Lair
2. Defeat the Medusa
3. Pull the Lever.
4. A Portal appears

**Quest Completed - GOLD – 1000 - XP - 5250**

## Puzzle Quest 2 – XBLA Walkthrough

### Escape The Laboratory

Return to the Entrance Hall and leave the Dark Dwarven Laboratory.

1. Return to the Entrance Hall
  - a. Start at D27 - Medusa's Lair
  - b. Enter the Portal and Travel to D1 - Dark Dwarven Laboratory Entrance
  - c. Travel North to D2 - Boiler Room
  - d. Travel North to D3 - Hallway
  - e. Travel North to D4 - Entrance Hall
    - i. Defeat the Dark Elven Warrior
    - ii. Defeat the Dark Elven War Mage
2. Escape!
3. Click on the question mark to escape the room.

**Quest Completed**

**GOLD - 1000**

**XP - 5620**

### The Dark Dwarven Laboratory - Side Quests:

#### **A Greater Challenge - Green Dragon (received after completing A Greater Challenge - Arch Lich).**

Seek out and destroy all the Famed Monsters of Verloren's History.

1. Enter any Portal and Travel to Dark Dwarven Laboratory - D20 -Minotaur's Lair
  - a. Travel West to D19 - Mine
  - b. Travel West to D18 - Mine
  - c. Travel South to D31 - Mine
    - i. Defeat the Wraith
    - ii. Defeat the Vampire
    - iii. Defeat the Wraith
  - d. Travel South to D32 - Mine
    - i. Defeat the Vampiric Mist
  - e. Travel South to D33 - Mine
  - f. Travel South to D34 - Green Dragon's Lair
  - g. Travel East to D35 - Green Dragon's Lair
  - h. Travel South to D36 - Green Dragon's Lair
2. Defeat the Green Dragon
3. A Portal appears
  - a. Enter Portal and Travel to Verloren Town Portal
4. Speak to Bram One-Eye



**Quest Completed**

**GOLD - 800**

**XP - 4000**

## Puzzle Quest 2 – XBLA Walkthrough

### Lucky Dip

1. Enter Any Portal and Travel to D36 - Green Dragon's Lair
  - a. Travel North to D35 - Green Dragon's Lair
  - b. Travel West to D34 - Green Dragon's Lair
  - c. Travel North to D33 - Mine
2. Speak to the Goblin
3. Try your Luck
4. Pay 7000 Gold
5. Loot the Chest

**NOTE - This quest can be infinitely replayed.**

### No Puns for Purple

A Goblin Witch in the Dark Dwarves' Lab wants to teach you a new spell.

1. Begin in D33 - Mine
  - a. Travel North to D32 - Mine
  - b. Travel West to D38 - Mine
    - i. Play the Search Game
    - ii. Disarm the Trap
  - c. Travel West to D10 - Mine
2. Learn Spell - Purple Mana Block
3. A Portal appears

**Quest Completed**

**XP - 800**

### An Awkward Exam

A Goblin Wizard in the Dark Dwarves' Lab wants to teach you a new spell.

1. Begin in D10 - Mine
  - a. Travel North to D9 - Mine
  - b. Travel North to D8 - Mine
2. Speak to Goblin Wizard
3. Learn Spell - Banefrost
4. A Portal appears

**Quest Completed**

**XP - 1200XP**

## Puzzle Quest 2 – XBLA Walkthrough

### A Well Red Goblin

A Goblin Witch in the Dark Dwarves' Lab wants to teach you a new spell.

1. Begin in D10 - Mine
  - a. Travel West to D11 - Mine
  - b. Travel West to D12 - Mine
  - c. Travel North to D38 - Mine
2. Learn Spell - Red Mana Block
3. A Portal appears

**Quest Completed**

**XP - 800**

### Wake Up Tonic.

Chappi is suffering from a bout of insomnia. He has asked that you mix him up a tonic that will cure his headache. Perhaps you could find a recipe in the Dark Dwarven Laboratory?

1. Speak to Chappi in Verloren
  - a. Enter the Verloren Town Portal and Travel To the Dark Dwarven Laboratory - D27 - Medusa's Lair
  - b. Travel East to D26 - Archives
  - c. Travel South to D61 - Hallway
    - i. Defeat the Ogre
  - d. Travel South to D62 - Atrium
    - i. Defeat the Ogre
  - e. Travel South to D63 - Hallway
    - i. Defeat the Shadow Wolf
  - f. Travel South to D64 - Library
2. Find the Recipe
  - i. Defeat the Wraith
  - b. Travel South to D65 - Library Storage
3. Search the Room
4. Prepare the Tonic
  - a. Defeat the Ghost
5. A Portal appears
  - a. Enter the Portal and Travel to Verloren Town Portal.
6. Speak to Chappi.

**Quest Completed**

**XP - 3000**

## Puzzle Quest 2 – XBLA Walkthrough

### Insurance Fraud

Crye needs a bit of help writing off some property, legally of course.

1. Burn down the lab
  - a. Begin in D1 -Dark Dwarven Lab Entrance
  - b. Travel North to D2 - Boiler Room
  - c. Travel West to D21 - Hallway
  - d. Travel West to D22 - The Pit - South East
  - e. Travel North to D40 - The Pit - North East
  - f. Travel West to D41 - The Pit - North West
    - i. Defeat Dark Orc
    - ii. Pick, Bash or Unlock the North Door
  - g. Travel North to D42 - Crye's Lab
    - i. Speak to Crye
2. Make Insurance Fraud your active quest.
3. Challenge - Start a Fire
  - a. 25 Turns
  - b. Use Flame Bolts to start a fire in Crye's Lab.
4. Challenge - Put out the fire
  - a. 25 Turns
  - b. To put out the fire you have to match Blue gems. If you match red gems, you take damage and the fire gains strength.
  - c. You can also match gauntlet gems to use the Water Bucket.
5. A Portal appears
  - a. Enter the Portal and Travel to Verloren Town Portal
6. Speak to Crye

**Quest Completed**

**GOLD - 800**

**XP - 3500**

### Dungeon Smarts

A Goblin Wizard in the Dark Dwarves' Lab wants to teach you a new spell.

1. Begin in D65 - Library Storage
  - a. Travel North to D64 - Library
  - b. Travel North to D63 - Hallway
  - c. Travel North to D62 - Atrium
  - d. Travel West to D43 - Hallway
2. Speak to the Goblin Wizard
3. Learn Spell - Banestones
4. A Portal appears

**Quest Completed**

**XP - 1200**



## Puzzle Quest 2 – XBLA Walkthrough

### Fancy Book Learnin'

A Goblin Wizard in the Dark Dwarves' Lab wants to teach you a new spell.

1. Begin in D43 - Hallway
  - a. Travel West to D44 - Sleeping Quarters
    - i. Defeat the Ogre
  - b. Travel South to D45 - Hallway
    - i. Defeat the Troll
  - c. Travel South to D46 - Dining Room
  - d. Travel South to D47 - Hallway
    - i. Defeat the Cockatrice
  - e. Travel South to D48 - Sleeping Chamber
    - i. Defeat the Gelatinous Cube
2. Speak to the Goblin Wizard.
3. Learn Spell - Banefire

**Quest Completed**  
**XP - 1200**



## The Dark Elven Keep - Dungeon Map



- A1 - Arena
- A2 - Arena
- A3 - Arena
- A4 - Arena
- A5 - Arena
- A6 - Arena
- A7 - Arena
- A8 - Arena
- A9 - Arena
- A10 - Entrance
- A11 - Dark Elven Keep Entrance
- A12 - Burning Walkway
- A13 - Burning Walkway
- A14 - Burning Walkway
- A15 - Prison
- A16 - Prison
- A17 - Prison

- A18 - Chappi's Emporium
- A19 - Prison
- A20 - Prison
- A21 - Prison
- A22 - Prison
- A23 - Prison
- A24 - Black Iron Furnace
- A25 - Prison
- A26 - Prison
- A27 - Prison
- A28 - Prison
- A29 - Prison
- A30 - Prison
- A31 - Prison
- A32 - Prison
- A33 - Prison

## The Dark Elven Keep - Main Quests:

### Help Brek!

Help Brek defeat his opponent in the Arena.

1. Speak to Brek
2. Defeat the Two-Headed Ogre
3. Return to Brek

**Quest Completed**

**GOLD - 2000**

**XP - 9000**

### Find Laurella!

Find Laurella in the Arena.

1. Search for Laurella
  - a. Begin in A2 - Arena
  - b. Travel East to A3 - Arena
    - i. Defeat the Troll
  - c. Travel North to A4 - Arena
2. Defeat the Basilisk
3. Speak to Laurella

**Quest Completed**

**GOLD - 2000**

**XP - 10500**

### Free the Farmer!

Find the farmer being held captive in the Arena.

1. Search for the Farmer
  - a. Begin in A4 - Arena
  - b. Travel West to A5 - Arena
    - i. Play the Search Game
    - ii. Disarm Trap
    - iii. Defeat the Far Left Giant Skeleton
  - c. Travel West to A6 - Arena
    - i. Defeat the Werewolf
  - d. Travel North to A7 - Arena
2. Defeat the Manticore
3. Speak to Drayle

**Quest Completed**

**GOLD - 2000**

**XP - 12000**



## Puzzle Quest 2 – XBLA Walkthrough

### Escape the Arena

#### Find the Arena's Exit

1. Begin in A7 - Arena
  - a. Travel East to A8 - Arena
    - i. Defeat the Dark Orc.
    - ii. Pick or Bash the Lock
  - b. Exit the Arena North to A10 - Entrance
    - i. Defeat the Dark Eleven Warrior
  - c. Travel North to A11 - Dark Elven Keep Entrance
2. A Portal appears

#### Quest Completed

**GOLD - 2000**

**XP - 13500**

### The Iron Golem

#### Defeat the Black Iron Golem.

1. Find the Iron Golem
  - a. Begin in A11 - Dark Elven Keep Entrance
    - i. Defeat the Dark Elven War Mage
    - ii. Defeat the Wraith
  - b. Travel West to A19 - Prison
  - c. Travel West to A20 - Prison
  - d. Travel West to A21 - Prison
    - i. Play the Search Game
    - ii. Disarm the Trap
  - e. Travel West to A22 - Prison
    - i. Defeat the Rabid Giant Wolf
  - f. Travel West to A24 - Black Iron Furnace
2. Defeat the Iron Golem
  - a. The Iron Golem is invulnerable to all conventional attacks. To win this battle you will need to melt him with hot molten metal.
  - b. Watch out, as his attacks are devastatingly powerful. Use the molten metal before he hits you one too many times!
  - c. Accumulate 99 Action Points to kill the Iron Golem.
3. A Portal appears

#### Quest Completed

**XP - 14250**

## Puzzle Quest 2 – XBLA Walkthrough

### Free The Prisoners

Find the Verloren townsfolk who are being held captive.

