

SAGA



QUEST GUIDE

-Quest Guide-

Undertaking Quests is an essential part of SAGA. As you complete quests, you will gain experience, access to new quests, and sometimes even new territories to develop. There are several types of quests that you can undertake, and they are indicated by different colored tokens on the quest map:

Normal Quests:

-  Bronze quests are what you will see the first time you attempt a quest. As you beat the bronze-level quest, it will be replaced by a silver quest.
-  Silver quests are harder than their bronze counterparts, and will only appear once you have beaten a bronze-level quest. Upon completion, a gold quest will take its place.
-  Gold quests are harder than silver-level quests. Once you have completed a quest at the gold level, a checkmark will appear over the quest icon.
-  Heroic quests are indicated by a blue icon. They are much harder than gold quests. Like gold quests, they can be undertaken repeatedly.
-  Story quests are indicated by a purple icon. These quests are in a large series, requiring players to complete each quest before advancing (typically there's 1 quest per level).

Once-only Quests:

-  Green quests indicate that a quest can only be accomplished once. If you fail, you can attempt the quest again, but once you've completed it successfully, it will disappear.
-  Tutorial quests are green with a faction icon. These are designed to show you the basics of battle before engaging in real quests.
-  Territory quests are also green with a faction icon. The completion of a territory quest grants a new territory that can be accessed from the domain screen (their city).

Series:

 —  Some quests occur in a series, and require that you complete them in order. You can determine if a quest is in a series by putting your mouse over the quest. If a line appears that ties the quest to other quests, you will need to complete all the quests before it to attempt the current



Order Quests

TERRITORY QUESTS - LIGHT

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Orc Stronghold	75	5 1	94, 108
13	Territory: Portal	110	1500	56, 92
13	Territory: Disrupt Shadow Operations	110	Portal Quest	58, 114
17	Territory: Desert Shrines	130	20	136, 84
20	Territory: Portal	30	4000	62, 92
20	Territory: The Dogs of War	90	Portal Quest	78, 88

TERRITORY QUESTS - MACHINES

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Orc Stronghold	75	5 1	94, 108
13	Territory: Portal	110	1500	80, 28
13	Territory: Eliminate Forward Bases	110	Portal Quest	82, 4
17	Territory: Desert Shrines	130	20	136, 84
20	Territory: Portal	30	4000	84, 24
20	Territory: Operation Annihilation	90	Portal Quest	18, 50

TERRITORY QUESTS - NATURE

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Orc Stronghold	75	5 1	94, 108
13	Territory: Portal	110	1500	122, 48
13	Territory: Druids need Ankorite!	110	Portal Quest	32, 54
17	Territory: Desert Shrines	130	20	136, 84
20	Territory: Portal	30	4000	126, 44
20	Territory: The Bowels of Hell	90	Portal Quest	120, 52

Order Quests

HEROIC QUESTS - ORDER

Lvl	Quest Name	CP	Coordinates
10	Stalling Tactics	95	116, 68
12	Angor's Arms	105	96, 64
17	Haunted Hills	130	64, 72
20	The Path of Heroes: Part 1	90	24, 14
25	Mini Megalomania	170	148, 8
25	Slobbiok's Refuge	170	19, 81
30	Reign of Nightmares	75	8, 88
30	Twelve Trials: Part 1	90	152, 66
30	Twelve Trials: Part 2	180	150, 74
31	Twelve Trials: Part 3	90	146, 82
31	Twelve Trials: Part 4	90	150, 84
32	Twelve Trials: Part 5	150	64, 106
32	Twelve Trials: Part 6	210	-55, 85
35	Age of Kynan	150	152, 96

ONCE-ONLY QUESTS - ORDER

Lvl	Quest Name	CP	Coordinates
8	The Undead Arena	85	-44, 79
15	The Undead Arena 2	90	-44, 79
20	The Undead Arena 3	90	-44, 79
10	Clever Tricks	95	32, 68
10	Arena Battle: 1	90	82, 74
10	Arena Battle: 2-16 (appear after defeating previous quest)	90	82, 74

Brotherhood Quests

TERRITORY QUESTS - MAGIC

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Strip Mining	75	5  , 1 	44, 46
13	Territory: Portal	110	1500 	36, 46
13	Territory: Brotherhood Coalition	110	Portal Quest	132, 52
17	Territory: Disrupt Training	130	20 	130, 46
20	Territory: Portal	30	4000 	44, 46
20	Territory: Fifty Black Anvil Beards	90	Portal Quest	78, 8

TERRITORY QUESTS - UNDEAD

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Strip Mining	75	5  , 1 	-20, 48
13	Territory: Portal	110	1500 	-33, 82
13	Territory: Prepare the Land	110	Portal Quest	132, 52
17	Territory: Disrupt Training	130	20 	130, 46
20	Territory: Portal	30	4000 	-33, 82
20	Territory: Ayrik the Corruptor	90	Portal Quest	112, 14

TERRITORY QUESTS - WAR

Lvl	Quest Name	CP	Requirements	Coordinates
6	Territory: Strip Mining	75	5  , 1 	106, 90
13	Territory: Portal	110	1500 	102, 90
13	Territory: The Switch-a-roo	110	Portal Quest	72, 96
17	Territory: Disrupt Training	130	20 	130, 46
20	Territory: Portal	30	4000 	108, 90
20	Territory: Spoils of War	90	Portal Quest	152, 68

Brotherhood Quests

HEROIC QUESTS - BROTHERHOOD

Lvl	Quest Name	CP	Coordinates
10	Stalling Tactics	95	46, 34
12	Angor's Arms	105	96, 64
17	Haunted Hills	130	64, 72
23	Labor Camp Liberation	160	94, 10
25	Mini Megalomania	170	148, 8
25	Slobbiok's Refuge	170	19, 81
30	Reign of Nightmares	75	8, 88
30	Twelve Trials: Part 1	90	152, 66
30	Twelve Trials: Part 2	180	150, 74
31	Twelve Trials: Part 3	90	146, 82
31	Twelve Trials: Part 4	90	150, 84
32	Twelve Trials: Part 5	150	64, 106
32	Twelve Trials: Part 6	210	-55, 85
35	Age of Kynan	150	152, 96

ONCE-ONLY - BROTHERHOOD

Lvl	Quest Name	CP	Coordinates
10	Clever Tricks	95	92, 46
10	Arena Battle: 1	90	82, 74
10	Arena Battle: 2-16 (appear after defeating previous quest)	90	82, 74