



Introduction

A damsel in distress, an ancient god to contend with, and whole "fate of the world on your shoulders" thing. All in a days work for a bounty hunter turned hero. Two Worlds is a wide open adventure full of choices and consequences. You can breeze through it, or savor your time. Save the world, or doom it to centuries of turmoil. However you play, IGN is here to help.

In this Two Worlds guide you'll find:

- **The Basics:** Before you jump in, some basic tips for tackling fights and reaping rewards.
- **Walkthrough:** Hit a snag in your quest? We'll get you back on track.
- **Trainers:** Locations of all the trainers to unlock your character's potential.
- **Side Quests:** A full list of all the guild quests to boost your reputation.

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Two Worlds Basics

Two Worlds is a very deep game that encourages exploration and experimentation. Don't feel too pressured to approach the game in any set way. There are plenty of techniques you can use, and plenty of roads to complete your quests. We'll provide some strategies that brought us success, but always experiment and find the path that works for you

Melee Combat

You can rapidly press the attack button to execute basic combo attack. These are not combos like the ones you'd expect in a fighting game where your opponent will be helpless. Your hits stun your foe, but they will be able to recover, even if you continue your combo.

Because of this, you want keep an eye on your enemy's animation. When he winds up to attack, hit the "dodge" button to jump back and avoid being hit. This is pretty easy to manage in fights with one or two enemies, but quickly becomes hard to manage with groups.



When you encounter a group of enemies, you'll need to thin them out to take them on with melee combat. Melee attackers are aggressive. The enemy AI is simple. If an enemy cannot attack you from a distance, it will run at you. Enemies will give up if they get too far from you. You can use strategic retreat to deal with these situations. Run near a few enemies, and lead them away from the rest, perhaps retreating toward a shrine if one is nearby. This will allow you to pick them off much more easily.

Archers can be difficult to cope with as a melee fighter. If you have to, you'll need to chase them into a corner. Once you close in on them, though, they'll fall quickly. Spellcasters like Shamans and Necromancers are much easier to deal with. Your dodge button is not very useful in evading their attacks, but they attack slowly. Run around their projectiles and wait away.

Ranged Combat



Ranged combat can be effective, as well, but you'll need to level up your magic or archery skills. Find trainers to help you so you can get the skills you need to inflict some damage at a distance. It's still not going to deal damage as quickly as melee combat, so you're ultimately going to want to use a mix of styles, but it's very helpful for picking off animals that

travel alone, or those pesky archers.

Other Combat

There are a few other tools outside of these basics to play with. Summon spells are very handy for coping with groups, as you can draw heat away from yourself. Traps are a handy tool, as well. Since enemies are so easily lured in your direction, they're a sucker for these. They're disposable, though, so you'll need to ration them.

Looting

Some of the best equipment you'll get will come from searching fallen foes. Even if you have no use for something, grabbing everything in sight is useful, because you can cash in at the nearest town. Before long, encumbrance will become an issue and you won't be able to take everything.



Remember, ingredients, potions, and elements do not take up any weight, although they do take up some space. Still, load up on these things, and when you have your alchemy level built up enough, start cranking out the potions to free up space. Keep an eye out for equipment that seems common. Combining equipment of the same time will result in a higher class weapon. It's a good way to get something without having to take up any room in the inventory. In fact, in many cases this will result in something that far outclasses the rare high-end equipment that will remain at Class 1 because of its scarcity. Spells and money likewise will cost you nothing to take.

Two Worlds Walkthrough

[The Beginning](#)

[The Scepter](#)

[The Earth Element](#)

[The Water Element](#)

[>>](#)

Welcome to Antaloor. This is a vast land, with much to see. While Two Worlds is all about open-ended exploration, your tasks will be very small at first. There are certain side-quests that we recommend completing early on, as they will make your travels much easier. However, we recommend being vigilant about completing this initial leg of the journey. It's simple and linear, but after you're past it, the whole world will open up to you, and then the real fun begins.

Also, remember, many of the goals have multiple solutions. At times we will try to indicate several of these to you, but other times, we will simply indicate the easiest path. Don't let this discourage you from finding your own path. We're here to guide you, but strike out on your own when you feel confident enough to do so.

Your Journey Begins

After the very brief mission, "Into the Darkness," you'll find yourself just outside of Koromin Village. A man named Tago is up ahead, and he tells you that someone is waiting for you in the village. This is Gandohar, and he will be one of your main contacts in your journey. Speak with him and he will tell you that you need to speak with his leader, Reist Tungard.