1. Begin in A24 - Black Iron Furnace
  - a. Travel West to A22 - Prison
  - b. Travel South to A25 - Prison
  - c. Travel South to A26 - Prison
  - d. Travel South to A27 - Prison
    - i. Play the Search Game
    - ii. Fight the Dark Elven Assassin
  - e. Travel South to A28 - Prison
    - i. Defeat Imp.
    - ii. Defeat the Dark Elven War Mage
  - f. Travel South to A29 - Prison
    - i. Defeat the Ghost
  - g. Travel South to A30 - Prison
    - i. Defeat the Dark Elven War Mage
  - h. Travel West to A31 - Prison
    - i. Defeat the Dark Elven Warrior
  - i. Travel South to A32 - Prison
    - i. Defeat the Dark Elven Warrior
2. Speak to Jarrum
3. A Portal appears

**Quest Completed**

**XP - 14250**

### Defeat the Dark Elven Boss

Find and defeat the Dark Elven Boss.

1. Open the door to the Boss's chamber
  - a. Enter the Portal in A32 - Prison and Travel to A11 - Dark Elven Keep Entrance
2. Use Key
3. Find the Dark Elven Boss
  - a. Travel North to A12 - Burning Walkway
    - i. Play the Search Game
    - ii. Disarm the Trap
  - b. Travel North to A13 - Burning Walkway
4. Defeat the Dark Elven Boss

**Quest Completed**

**XP - 15000**



## Dark Elven Keep - Side Quests:

### Spellcasting Bee

A Goblin Wizard in the Dark Elven Keep wants to teach you a new spell.

1. Begin in A20 - Prison
2. Learn Spell - Baneshadow

**Quest Completed**

**XP - 1200**

### Deep Delving Dwarf

Help Chappi deal with the Dark Elven War Mage threatening him.

1. Begin at A12 - Dark Elven Keep Entrance
    - i. Defeat the Wraith
  - b. Travel East to A16 - Prison
    - i. Play the Search Game
    - ii. Defeat the Dark Elven Assassin
  - c. Travel East to A17 - Prison
    - i. Defeat the Dark Elven Warrior
    - ii. Defeat the Dark Elven Warrior
  - d. Travel East to A18 - Prison
    - i. Play the Search Game
    - ii. Defeat the Dark Elven Assassin
    - iii. Pick, Bash or Unlock the Door.
  - e. Travel East to A19 - Chappi's Emporium
2. Defeat the Dark Elven War Mage
  3. Speak to Chappi
  4. A Portal appears

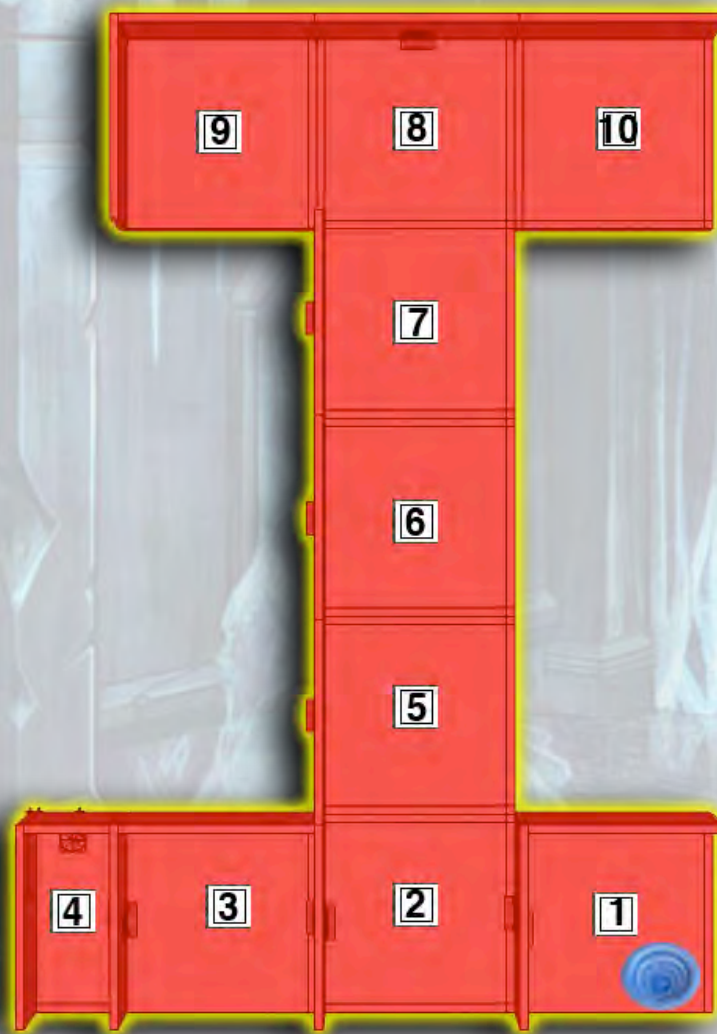


**Note - Chappi can be accessed like a shop where you can Upgrade and Shop Items**

**Quest Completed**

**XP - 1500**

## Gorgon's Cathedral - Dungeon Map



- G1 - Gorgon's Cathedral Entrance
- G2 - Gorgon's Cathedral
- G3 - Gorgon's Cathedral
- G4 - Gorgon's Cathedral
- G5 - Gorgon's Cathedral
- G6 - Gorgon's Cathedral
- G7 - Gorgon's Cathedral
- G8 - Gorgon's Cathedral/Chamber
- G9 - Gorgon's Cathedral
- G10 - Gorgon's Cathedral

## Gorgon's Cathedral – Main Quests:

### Gorgon

Find and defeat Gorgon.

1. Begin in A13 - Burning Walkway
  - a. Travel West to A14 - Burning Walkway
    - i. Pick, Bash or Unlock the Door
2. Enter Gorgon's Cathedral
  - a. Begin in G1 - Gorgon's Cathedral Entrance
    - i. Defeat the Hellhound.
  - b. Travel West to G2 - Gorgon's Cathedral
    - i. Defeat the Dark Chieftain
    - ii. Play the Search Game and Expose a Hellhound
  - c. Travel North to G5 - Gorgon's Cathedral
    - i. Defeat the Daemon
  - d. Travel North to G6 - Gorgon's Cathedral
    - i. Play the Search Game
    - ii. Disarm the Trap
    - iii. Defeat the Hellhound
  - e. Travel North to G7 - Gorgon's Cathedral
    - i. Defeat the Daemon
  - f. Travel North to G8 - Gorgon's Cathedral

### Mini Quest: Ralthea

3. Defeat Ralthea in G8 - Gorgon's Cathedral
4. A Portal appears

**Quest Completed**

**XP - 15000**

### Gorgon - Continued

5. Enter G8 - Gorgon's Chamber
6. Defeat Gorgon
7. Exit Gorgon's Chamber.

**Quest Completed**

**XP - 15000**

### The Daemon Gorgon

1. Defeat Gorgon's True Form
2. Exit Gorgon's Chamber

**Quest Completed**

**GOLD - 5000**

**XP - 30000**





## Final Quest Line - Back in Verloren

### An Able Replacement

Rhan wants to aid you in your quest, but first you will need to help Drayle find a new recruit to replace him.

1. Begin at V1 - South Wall
2. Speak to Rhan
  - a. Travel to V10 - Town Barracks
3. Speak to Drayle
4. Train the Recruits
5. Enter the Barracks
6. Start Training
7. Defeat the Zombie
  - a. Exit the Old Barracks and Travel East to V2 - South Gate
8. Speak to Rhan

**Quest Completed**  
**XP - 1200**

## Appendix 1 - List of Spells

Name	Mana Cost					Effect	Tooltip
<b><u>Savage Beast</u></b>						<b><u>SAVAGE BEAST</u></b>	<b>Action Point Bonus</b>
		8			8	Increases Action Points	Drains the caster's Green Mana and converts it into Action Points on a 1 for 1 basis.
<b><u>Backstab</u></b>						<b><u>BACKSTAB</u></b>	<b>Weapon Attack</b>
			10	12		Deals Damage	Performs a main hand weapon attack with no Action Point cost.
<b><u>Backswing</u></b>						<b><u>BACKSWING</u></b>	<b>Weapon Damage Bonus</b>
	10					Weapon Damage Bonus	Any weapon attack made during this turn causes an extra 50% Damage. Does not end the current turn.
<b><u>Bandage</u></b>						<b><u>BANDAGE</u></b>	<b>Heal</b>
				9		Heals Damage	Heals 1 Life Point for every point of Green Mana the caster has. Reduces Green Mana to zero. Has double effect while Stealth is active.
<b><u>Banefire</u></b>						<b><u>BANEFIRE</u></b>	<b>Skull Attack Bonus</b>
	14					Destroys Red Gems	Destroys all Red Gems in play, adding +1 to the caster's Skull Damage Bonus for each Gem destroyed. Lasts for 3 turns.
						Increases Skull Attack Bonus	
<b><u>Banefrost</u></b>						<b><u>BANEFROST</u></b>	<b>Skull Attack Bonus</b>
			14			Destroys Blue Gems	Destroys all Blue Gems in play, adding +1 to the caster's Skull Damage Bonus for each Gem destroyed. Lasts for 3 turns.
						Increases Skull Attack Bonus	

## Puzzle Quest 2 – XBLA Walkthrough

<b>Baneshadow</b>						<u>BANESHADOW</u>	Skull Attack Bonus
					14	Destroys Purple Gems	Destroys all Purple Gems in play, adding +1 to the caster's Skull Damage Bonus for each Gem destroyed. Lasts for 3 turns.
<b>Banestones</b>						<u>BANESTONES</u>	Skull Attack Bonus
		14				Destroys Green Gems	Destroys all Green Gems in play, adding +1 to the caster's Skull Damage Bonus for each Gem destroyed. Lasts for 3 turns.
						Increases Skull Attack Bonus	
<b>Banestorm</b>						<u>BANESTORM</u>	Skull Attack Bonus
				14		Destroys Yellow Gems	Destroys all Yellow Gems in play, adding +1 to the caster's Skull Damage Bonus for each Gem destroyed. Lasts for 3 turns.
						Increases Skull Attack Bonus	
<b>Barbaric Roar</b>						<u>BARBARIC ROAR</u>	Defense Penalty
				3		Defense Reduced	Opponent's Defense is reduced by 75% for the next 3 turns. Does not end the current turn.
<b>Barrier</b>						<u>BARRIER</u>	Action Point Bonus
			6		6	Increase Action Points	Convert all Action Gems to Green Gems, giving 1 Action Point for every 2 Gems Converted.
<b>Bat Swarm</b>						<u>BAT SWARM</u>	Damage Over Time
	6					Causes Fear and Damage Over Time	Causes 5 damage per turn to the opponent for 3 turns.
							Fear
							Halves the opponent's Defense for 3 turns.

