

Kingdoms of Amalur--Re-Reckoning Fatesworn Edition Checklists

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Note: This is a massive game, made even larger with the DLCs and Re-Reckoning Fatesworn bonus materials and extra content. With all of that, for those who are achievement oriented, it'll take you a good 90+ hours to complete everything from start to finish. If you're not a completionist, I would focus on the main and faction quests only--each of these are worth doing. The side quests are more for flavor, to give you some idea what the individual regions are like. Just do those side quests that come with some benefit (access to trainers or loot), as needed. Tasks should only be undertaken--even initiated--if you're in dire need of money.

If achievements are a priority, I highly recommend learning how to block-parry, timing it properly with various types of enemies, as well as utilizing attacks with the shield (use the left trigger on the PS and Xbox consoles) since one of the achievements requires you to block-parry 100 times and there is another block-parry attack type achievement (only 20 are required but they're tricky to achieve and I believe a notice pops up each time you do it right that says "Last Stand"). It's better to do that over the course of the game instead of trying to get the achievements at the end of the game, the way I tend to.

Another achievement requires you to defeat an enemy four times your level. In order to do this, you need to go to places on the map that you're underleveled and challenge a high level enemy while there. I think the best way to do this is to just run from the left of the map to the right as far as you can get and survive, not stopping to do battle with anyone if you can help it. If, for instance, you do this at the beginning of the game, starting out from Gorhart and making your way right steadily from that point on, I think by the time you're half or 3/4th of the way to Rathir (upper left, just before crossing over into Klurkikon, which, of course, you can't do until you're pretty fair into the main quest). In general, though, it's easier to just do all the quests in each given area before moving to the next area. That way you can complete the side quests and tasks around the same time as you've completed all the other faction and main quests. This keeps you from going back and forth, fast traveling endlessly, and you're always able to handle the enemies you're faced with.

In general, getting all the achievements won't be hard if you're a completionist. For the stealthy achievements, they're easy to get near the end of the game--backstabbing 20 enemies (using daggers and crouching, you have to see the activation button first and hit it to execute the backstab attack in order to do a proper version that gets the achievement); pickpocketing (you have to be hidden with a phasewalk potion to actually get that achievement, not simply crouching, and you have to "get away with it"--i.e., not get caught--for it to count); getting caught committing a crime 25 times (there, you shouldn't use any stealth; just walk up and steal things that are considered illegal loot--Adessa is the ideal place to do this because there are so many guards everywhere); broke out of jail (save the very second you're in the jail cell because you're given a single lockpocket, not a prismere kind, and you'll probably have to load and reload until you succeed in picking the lock). You can utilize the Victory Games to finish getting the 50 scavs you need to kill for the achievement if you didn't get it during The Legend of Dead Kel DLC. Throwing yourself off the Idylla Concourse is easy, too. Save just before you find the jump point. You'll die. Load the last saved game. The achievement will pop. The only achievement I don't expect to get is the "play on hard mode" one. I like to finish a game completely but I don't ever want it to be hard. I prefer to never die even once during a game. But the rest are easy to get if you're a completionist. Oh, and don't forget to talk to someone in the game with all your clothes off. That's a fun, super simple achievement!

Be on the look out for skill books, which sometimes are hidden or come with quests. They'll permanently improve one of your skills.

This game is absolutely not stingy when it comes to money. So if you want to forego any of the tasks (denoted with an asterick) in every area, you'll still be able to afford anything you want to buy, upgrading your many, many home, along with springing for the outrageously priced training. On that topic, you can

only purchase training from each trainer once, but you have to be a certain level to gain access to their training. My experience was, unfortunately, that you can't put on rings or items that have skill bonuses to qualify for any training you're not ready for.