While you're in the village, find the teleport and speak to the man standing by it. He will give you an item that will allow you to activate any new teleports you find and use them whenever you wish. It's a handy means of travel, so don't neglect to do this, even though it isn't part of your main quest.

Reist is in Goat's Cave. It's to the east, and should be marked on your map. Reist will explain what he wants from you in exchange for your sister's safety. When he leaves, go outside. Gandohar will be waiting by the campfire. Speak with him, and he will tell you to find one of the "nodes" nearby, which will allow you to speak with your sister.



The node is in a valley nearby. You'll know when you're in the right area because your screen will turn a bluish hue. When you've found the right spot, Kira will suddenly appear. She will tell you some of your family's history before she bids you part. Now, return to Gandohar, who is still at the camp. He will reveal their true intentions, and refer you to Reist, who will be waiting in the cave again.

When you finish with Reist, you will need to talk to Gandohar one more time. He will tell you your main quest: to recover the five pieces of the relic that is your family's heritage. He asks that you consult a man named Ho for further details.



Ho's house is to the south. Even he seems a bit fuzzy on some of the details, but he will give you all the leads you need to complete your quest. We'll begin with the Scepter.

Two Worlds Walkthrough

[The Beginning](#)

[The Scepter](#)

[The Earth Element](#)

[The Water Element](#)

[>>](#)

The Scepter

The Scepter is located in the Karga Camp in the far northwest. There are many ways to complete this quest. There are two main paths: Ally with the Karga Clan, or Ally with Ebrat Skelden.

Allying yourself with the Karga Clan is the seemingly more righteous path, as well as the easier of the two. At the door of the Karga Camp you'll be met by a guard, who will deny you entrance if your reputation with the Karga Clan isn't high enough. You can go do a couple side quests for the Giriza Clan to win their favor and gain entry. There's a cheap way to get in, as well, as long as you're not playing on Hard. You can attack the guard and allow him to kill you to re-spawn in the camp. You will seem to be stuck, but you can jump over the corner of the wooden fence on the north side of town to escape.



However you get into the camp, you'll still find the Karga Clan distrustful. You'll need to perform quests for people in town to boost your reputation to level 2 before you can speak with Ultar Karga. There are two very easy quests here: One involves finding the body of a man named Isa in a small cave just north of the camp. The other simply involves coughing up two potions. After you do this, you can speak to Ultar Karga.

He explains that he needs to eliminate Ebrat Skelden, but he wants it done without spilled blood. He's sure that Skelden is a traitor to the crown, but needs you to find proof. Cahal Karga would prefer you just kill Skelden. The latter will involve doing some quests for the Skeldens to gain their trust, so if you're in a hurry, just go with the "Final Strike" mission.



The Skelden Camp can be found by the excavations to the east. You'll find a man there named Sano Moon standing in front of his house. If you pick the lock to this house, you'll find a glowing unidentifiable item in the back. These are plates that the House of Skeldon is using to forge money. Return to Ultar Karga and claim your reward.

Two Worlds Walkthrough

[The Beginning](#)

[The Scepter](#)

[The Earth Element](#)

[The Water Element](#)

[>>](#)

As you've been told, the trail for the Earth Element goes cold in Windbreak, a small village west of Cathalon. There are two men here who can lead you to the element, Mayor Gordar, and Captain Ran Hograd. Seeing either of these side quests through will lead you to your goal.

We recommend helping Capt. Hograd. His quest will have you face dozens of Orcs, which means a lot of great equipment to load up on, and plenty of gold. The first thing he wants you to do is to report on a caravan that has been attacked by Orcs. Take the southern road from town and follow it toward Cathalon. You'll come to the lost caravan. You can choose to fight, but you don't have to. Hograd only cares that you give him a report.



After this, he will send you on a mission to exterminate an Orc encampment to the north, where he suspects the Orc known as White Head is residing. This is going to be a fairly long battle. The encampment is well fortified. We recommend going around it and approaching from the north and luring your foes out a few at a time, retreating to the shrine just north of there when needed.

Report back to Hograd now, and he will tell you he suspects White Head is hiding in the Kings Barrows region to the far west. Travel there and look for a small cave that will be marked on your map. Down here you'll find White Head. Don't kill him, at least not yet. He can speak your tongue. You will act as the go-between for him and Hograd to set up a showdown. You'll have to go back and forth a few times, but eventually White Head will allow you to use their tunnel as an entry point to the King's Tomb.