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<b><u>Battle Cry</u></b>						<b><u>BATTLE CRY</u></b>	<b>Create Skull</b>
	6		4			Creates a +5 Skull	A random +5 Skull is placed onto the battle board. If the caster's Red Mana is 12 or higher, their turn does not end.
<b><u>Battle Finesse</u></b>						<b><u>BATTLE FINESSE</u></b>	<b>Action Point Bonus</b>
			10			Increases Action Points	The caster gains +10 Action Points.
<b><u>Bear Hug</u></b>						<b><u>BEAR HUG</u></b>	<b>Daze</b>
		8	9			Dazes Caster and Opponent	Neither the caster nor the opponent can use items or Spells for 2 turns.
							<b>Damage</b>
							Deals 4 Damage per turn to the opponent for 2 turns.
<b><u>Ghastly Shriek</u></b>						<b><u>GHASTLY SHRIEK</u></b>	<b>Reset Battle Board</b>
					12	Resets Battle Board	Causes all Gems on the battle board to be removed and reset. Does not end the current turn.
<b><u>Belter</u></b>						<b><u>BELTER</u></b>	<b>Daze</b>
	10			8		Dazes Opponent	The opponent can't use Spells or items for their next 2 turns.
<b><u>Berzerk Rage</u></b>						<b><u>BERZERK RAGE</u></b>	<b>Create Skulls</b>
	22	12				Red Gems into Skulls	Select a Mana Gem. All Gems of that color are converted to Skulls. If the caster's Red Mana is 25 or higher, the current turn does not end.
<b><u>Besiege</u></b>						<b><u>BESIEGE</u></b>	<b>Destroy Gems</b>
		6		6		Destroys Gems	Destroys a random 3x3 group of Gems on the battle board. The caster gains full effect for all Gems destroyed.
<b><u>Black Iron Spikes</u></b>						<b><u>BLACK IRON SPIKES</u></b>	<b>Reflect Damage</b>
					15	Reflects Damage	Any weapon attack on the caster deals back 10% of the opponent's Life Points in damage.

## Puzzle Quest 2 – XBLA Walkthrough

<b><u>Blackjack</u></b>						<b><u>BLACKJACK</u></b>	<b>Stun</b>
	10	8				Stuns Opponent	Opponent misses 3 turns. While Stunned, all Strike attacks deal double damage.
<b><u>Blood Drain</u></b>						<b><u>BLOOD DRAIN</u></b>	<b>Leech Life</b>
	16					Drains Red Mana	Leeches the opponent's Life Points by an amount equal to their Red Mana, adding them to the caster's Life Points. The opponent's Red Mana is drained to zero.
<b><u>BLOOD DRAIN</u></b>							
						Leeches Life Points	
<b><u>Blood Fury</u></b>						<b><u>BLOOD FURY</u></b>	<b>Leech Life</b>
		12	12			Leech Life by Dealing Damage	For the next 3 turns, 25% of any Damage done to an opponent is added to the caster's Life Points.
<b><u>Final Assault</u></b>						<b><u>FINAL ASSAULT</u></b>	<b>Skull Damage Bonus</b>
	4		4		4	Increases Skull Damage Bonus	Adds +1 to Skull Damage Bonus for every 25 Life Points lost when the spell is cast. Cannot be dispelled. Does not end the turn.
<b><u>Bone Barrage</u></b>						<b><u>BONE BARRAGE</u></b>	<b>Damage</b>
	16			10		Deals Damage	Deals 20 Damage to the opponent.
<b><u>Bone Reaper</u></b>						<b><u>BONE REAPER</u></b>	<b>Destroy Gems</b>
	10	8				Destroys Skulls	All Skulls on the battle board are destroyed with full effect.
<b><u>Bone Shield</u></b>						<b><u>BONE SHIELD</u></b>	<b>Defense Bonus</b>
			8			Increases Defense	The caster's Defense is raised by 10 for every Skull on the battle board. Lasts for 5 turns.
<b><u>Brace</u></b>						<b><u>BRACE</u></b>	<b>Blocking Bonus</b>
				5		Improve Blocking	Any block made by the caster deflects 75% of damage, rather than 50%, for 5 turns +1 turn per 6 Yellow Mana. Does not end the current turn.

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<b><u>Breathe Poison</u></b>						<b><u>BREATHE POISON</u></b>	<b>Poison</b>
		15				Poisons Opponent	Deals 3 points of Damage per turn. Lasts 100 turns.
<b><u>Brutality</u></b>						<b><u>BRUTALITY</u></b>	<b>Skull Damage Bonus</b>
	5		8			Double Skull Damage Bonus	Doubles the caster's Skull Damage Bonus for the next 6 turns.
<b><u>Burning Strike</u></b>						<b><u>BURNING STRIKE</u></b>	<b>Damage</b>
	10					Deals Damage	Converts all Red Gems on the battle board to Purple Gems. Deals 1 point of damage for each Gem converted.
<b><u>Calm</u></b>						<b><u>CALM</u></b>	<b>Remove Status Effects</b>
					10	Removes Status Effects	All effects on both caster and opponent are instantly removed.
<b><u>Charm</u></b>						<b><u>CHARM</u></b>	<b>Healing</b>
			6	7		Healing from Skulls	Destroys all Skulls on the battle board, healing 1 Life Point for each one destroyed.
<b><u>Chasm</u></b>						<b><u>CHASM</u></b>	<b>Destroy Gems</b>
		8			4	Destroy Row and Column	Choose a Purple Gem. The chosen Gem, and all Gems in the same row and column, are destroyed, giving full effect.
						<b><u>CHASM</u></b>	<b>Damage</b>
							Does an extra 6 points of Damage for each Purple Gem destroyed.
<b><u>Claw Assault</u></b>						<b><u>CLAW ASSAULT</u></b>	<b>Weapon Attack</b>
	16	10				Two Claw Attacks	Makes 2 attacks with the main weapon.
<b><u>Confuse</u></b>						<b><u>CONFUSE</u></b>	<b>Confusion</b>
		6	5			Reduces Mana Collection	The opponent only gains 1 point of Mana from matching any Mana Gems or Action Gems. Lasts 4 turns.

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<b><u>Counter Attack</u></b>						<b><u>COUNTER ATTACK</u></b>	<b>Damage Reflection</b>
	2		7			Reflect Damage	Any successful Block reflects 5 Damage back at the opponent. Lasts for 5 turns +1 turn per 6 points of Blue Mana.
<b><u>Crushing Kill</u></b>						<b><u>CRUSHING KILL</u></b>	<b>Damage</b>
	65					Deals Massive Damage	Deals 999 points of damage to the opponent.
<b><u>Dark Blast</u></b>						<b><u>DARK BLAST</u></b>	<b>Damage</b>
	3					Deals Damage	Deals 3 points of damage, plus 1 more damage per point of Purple Mana the caster has. Drains the caster's Purple Mana Reserve to zero.
<b><u>Dark Channels</u></b>						<b><u>DARK CHANNELS</u></b>	<b>Mana Bonus</b>
					6	Increases Mana	Select a non-purple Mana Gem. All Gems of matching color are destroyed, giving full effect.
<b><u>Darkness</u></b>						<b><u>DARKNESS</u></b>	<b>Convert Gems</b>
	15	15	15	15		Converts Gems to Purple	All Red and Yellow Gems are converted to Purple Gems.
<b><u>Defensive Wall</u></b>						<b><u>DEFENSIVE WALL</u></b>	<b>Defense Bonus</b>
		3			4	Increase Defense	Destroys all Purple Gems on the board, adding +5 to the caster's Defense for each Gem destroyed.
<b><u>Destroyer</u></b>						<b><u>DESTROYER</u></b>	<b>Action Point Bonus</b>
	12		12		12	+50 Action Points	Gives the caster +50 Action Points. Does not end the current turn.
<b><u>Disarm</u></b>						<b><u>DISARM</u></b>	<b>Disable Items</b>
		5	5			Stop Item Use	The opponent is unable to use items for 4 turns +1 turn for every 8 Green Mana the caster has. While Disarmed, all Strike attacks deal double damage. Does not end the current turn.

## Puzzle Quest 2 – XBLA Walkthrough

<b><u>Dispel</u></b>						<b><u>DISPEL</u></b>		<b>Dispel</b>
					3	Dispel Opponent's Status Effects		Removes a random beneficial status effect from the opponent.
<b><u>Dissolve</u></b>						<b><u>DISSOLVE!</u></b>		<b>Damage Over Time</b>
	16					Deals Damage Over Time		Deals 5 Damage per turn for 4 turns. Deals double damage against Petrified opponents.
<b><u>Divine Power</u></b>						<b><u>DIVINE POWER</u></b>		<b>Mana Bonus</b>
			6	6		Increase All Mana		Distributes 1 point of Mana plus an additional point for every 10 of the caster's Defense value to each of their Mana Reserves.
<b><u>Double Headbutt</u></b>						<b><u>DOUBLE HEADBUTT</u></b>		<b>Damage</b>
	18		10			Deals Damage and Dazes Opponent		Deals 40 Damage to the opponent and Dazes them for 1 turn, leaving them unable to use Spells or items
<b><u>Drain Power</u></b>						<b><u>DRAIN POWER</u></b>		<b>Drain Mana</b>
		6			6	Drain Mana		The next weapon attack made by the caster drains each of the opponent's Mana Reserves by half the weapon's base damage.
<b><u>Drain Soul</u></b>						<b><u>DRAIN SOUL</u></b>		<b>Drain Mana</b>
	15	15	15	15	16	Drains Mana and Deals Damage		Drains the opponent's Mana Reserves to 0, causing 3 points of damage for every 10 Mana drained.
<b><u>Draw Mana</u></b>						<b><u>DRAW MANA</u></b>		<b>Mana Bonus</b>
					12	Increases Mana		The caster gains 5 Red, Blue, Green and Yellow Mana.
<b><u>Dual Shot</u></b>						<b><u>DUAL SHOT</u></b>		<b>Dual Weapon Attack</b>
	16	16	16	16	16	Weapon Damage		Deals damage equal to the combined Attack values of weapons in both hands. Requires two weapons to be equipped.



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<b><u>Elemental Roar</u></b>						<b><u>ELEMENTAL ROAR</u></b>	<b>Damage</b>
		15		10		Deals Damage	Choose a random Mana Gem on the battle board. The Gem is destroyed and the opponent takes 1 point of damage for every point they have in their corresponding Mana Reserve.
<b><u>Engulf</u></b>						<b><u>ENGULF</u></b>	<b>Engulf</b>
		18				Deals Damage and Stops Items and Spells	Stops the opponent casting Spells or using weapons. Causes 3 points of Damage to the target every turn. Lasts 3 turns or until the opponent matches Skulls.
<b><u>Enrage</u></b>						<b><u>ENRAGE</u></b>	<b>Create Red Gems</b>
	4		4	4		Create Red Gems!	Generates 14 random Red Gems on the battle board.
<b><u>Explosive Mana</u></b>						<b><u>EXPLOSIVE MANA</u></b>	<b>Damage</b>
	12	6	9			Deals Damage	Randomly selects an opponent's Mana Reserve, dealing damage equal to the number of points in that Mana Reserve, while the caster takes half that damage. The Mana Reserve is drained to zero.
<b><u>Fearsome Howl</u></b>						<b><u>FEARSOME HOWL</u></b>	<b>Stun</b>
		9			8	Stuns Opponent	The opponent misses 1 turn.
						<b><u>FEARSOME HOWL</u></b>	<b>Fear</b>
						Causes fear	The opponent's Defense is reduced to zero for 3 turns.
<b><u>Fetch</u></b>						<b><u>FETCH</u></b>	<b>Destroy Gems</b>
				9		Destroys Random Color	Chooses a random Mana color. All Mana Gems of the same color are destroyed, giving their full effects to the caster.
<b><u>Finger of Death</u></b>						<b><u>FINGER OF DEATH</u></b>	<b>Create +5 Skull</b>
	5				5	Create +5 Skull	Creates a +5 Skull in a selected location.

