

Side Quests- Bounty Hunt

pctalk.info/Games/Sacred2/Wolfes.Lair/SacredUnderworld/Pages/SeriesQuests-BountyHunt1.html

Bounty Hunt

Bounty Hunt isn't an actual "quest" since it does not appear in your Quest Log and there are no Quest Flags to show you the way, but it has some great rewards and is very fun to do if you have the time to play it out. It all begins in the Eastern part of Timberton (in the center of the white circle below):



In front of the inn (by the white dot that marks where my character is standing) you will find Richford:



Hey won't have a ?! above his head to let you know he has a quest, since this isn't really a quest. If you speak to him anyway he says:



Just to the right of him is a funny "wanted sign", it says "Wanted, Dead or DEAD, Have you seen this chicken?, 500 EGGS REWARD!", :



If you click on the sign a message will pop up telling you of a "wanted" creature and where they can be found. It is a bit vague in some occasions so you have to wander around the specified area and search for them. The creatures are always in the same location though, and thanks to Jeroen Braamhaar and Llama8 there is a list of all their EXACT locations:



Bounty:	Name:	Location:	Nearest Portal:
Dark Elf warrior East of South Hedgenton	Athurion	3283, 2101, 0	Hedgenton
Minotaur in the North of the Silver Creek region	Azathot	2667, 2839, 0	Porto Vallum
Goblin Shaman East of Moorbrook	Baltasar	4321, 1895, 0	Valley of Zhurag-Nar
Outlaw spitting on statue near Mascarell	Bogomir	1894, 3238, 0	Mascarell
Sakkara Priest East of Wolfdale	Boris	1816, 1996, 0	None - WALK!
Female cutpurse South of Porto Draco	Calisto	2169, 3580, 0	Mascarell
Scoundrel North East of arena near Bellevue	Darkeagle	3300, 2641, 0	Bellevue
Black magician East of Faeries Crossing	Exp. Creature VXIII	1953, 2975, 0	None - WALK!
Orc leader North of Porto Vallum graveyard	Gilbert	2575, 3003, 0	Porto Vallum
Female Elf North of Timberton	Gul Har	1356, 2574, 0	None - WALK!
Sakkara Priest East of Gloomoor	Hator	4058, 1780, 0	Valley of Zhurag-Nar
Troll in the peat bog in Highmarsh	Hatuni	3335, 1512, 0	Valley of Zhurag-Nar
Magician by the cages of undead in Mystdale	Hinsch	4193, 2487, 0	Mystdale Castle
Orc Shaman East of Florentina	Homer	2391, 3034, 0	Porto Vallum
Sakkara Priest East of Bravesbury	Kaspar	2867, 2592, 0	Braverock Castle
Deserter of DeMordrey's Guard outside Western gate in Braverock	Laoshi	2322, 2186, 0	Braverock Castle

Nasty robber in Shires Pen tavern	L.S.P.	2213, 2526, 1	None - Walk!
Deranged Magician at crossroads by Drakenden tavern	Robin	3862, 2196, 0	Mystdale Castle
Diabolical witch East of the Poor Men's Quarter in Crow's Rock	Simba	1830, 2351, 0	None - WALK!
Ronin in the graveyard of Slater's Grave	Theharenod	1454, 2514, 0	None - WALK!
Dark Elf by Seraphim statue South of Bravewall	T'Man	2903, 1951, 0	Braveroak Castle

NOTE: If you are playing Multiplayer it is quicker to go to the Haven Isle and use the Portal Room to Gloomoor in order to reach both Hator and Baltasar.

The way to bring up the coordinate meter is to hold Ctrl and click F on your keyboard, you will see some small white numbers appear in the top left corner of the screen.

If you would like to see screenshots of their locations and the creatures themselves [click here](#). I suggest reading the rest of the tutorial first though.

Each time you kill a bounty speak to Richford and he will reward you with gold and experience, he also on occasion might drop a rune or set item, he will always say the same thing:



After speaking to Richford click on the wanted sign for the next bounty. After you have done quite a few you might get the following message instead of a bounty target:



A quick way to get your next target is to click on Richford who will just tell you to check the sign, then click on the sign again, go back and forth between the two until you get another bounty.

After killing all 21 bounties Richford will give a final reward of the Ancarian Medal of Honor as well as 2 attribute and 2 skill points, this time his message changes:



The Ancarian Medal of Honor is always specific to your character class:

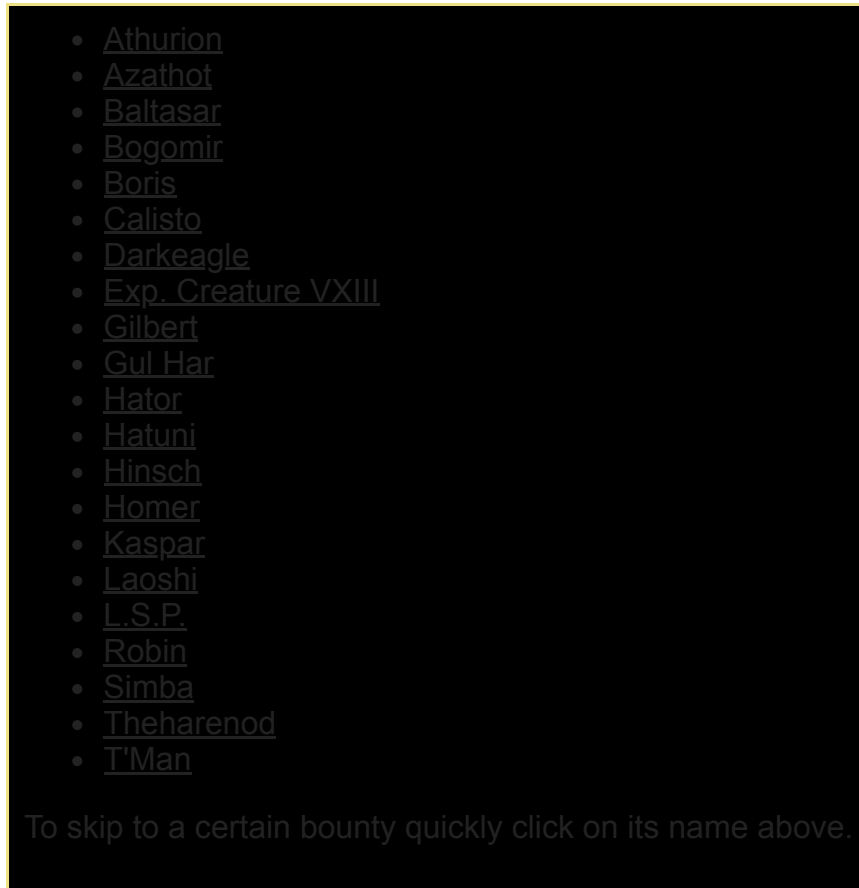


Side Quests- Bounty Hunt

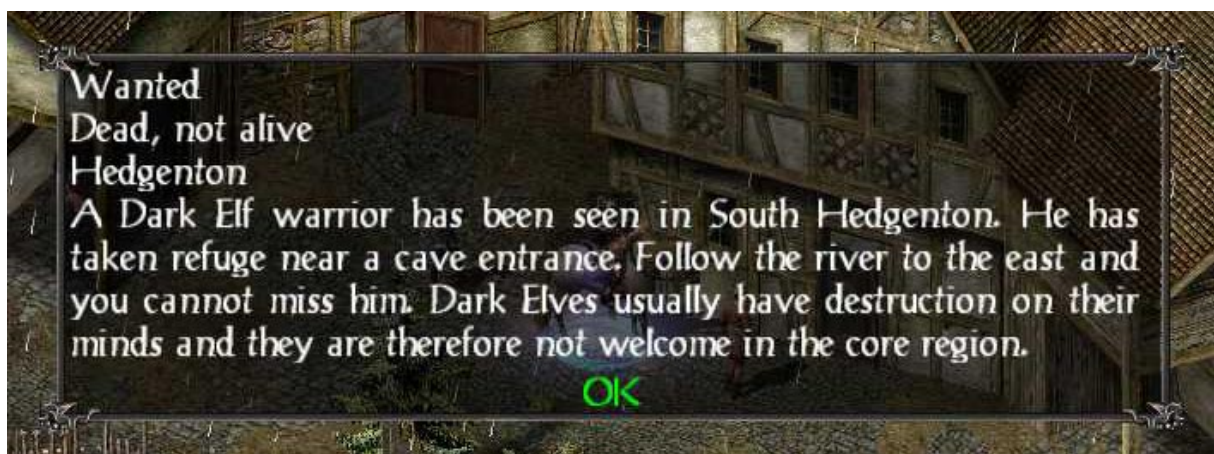
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Bounty Hunt

There are 21 bounties and they can come up in any random order from the wanted sign, you will never get them in the same order twice. The list will therefore be in alphabetical order:



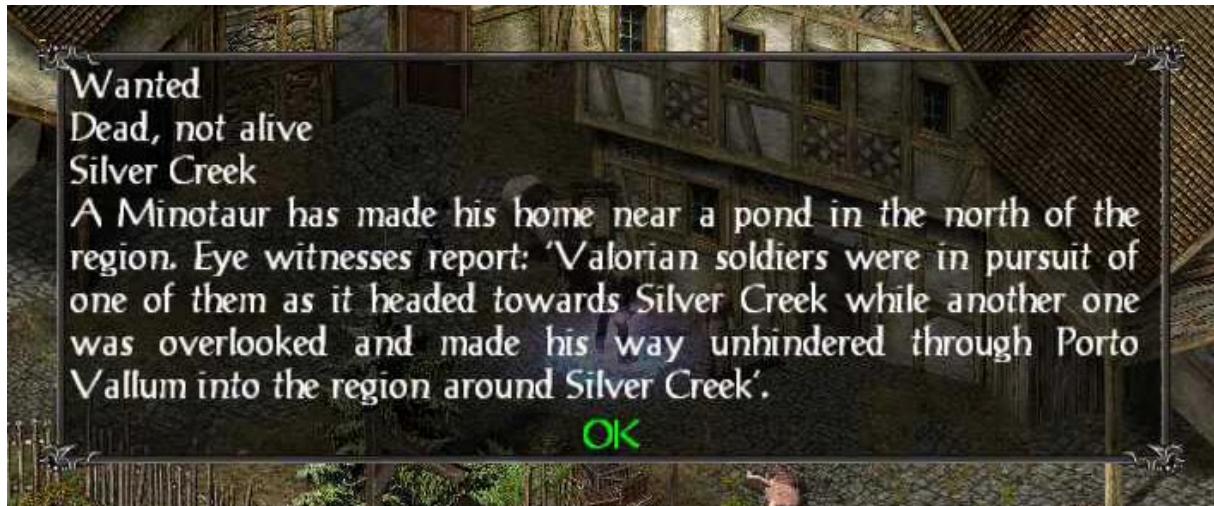
Athurion:





Sidhe (UU)		Level 48
	Last Foe	
	Athurion	
	Level	40
	Health	12958
	Own Hit Chance	79%
	Enemy Hit Chance	21%
	Damage	310
	Resistance	418

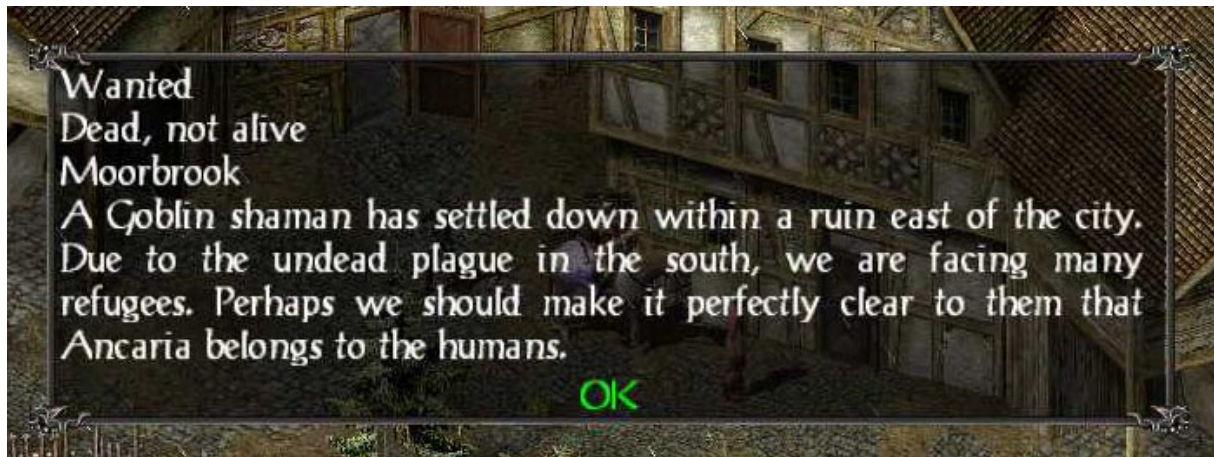
Azathot:





Sidhe (UU)		Level 48
	Last Foe	
	Azathot	
	Level	56
	Health	19825
	Own Hit Chance	69%
	Enemy Hit Chance	24%
	Damage	1106
	Resistance	747

Baltasar:





Sidhe (AA)		Level 48
	Last Foe	Azathot
	Level	56
	Health	19825
	Own Hit Chance	69%
	Enemy Hit Chance	24%
Damage		1106
Resistance		747

Bogomir:

Wanted
 Dead, not alive
 Mascarell
 An outlaw has been spitting on the statue. When a vigilant passer-by drew the outlaw's attention to the fact that the consequence of such actions will be a death sentence, the blackguard laughed and claimed he would like to see someone try.

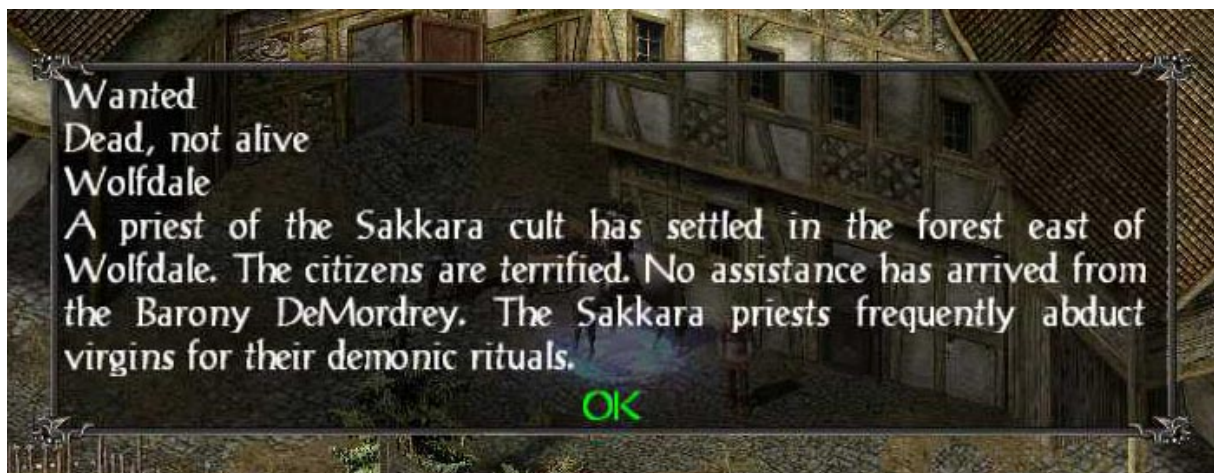
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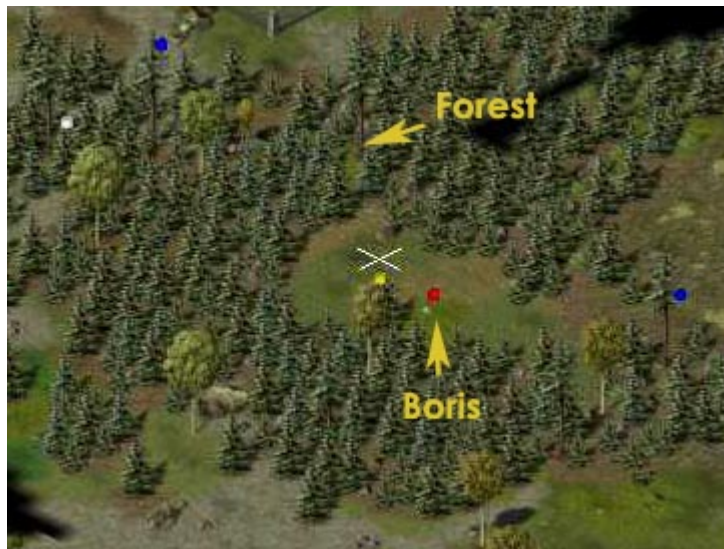