Cool exploit: Save all "universalist" rings or necklaces (in your chest, if you have to). If you want to wear a certain piece of equipment that's too high level for you, put on two universalist rings and one necklace of that type. Each one of these is usually 20-25% reduction in armor requirements. Usually, combining these allows you to put on the high level equipment. As soon as you're able to put on the armor you want to wear, you can swap out any other jewelry you want to wear. I recommend keeping 2 universalist rings and one necklace in your inventory at all times since sometimes the game will take off your equipment and the only way to get it back on is to have that jewelry. Otherwise you're back in the tattered clothing you started the game with until you can find something else to wear.

My opinion about leveling up your skills: The most important ones are persuasion, detect hidden (so you can see all parts of the map, including loot, plants, treasures, enemies, hidden areas, and lorestones), dispelling. Once those are maxed, go for alchemy, sagescraft, blacksmithing, and mercantile (mainly so you get tons of money even when you have to destroy things because you have no room to carry them). Finally, if you're playing the Travelers quest line or you want to steal and use stealth, go for that investment. Lockpicking is useless in this game, especially if you stock up on prismere lockpicks.

With the Fatesworn addition, your level caps at 50 instead of 40. But that's still not enough to get you 100% of the skills, even with all the training. You can get all advancements in every skill, but you'll be left with about three that you can never finish. My lockpicking never maxes out. Feel free to re-spec your skills and abilities at any time--you'll probably need to, especially once you start the Fatesworn quests. You'll have plenty of money to do it as often as you want.

Lorestones are very valuable to locate and click on. While the buffs for each are minor, they add up and getting them all is one of the achievements. If you have the Detect Hidden skill maxed, almost all of them are plainly visible on your local map. Some are within caves, dungeons, or buildings so you might need a walkthrough to get them all.

Beware of side quests that require you to accompany or escort someone. If you accidentally somehow turn on the function that allows you to hurt the NPR you're running around with, you may fail their quest. Save often and have 3-4 backup saves at all times.

Be aware that your sagescraft, blacksmith, and alchemy "bags" don't count toward your carrying capacity so you can keep everything you pick up for any of these, or you can sell them if you're not focusing on maxing these skills. However, you're limited by space for everything else--so if you're allowed 50 total pounds, one item=one pound, regardless of logistics such as the fact that a hammer should weigh considerably more than daggers--including anything picked up for annoying, recurring tasks or quests that won't allow you to drop, destroy, or stash these items. Below is a list of all the backpacks you can buy in the game (for a steep price only lowered when/if your mercantile skill improves) to improve your carrying capacity by 10 pounds each.

1. Illyn Doldran in Mel Senshir
2. Rikka Egest in Gorhart Village (The Corner Shop)
3. Riona Helt in Ysa (Asker's Alley)
4. Senecer Macit in Adessa (Domus Politica)
5. Wil Donall in Rathir (Upper City--Scholia Arcana)
6. Ampelio in Idylla (Idylla Market, The Teeth of Naros DLC)
7. Calum Toomey in Gravehal Keep (After restoration, The Legend of Dead Kel DLC)--some reports that this is no longer available in the Fatesworn edition and, even if it is still for sale, it doesn't actually increase your inventory slots ???
8. Dolan Hardy on The Westroad (Southern encampment near the Dalentarh road, Re-Reckoning Fatesworn DLC)
9. Ferrin Shaw in Crownhold (South of city gate, Re-Reckoning Fatesworn DLC)

10. Chest in the Boggart Fight Club secret area (access only granted via the Re-Reckoning Fatesworn DLC with the Boggart Doll Easter Egg Hunt**)

MAIN QUEST

- 01) Out of Darkness
- 02) Into the Light
- 03) The Hunters Hunted
- 04) Old Friends, New Foes
- 05) The Coming Storm
- 06) The Great General
- 07) An Old Friend
- 08) Enemies in High Places
- 09) Breaking the Siege
- 10) Silence Falls
- 11) Echoes of the Past
- 12) Pride Before a Fall
- 13) Taking Vengeance
- 14) Reckoning

Brand new post main quests included with the Fatesworn Edition:

15) A Delicate Secret (level 30+): Alyn Shir sends you on a scavenger hunt to gain her weapons and scandalous armor--which is hilarious if you're playing a male character.