At this point you can choose to fight White Head and his rather sizable army of Orcs, but it will be a difficult fight. Instead we recommend luring the Orcs out and hiding behind White Head until one of the archers accidentally shoots their leader. Now White Head will engage his entire party in battle. Sit back and enjoy the fun, and pick off strays once they're softened up for the experience. When White Head is nearly dead, finish him off and anyone else that's left, and then loot the joint for all the good armor and weapons.



Now you can continue through the cave to enter the King's Tomb. Inside you'll find many skeletons to battle, but you might prefer to just run through. Eventually you'll come to the Earth Element. You can't miss it. Now get out of there and back to safety.

Two Worlds Walkthrough

[The Beginning](#)

[The Scepter](#)

[The Earth Element](#)

[The Water Element](#)

[>>](#)

The Water Element rests in the city of Ashos, an isolated place on the a delta in the River Gon far to the west. Travel south through Qudinar, and follow the road south and then west when it forks. You'll find Ashos to be a bustling metropolis, with a grand temple to their serpentine god Yatholen located in the northwest. This Temple houses the Water Element, but you cannot enter. To gain access you will need to win the favor of a guard with a key to the back way.



There are two main quests to accomplish this. The easier of the two involves a guard named Hajime Masaware just to the left of the main entrance to the city. He will send you to rendezvous with a man named Kenji Sahashi in one of the local inns (it will be marked on your map). He, in turn, will send you to meet with his contact. After you have completed this, return to Masaware and tell him what you have found.



Speak to him again, and he will tell you of a man named Kano who lives nearby. When you speak with him he will ask you to investigate the temple to see if you can find the answers to their insect problem. How convenient.

Inside the temple are powerful Serpents. These creatures may be too difficult for you to destroy, depending on your level. If this is the case, just run, and make your way to the chamber where the Water Element resides. Make your way around the paths, careful not fall into the water, and nab the element.

This will disable the magic that protects the city, and upon returning to the surface, you'll find the entire town has fallen to Orcs. While these Orcs are many, and defeating them will take some time, it may be worthwhile, as it will leave you free to search all the houses for some valuable loot, to say nothing of the experience it will build. Combining all those katanas you find will make for a formidable weapon (which you won't be able to wield unless you're at level 31). If you just wish to make a speedy escape, use the teleport.

Two Worlds Walkthrough

<<

The Fire Element

The Air Element

Moment of Truth

The Fire Element rests in the heart of Gor Gammar, the Orc stronghold far to the south. Unless you are very powerful, you'll want to head to Cathalon before you attempt to penetrate the fortress. In the east of Cathalon, you will find a man named Creo. Speak to him and he will tell you about a special armor that will allow you to disguise yourself as an Orc. Speak to the man named Othis just a few feet away. For 2,000 Gold he will give you an order to take to Creo, who will then sell you the item for an additional 5,000 Gold.

Now head south. You may wish to visit the fourth node if you have not yet done so, as well. When you reach the northern gates of Gor Gammar, you'll find them locked. If you head left at the gate and begin to make your way around the castle wall, you'll come to an entrance to a subterranean path that will take you inside. It's filled with dozens of Orcs. If you put on your Orc disguise they will leave you alone, but since there's a shrine down there you shouldn't have much trouble hacking through them if you want the experience.



Once you reemerge inside Gor Gammar's walls, however, we recommend keeping a lower profile. Not only are the enemies in here more powerful, but there is no shrine, and death will result in a lengthy hike to get back. With your disguise, the Orcs will allow you to walk around freely, and even take the relic without repercussions. Make your way to the front gate, and turn around to see the Fire Element. Claim your prize and use the teleport to exit.

Two Worlds Walkthrough

<<

The Fire Element

The Air Element

Moment of Truth



You'll need one more element to complete the relic. You would imagine this quest would be the most difficult, but in fact, this is the easiest element to obtain. There are no quests, no dungeons, and indeed no need to battle at all. If you wish to avoid combat, make the trip on horseback. Venture into the burnt forest to the east of Gor Gammar. The location of the element will be clearly marked on your map. There are powerful Scorpions here, but they are easily avoided. When you reach the Air Element, you have only to pick it up and the Relic will be complete.