Sidhe (UU)		Level 48
	Last Foe	
	Bogomir	
	Level	16
	Health	2448
	Own Hit Chance	90%
	Enemy Hit Chance	7%
	Damage	44
	Resistance	95

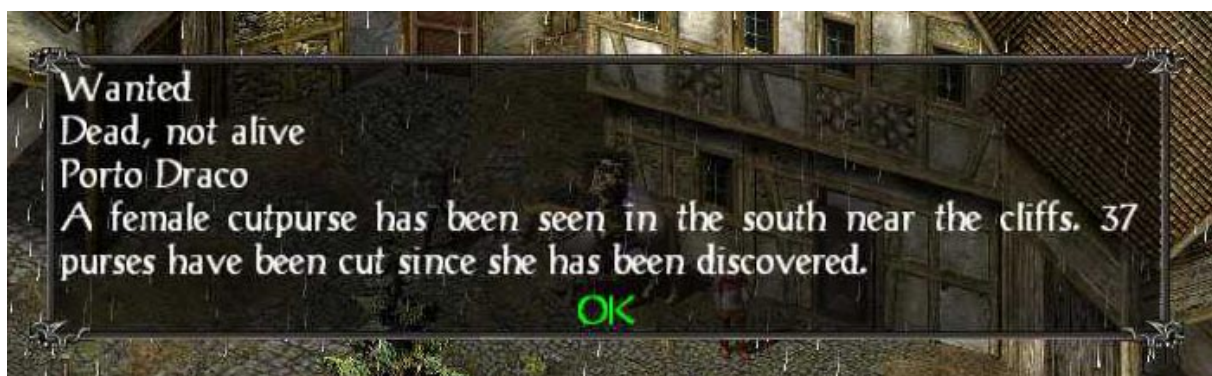
Boris:





Sidhe (UU)		Level 48
	Last Foe	
	Bogomir	
	Level	16
	Health	2448
	Own Hit Chance	90%
	Enemy Hit Chance	7%
	Damage	44
	Resistance	95

Calisto:





Sidhe (A/A)		Level 48
	Last Foe	
	Calisto	
	Level	25
	Health	3055
	Own Hit Chance	76%
	Enemy Hit Chance	16%
	Damage	64
	Resistance	50

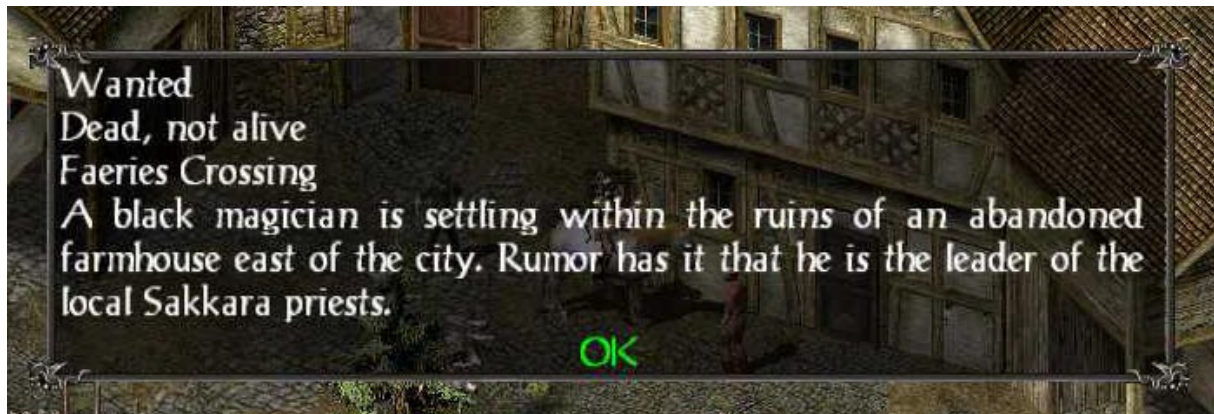
Darkeagle:





Sidhe (UU)		Level 48	
	Last Foe		
	Darkeagle		
	Level	6	
	Health	640	
	Own Hit Chance	94%	
	Enemy Hit Chance	4%	
	Damage		63
	Resistance		43

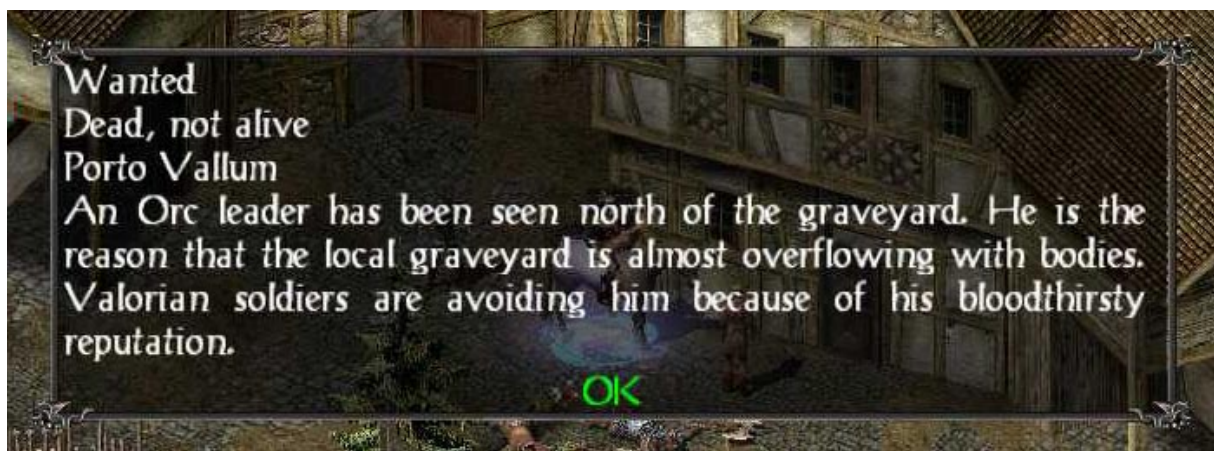
Experimental Creature VXIII:





Bass T. Ared...	Level 52
	Last Foe
	Experimental Creat...
	Level 16
	Health 885
	Own Hit Chance 80%
	Enemy Hit Chance 14%
	Damage 98
	Resistance 107

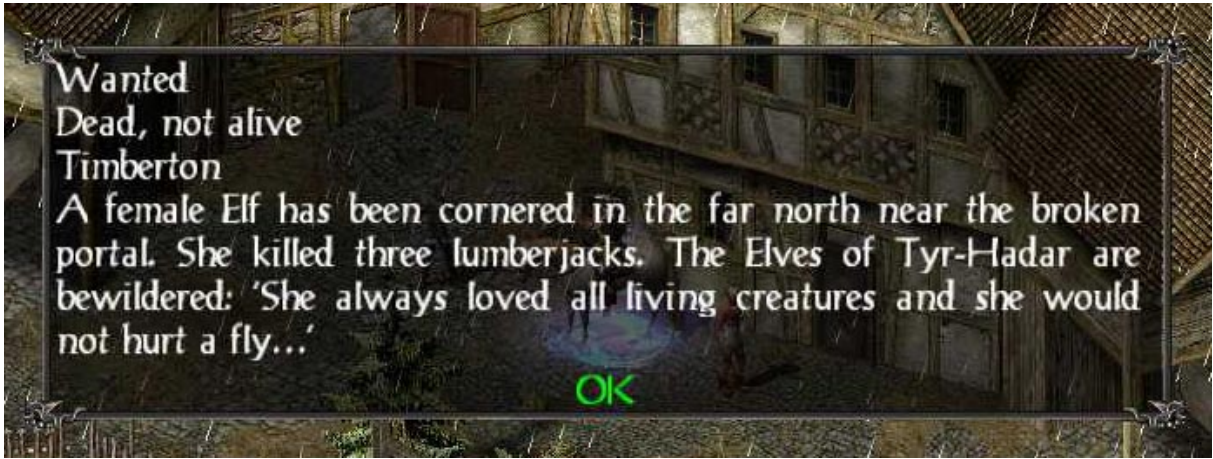
Gilbert:





Bass T. Ared.		Level 52
	Last Foe	
	Gilbert	
	Level	32
	Health	3773
	Own Hit Chance	65%
	Enemy Hit Chance	33%
	Damage	273
	Resistance	297

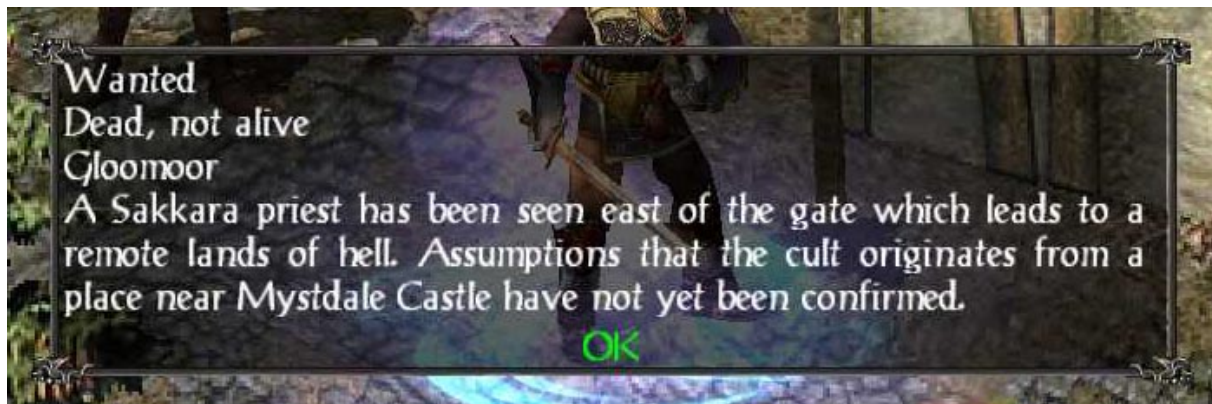
Gul Har:





Bass T. Ared...		Level 52
	Last Foe	
	Cul Har	
	Level	20
	Health	1342
	Own Hit Chance	77%
	Enemy Hit Chance	24%
	Damage	94
	Resistance	218