16) New Horizons: This is the very last quest of the game. Once it's done, you have to rely on a saved game to go back and do anything else you left undone in the game. For this quest, I donned Alyn's outfit sans the top. Somehow it seemed fitting.

FACTION SIDEQUESTS

HOUSE OF BALLADS

- 01) Song of Sir Sagrell
- 02) Ballad of Bloody Bones
- 03) Two Knights and a Troll
- 04) What Lies Beneath

(Note: Wait to do these last three quests until your persuasion is at 100%. It's the only way to save the entire court. Otherwise you have to kill them all except the king.)

- 05) The Champions
- 06) Cursed Kingdom
- 07) The Hero and the Maid

HOUSE OF SORROWS

- 01) The Sorrows Call
- 02) Voices of the Dead
- 03) A House Divided
- 04) The Eldest
- 05) The Weeping King
- 06) Such Sweet Sorrow

SCHOLIA ARCANA QUESTS

- 01) Trial by Fire
- 02) The Ruin of Aodh

- 03) The Unquiet Bride
- 04) Shardfall
- 05) Lightning in a Bottle
- 06) A Crowded Mind
- 07) Revelation

TRAVELER QUESTS

- 01) The Guided Hands
- 02) The Silent Step
- 03) Jailbreak
- 04) Something Borrowed
- 05) Going Rogue
- 06) Mirror, Mirror
- 07) Outside the Box
- 08) Classic Misdirection
- 09) The Purloined Letters

*(Note: Before going into the underground area for this final quest, make a hard save. Once you're below, **use only right side dialogue**. If you use anything else, the quest will glitch and you'll be trapped in the hall, unable to go back up and unable to get past the barrier to advance the quest. Don't ask me why this works. Unfathomably, it does.)*

10) Thick as Thieves *(If you side with Grim, most of the Travelers disperse and aren't available at the camps anymore.)*

WARSWORN QUESTS

- 01) The Commendation
- 02) The Road Patrol
- 03) The Heart of Sibun
- 04) Lock and Key
- 05) The House of No Doors
- 06) The Isle of Eamonn
- 07) The Mystic Hammer
- 08) The Mountain Prison
- 09) Khamazandu's Gift (if you betray the Warsworn)

MISCELLANEOUS SIDE QUESTS

Each region has its own quests. Asterisked (*) items denote tasks that are permanently ongoing.

* Those marked with an asterisk are ongoing tasks that earn you a considerable amount of gold but you'll never be able to remove them from your quest list or the items they require from your backpack. You may prefer to avoid them altogether unless you need money.

DALENTARTH

- A Brutal Contract Yolvan
- A Tangled Thread Webwood
- Aggressive Brownies The Sidhe
- Band of Brother Monks The Sidhe
- Brother Fallon's Beads Glendara

- Building Bridges Odarath
- Crisis of Faith Odarath
- Cutting the Threads Webwood
- Cureseeker Ysa
- Dangers of the Sidhe..... The Sidhe
- Gathering Flames Glendara *
- Gossamer End Webwood

(Note: You gain a house after completing Cannaroc quests.)

- Grim Harvest Webwood
- Hair of the Dog Webwood
- Homecoming Odarath
- Hunting the Thresh The Sidhe
- Imelda's Charm Ettinmere
- Keeper of the Keys Lorca-Rane *
- Knowledge Lost Yolvan
- Long Overdue Odarath *

(Note: This isn't a task per se; there are 10 books in Til's Collection that are overdue and need to be returned. The books are scattered all over the map, so it's a long quest. Unfortunately, the books are capable of being sold, destroyed, or getting lost. I tried putting them all in my storage chest but by the time I finally retrieved the last one {I think near Seawatch}, I found out one of the books had gone missing. So I was unable to complete the quest.)