## Puzzle Quest 2 – XBLA Walkthrough

<b><u>Fire Shield</u></b>						<b><u>FIRE SHIELD</u></b>	<b>Red Mana Shield</b>
	3					Red Mana protects you!	Damage is applied to Red Mana instead of Life Points. Ends when Red Mana reaches 0. Uses 2 Red Mana per turn.
<b><u>Fireball</u></b>						<b><u>FIREBALL</u></b>	<b>Destroys Gems</b>
	12			12		Deal Damage and Destroy Gems	Explodes a selected Red Gem, and all Gems surrounding it, giving their full effects.
							<b>Damage</b>
							Deals 6 Damage and doubles this amount for every extra Red Gem destroyed in the area of effect.
<b><u>Fist of Light</u></b>						<b><u>FIST OF LIGHT</u></b>	<b>Convert Gems</b>
	6			8		Create Action Gems	Converts all Yellow Gems on the battle board to Action Gems.
<b><u>Flameblade</u></b>						<b><u>FLAMEBLADE</u></b>	<b>Weapon Attack Bonus</b>
				6		Add Red Mana to next Weapon Attack	Adds the caster's Red Mana total to the damage of their next weapon attack, draining Red Mana to zero.
<b><u>Flame Bolts</u></b>						<b><u>FLAME BOLTS</u></b>	<b>Damage</b>
	5					Deal Damage	Fires a 4 Damage Flame Bolt at the opponent for every 5 Yellow Mana the caster has, draining Yellow Mana to zero.
<b><u>Flame Burst</u></b>						<b><u>FLAME BURST</u></b>	<b>Damage</b>
	15				20	Deals Damage	Deals 25 Damage to the opponent plus 1 point for every 4 Red Mana the caster has. Drains the caster's Red Mana to zero.
<b><u>Focus</u></b>						<b><u>FOCUS</u></b>	<b>Create Gem</b>
			3	3		Create Action Gem	Select any Gem. It is converted into an Action Gem.
<b><u>Foul Stench</u></b>						<b><u>FOUL STENCH</u></b>	<b>Stun</b>
			10			Stuns on Damage	Any direct damage an opponent does to the caster during the next 3 turns Stuns the opponent, making them miss 1 turn.

## Puzzle Quest 2 – XBLA Walkthrough

<u>Daemonic Mark</u>						<u>DAEMONIC MARK</u>	Convert Gems
	4					Converts Gems to Red	Places four Red Gems in a square onto the battle board in a random position.
<u>Freezing Strike</u>						<u>FREEZING STRIKE</u>	Damage
	4		8			Deals Damage	Converts all Blue Gems on the battle board to Purple Gems. Deals 1 point of damage for each Gem converted.
<u>Shadow Curse</u>						<u>SHADOW CURSE</u>	Curse
					4	Stops Opponent's Items	Stops the opponent from using items. Lasts for 3 turns.
<u>Gnaw</u>						<u>GNAW</u>	Damage
		9				Deals Damage and Gives Red Mana	Deals 6 Damage to the opponent and gives the caster 6 Red Mana.
<u>Gore</u>						<u>GORE</u>	Damage
	12		12			Deals Damage	Deals 5 points of Damage, plus an additional 25 points of Damage if the opponent is knocked down from a Charge.
<u>Hand of God</u>						<u>HAND OF GOD</u>	Create Gems
		15	15			Create Action Gems	Randomly creates 15 Action Gems on the battle board.
<u>Hand of Ice</u>						<u>HAND OF ICE</u>	Create Blue Gems
		5	3			Convert Action Gems to Blue Gems	Converts all Action Gems to Blue Gems.
<u>Headbutt</u>						<u>HEADBUTT</u>	Damage
	9		3			Deals Damage and Stuns	Deals 20 damage to the opponent, and Dazes them for their next turn. The damage caused by a Headbutt is reduced by 1 point per point of Blue Mana the opponent currently has.

## Puzzle Quest 2 – XBLA Walkthrough

<b><u>Head Hunter</u></b>						<b><u>HEAD HUNTER</u></b>	<b>Destroy Gems</b>
	15					Deal Damage	Destroys the top 2 rows of Gems, giving their full effects.
						<b><u>HEAD HUNTER</u></b>	<b>Damage</b>
						Destroy Top 2 Rows	Deals 10 Damage to the opponent.
<b><u>Heaven's Wrath</u></b>						<b><u>HEAVEN'S WRATH</u></b>	<b>Explode Gems</b>
	15	10			20	Explode Action Gems	Every Action Gem on the battle board explodes, destroying all surrounding Gems. Full effect is gained for all Gems destroyed.
<b><u>Hold the Line</u></b>						<b><u>HOLD THE LINE</u></b>	<b>Immunity</b>
		6		6		Immunity to Stun, Daze, and Fear	The caster is immune to Stun, Daze and Fear effects for 8 turns, +1 turn per 6 points of Yellow Mana.
<b><u>Howl</u></b>						<b><u>HOWL</u></b>	<b>Fear</b>
				8		Causes Fear	Decreases the opponent's Defense Rating by 25 for their next 5 turns.
<b><u>Ice Shield</u></b>						<b><u>ICE SHIELD</u></b>	<b>Blue Mana Shield</b>
			3			Blue Mana protects you!	Damage is applied to Blue Mana instead of Life Points. Ends when Blue Mana reaches 0. Uses 2 Blue Mana per turn.
<b><u>Icy Breath</u></b>						<b><u>ICY BREATH</u></b>	<b>Transform Gems</b>
		5	8			Transforms Gems to Blue	Transforms 14 random Gems to Blue Gems.
<b><u>Improbable Armor</u></b>						<b><u>IMPROBABLE ARMOR</u></b>	<b>Defense Bonus</b>
			6			Random Defense ratings	The caster's Defense is randomly changed from 1-100 every turn for the next 10 turns.
<b><u>Intimidate</u></b>						<b><u>INTIMIDATE</u></b>	<b>Leech Action Points</b>
					3	Leech Action Points	Drains 5 Action Points from the opponent and adds it to the caster's total.

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<b><u>Last Stand</u></b>						<b><u>LAST STAND</u></b>	<b>Create Gems</b>
		5			5	Create Random Skulls	Creates a random +5 Skull on the board for every 25 Life Points the caster has lost. This spell can only be cast once per battle.
<b><u>Lesser Haste</u></b>						<b><u>LESSER HASTE</u></b>	<b>Extra Moves</b>
			7			Make 2 moves	The caster gains 2 moves in a row.
<b><u>Lightning Bolt</u></b>						<b><u>LIGHTNING BOLT</u></b>	<b>Damage</b>
	14			7		Deals Damage	Deals 8 points of Damage plus 1 point for every 5 Yellow Mana the caster has.
<b><u>Luck</u></b>						<b><u>LUCK</u></b>	<b>Extra Turns</b>
		3				Yellow Gives Extra Turns	Gives an extra turn whenever you match Yellow Gems. Lasts for 8 turns.
<b><u>Mage Strike</u></b>						<b><u>MAGE STRIKE</u></b>	<b>Damage</b>
	3		5			Deal Damage	Deals 5 points of damage, +1 point for every 3 Blue Mana the caster has.
<b><u>Mana Blast</u></b>						<b><u>MANA BLAST</u></b>	<b>Damage</b>
	20	20	20	20		Destroy Mana Gems to Deal Damage	Destroys all Mana Gems on the board, dealing 2 Damage per Gem destroyed.
<b><u>Blue Mana Block</u></b>						<b><u>BLUE MANA BLOCK</u></b>	<b>Mana Block</b>
			7			Reduces Blue Mana from Gems	The opponent only gains 50% of the Mana from Blue Gem matches. Lasts for 8 turns.
<b><u>Green Mana Block</u></b>						<b><u>GREEN MANA BLOCK</u></b>	<b>Mana Block</b>
		7				Reduces Green Mana from Gems	The opponent only gains 50% of the Mana from Green Gem matches. Lasts for 8 turns.
<b><u>Purple Mana Block</u></b>						<b><u>PURPLE MANA BLOCK</u></b>	<b>Mana Block</b>
					7	Reduces Purple Mana from Gems	The opponent only gains 50% of the Mana from Purple Gem matches. Lasts for 8 turns.

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<b><u>Red Mana Block</u></b>						<b><u>RED MANA BLOCK</u></b>	<b>Mana Block</b>
	7					Reduces Red Mana from Gems	The opponent only gains 50% of the Mana from Red Gem matches. Lasts for 8 turns.
<b><u>Yellow Mana Block</u></b>						<b><u>YELLOW MANA BLOCK</u></b>	<b>Mana Block</b>
				7		Reduces Yellow Mana from Gems	The opponent only gains 50% of the Mana from Yellow Gem matches. Lasts for 8 turns.
<b><u>Manticore Sting</u></b>						<b><u>MANTICORE STING</u></b>	<b>Poison</b>
	20		12		8	Poisons Opponent	Deals 10 points of Damage per turn. Lasts 5 turns.
<b><u>Charge</u></b>						<b><u>CHARGE</u></b>	<b>Damage</b>
				12		Deals Damage and Knocks Down Opponent	Causes 10 points of damage and knocks the opponent down for 5 turns, making them more susceptible to Gore.
<b><u>Mirror Shield</u></b>						<b><u>MIRROR SHIELD</u></b>	<b>Defense Bonus</b>
		8	4			Increase Defense	Drop the opponent's Defense to zero, adding its total to the caster's Defense. Lasts 10 turns + 1 turn for every 8 Blue Mana the caster has.
<b><u>Noxious Gas</u></b>						<b><u>NOXIOUS GAS</u></b>	<b>Damage Over Time</b>
					8	Deals Damage Over Time	Causes 1 Damage to an opponent per turn for their next 5 turns.
<b><u>Overshadow</u></b>						<b><u>OVERSHADOW</u></b>	<b>Leech Defense</b>
	8				12	Leech Defense	Halves the opponent's Defense, adding it to the caster's Defense for 10 turns. Does not end the current turn.
<b><u>Pack Rat</u></b>						<b><u>PACK RAT</u></b>	<b>Destroy Gems</b>
				6		Steals 6 Gems!	Steals 6 random Gems from the battle board, giving full effect for each one.

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<b><u>Petrifying Gaze</u></b>						<b><u>PETRIFYING GAZE</u></b>	<b>Petrify</b>
			6	14		Petrify	Stops an opponent from moving, and raises their Defense by 100. Lasts for 4 turns.
<b><u>Plague</u></b>						<b><u>PLAGUE</u></b>	<b>Disease</b>
					12	Causes Disease	Reduces the opponent's Skull Damage Bonus by 4 for 4 turns, plus 1 more turn for every 8 Purple Mana the caster has.
<b><u>Pressure Point</u></b>						<b><u>PRESSURE POINT</u></b>	<b>Defense Penalty</b>
		5		5		Reduce Defense	Select a Blue Mana Gem. That Gem, and all Gems around it are destroyed. For every Blue Gem destroyed, the opponent's Defense is reduced by 25 and Skull Damage Bonus decreased by 1. Lasts for 10 turns.
<b><u>Pummel</u></b>						<b><u>PUMMEL</u></b>	<b>Damage</b>
	4					+1 Damage per 2 Red Gems	Causes 1 Damage for every 2 Red Gems currently on the battle board.
<b><u>Wake the Dead</u></b>						<b><u>WAKE THE DEAD</u></b>	<b>Create Skull</b>
					6	Creates a Skull	A random Blocking Gem is converted into a +5 Skull. Does not end the current turn.
<b><u>Rat Snack</u></b>						<b><u>RAT SNACK</u></b>	<b>Mana Drain</b>
		9				Drains Yellow Mana	Drains the opponent's Yellow Mana to 0.
						<b><u>RAT SNACK</u></b>	<b>Convert Gems</b>
						Converts Green Gems to Yellow	All Green Gems on the battle board become Yellow Gems.
<b><u>Regeneration</u></b>						<b><u>REGENERATION</u></b>	<b>Healing</b>
		6				Healing	Heals 3 Life Points. Does not end the current turn.
<b><u>Reinforce</u></b>						<b><u>REINFORCE</u></b>	<b>Healing</b>
		3			4	Healing from Action Gems	Destroys all Action Gems on the battle board, healing the caster 1 Life Point for every Gem destroyed.