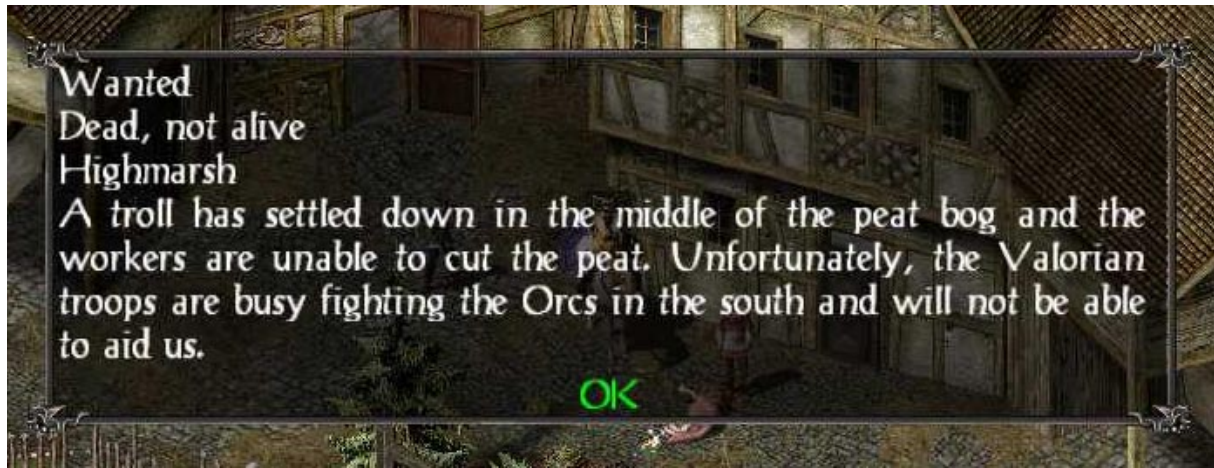
Hator:





Sidhe (AU)		Level 48
	Last Foe	
	Hator	
	Level	51
	Health	11340
	Own Hit Chance	86%
	Enemy Hit Chance	16%
	Damage	144
	Resistance	372

Hatuni:



Sidhe (UU)		Level 48
	Last Foe	Hatuni, Cook from...
	Level	42
	Health	19045
	Own Hit Chance	63%
	Enemy Hit Chance	30%
Damage		611
Resistance		1165

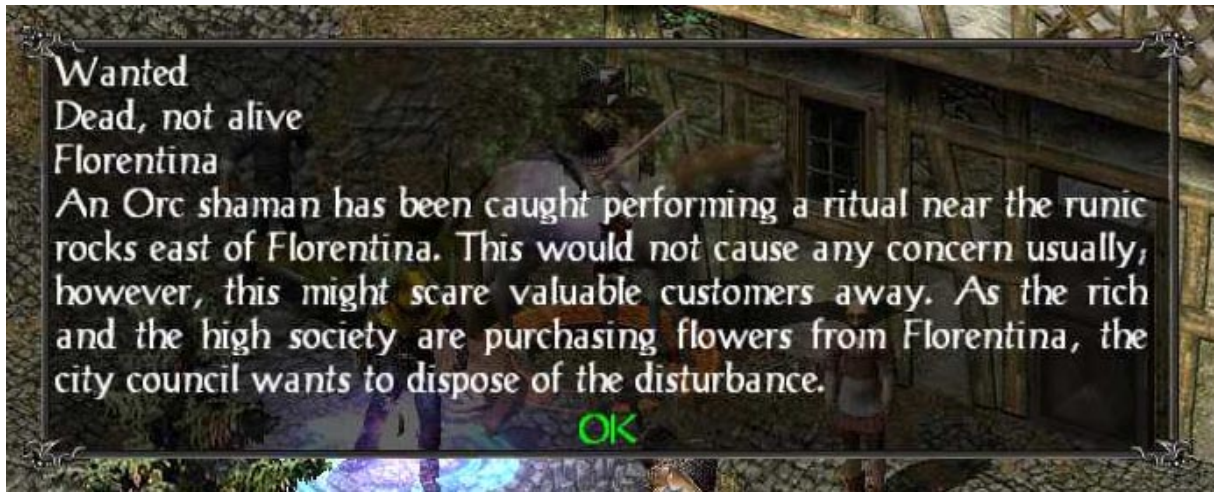
Hinsch:





Sidhe (UU)		Level 48
	Last Foe	
	Hinsch	
	Level	47
	Health	13378
	Own Hit Chance	78%
	Enemy Hit Chance	17%
	Damage	47
	Resistance	439

Homer:



Bass T. Ared.		Level 52
	Last Foe	
	Homer	
	Level	14
	Health	1296
	Own Hit Chance	81%
	Enemy Hit Chance	16%
	Damage	65
	Resistance	98

Kaspar:

Wanted
 Dead, not alive
 Bravesbury
 A Sakkara priest was spotted shortly after some trees were burnt down east of the city. It is likely that he intends to use the area as a ritual place. However, no matter what his intentions are all followers of the Sakkara cult must be wiped off the face of the earth.