- Lost Lorca-Rane
- Members Only Odarath
- Oh, the Indignitaries Ysa
- One Drop Ysa
- Order of Operations Ysa
- Out of the Past Odarath
- Plagueshield Glendara
- Rallying Cry Yolvan
- Recipe for Trouble Odarath
- Red in Tooth and Claw Yolvan
- Reprisal, Reprised Yolvan
- Resting the Bones Webwood *
- Shadow of Enfaminir Yolvan
- Shine and Shadow Ettinmere
- Special Delivery Odarath
- Status Symbol Ysa *
- The Antelope Lorca-Rane
- The Brownie Den The Sidhe
- The Fisherman's Bride Ettinmere
- The Flame of Rhyderk House of Ballads *
- The Flowering Lorca-Rane
- The Height of Crime Haxhi
- The Natural Order Glendara
- The Treasures of Meropis House of Ballads *
- The Widow's Wrath Webwood
- Ungentle Beasts Yolvan

- Uprising Ysa
- What Ales You Ysa

THE PLAINS OF ERATHELL

- A Page Turner Rathir
- A Pilgrim's Setback Tala-Rane
- A Second to a Duel Rathir
- Bad Blood Rathir
- Bell, Book and Candle Tala-Rane
- Buried Alive Forsaken Plain
- Castor's Wrath The Wolds
- Collections Galafor
- Dangerous Games Tala-Rane *
- Derfel's Labors Kandrian
- Deserters' Deserts Tywili Coast
- Every Sparrow Fallen Rathir
- Family Arms Tywili Coast
- Floodgates Cradle of Summer
- Good With Locks Rathir
- Learning Curve Rathir
- Life's Work Forsaken Plain
- Lyria's Lost Rathir
- Mixing Business Rathir
- Niahm's Labors Tala-Rane
- One Man's Treasure... The Wolds
- Out of the Ruins Galafor
- Raising the Dead Forsaken Plain
- Ratofer's Pawns The Wolds
- Rogue Harvest The Wolds *
- Rivener Tarsus Cradle of Summer
- Sartorial Splendor Tywili Coast *
- Sisterly Love Cradle of Summer
- Strict Accounts The Wolds
- The Aster Inheritance Tala-Rane
- The Best Defense Kandrian
- The Erathell's Blessing The Wolds
- The Lord Kandrian Kandrian
- The Orison Rathir
- The Secret of the Fae Pools Galafor *
- The Tinker's Daughter Kandrian
- The Treasure of Culn Forsaken Plain
- The Valley of the Blessed Galafor
- The Waters of Madness The Wolds
- They Walk Among Us Forsaken Plain
- Tidings of War Rathir
- Tirin's Secret Galafor
- Unlucky Charm Forsaken Plain

- Vane's Luck Tala-Rane
- Wrest From Peace Tala-Rane

DETYRE

- A Master's Touch Menetyre
- A Silver Tongue Adessa
- Applied Science Adessa
- Aron Excavations The Hollowlands
- Bloodbane The Hollowlands
- Bone Town Apotyre
- Community Service Adessa
- Dinner Time Apotyre
- Executive Orders Adessa
- Fae at the Mine The Hollowlands
- Fellfire Bloom Alserund
- Hand-Delivered Adessa
- Her Righteous Fury The Red Marches
- His Brother's Keeper The Red Marches
- Into the Breach The Red Marches
- Kidnapped Alserund
- Lab Assistant Adessa
- Making Enemies Menetyre
- Miners in the Sand The Hollowlands
- Missing Keys Apotyre
- New in Town Adessa
- Opening a Vein Apotyre
- Paper Trail Adessa
- Return to Sender Adessa
- Rock Collection Apotyre *
- Runaways Apotyre
- Running With Scalpels Menetyre
- Sandstone Villa Adessa
- Shipping Error Adessa
- Spider Season Menetyre
- The Century Flowers The Hollowlands
- The Crossing Alserund
- The Cynrics Apotyre *
- The Darkvari Apotyre *
- The Messenger Apotyre
- The Tithes That Bind Adessa
- The Zungars Apotyre *
- Time of Need Menetyre
- Tinker's Task Apotyre *
- Under Watch Adessa
- Whereabouts Unknown Menetyre
- Whitestone Tarnished Apotyre *
- Worth Fighting For The Red Marches

(Note: After completing the Motus Mining operation quests, you'll get a house and steady income once a day. After finishing the main Adessa quests, you'll also get a house, complete with healer--though you'll be attacked by two brutes every single time you come into the house. If you don't kill the brutes, they'll kill your healer.)