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<b><u>Rune Ward</u></b>			6			<b><u>RUNE WARD</u></b>	<b>Defense Bonus</b>
						Increases Defense	Destroys all Purple Gems on the battle board, adding +2 to Defense for each Gem destroyed. The effect lasts until the end of this battle.
<b><u>Rush</u></b>		3		7		<b><u>RUSH</u></b>	<b>Stun</b>
						Stuns Opponent	The opponent misses 2 turns + 1 more turn for every 7 Yellow Mana the caster has.
<b><u>Scatter</u></b>			9			<b><u>SCATTER</u></b>	<b>Defense Bonus</b>
						Increases Defense.	Defense is increased by 50. Lasts for 3 turns.
<b><u>Seek Shadows</u></b>		3	3	3		<b><u>SEEK SHADOWS</u></b>	<b>Mana Bonus</b>
						Increase Purple Mana	Increases the caster's Purple Mana by 5. Does not end the current turn.
<b><u>Shadow Strike</u></b>						<b><u>SHADOW STRIKE</u></b>	<b>Damage</b>
	4				8	Deals Damage	Destroys all Purple Gems on the battle board. Deals 2 points of damage for each Gem destroyed.
<b><u>Shield Bash</u></b>						<b><u>SHIELD BASH</u></b>	<b>Damage</b>
	7					Deals Damage and Removes Status Effects	Deals 1 point of Damage plus 1 more for every 5 Defense the caster has. Removes all Status Effects on the caster.
<b><u>Sigil Stones</u></b>						<b><u>SIGIL STONES</u></b>	<b>Damage</b>
	15	15	15	15	15	Breaks a Seal	Causes enough damage to break the Magical Seal.
<b><u>Skull Crusher</u></b>						<b><u>SKULL CRUSHER</u></b>	<b>Stun</b>
	12	6				Stun Opponent	Destroys all Skulls. The opponent is Stunned, missing 1 turn +1 more turn for every 5 Skulls destroyed.
<b><u>Slam</u></b>						<b><u>SLAM</u></b>	<b>Mana Reduction</b>
	6				7	Reduce Mana	Reduce all of the opponent's Mana Reserves by 10.



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<b><u>Slaughter</u></b>						<b><u>SLAUGHTER</u></b>	<b>Weapon Damage Bonus</b>
			16			Increases Weapon Damage	Any weapon strike by the caster adds 1 point of damage per Skull on the battle board. Lasts for 10 turns.
<b><u>Slime</u></b>						<b><u>SLIME</u></b>	<b>Convert Gems</b>
				7		Converts Gems to Green	10 random Gems on the battle board are converted to Green Gems.
<b><u>Slink</u></b>						<b><u>SLINK</u></b>	<b>Extra Turns</b>
				15	5	2 Extra Moves	The caster makes 2 extra moves in a row.
<b><u>Smite</u></b>						<b><u>SMITE</u></b>	<b>Damage</b>
			10		20	Deals Damage!	Deals damage equal to double the caster's Main Hand Weapon.
<b><u>Sneak Attack</u></b>						<b><u>SNEAK ATTACK</u></b>	<b>Damage</b>
			5			Deals Damage	Does 3 points of damage to an opponent. Does not end the current turn.
<b><u>Mana Siphon</u></b>						<b><u>MANA SIPHON</u></b>	<b>Leech Mana</b>
					20	Leech Mana	Select a non-Purple Mana Gem. The opponent's matching Mana Reserve is halved and given to the caster.
<b><u>Spines Of Bone</u></b>						<b><u>SPINES OF BONE</u></b>	<b>Defense Bonus</b>
			18			Increases Defense and Reflects Damage.	Adds +50% to Defense for 12 Turns.
							<b>Damage</b>
							Deals 5 damage to the opponent whenever they strike with a weapon. Does not end the current turn.
<b><u>Ice Storm</u></b>						<b><u>ICE STORM</u></b>	<b>Damage</b>
					9	Blue Gems Deal Damage	Destroys all Blue Gems on the board, causing 1 point of damage to the opponent for each one destroyed.

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<b><u>Stealth</u></b>		<b><u>STEALTH</u></b>				<b>Purple Mana Shield</b>	
				3	6	Purple Mana Shield	Damage is applied to Purple Mana instead of Life Points. Uses 2 Purple Mana per turn. Ends when Purple Mana reaches zero.
						<b>Double Strike Damage</b>	
							While Stealth is active, any of the caster's Strike Spells do double damage.
						<b>Extra Turn</b>	
							If Purple Mana is 13 or less when the spell is cast, the current turn does not end.
<b><u>Stomp</u></b>		<b><u>STOMP</u></b>				<b>Explode Gems</b>	
	4			10		Explode Gems	Select a Gem. All Gems in a 3x3 area around it are destroyed, giving their full effects.
						<b>Damage</b>	
						Deal Damage	Deals 8 Damage to the opponent.
<b><u>Stoneskin</u></b>		<b><u>STONESKIN</u></b>				<b>Defense Bonus</b>	
	5	8				Increase Defense	Converts all Red Gems to Green Gems, adding +5 to Defense for every Gem converted. The Defense bonus lasts 10 turns.
<b><u>Stone Strike</u></b>		<b><u>STONE STRIKE</u></b>				<b>Damage</b>	
	4	8				Deals Damage	Converts all Green Gems on the battle board to Purple Gems. Deals 1 point of damage for each Gem converted.
<b><u>Strangle</u></b>		<b><u>STRANGLE</u></b>				<b>Damage Over Time</b>	
	15	10				Deals Damage Over Time	The opponent takes 2 points of Damage every turn until the end of the battle.
<b><u>Strength</u></b>		<b><u>STRENGTH</u></b>				<b>Action Point Bonus</b>	
	5				8	Convert Action Gems to Action Points	Destroys all Action Gems on the board, giving 1 Action Point for each Gem destroyed.
<b><u>Subjugate</u></b>		<b><u>SUBJUGATE</u></b>				<b>Victory</b>	
	50					Wins the Battle	The opponent surrenders and the caster wins the battle.

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<b><u>Swarm of Bites</u></b>						<b><u>SWARM OF BITES</u></b>	<b>Damage</b>
	9					Deals Damage	Destroys all Red Gems on the battle board, doing 1 point of damage for each 2 Gems destroyed.
<b><u>Swift Strike</u></b>						<b><u>SWIFT STRIKE</u></b>	<b>Damage</b>
	4			8		Deals Damage	Converts all Yellow Gems on the battle board to Purple Gems. Deals 1 point of damage for each Gem converted.
<b><u>Tail Whip</u></b>						<b><u>TAIL WHIP</u></b>	<b>Damage</b>
	13				5	Deals Damage	Deals 25 damage plus 1 more for every 2 points of Green Mana the caster has.
<b><u>Taunt</u></b>						<b><u>TAUNT</u></b>	<b>Opponent Mana Bonus</b>
	6					Adds Red Mana and Possibly Damage	Increases the opponent's Red Mana by 4. If their Red Mana Reserve reaches maximum, they take damage equal to their Red Mana Total, and their Reserve is halved. Does not end the current turn.
<b><u>Tremor Stomp</u></b>						<b><u>TREMOR STOMP</u></b>	<b>Destroy Gems</b>
	12					Destroys a Row	One random row of Gems is destroyed, giving full effect to the caster.
						<b><u>TREMOR STOMP</u></b>	<b>Damage</b>
						Deals Damage	Deals 8 Damage to the opponent.
<b><u>Tribal Mark</u></b>						<b><u>TRIBAL MARK</u></b>	<b>Skull Damage Bonus</b>
		6	3			Increase Skull Damage Bonus	Destroys all Red Gems on the battle board, adding +1 to Skull Damage Bonus for every 4 Gems destroyed. The effect lasts until the end of this battle.

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<b><u>Tribal Ward</u></b>						<b><u>TRIBAL WARD</u></b>	<b>Defense Bonus</b>
			5	3		Increase Defense	Destroys all Green Gems on the battle board, adding +2 to Defense for each Gem destroyed. The effect lasts until the end of this battle.
<b><u>Vampiric Touch</u></b>						<b><u>VAMPIRIC TOUCH</u></b>	<b>Healing</b>
	12	7				Heals the Caster	Heals the caster 2 Life Points for every point of their opponent's Purple Mana. Drains the opponent's Purple Mana in the process.
<b><u>Raze</u></b>						<b><u>RAZE</u></b>	<b>Red Mana Bonus</b>
	8	8				Destroys Blue Gem. Add Red Mana.	Destroys all Blue Gems on the battle board, giving +1 Red Mana for each Gem destroyed.
<b><u>Eat Brains</u></b>						<b><u>EAT BRAINS</u></b>	<b>Healing</b>
		6				Heals the Caster	Destroys all Blue Gems, healing 2 Life Points for each Gem destroyed.
<b><u>Warcry</u></b>						<b><u>WARCRY</u></b>	<b>Create +5 Skulls</b>
	10			5		Creates 3 Random +5 Skulls	Places 3 random +5 Skulls on the board. If the caster's Red Mana is 25 or higher, it does not end the turn.
<b><u>Weaken</u></b>						<b><u>WEAKEN</u></b>	<b>Mana Drain</b>
				5		Drain Mana	Select a Mana Gem. It is destroyed, and the opponent's matching Mana Reserve is halved. Does not end the current turn.
<b><u>Weakness</u></b>						<b><u>WEAKNESS</u></b>	<b>Damage</b>
				5	10	Drain Power, Deal Damage	Drains the opponent's Action Points, doing 1 Damage for every 3 points drained.
<b><u>Wild Flail</u></b>						<b><u>WILD FLAIL</u></b>	<b>Damage</b>
	12					Damage from Wildcards	Destroys any Wild Card Gems on the battle board, adding up their multipliers and dealing three times that amount of damage to the opponent.

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<b>Wild Mana</b>						<u>WILD MANA</u>	Create Wildcard
		5	5			Create Wildcard	Transforms a selected Gem to a x3 Wildcard Gem, or adds +2 to an existing Wildcard Gem's multiplier (to a maximum of x7).
<b>Wing Buffet</b>						<u>WING BUFFET</u>	Destroy Gems
				13	5	Destroy Green Gems	All Green Gems on the battle board are destroyed, giving the caster their full effect.
<b>Wrack</b>						<u>WRACK</u>	Damage Over Time
					12	Deals Damage Over Time	Deals 6 damage to the opponent every turn. Lasts for 10 turns.
<b>Zap</b>						<u>ZAP</u>	Damage
	3					Deals Damage	Causes 3 Damage to the opponent and 1 Damage to the caster.