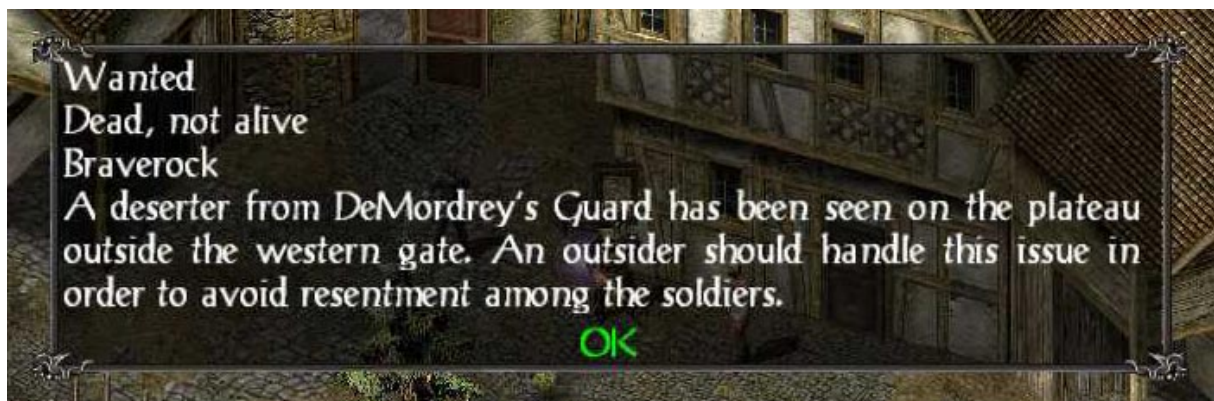
OK





Sidhe (K/U)		Level 48
	Last Foe	
	Kaspar	
	Level	32
	Health	7123
	Own Hit Chance	92%
	Enemy Hit Chance	11%
	Damage	91
	Resistance	207

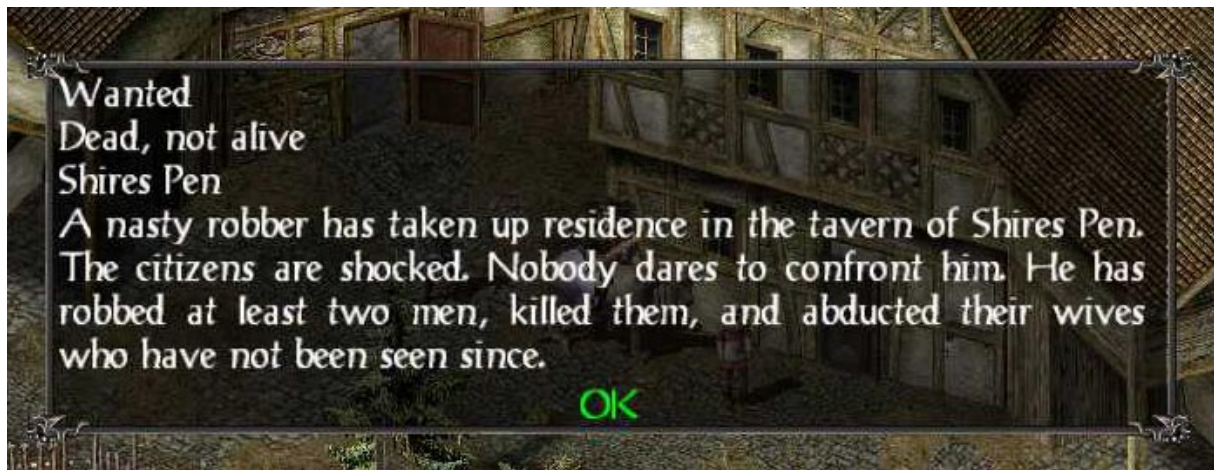
Laoshi:





Sidhe (A)		Level 49
	Last Foe	
	Laoshi	
	Level	33
	Health	3076
	Own Hit Chance	86%
Enemy Hit Chance	13%	
Damage		77
Resistance		271

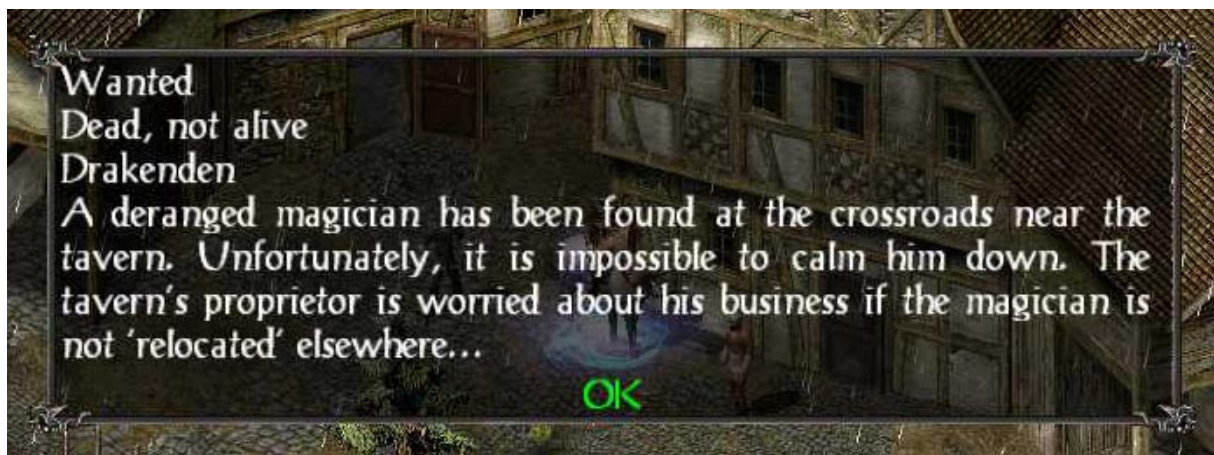
L.S.P.:





Sidhe (AA)		Level 48
	Last Foe	
	L.S.P.	
	Level	34
	Health	4908
	Own Hit Chance	86%
	Enemy Hit Chance	12%
	Damage	287
	Resistance	113