KLURKIKON

- A Time to Reap The Midden
- Artifacts and Castles Drowned Forest
- Brun the Bard Caeled Coast
- Deadeye Cursewood
- Elf's Best Friend The Midden
- Eyes and Ears Cursewood
- Ghosts of Seawatch Caeled Coast
- (Note: After completing this, you'll gain a castle, a healer, a trainer, and a merchant.)*
- In Memoriam The Midden *
- Malicious Practices Mel Senshir
- On the Hunt The Midden
- Remembrance Mel Senshir
- Rite of Honor Mel Senshir
- Spawning Pools Drowned Forest
- The Blades and the Seal Caeled Coast
- The Lady's Children Caeled Coast
- The Last Gastyr Caeled Coast
- The Lost Squad Caeled Coast
- True to the Cycle The Keening
- Witch Knight of Ghennig The Keening
- Worthy of Chernobog Caeled Coast

ALABAstra

- Bareth Twilight Pass
- Bolgan Bane High Fulgen
- Esha Twilight Pass
- Gask Twilight Pass
- Heroes Shall Not Pass Amaura
- Master Belne Amaura
- Master Farraglen Amaura
- Master Kiftal Amaura
- Ordo Twilight Pass
- The Killing Ground Shadow Pass
- The Siege of Moondown High Fulgen

DLC: The Teeth of Naros (Level 10+)

Note: I believe you're locked into this area until you finish all its main quests; after that you can fast travel back in the other areas of the game again. You won't have access to your stash so make sure you have a lot of open inventory slot and take everything you think you might need. There are blacksmiths to repair your armor and weapons and places to make and buy potions though.

Main

- The Teeth of Naros
- Rites of Passage
- Shapen in Iniquity
- Into Temptation
- The Perpetual Desolations
- Ascension

Side

- Ashes to Ashes
- Back to Basics
- Circles of Strife
- Dramatis Personae
- Going Primal
- Hoarders in the Sewer
- Labor of Love
- Leaky Faucets
- Lost in the Sewers
- Of My Own Invention
- School of Hard Knocks
- Stowaway
- The Lost Litanies
- The Sewer Run
- Will and Waters

Tasks

- Nerotelos Puzzle Rooms
- Lost Arts
- Myrrine's Burden
- The Great Game

This is a very enjoyable questline. I enjoyed the main quests but the side were also interesting, and frustrating though it can be completing the puzzle rooms in Nerotelos is personally rewarding. Note that primal power and all that went with it didn't seem all that powerful once the questline is finished.

BONUS: The House of Valor (Level 20+)

The House of Valor is located in Alserund, Detyre, at the far east side, close to the Circle of Engard. The seven quests for the House of Valor faction were originally part of a free promotion for those purchasing a new copy of Kingdoms of Amalur: Reckoning, but now it's a bonus questline of Re-Reckoning. There's a market area, Arena, Gambling Den, and the Champion's Manor.

Main Quests

- Earning Valor
- Magic Men
- Simply Mercenary
- A Valorous Proposition

- A Viper For All Seasons
- Meeting with Magnus
- Championship Match

During the House of Valor questline, you'll win several pieces of valuable armor/weapons, including: Kentigan's Shadow, Gentleman's Courtesy, Gauntlets of Arland, Kentigan's Respite, Birkita Chausses, Ardra's Greaves, and Gentleman's Favor. After completing the main quest, you get the Champion's Manor for yourself, giving you another home to stash items, sleep, and change your appearance. You'll also get ownership of the Gambling Den, through which you can get a daily income from Jokkul. Additionally, the challenge board provides 18 extra challenges to complete that include fighting any type of monster in the arena, often with added handicaps for you to overcome or a time limit involved. None of them are hard at all if you do them after you finish the main quest of the game and are a fairly high level. The reward for each is a level-dependent sum of gold, plus some unique items.