Two Worlds Walkthrough

<<

The Fire Element

The Air Element

Moment of Truth

The Moment of Truth

With the Scepter fully restored, you can now rendezvous with Gandohar. He's still waiting for you by the bridge just north of Qudinar. After speaking with him, you will participate in their ritual. You find out that Gandohar was simply playing the good cop to get what he wanted all along, and you find yourself cast aside to die. When you regain consciousness you'll find yourself greeted by Paladins who explain your next task to you.



You must travel to one of the towers and defeat its keeper. The Paladins suggest the Death Claw Tower in the east, north of the desert. You'll find the area heavily fortified by Necromancers and their undead legions. At the top of the stairs, there is a teleport that will take you to the top. There you will have to fight the tower's keeper. He's not too difficult. He can throw a slow moving projectile at you and slash with his sword. When you've defeated him, the seal will vanish from the sky.

This will lower the defenses of Oswaroth. It lies just to the northeast of the Death Claw Tower. You'll find the area well fortified with undead soldiers. Make your way to southern gate of the large pentagram-shaped courtyard. Reist will be waiting for you. When you speak to him, he will take on his demonic form, an intimidating 30 foot monster.



Demonic Reist can be a very difficult fight. If you've been hurrying through the game your level might be down in the 20s, and it should be in 40s to defeat Reist with brute force. However, his pattern is very simple, so you can still beat him if you're under-leveled. Find some large rubble with a gap big enough for you to run between, but too small for the demon. This will allow you to keep him in one place while you attack and run, or stay just out of reach and attack him with magic. If you're lucky, you may even be able to position yourself in a spot where you can attack him freely but stay out of range of his blows.

When you find Gandohar inside, he will give you a choice. This choice will determine your final battle, as well as the game's ending. If you oppose Gandohar, you will have to defeat him. Don't worry, he's not very difficult, especially compared to Reist. If you choose to side with Gandohar, you will need to defeat Balor and his Paladins. This is

considerably more difficult than the fight with Gandohar. Balor can heal himself, so it may be problematic for those depending on re-spawning, as well. Even still, after the fight with Reist, this will probably seem like a cake walk. Use summons to draw some heat away from yourself and then pick off the Paladins one by one.



That's it. You've sealed Antaloor's fate, whatever you've chosen. Either way it looks like this world's troubles have not yet ended. Your quest, however, is complete. Enjoy the brief ending and bask in your victory.

Two Worlds Side Quests

[Intro](#)
[Necromancers](#)

[The Society](#)
[Giriza Clan](#)

[The Brotherhood](#)
[Karga Clan](#)

[Merchant's Guild](#)
[House of Skelden](#)

Side Quests are an important part of Two Worlds. While they are, for the most part, optional, you will find many times in your journey where they will be almost necessary. Side Quests can reward you with Gold, Experience, a helpful item, or perhaps a new ally. Certain quests will boost your reputation with certain groups as well.

We will detail all of the quests that are needed to boost your reputation in the various guilds. This will open doors for you, and you will need to be in good standing with certain groups to complete the game. You cannot complete every quest in the game, as many will bring you to a point where you must forsake one side for another.

As a general strategy, **do not try to complete quests one at a time.** This is often impossible, as very often the solution to one quest will be uncovered by accepting another quest. Try finding and accepting all the quests in a given city or area, and then work on completing the ones you can. As you go the solutions will become more apparent.

Some Guild Quests may also not be available until you have earned a certain rank within that guild, so if you find someone to be uncooperative, just try some other quests for the same guild.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

By Any Means

Questgiver: Ferid Redismos

Location: Koromin Village teleport.

Solution: The Teleport will be marked on your map. It lies to the east, just west of the Thalamont node. Walk up to the teleport to activate it, and then use it to teleport back to where Ferid is waiting.

Personal Teleport **Questgiver:** Ferid Redismos **Location:** Koromin Village teleport.

Solution: Just bring him some Mangnesite. It's commonly found in Grom camps. There's a camp nearby if you head east and take the right fork in the road. You'll find it lying on the ground on a mound in the camp.

Insect Egg **Questgiver:** Master Oldrin; **Location:** Northeast Windbreak Village.

Solution: The sandpit lies on the edge of the forest to the east of the windmills. The egg sits conspicuously amidst the ruins.

Missing Staff

Questgiver: Rama Erendar

Location: Tharbakin, in the northwest part of town.