## Appendix 2 - List of Monsters

Name	Description	Spells	Attributes		Statistics	
<b><u>Two Headed Ogre</u></b>	Rightly feared by even those they side with, Ogres are renowned for their thick hides, slow wits, and fierce tempers when disturbed. The two-headed variety is even more powerful, though its heads have a tendency to bicker.	<b>Double Headbutt</b>	STR	39	Base Hitpoints	48
		<b>Tremor Stomp</b>	AGL	3	Hitpoints Per Level	4
			STM	3	Attack Bonus Per Level	0
			MOR	3	Natural Armour	25
			INT	3	Drops Gold	
<b><u>Arch Lich</u></b>	An Arch Lich is the ultimate form of Lich. Proficient in long-forgotten Spells, they are nigh on indestructible	<b>Drain Soul</b>	STR	3	Base Hitpoints	37
		<b>Raise Dead</b>	AGL	3	Hitpoints Per Level	4
		<b>Explosive Mana</b>	STM	3	Attack Bonus Per Level	0.1
			MOR	3	Natural Armour	0
			INT	28	Drops Gold	
<b><u>Basilisk</u></b>	A large reptilian creature with a thick, scaly hide, eight legs ending in sharp claws and long powerful jaws. Its main weapon, though, is its magical gaze that turns opponents to stone.	<b>Dissolve</b>	STR	13	Base Hitpoints	43
		<b>Petrifying Gaze</b>	AGL	13	Hitpoints Per Level	4
			STM	5	Attack Bonus Per Level	0
			MOR	13	Natural Armour	40
			INT	8	Drops Gold	
<b><u>Black Iron Golem</u></b>	Usually a magically-animated bodyguard; a Black Iron Golem is all but impervious to damage, delivering blows powerful enough to destroy stone and crush even the heaviest armor.	<b>Crushing Kill</b>	STR	3	Base Hitpoints	56
		<b>Breathe Poison</b>	AGL	2	Hitpoints Per Level	5
			STM	25	Attack Bonus Per Level	0.1
			MOR	26	Natural Armour	100
			INT	2	Drops Gold	

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<b><u>Bone Wraith</u></b>	Terrifying creatures of Decay and Corruption, the intelligent, undead remains of a fallen Daemon.	<b>Bone Barrage</b>	STR	9	Base Hitpoints	41
		<b>Raise the Dead</b>	AGL	9	Hitpoints Per Level	4
		<b>Spines Of Bone</b>	STM	9	Attack Bonus Per Level	0.1
			MOR	9	Natural Armour	30
			INT	8	Drops Gold	TRUE
<b><u>Brek</u></b>	Covered from head to toe in protective tattoos, Brek stands taller than most other Orcs. He's their chief Shaman, and was the head advisor to the Orc king.	<b>Enrage</b>	STR	10	Base Hitpoints	30
		<b>Lightning Bolt</b>	AGL	2	Hitpoints Per Level	4
		<b>Rune Ward</b>	STM	2	Attack Bonus Per Level	0
			MOR	2	Natural Armour	
			INT	10	Drops Gold	TRUE
<b><u>Cockatrice</u></b>	A horrifying experiment gone wrong, a cross between a rooster and a lizard able to turn its opponents to stone.	<b>Bellowing Crow</b>	STR	1	Base Hitpoints	23
		<b>Petrifying Gaze</b>	AGL	12	Hitpoints Per Level	4
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	25
			INT	1	Drops Gold	
<b><u>Dark Orc</u></b>	Strong, tough and uncompromising warriors, Orcs have waged long wars against the people of Etheria.	<b>Enrage</b>	STR	12	Base Hitpoints	30
		<b>Action Focus</b>	AGL	2	Hitpoints Per Level	4
		<b>Pummel</b>	STM	2	Attack Bonus Per Level	0
		<b>Darkness</b>	MOR	12	Natural Armour	15
			INT	2	Drops Gold	TRUE
<b><u>Dark Berzerker</u></b>	Berzerkers are especially feared for their ability to rouse themselves into a fury.	<b>Berzerk Rage</b>	STR	2	Base Hitpoints	30
		<b>Bloodfury</b>	AGL	2	Hitpoints Per Level	4
		<b>Pummel</b>	STM	12	Attack Bonus Per Level	0
		<b>Darkness</b>	MOR	13	Natural Armour	

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<b><u>Dark Chieftain</u></b>	Chieftains usually rise through sheer brutality often combining strength with powerful magic.	<b>Taunt</b>	STR	13	Base Hitpoints	31
		<b>Warcry</b>	AGL	2	Hitpoints Per Level	5
		<b>Darkness</b>	STM	2	Attack Bonus Per Level	0.1
			MOR	14	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Dark Shaman</u></b>	Orc Shamans are spiritual leaders, lending their powerful magical abilities in battle.	<b>Draw Mana</b>	STR	2	Base Hitpoints	45
		<b>Elemental Roar</b>	AGL	2	Hitpoints Per Level	5
		<b>Fireball</b>	STM	2	Attack Bonus Per Level	0
		<b>Darkness</b>	MOR	12	Natural Armour	
			INT	12	Drops Gold	TRUE
<b><u>Dark Wolf Master</u></b>	Dark Wolf Masters live on the fringes of society and have a fearsome reputation in battle.	<b>Fetch Command</b>	STR	2	Base Hitpoints	45
		<b>Fearsome Howl</b>	AGL	9	Hitpoints Per Level	5
		<b>Darkness</b>	STM	3	Attack Bonus Per Level	0
			MOR	14	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Dark Spirit Wolf</u></b>	This Dark Spirit Wolf radiates Madness and Fear. First attacks drain Life Points and Mana. They often act as guides for the spirits of fallen Heroes.	<b>Howl</b>	STR	9	Base Hitpoints	41
		<b>Fumble Hex</b>	AGL	9	Hitpoints Per Level	4
		<b>Darkness</b>	STM	8	Attack Bonus Per Level	0
			MOR	9	Natural Armour	25
			INT	9	Drops Gold	
<b><u>Dark Elven Assassin</u></b>	Dark Elven Assassins are some of the most feared and highly-skilled in Etheria. Their natural AGL makes them difficult to spot; renowned for their use of deadly poisons.	<b>Backstab</b>	STR	4	Base Hitpoints	51
		<b>Hand Of Ice</b>	AGL	21	Hitpoints Per Level	4
		<b>Battle Finesse</b>	STM	4	Attack Bonus Per Level	0
			MOR	4	Natural Armour	
			INT	21	Drops Gold	FALSE



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<b><u>Dark Elven Boss</u></b>	Dark Elven Bosses serve as both powerful captains during battle, and spiritual leaders. They command unswerving obedience and loyalty through charisma, viciousness, and skill.	<b>Hand Of Ice</b>	STR	11	Base Hitpoints	43
		<b>Slaughter</b>	AGL	11	Hitpoints Per Level	5
			STM	12	Attack Bonus Per Level	0.1
			MOR	12	Natural Armour	
			INT	12	Drops Gold	TRUE
<b><u>Dark Elven War Mage</u></b>	With their mastery of the magical arts, Dark Elven War Mages are some of the most adept spellcasters in Etheria.	<b>Mirror Shield</b>	STR	4	Base Hitpoints	49
		<b>Dark Blast</b>	AGL	4	Hitpoints Per Level	4
		<b>Hand Of Ice</b>	STM	4	Attack Bonus Per Level	0
			MOR	4	Natural Armour	
			INT	37	Drops Gold	TRUE
<b><u>Dark Elven Warrior</u></b>	Dark Elven Warriors are trained to serve as front-line troops and bodyguards for more powerful brethren. Their heavy armor and proficiency with weapons makes them deadly opponents.	<b>Besiege</b>	STR	21	Base Hitpoints	48
		<b>Dual Shot</b>	AGL	3	Hitpoints Per Level	4
		<b>Hand Of Ice</b>	STM	3	Attack Bonus Per Level	0
		<b>Battle Finesse</b>	MOR	3	Natural Armour	
			INT	21	Drops Gold	TRUE
<b><u>Blazing Fire</u></b>	A blazing fire radiating intense heat.		STR	1	Base Hitpoints	50
			AGL	1	Hitpoints Per Level	0
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Gathar</u></b>	A Goblin Boss, Gathar is large and well-muscled. His combat experience makes him a canny opponent.	<b>Slink</b>	STR	10	Base Hitpoints	26
		<b>Belter</b>	AGL	10	Hitpoints Per Level	4
		<b>Gnaw</b>	STM	1	Attack Bonus Per Level	0
		<b>Battle Finesse</b>	MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE

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<b><u>Gelatinous Cube</u></b>	Slow, mindless yet fearsome, their acidic gelatinous forms are able to fully engulf an opponent.	<b>Slime</b>	STR	1	Base Hitpoints	30
		<b>Engulf</b>	AGL	1	Hitpoints Per Level	3
			STM	14	Attack Bonus Per Level	0
			MOR	1	Natural Armour	40
			INT	1	Drops Gold	
<b><u>Ghost</u></b>	The restless, undead soul of an unfortunate who met a violent end, Ghosts are terrifying, intangible creatures who can drain life force with a touch.	<b>Stalactites</b>	STR	6	Base Hitpoints	29
		<b>Icy Breath</b>	AGL	6	Hitpoints Per Level	4
			STM	6	Attack Bonus Per Level	0
			MOR	6	Natural Armour	30
			INT	5	Drops Gold	TRUE
<b><u>Ghoul</u></b>	A more powerful form of Zombie, Ghouls have a fiendish INT to back up their relentless attacks.	<b>Slime</b>	STR	4	Base Hitpoints	25
		<b>Raise the Dead</b>	AGL	7	Hitpoints Per Level	4
		<b>Banestones</b>	STM	8	Attack Bonus Per Level	0
			MOR	4	Natural Armour	0
			INT	1	Drops Gold	TRUE
<b><u>Giant Skeleton</u></b>	Slow and cumbersome, they have many of the same problems as their smaller counterparts, but can pack a considerable punch due to their sheer size.	<b>Raise the Dead</b>	STR	8	Base Hitpoints	28
		<b>Besiege</b>	AGL	7	Hitpoints Per Level	4
			STM	7	Attack Bonus Per Level	0
			MOR	7	Natural Armour	0
			INT	1	Drops Gold	TRUE
<b><u>Giant Wolf</u></b>	With powerful jaws, able to penetrate the toughest armor, they cause Fear when they howl.	<b>Howl</b>	STR	18	Base Hitpoints	41
		<b>Fearsome Howl</b>	AGL	3	Hitpoints Per Level	4
			STM	18	Attack Bonus Per Level	0
			MOR	3	Natural Armour	15
			INT	2	Drops Gold	