Worth doing? No, unless you do it early in the game so the items you gain prove powerful and unless you're a completionist, but there are no achievements associated with this one.

DLC: The Legend of Dead Kel (Level 30+)

Note: You're locked into this area until you finish all the main quests; after that you can fast travel back in the main areas again but only by going back and forth on the boat with Captain Brattigan. You won't have a stash to utilize for a long time so make sure you have plenty of room in your inventory. There are places to get potions and repairs though.

Main

- The Legend of Dead Kel
- What Remains
- Dark Harbor
- Until Death
- An Offering
- The Exiles

Side

- An Infestation
- Coveting Tragedy
- Justice Done
- Message in a Bottle (find all 8 of them, hidden along the beaches, etc. to gain an achievement)
- Price of Freedom
- Scattered Fragments
- The Expedition
- The Invaders
- The Prison Ship
- Ties that Bind

Faction - Gravehal (multiple quests/tasks required for each of these)

- Gravehal Keep
- Restoring Gravehal
- Gravehal Armory
- Gravehal Tunnels

- Gravehal Library
- Gravehal Gallery
- Gravehal Tower
- Beast Training
- Combat Training
- Scouting Mission
- Diplomacy
- Translations
- Gravehal Paintings
- Master of the Keep

Fantastic questline. I enjoyed the main quests but the side were also interesting. A lot of the repeatable ones became annoying after a few times.

Fatesworn DLC for Kingdoms of Amalur: Re-Reckoning (Level 40+)

Note: Since you wouldn't otherwise have access to your stash or homes, you're allowed to fast travel anywhere else on the map after you start this quest.

It's recommended that you finish all the main quests except New Horizons before accepting or doing any of the side quests in the game, as there are many glitches that can occur if you don't go to the right person to gain a quest or if it's not done in a certain time or way.

Main Quests

- Unsettling News
- The New God
- Breaking Fate
- Smuggler's Run
- Sins of the Father
- The Broken Crown
- Crucible *(Note: The five Chaos portals in Crownhold are required; the final 20 in the rest of the world are optional but required for the achievement. Doing all of them allows you to craft the most powerful weapons to face the final boss and gain the achievements at completion.)*
- Hope of the Fatesworn
- POINT OF NO RETURN (finish all other quests in the game first) New Horizons

Side Quests

Note: There's an achievement for completing all of these. Save often, especially before talking to anyone, as often persuasion is necessary to succeed. If you fail, you'll have to reload and keep trying until you do. If you fail and don't have a save to fall back on, the quest will also fail. I recommend finding a walkthrough and following it closely to avoid glitches.

- A Small Favor
- An Old Bond
- Beyond the Barricades
- Chaos Matter Delivery
- Crafting Made Simple
- False Prophets
- Guard Down

- Headhunters
- Invasive Species
- Last Breath
- Lesson of the Bones
- Life and Death
- Lone Survivor
- Lucky Charm
- Night Barghest
- Outcast's Revenge
- Rat Plague
- Stolen Ticket
- The Cursed Grove
- The Giant Killer
- The Sound of Mithros
- The Taken
- The Tree and the Branches

Tasks

Note: These don't count toward the achievement for doing all side quests, so you can safely ignore them.

- Antelope Racing
- Choice Cuts
- Hearts of Chaos (*the only one worth accepting because the others can get annoying*)
- Niskaru Fangs
- Payback

Fatesworn Cult Faction Quests

Note: Most of these have multiple parts that you'll have to sleep to advance to the next one.