Solution: Take the path that leads northwest from Covegnor to the Grom camp. The staff is in the middle of the camp.

A Dragon Scale

Questgiver: Daron Moreti

Location: Northwest Tharbakin

Solution: There is a stronghold guarded by a Paladin far in Northeast Thalamont. The remains of many dragons are inside, and here you will find the scale in one of the cells.

Find a Necromancer's Spell

Questgiver: Seloth Brotun

Location: Near the Qudinar teleport.

Solution: You may be able to find what you need from a trader in town, but it is simpler to visit one of the Claw Towers and kill a few Necromancers. They almost always have spells on them.

Find a Necromancer's Staff

Questgiver: Seloth Brotun

Location: Near the Qudinar teleport.

Solution: You'll need to find a "Senior Necro Staff." Again, visit one of the Claw Towers, like the nearby Water Claw Tower, and bust some Necromancer skulls until you find what you need.

Black Shadow **Questgiver:** Juna Evrist **Location:** Four Stones Village, inside one of the houses.

Solution: The Earth Claw Tower is to the northwest of Four Stones. This is the same as other towers: It is heavily guarded by Necromancers, and the stairs lead to a teleport to the top, where you must defeat the Pentagram Keeper.

Hunt Down the Mage-Turned-Necromancer

Questgiver: Origen Ormaios

Location: Near the Quidinar Teleport Station.

Solution: Your old friend Seloth is in the Qudinar graveyard, outside of the town walls. Kill him to complete the quest.

Orcish Prophecy

Questgiver: Amber

Location: Along the road between Cathalon and Four Stones Village.

Solution: Just talk to Amber. Your reward will be improved reputation with The Society.

Find Necromancers

Questgiver: Argos Moraios

Location: In Qudinar, by the road leading to the teleport.

Solution: Keep an eye out for mages dressed in black in the city. It may take time to find one, but when you do, you will have completed Argos' quest.

Public Enemy

Questgiver: Sygius Destrus

Location: The ruins along the road between Four Stones and Cathalon, near where you met Amber.

Solution: You must be level 6 with the Society to take this quest. Head south of Hadeborg Castle to find the Enclave. It helps to be in good standing with the Necromancers, but you can hop the fence near the gate if you must. You'll have to complete the quest "Against the Living" before you can finish this one, as well. When these conditions are met, you may meet with The Flame, and kill her to complete the quest.

The Healer's Gathering

Questgiver: Mostrol Moria

Location: A house north of Four Stones Village.

Solution: You need to speak with three people to complete this quest. The first is in Windbreak by the eastern entrance. The others are in Clovelly. One lives near the north gate, and the other near the south. When you return you will have to choose a side, and your reward will differ depending on who you side with.

Return the Mirror

Questgiver: Lokar Maios

Location: Cathalon, usually near the center of town.

Solution: To take on this quest you must have met either doppelganger of Annon Moha, as well as his apprentice. After you speak with Lokar, visit Esperon in Four Stones, and tell him the real Anon has a birthmark. He will give you the mirror. Take it back to Lokar to complete this quest, or to either of the Annons to complete their respective quests. You cannot complete all of these quests, so you must choose.

Two Worlds Side Quests

[Intro](#)
[Necromancers](#)

[The Society](#)
[Giriza Clan](#)

[The Brotherhood](#)
[Karga Clan](#)

[Merchant's Guild](#)
[House of Skelden](#)

A Troubled Horse Breeder

Questgiver: Lucius Drax;

Location: Southern gate of Koromin

Solution: Just find Vesit Delurna's corral (or coral as Vesit calls it). It's not far from the village, just to the south.

Extortion

Questgiver: Vesit Delurna;

Location: The coral just south of Koromin

Solution: There's a camp of bandits by a lake northeast of there. Kill them and return to Vesit to claim your reward: a horse. This is a great way to get around quickly early in the game.

Orc Catapults

Questgiver: Raul Dang;

Location: The Cathalon training camp in the southwest part of the city

Solution: The triggers are all inside Hadeborg Castle, far to the south, north of Gor Gammar. The area is well guarded by many, many Orcs as well as a few Cyclopes, so your two options are to either be prepared for some heavy duty fighting, or purchase the Orc Disguise by completing Creo's quest so you can infiltrate the area without fear of being attacked.

The Lost Patrol

Questgiver: Holi;

Location: Northern Border, in the military camp.