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<b><u>Goblin</u></b>	Small and vicious, they exhibit a surprising level of cunning in battle often resorting to tricks and traps.	<b>Slink</b>	STR	1	Base Hitpoints	20
		<b>Sneak Attack</b>	AGL	7	Hitpoints Per Level	4
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Goblin Boss</u></b>	Larger than other Goblins, they often serve as Captains, capable of rounding up the lesser goblins.	<b>Slink</b>	STR	7	Base Hitpoints	24
		<b>Gnaw</b>	AGL	7	Hitpoints Per Level	4
		<b>Belter</b>	STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	15
			INT	2	Drops Gold	TRUE
<b><u>Goblin</u></b>	Small and vicious, they exhibit a surprising level of cunning in battle often resorting to tricks and traps.	<b>Slink</b>	STR	1	Base Hitpoints	12
		<b>Sneak Attack</b>	AGL	1	Hitpoints Per Level	4
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Fezzin</u></b>	Fezzin is renowned among the Goblins as "the hyperactive one," which is quite worrying; given how hyperactive the average goblin can be.	<b>Slink</b>	STR	3	Base Hitpoints	24
		<b>Strength</b>	AGL	5	Hitpoints Per Level	4
			STM	3	Attack Bonus Per Level	0
			MOR	5	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Goblin Rat Keeper</u></b>	Grimy, foul-smelling herders and traders, they train and coerce Rat Swarms into attacking.	<b>Slink</b>	STR	1	Base Hitpoints	22
		<b>Rat Snack</b>	AGL	6	Hitpoints Per Level	4
		<b>Fetch Command</b>	STM	6	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE

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<b><u>Goblin Witch</u></b>	They are renowned for their terrible curses and hexes, which lead to incredibly bad luck, or worse.	<b>Slink</b>	STR	1	Base Hitpoints	21
		<b>Zap</b>	AGL	5	Hitpoints Per Level	4
		<b>Charm</b>	STM	1	Attack Bonus Per Level	0
			MOR	5	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Goblin Witch</u></b>	They are renowned for their terrible curses and hexes, which lead to incredibly bad luck, or worse.	<b>Zap</b>	STR	1	Base Hitpoints	17
			AGL	2	Hitpoints Per Level	4
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Goblin Wizard</u></b>	They are very dangerous due to their chaotic magic and destructive Spells which sometimes backfire.	<b>Slink</b>	STR	1	Base Hitpoints	23
		<b>Wild Mana</b>	AGL	7	Hitpoints Per Level	4
		<b>Mage Strike</b>	STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	6	Drops Gold	TRUE
<b><u>Gorgon</u></b>	Beautiful and alluring, this young woman claims to be the daemon named Gorgon. She has an air of menace about her. Be wary!	<b>Draw Mana</b>	STR	4	Base Hitpoints	63
		<b>Wrack</b>	AGL	4	Hitpoints Per Level	5
		<b>Darkness</b>	STM	4	Attack Bonus Per Level	0.1
			MOR	26	Natural Armour	0
			INT	26	Drops Gold	
<b><u>Gorgon</u></b>	The true daemonic form of Gorgon, her full, devastating power unleashed.	<b>Subjugate</b>	STR	13	Base Hitpoints	65
		<b>Destroyer</b>	AGL	13	Hitpoints Per Level	6
		<b>Skull Crusher</b>	STM	13	Attack Bonus Per Level	0.1
		<b>Darkness</b>	MOR	49	Natural Armour	0
			INT	13	Drops Gold	

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<b><u>Daemon</u></b>	A powerful, nightmarish creature whose only desire is to do the bidding of its master; the Daemon often serves as the primary bodyguard for a powerful overlord.	<b>Burning Strike</b>	STR	24	Base Hitpoints	57
		<b>Mana Block Red</b>	AGL	4	Hitpoints Per Level	4
		<b>Darkness</b>	STM	4	Attack Bonus Per Level	0
			MOR	24	Natural Armour	0
			INT	4	Drops Gold	TRUE
<b><u>Green Dragon</u></b>	Amongst the most powerful creatures in all of Etheria, Dragons are fearsome, solitary creatures powerful enough to devastate whole armies.	<b>Tail Whip</b>	STR	18	Base Hitpoints	61
		<b>Wing Buffet</b>	AGL	12	Hitpoints Per Level	5
		<b>Breathe Poison</b>	STM	12	Attack Bonus Per Level	0.1
			MOR	12	Natural Armour	75
			INT	40	Drops Gold	
<b><u>Hellhound</u></b>	A daemonically corrupted hound, made terrifying and powerful; bent to the will of its evil masters.	<b>Flame Burst</b>	STR	12	Base Hitpoints	55
		<b>Darkness</b>	AGL	12	Hitpoints Per Level	4
			STM	9	Attack Bonus Per Level	0
			MOR	20	Natural Armour	0
			INT	4	Drops Gold	TRUE
<b><u>King Godd</u></b>	Hugely obese, what he lacks in speed he makes up for in power. His bulk lessens the effect of your blows.	<b>Tremor Stomp</b>	STR	18	Base Hitpoints	111
		<b>Noxious Gas</b>	AGL	2	Hitpoints Per Level	5
		<b>Foul Stench</b>	STM	2	Attack Bonus Per Level	0.1
			MOR	2	Natural Armour	20
			INT	2	Drops Gold	TRUE
<b><u>Kurak</u></b>	Frightening to behold, his thick hide, massive bulk and vicious claws make him a powerful foe.	<b>Tremor Stomp</b>	STR	8	Base Hitpoints	27
		<b>Bearhug</b>	AGL	1	Hitpoints Per Level	5
		<b>Claw Assault</b>	STM	8	Attack Bonus Per Level	0
			MOR	1	Natural Armour	30
			INT	1	Drops Gold	

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<b><u>Imp</u></b>	Nefarious tricksters, Imps can be a handful at the best of times. But, when controlled by a more powerful daemon, their normally harmless pranks get deadly.	<b>Shadow Strike</b>	STR	2	Base Hitpoints	43
		<b>Improbable Armour</b>	AGL	15	Hitpoints Per Level	4
		<b>Four Leaf Clover</b>	STM	2	Attack Bonus Per Level	0
		<b>Darkness</b>	MOR	16	Natural Armour	0
			INT	2	Drops Gold	TRUE
<b><u>Lich</u></b>	Liches are powerful mages who, while still alive, elected to transform themselves into powerful undead creatures in order to gain immortality.	<b>Raise Dead</b>	STR	2	Base Hitpoints	35
		<b>Explosive Mana</b>	AGL	2	Hitpoints Per Level	4
			STM	2	Attack Bonus Per Level	0
			MOR	2	Natural Armour	20
			INT	29	Drops Gold	TRUE
<b><u>Manticore</u></b>	A fearsome creature built from the parts of several others, Manticores are powerful and vicious, but also highly intelligent.	<b>Elemental Roar</b>	STR	4	Base Hitpoints	51
		<b>Manticore Sting</b>	AGL	38	Hitpoints Per Level	5
			STM	4	Attack Bonus Per Level	0
			MOR	4	Natural Armour	20
			INT	4	Drops Gold	
<b><u>Medusa</u></b>	So horrifying in appearance that a mere glimpse of them can turn their opponent to stone. Medusa have been linked to the downfall of many a powerful Hero.	<b>Shadow Strike</b>	STR	3	Base Hitpoints	50
		<b>Petrifying Gaze</b>	AGL	7	Hitpoints Per Level	4
			STM	10	Attack Bonus Per Level	0
			MOR	3	Natural Armour	0
			INT	25	Drops Gold	
<b><u>Minotaur</u></b>	An ungodly combination of a man and a powerful bull, Minotaurs are immensely strong and quick to anger.	<b>Gore</b>	STR	8	Base Hitpoints	44
		<b>Minotaur's Charge</b>	AGL	3	Hitpoints Per Level	4
			STM	8	Attack Bonus Per Level	0
			MOR	25	Natural Armour	20
			INT	3	Drops Gold	

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<b><u>Mummy</u></b>	The undead, mummified corpse of a once important person; Mummies are monstrosly powerful, mindless, and relentless in their pursuit of the living.	<b>Plague</b>	STR	10	Base Hitpoints	36
		<b>Strangle</b>	AGL	6	Hitpoints Per Level	4
			STM	10	Attack Bonus Per Level	0
			MOR	9	Natural Armour	0
			INT	1	Drops Gold	TRUE
<b><u>Necromancer</u></b>	Necromancers are powerful magicians who create and control undead creatures, a practice, which is considered to be utterly vile.	<b>Warcry</b>	STR	3	Base Hitpoints	50
		<b>Bone Shield</b>	AGL	3	Hitpoints Per Level	4
		<b>Raise the Dead</b>	STM	3	Attack Bonus Per Level	0
		<b>Bone Reaper</b>	MOR	17	Natural Armour	
			INT	17	Drops Gold	TRUE
<b><u>Ogre</u></b>	Rightly feared by even those they side with, Ogres are renowned for their thick hides, slow wits, and fierce tempers. They often act as enforcers and bodyguards for powerful Orc or Goblin overlords.	<b>Tremor Stomp</b>	STR	18	Base Hitpoints	30
		<b>Headbutt</b>	AGL	2	Hitpoints Per Level	4
			STM	6	Attack Bonus Per Level	0
			MOR	2	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Orc</u></b>	Strong and tough, they are ferocious and uncompromising warriors, waging long wars against Etheria over many years.	<b>Enrage</b>	STR	19	Base Hitpoints	21
		<b>Pummel</b>	AGL	1	Hitpoints Per Level	4
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Berzerker</u></b>	Strong and tough, Berzerkers are feared for their ability to rouse themselves into a fury.	<b>Enrage</b>	STR	10	Base Hitpoints	27
		<b>Berzerk Rage</b>	AGL	2	Hitpoints Per Level	4
			STM	9	Attack Bonus Per Level	0
			MOR	2	Natural Armour	
			INT	2	Drops Gold	TRUE

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<b><u>Chieftain</u></b>	Awesome warriors, they seize power through sheer brutality often combining Strength and magic.	<b>Enrage</b>	STR	18	Base Hitpoints	27
		<b>Warcry</b>	AGL	2	Hitpoints Per Level	4
		<b>Taunt</b>	STM	2	Attack Bonus Per Level	0
		<b>Pummel</b>	MOR	2	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Bolaba</u></b>	When not fighting barehanded, Bolaba employs a giant hammer shaped exactly like a fist.	<b>Enrage</b>	STR	12	Base Hitpoints	30
		<b>Warcry</b>	AGL	2	Hitpoints Per Level	4
		<b>Barbaric Roar</b>	STM	2	Attack Bonus Per Level	0
		<b>Taunt</b>	MOR	12	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Grug</u></b>	Grug is renowned among Orcs for his aptitude with swords, in particular the tireless manner in which he can swing them.	<b>Enrage</b>	STR	20	Base Hitpoints	30
		<b>Action Focus</b>	AGL	2	Hitpoints Per Level	4
		<b>Pumme</b>	STM	2	Attack Bonus Per Level	0
			MOR	2	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Shaman</u></b>	Strong and tough, these spiritual leaders lend powerful magical abilities in battle.	<b>Enrag</b>	STR	10	Base Hitpoints	27
		<b>Burning Strike</b>	AGL	2	Hitpoints Per Level	4
		<b>Draw Mana</b>	STM	2	Attack Bonus Per Level	0
			MOR	2	Natural Armour	
			INT	9	Drops Gold	TRUE
<b><u>Nargg</u></b>	Nargg is simply known by his Orc brethren as 'the Fire Mage'.	<b>Enrage</b>	STR	12	Base Hitpoints	30
		<b>Elemental Roar</b>	AGL	2	Hitpoints Per Level	4
		<b>Fireball</b>	STM	2	Attack Bonus Per Level	0
		<b>Draw Mana</b>	MOR	2	Natural Armour	
			INT	12	Drops Gold	TRUE