- A Preordained Encounter
- Mysterious Monoliths
- Ivan's Favor
- Lyenna's Lullaby
- The Unbound
- The Raid

Very worthy questline. I enjoyed the main, side, and faction (imagine, you're the object of reverence in your very own cult!) quests, avoided all the tasks except Hearts of Chaos, since turning them in required nothing of me and once all the Chaos Portals were closed, so was the task. Note that chaos power and all that went with it ceased to be useful even one iota once the questline was finished.

Miscellaneous Items

- Boggart Doll Easter Egg Hunt**

I recommend doing this ASAP, otherwise there's little or no benefit. By the time I did it, I was done with the whole game, including all the DLCs, so I didn't need more backpacks. The ring got me around quick, and I used the pet flute in the arena type quests to take down the parade of enemies fast.

Access is granted to a chest in the Boggart Fight Club secret area via the Re-Reckoning Fatesworn DLC. First, you have to find 7 Boggart dolls. Each are lit up so you can interact with it (and the light makes it a little easier to spot). You have to find and click on all seven in the correct order. You'll only know it's

the right order because the doll will laugh when you interact with it. You also have to do this, I think, in a very short amount of time (though I don't know the time limit). Since they're all in the basic area of Gorhart, it's doable. But you can't be bothered with enemies or picking up loot, etc. while you're doing this. You have to run/fast travel from one to the next quickly, ignoring everything else if you can (or clear them out first, then start the sequence). In this limited amount of time, you have to locate and click on each doll in order before you'll be given access. I recommend finding and trying to memorize where the first 6 dolls are, then concentrate on getting to them and clicking on them each fast. The location of the first 6 Boggart dolls and the sequence to click on them is included on this map: <https://imgur.com/a/VbXICJx>.

Below, I'll detail exactly where to find the dolls and where to get the seventh one, though this was really hard and you have to pay close attention to all the details of your surroundings. I had to do it 4 to 5 times before I'd memorized the location in the right order. Use the numbered locations on the imgur map to give you basic locations.

- Doll 1: Fast travel to Agnur Farhal (close to Gorhart). Follow the right wall around until you come across the doll. Click on the doll. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order and have to start over.
- Doll 2: From where you found the first doll, local at your local map. Try to set a marker on the local map that's over/close to the "O" in Odarath on the World map (if you've maxed Detect Hidden, there's usually a convenient plant that you can set it on right near there). Follow the map to find the doll inside the left side of a big tree that has an archway you can pass through. Click on the doll. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order.
- Doll 3: From where you found the second doll, you'll see a "finger" of terrain (like Italy's boot) just above Gorhart on the World map. Again, there's a convenient plant you can set a marker for on the local map. Run to it. Click on the doll. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order.
- Doll 4: Fast travel back to Agnur Farhal and this time follow the left wall around. You won't have to go very far before you find this doll. Click on it. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order. (Note: I mixed up Doll 1 and 4 the first four times I did this, doing it in the opposite order. I realized I had to swap them in the sequence to get the correct order.)
- Doll 5: Fast travel to Gorhart. Turn around and take the road out of town. Just outside the gate, on the left, you'll see one of those fluffy cow things in a pen. The doll is inside the pen (to the left, I believe). Click on it. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order.
- Doll 6: Fast travel to Stonecandle Mine (not far from Gorhart). Once there, turn around. Open your local map. On the far right side of the map almost exactly opposite the mine, there's a shrine. You'll see a very small green dot indicating it's there. Mark it. Run to it. The doll isn't very far from the shrine. Walk a little ways right from the shrine. Click on the doll. It should laugh. If it makes a different sound than a laugh, you haven't found the right doll in the right order.
- Doll 7: Fast travel to Gorhart and run to the inn and into the only room downstairs. The last Boggart doll is sitting on the fireplace. At this point, if you've done it right, he should be lit up like the other dolls. If you did it wrong, he's not lit up and you'll have to start all over. As soon as you click on the lit-up Boggart doll, the fireplace will open and you'll be in the secret area, where famous boggarts run around, not trying to kill you for once. In the next room, there are two chests.