Solution: The dwarf village is east of the Yarrut Gate. The mine entrance is in here. Look for the body of Holi's brother, and then return to Holi to tell him of their fate.

The Orna Mine

Questgiver: Alfron Dekar;

Location: Northern Border, in the military camp.

Solution: The dwarf village is east of the Yarrut Gate. The mine entrance is in here. There will be many dwarves to fight, so you'll need to have decent stealth abilities, or a lot brute force. The dwarven chief will look different from the rest and carry a large horned shield. Kill him.

Check Up On the Guard's Brother

Questgiver: Eskel Oldrot;

Location: Northern Border military camp, guarding the north gate.

Solution: Eskel will open the way north. You will meet a Paladin at the stronghold. Enter the dungeon and find the cell of Ton Nakiri. Speak with him to learn of the fate of Loth Oldrot. Give him a lockpick to further your reputation with the Brotherhood. Return to Eskel for your reward.

Follow the Thief

Questgiver: Ash Lorus;

Location: By the thieves' cave south of Covengnor in Western Thalamont.

Solution: Tyco is in the cave, but he poses no threat to you. He'll give up the ring and offer a quest of his own.

Lost Armor

Questgiver: Arion Theries;

Location: Western Army Camp, by the Inn to the north.

Solution: Just find Aristo Radeias hanging out behind the Inn and speak with him.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

Moon Eye

Questgiver: Veran Korstill;

Location: Koromin Village

Solution: Brumhill Village is to the east. You'll find it fallen to Orcs when you get there. Look for Edvin's body in the north of the village and grab the crystal. It's probably wisest to use stealth or speed if you can, unless you're completing this quest later in the game.

Earning Trust

Questgiver: Ion Furvo;

Location: In a house in Tharbakin, in the west, just south of the main gate.

Solution: Go to Cathalon and enter through the western gate. Just north of there is Veller's office. Speak with Veller, and return to Ion Furvo to complete your quest.

Anti-Taint Device for Food

Questgiver: Clavius;

Location: Southeast Cathalon.

Solution: Find a woman named Saria nearby in the same part of town, and deliver Clavius' device to her.

Another Strange Delivery

Questgiver: Garrid Swan;

Location: Merchant's Guild in the north of Qudinar.

Solution: You must first complete "Earning Trust" and "The Arrangement" before you can take this quest, and you must complete it before the fall of Ashos. All you need to do is travel to Ashos and find Takashi Misuke, in the first house on the right when you pass through the main gate.

Good Business

Questgiver: Talor Ravinard;

Location: The Merchant's Guild, near the north gate of Cathalon.

Solution: You will need to be on good standing with the Giriza Clan to complete this task. You can find Aki Hosuno in Qudinar. Kill him to complete this task, but be prepared for some resistance from the Clan.

Alcohol Trail

Questgiver: Dras Beclam;

Location: Near Covegnor.

Solution: Head south along the trail until you find the thief Hatver Riseda. You can kill him or negotiate with him, whichever suits you best. So long as he is no longer a problem, you can return to Dras.

The Arrangement

Questgiver: Samon Veller;

Location: Merchant's guild office, where you did "Earning Trust."

Solution: Garrid Swan's house is in the eastern part of Qudinar. Speak with Garrid and you will get your reward. Also a whopping 4 points added to your Merchant's Guild reputation.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

Withheld Work

Questgiver: Stork;

Location: At an inn along the road, just a little south of Tharbakin.

Solution: You need to be in good standing with the House of Skelden. If you are you can go to the Excavations and into the mines, and speak with Armin.

Shadows over the Family

Questgiver: Keshi Lono;

Location: Near where you talked to Stork

Solution: Head to the Silver Plate Cave. Take the path east from the Darrut Teleport. Speak with their leader, Finch, and persuade him to give up his ill-gotten goods.

A Paid Murder

Questgiver: Tidar Shog;

Location: Between the two military camps.

Solution: Go to the Rusty Oger Lodge and speak with Darat. You'll be given the opportunity to turn on Tidar. If you do, you have an opportunity to boost your reputation with Giriza.

Get Back the Family Heirloom

Questgiver: Stelios Lomaio;

Location: In Southern Qudinar, outdoors.

Solution: Find Athos near the southern exit of Qudinar. Speak with him, and he will attack you, at which point you may kill him in self defense without reprisal from the city's guards.