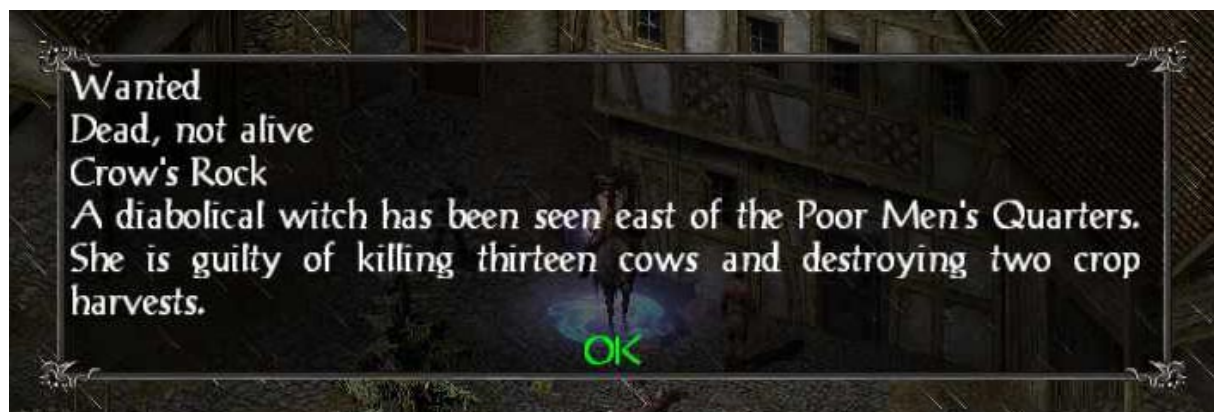
Robin:





Sidhe (UU)		Level 48
	Last Foe	
	Robin	
	Level	46
	Health	9878
	Own Hit Chance	82%
	Enemy Hit Chance	23%
	Damage	248
	Resistance	434

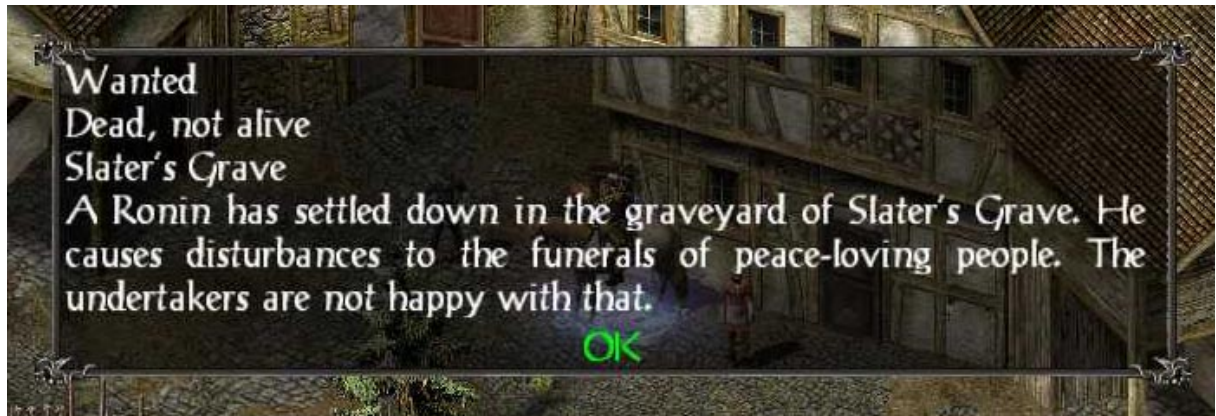
Simba:





Sidhe (AA)		Level 48
Last Foe		
Simba		
Level		22
Health		3269
Own Hit Chance		85%
Enemy Hit Chance		10%
Damage		61
Resistance		71

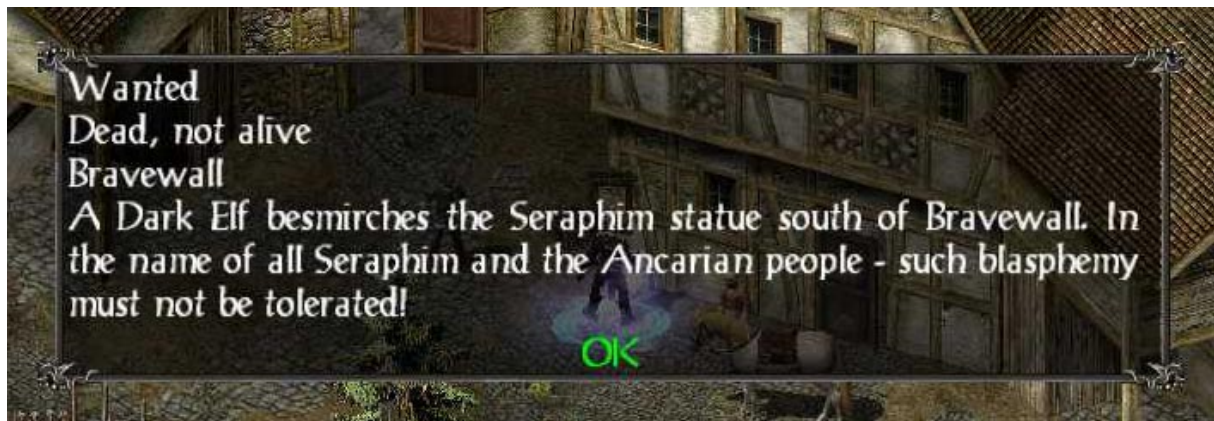
Theharenod:





Sidhe (UU)		Level 48
	Last Foe	
	Theharenod	
	Level	23
	Health	4036
Own Hit Chance	85%	
Enemy Hit Chance	13%	
Damage		185
Resistance		201

T'Man:





Sidhe (WU)		Level 48
	Last Foe	
	T'Man	
	Level	38
	Health	8478
	Own Hit Chance	83%
	Enemy Hit Chance	13%
	Damage	119
	Resistance	142