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<b><u>Wolf Master</u></b>	Fearsome in battle, their uncanny connection to their wolf companions often changes during times of war.	<b>Enrage</b>	STR	10	Base Hitpoints	25
		<b>Fearsome Howl</b>	AGL	9	Hitpoints Per Level	4
		<b>Fetch Command</b>	STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Blark</u></b>	Blark is known to be a strict trainer, whose telepathic connection with his wolf companion is legendary among the Orcs.	<b>Enrage</b>	STR	12	Base Hitpoints	30
		<b>Fearsome Howl</b>	AGL	2	Hitpoints Per Level	4
		<b>Fetch Command</b>	STM	2	Attack Bonus Per Level	0.2
			MOR	12	Natural Armour	
			INT	2	Drops Gold	TRUE
<b><u>Owlbear</u></b>	A Dark Dwarven experiment gone wrong, the Owlbear's vicious claws all but ignore armor, and their crushing bearhugs have taken the life of many an adventurer.	<b>Bearhug</b>	STR	13	Base Hitpoints	43
		<b>Action Focus</b>	AGL	13	Hitpoints Per Level	4
			STM	13	Attack Bonus Per Level	0
			MOR	5	Natural Armour	0
			INT	2	Drops Gold	
<b><u>Polar Bear</u></b>	Aggressive and standing six feet tall, a Polar Bear's razor-sharp claws can pierce armor or shred an opponent.	<b>Bearhug</b>	STR	6	Base Hitpoints	23
		<b>Claw Assault</b>	AGL	1	Hitpoints Per Level	4
			STM	7	Attack Bonus Per Level	0
			MOR	1	Natural Armour	20
			INT	1	Drops Gold	
<b><u>Rabid Giant Wolf</u></b>	Along with a Crushing Bite and Fearsome Howl, they can work themselves into an unstoppable Frenzy.	<b>Howl</b>	STR	5	Base Hitpoints	31
		<b>Fearsome Howl</b>	AGL	1	Hitpoints Per Level	5
		<b>Fumble Hex</b>	STM	2	Attack Bonus Per Level	0.2
			MOR	3	Natural Armour	15
			INT	1	Drops Gold	

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<b><u>Rabid Wolf</u></b>	More dangerous and ferocious than regular Wolves, they enter a Rabid Frenzy when provoked.	<b>Howl</b>	STR	9	Base Hitpoints	27
		<b>Plague</b>	AGL	3	Hitpoints Per Level	4
			STM	9	Attack Bonus Per Level	0
			MOR	2	Natural Armour	10
			INT	2	Drops Gold	
<b><u>Fluffy</u></b>	Once an adorable pet; Fluffy enjoys walking along the beach, cuddling up by a warm fire and playing fetch with his master.	<b>Howl</b>	STR	5	Base Hitpoints	30
		<b>Fumble Hex</b>	AGL	6	Hitpoints Per Level	4
		<b>Fearsome Howl</b>	STM	12	Attack Bonus Per Level	0
		<b>Slam</b>	MOR	1	Natural Armour	10
			INT	6	Drops Gold	
<b><u>Rakshasa</u></b>	The stuff of nightmares, they hunt children, stealing them from their beds in the dead of night.	<b>Stealth</b>	STR	1	Base Hitpoints	24
		<b>Freezing Strike</b>	AGL	1	Hitpoints Per Level	4
		<b>Darkness</b>	STM	1	Attack Bonus Per Level	0
			MOR	8	Natural Armour	0
			INT	8	Drops Gold	
<b><u>Raltheia</u></b>	Formerly a Paladin, now motivated to do battle against her will by the daemon named Gorgon, even Raltheia's powers have been twisted into mockeries of what they once were.	<b>Smite</b>	STR	6	Base Hitpoints	48
		<b>Darkness</b>	AGL	6	Hitpoints Per Level	4
			STM	20	Attack Bonus Per Level	0.1
			MOR	25	Natural Armour	0
			INT	5	Drops Gold	

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<b><u>Rat Swarm</u></b>	A writhing, hissing mass of tattered fur, razor-sharp teeth and claws, they can overwhelm by sheer numbers.	<b>Swarm Of Bites</b>	STR	1	Base Hitpoints	20
		<b>Scatter</b>	AGL	4	Hitpoints Per Level	4
		<b>Pack Rat</b>	STM	4	Attack Bonus Per Level	0
			MOR	1	Natural Armour	25
			INT	1	Drops Gold	
<b><u>Rat Swarm</u></b>	A writhing, hissing mass of tattered fur, razor-sharp teeth and claws, they can overwhelm by sheer numbers.	<b>Pack Rat</b>	STR	1	Base Hitpoints	10
			AGL	1	Hitpoints Per Level	0
			STM	1	Attack Bonus Per Level	0
			MOR	1	Natural Armour	0
			INT	1	Drops Gold	
<b><u>Shadow Wolf</u></b>	Extremely rare, their matte black fur is highly visible in snow, but they excel as stalkers in the dark.	<b>Howl</b>	STR	4	Base Hitpoints	26
		<b>Fumble Hex</b>	AGL	5	Hitpoints Per Level	4
			STM	6	Attack Bonus Per Level	0
			MOR	4	Natural Armour	21
			INT	4	Drops Gold	
<b><u>Shadowbringer</u></b>	This twisted, corrupted creature was once the Orc King. He has a paralyzing aura of darkness around him.	<b>Dark Blast</b>	STR	5	Base Hitpoints	32
		<b>Darkness</b>	AGL	2	Hitpoints Per Level	5
			STM	3	Attack Bonus Per Level	0.1
			MOR	20	Natural Armour	20
			INT	3	Drops Gold	TRUE
<b><u>Skeleton</u></b>	The reanimated bones of long-dead evildoers, skeletons are able to be raised in large numbers. A powerful Necromancer might raise an entire army in a surprisingly short time.	<b>Raise the Dead</b>	STR	5	Base Hitpoints	23
			AGL	3	Hitpoints Per Level	4
			STM	4	Attack Bonus Per Level	0
			MOR	3	Natural Armour	5
			INT	1	Drops Gold	TRUE

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<b><u>Skeleton Warrior</u></b>	More powerful than a standard Skeleton, These warriors retain some skills of the soldiers they were in former lives. They can be tough opponents due to the sheer amount of effort it can take to bring them down.	<b>Raise the Dead</b>	STR	6	Base Hitpoints	26
		<b>Battle Cry</b>	AGL	5	Hitpoints Per Level	4
			STM	6	Attack Bonus Per Level	0
			MOR	5	Natural Armour	5
			INT	1	Drops Gold	TRUE
<b><u>Troll</u></b>	Powerful, crafty and renowned for their incredible resilience in battle.	<b>Regeneration</b>	STR	5	Base Hitpoints	25
			AGL	1	Hitpoints Per Level	4
			STM	10	Attack Bonus Per Level	0
			MOR	3	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Troll</u></b>	Powerful, crafty and renowned for their incredible resilience in battle.		STR	1	Base Hitpoints	21
			AGL	1	Hitpoints Per Level	4
			STM	9	Attack Bonus Per Level	0
			MOR	1	Natural Armour	
			INT	1	Drops Gold	TRUE
<b><u>Wolf</u></b>	The scourge of the Northern Wastes, they are aggressive and known to attack human travelers.	<b>Howl</b>	STR	4	Base Hitpoints	25
			AGL	4	Hitpoints Per Level	4
			STM	4	Attack Bonus Per Level	0
			MOR	4	Natural Armour	10
			INT	4	Drops Gold	
<b><u>Vampire</u></b>	Vampires are amongst the most feared of the undead. With a vast array of special abilities, they cannot be killed except by having a stake driven through their heart once weakened.	<b>Raise the Dead</b>	STR	8	Base Hitpoints	27
		<b>Blood Drain</b>	AGL	7	Hitpoints Per Level	4
			STM	5	Attack Bonus Per Level	0
			MOR	6	Natural Armour	
			INT	7	Drops Gold	TRUE

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<b><u>Vampire Lord</u></b>	A Vampire Lord is an ancient vampire who, having turned many unfortunate souls into vampires, commands a host of these powerful undead creatures.	<b>Blood Drain</b>	STR	10	Base Hitpoints	43
		<b>Bat Swarm</b>	AGL	15	Hitpoints Per Level	4
		<b>Raise Dead</b>	STM	10	Attack Bonus Per Level	0
		<b>Charm</b>	MOR	10	Natural Armour	
			INT	10	Drops Gold	TRUE
<b><u>Vampiric Mist</u></b>	A magical mist, fiercely malevolent, which feeds on the blood of creatures too weak to fend it off.	<b>Vampiric Touch</b>	STR	13	Base Hitpoints	30
		<b>Raise Dead</b>	AGL	6	Hitpoints Per Level	1
		<b>Engulf</b>	STM	1	Attack Bonus Per Level	0
			MOR	18	Natural Armour	75
			INT	8	Drops Gold	TRUE
<b><u>Werewolf</u></b>	Vicious hunters and killers, Werewolves are renowned for their sheer ferocity in battle. They are nigh on invulnerable to attacks from weapons with no magical properties, making them a particularly dangerous foe.	<b>Howl</b>	STR	3	Base Hitpoints	26
		<b>Bloodfury</b>	AGL	15	Hitpoints Per Level	4
			STM	3	Attack Bonus Per Level	0
			MOR	1	Natural Armour	20
			INT	1	Drops Gold	
<b><u>Wraith</u></b>	Horrible creatures; usually seen as black, vaguely man-shaped clouds, they have no true substance, but tend to shape themselves with two upper limbs, a torso, and a hideous head.	<b>Drain Soul</b>	STR	8	Base Hitpoints	31
		<b>Raise Dead</b>	AGL	8	Hitpoints Per Level	4
		<b>Swift Strike</b>	STM	5	Attack Bonus Per Level	0
			MOR	5	Natural Armour	5
			INT	6	Drops Gold	TRUE
<b><u>Yeti</u></b>	Hulking opponents with thick hides and powerful claws, they are perfectly adapted to the cold.	<b>Crushing Kill</b>	STR	14	Base Hitpoints	35
		<b>Stalactites</b>	AGL	2	Hitpoints Per Level	5
		<b>Icy Breath</b>	STM	2	Attack Bonus Per Level	0
			MOR	2	Natural Armour	25
			INT	2	Drops Gold	

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<b><u>Zombie</u></b>	The rotting reincarnation of a fallen warrior.	<b>Raise Dead</b>	STR	9	Base Hitpoints	25
		<b>Walk It Off</b>	AGL	1	Hitpoints Per Level	4
			STM	9	Attack Bonus Per Level	0
			MOR	2	Natural Armour	0
			INT	1	Drops Gold	TRUE