The Breach

Questgiver: Zatagi;

Location: In a house in the north of Qudinar

Solution: You must first accept the Merchants' Guild quest "Another Strange Delivery." Then, bring the documents the Merchants have entrusted you with, and deliver them to Zatagi.

The Shard

Questgiver: Sling;

Location: The Giriza Clan house in northern Qudinar.

Solution: This will burn some bridges in Four Stones Village, so be sure you are done with that before taking on this quest. Head to Four Stones, and find Scar. He's easily felled, but the villagers won't appreciate your brand of justice, so make a hasty retreat.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

Bring Me Some Taint!

Questgiver: Orm Varagor;

Location: By his hut, which is northwest of Covegnor.

Solution: You must first complete the quest "Clear out the Cave" by speaking to Tyco in the thieves cave south of Covegnor (and Ash Lorus outside). Taint Shoots can be found in all the cemeteries in Antaloor. There's a cemetery near Covegnor, one outside of the city's walls on the island Qudinar occupies, one near Windbreak, one near Ho's house, one near Gallows Hill, and one in the south. Just keep an eye out, and remember, some graveyards have several shoots.

Bring Me Some More Taint! See above.

Bring Me Even More Taint! See above.

Bring Me More Taint - One Last Time! See above.

The Hangman's Rope

Questgiver: Basil Tylar;

Location: By the Mage's Tower east of Koromin, along the road leading to the Northern Border Brotherhood camp.

Solution: Gallows hill can be found by taking the trail that leads north along the road leading between Tharbakin and Gorelin. Here is where you will find the rope to bring back to Tylar.

Against the Living

Questgiver: Ito Tamaga;

Location: The Enclave, south of Hadeborg Castle in the Southern region.

Solution: If you take the path on the east side of the Enclave that leads south, it will lead you to the site in question. It is overrun with reapers. Deal with them, and return to the enclave to claim your reward - and meet with the Necromancer's leader.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

Isa:

Questgiver: Barra Gall;

Location: Lower part of the Karga Camp.

Solution: Before you enter the cave that leads to the Karga Camp, go to the right (north) instead and follow the cliff wall until you see a small cave. Isa is already dead, and his body will be in the cave.

Drying Resources:

Questgiver: Antral;

Location: Lower Karga Camp, outside.

Solution: Just cough up two healing potions. You probably already have some, but if not, you can buy them in any city. This is a good quest to build your reputation quickly and easily, but the reward isn't much.

Collecting Evidence:

Questgiver: Ethan;

Location: In his house in the lower Karga Camp.

Solution: Travel to Gorelin and find Zed Masara hanging out near the gate. He'll give you the papers you need to bring back to Ethan.

The Missing Son:

Questgiver: Ged Sammra;

Location: Tharbakin, in a house a little north of the center of town.

Solution: Hagrast is east of the excavations. Speak with him to learn what you need to tell Ged. You can return to claim your EXP reward, but if you also kill Hagrast you'll boost your reputation with the Karga, as well.

Friend's Favor:

Questgiver: Conn Krannach;

Location: In a hut, east of the excavations

Solution: The Dark Soul Dungeon is due north of Conn's hut. Some bandits are waiting outside. Inside you'll find the statue waiting for you on an altar.

Secret Passage:

Questgiver: Eras Brakalet;

Location: By the cave just southeast of Tharbakin

Solution: Head to the dungeon entrance in Tharbakin. Down below you'll need the key Eras gave you. Kick some skeleton butt and work your way through the passage until you come out the cave. Eras will be waiting for you above.

A Final Strike:

Questgiver: Ultar Karga;

Location: Upper Karga Camp, in the house guarded by Cahal.

Solution: Head to the Excavations and find Sano Moon's house. Pick the lock and snatch the plates inside. Return to Ultar to get your reward. This will cut off your ability to complete "Eye for an Eye."

Eye for an Eye:

Questgiver: Cahal Karga;

Location: Upper Karga Camp, in front of his house.

Solution: You'll need to be in good standing with the Skeldens to complete this quest. When you've earned a meeting with Skelden, you can do him in, but he won't go down easy. This will cut off your ability to complete the quest "A Final Strike," which is a generally easier path to the same end.

The Test of Loyalty:

Questgiver: Ebrat Skelden;

Location: Skelden's house in the excavations camp.

Solution: Taking this quest allows you to take on the quests "Playing with Hope" and "Breaking a Will. Refer to those entries for more.