Your rewards are three backpacks (increasing your inventory by 30!). You'll also get a pet flute. Slot it like you would a potion or the whistle, and you can summon random creatures to fight for you for a fairly long amount of time. There's also a pair of shoes that allows you to run as fast and silly as a boggart. Your damage is decreased by 99% but your speed is increased by 50%. I did this after finishing pretty much all

the quests of the game, using them only to get around fast. I didn't do any battle while wearing them, which would have been counterproductive.

□ **Romance**

There are 5 possible romance options in this game, all of which are female. Be prepared. Romance in this game is little more than disappointment. Don't expect more than spoken acknowledgement of a union in which there is no warmth and none of these women seem to even like you except Captain Brattigan, who at least has a sense of humor.

1. Alyn Shir (main story romance option): The only way to romance her is to persuade her when you call her out, saying "I know you like me". Save prior to this. The ability to persuade is very low, like 14%. If you fail, that's it. But if you've saved prior to this, you can just reload the game and keep trying until you succeed. Note that the consequences even of succeeding here is little more than an acknowledgement that she does like you but nothing comes of it except maybe a line of dialogue in her farewell note following the main quest ("I will wait for you.")

2. Maid of Windemere (House of Ballads quest line): Becomes a potential lover/spouse if you spare her and betray the faction. But again, it's in word, not deed.

3. Queen Belmaid (House of Ballads quest line): If you save her--a Dispel skill at least 5 is required--and kill the Maid of Windemere, she becomes a potential spouse in word, not deed.

4. Captain Rast Brattigan (The Legend of Dead Kel DLC): Flirt and flatter her throughout the DLC and she'll decide she wants you for sex--though in word only, not deed.

5. Sunhilda Lorrelle (The Legend of Dead Kel DLC): Whether you're male or female, the ambassadorial envoy sent when an alliance is created between Hrenloc and Gravehal during the course of the Diplomacy task becomes a potential lover/spouse. There's an assumption you've slept together when you wake up and find her standing next to your bed. Yeah, that's it.

□ **Fortune and Glory (becomes **The Victory Games**)**

After completing the main quests of Fatesworn, there's a man standing in the inner courtyard at Skald's Forge. He gives you this quest. Basically, it's an arena type quest. I did it all in one go after finishing everything else in the game except New Horizons.

There are three arenas associated with this quest in Amalur: One (the first one) is in the Plains of Erathell, which is near Tirin's Rest to the right. The next is in Klurkikon (just under the cave Sanctuary Grotto). The last is in Crownhold, east of Crow Peak. All of these have the same people and you have all the usual services--a merchant, fateweaver, sagecraft altar, healer, blacksmith forge, and someone to repair your equipment and remove gems. You can make your own potions, there's a bed for you here, and your stash is available. Unique items (consumables) are available that, if you take them, give you certain buffs.

At each location, you're give three rounds of just every kind of creature you've encountered thus far, except Chaos creatures. Dozens of all types will spawn and keep spawning relentlessly all through the fierce battle. There are power-up choices for you in each--which you have to pick up as soon as the battle begins and sometimes they respawn during the battle so look for them. There are also bonus agendas that you can try to get during each round. After each battle is won, you're given a higher powered version of the special sets of armor you probably already collected while doing the Fatesworn side quests. Each of those comes with a bonus ring. Note that you can't wear the old set you had with the new ring. Only the new set of armor will pair with the new ring. Once the three rounds are won in each location, you're asked if you want to come along for the next leg of the tour. If you say yes, you'll be taken automatically to the next one.

This quest line is considered a task. I did three rounds at each place, and there was no definitive end after the third round in the third location. I went back to the first place with the NPCs of the quest, and did another two or three rounds. More of the same equipment like I'd found before, only higher level,

with a new ring that gives you additional bonuses. I don't think this ever ends. I honestly don't know if this one is worth doing at all. There is no achievement--just some good gear that you don't need because you've probably already finished the game. At the point you're given this task, it really isn't worth doing anymore. None of the rewards are worthwhile enough to warrant it. Do it only if you're a completionist.