Breaking a Will:

Questgiver: Eryn Calvo;

Location: Covegnor

Solution: You need to be well established with the Skeldens to take this quest on. Speak with Eryn. If you decide to take on his cause and free Maxia, it will mean betraying the Skeldens, but it will boost your reputation with the Karga Clan. If you do as Skelden wishes, it will improve your standing with the House.

Playing With Hope:

Questgiver: Maxia Calvo;

Location: The house across from Ebrat Skelden's.

Solution: Get the key on the floor and give it to Maxia to boost your reputation with Karga, or remain loyal to the House to boost your reputation with them.

Two Worlds Side Quests

Intro
Necromancers

The Society
Giriza Clan

The Brotherhood
Karga Clan

Merchant's Guild
House of Skelden

Safe Neighborhood

Questgiver: Harban

Location: Skelden Camp, Excavations

Solution: Go to the teleport south of the excavations teleport and take the path west to the wolves' den. Kill the wolves and use the teleport to get back to the camp.

A Delicate Issue:

Questgiver: Sano Moon

Location: Skelden Camp, Excavations

Solutions: Go to Gorelin and find Estar. He'll send you to a cave. Recover the package and bring it to Sano Moon to boost your rep 2 points.

A Traitor in the House:

Questgiver: Brokk;

Location: Near the Excavations

Solution: Find Zed Masara in Gorelin. Get the papers and bring them back to Brokk. This will cut you off from the quest "Collecting Evidence."

Ruining the Groms War for Them:

Questgiver: Menno Hagerard;

Location: Take the east exit of the Excavations and follow the road north to find Menno.

Solution: There are four Grom camps with Totems along the roads and paths due east of the Excavations. The Totems are conspicuously placed on mounds in a central area of the camps. You only need three.

The Dangerous Rebel:

Questgiver: Berud; Location; Covegnor

Solution: Conn lives in a hut east of the Excavations. He offers his own quest for the Karga Clan, but if you kill him for Berud, you'll gain favor with the Skeldens instead.

Bandits' Hideout:

Questgiver: Set Kistor;

Location: Skelden Camp

Solution: Head to the Silver Plate Cave. Take the path east from the Darrut Teleport. Find Finch and kill him.

The Test of Loyalty:

Questgiver: Ebrat Skelden;

Location: Skelden's house in the excavations camp.

Solution: Taking this quest allows you to take on the quests "Playing with Hope" and "Breaking a Will. Refer to those entries for more.

Breaking a Will:

Questgiver: Eryn Calvo;

Location: Covegnor

Solution: You need to be well established with the Skeldens to take this quest on. Speak with Eryn. If you decide to take on his cause and free Maxia, it will mean betraying the Skeldens, but it will boost your reputation with the Karga Clan. If you do as Skelden wishes, it will improve your standing with the House.

Playing With Hope:

Questgiver: Maxia Calvo;

Location: The house across from Ebrat Skelden's.

Solution: Get the key on the floor and give it to Maxia to boost your reputation with Karga, or remain loyal to the House to boost your reputation with them.

Two Worlds Trainers

In order to unlock certain skills and begin leveling them up, you'll need to visit trainers. These guys can be found all over Antaloor, and can teach you any of their skills for a price. There are eight types of trainers in all, and they can be found in the following locations:

Koromin: There is a Ranger trainer by Vesit's coral south of Koromin. Follow the road northeast of there and you'll find a Night Walker trainer where the road bends left.

Cathalon: There are six trainers roaming the streets of Cathalon. Four of them (a Seargent, a Captain, a Swashbuckler, and an Archer) can be found in the southwest area of town. A ranger waits a little east of there, and a Mage can be found not far from the central fountain.

Qudinar: This is another place full of trainers. There are seven total. You can find a mage in the center-east part of town, and a Seargent, Captain, and Archer in the southeast. In the southwest part of town you can find a Night Walker and a Mercenary. Outside of the city walls near the graveyard, you can find a Necromancer Trainer, but you'll need to have an established reputation with them to learn their arts.

Brotherhood Camp, Northern Border: In the camp to north you can find a Seargent and a Captian to train you.

Eastern Camp: In the military camp just east of Qudinar and West of Cathalon you will find a Seargent, a Captain, and an Archer

Western Camp: A Seargent and a Night Walker can be found by the inn.

Enclave: You can find two Necromancy trainers at the Enclave, south of Hadeborg Castle, and North of Gor Gammar.