



Brütal Legend Guide

Brütal Legend is set in a heavy metal utopia -- and while utopia isn't a common subject in this darkest of musical genres, the game does its best to envision a world in which is built on a sturdy foundation of hard rock. It's a land of studded leather, ridiculous hair styles, myths and magic -- it's like if The Legend of Zelda "went electric."

And if you associate metal with slackers, meet Eddie Riggs, who takes rock music very, very seriously. Eddie is skilled in the arts of the rock 'n' roll roadie -- repairing rigs, setting the stage, managing merch and running the show from behind the scenes. While Eddie's skills go unrecognized by the legions of fans in real life, in the world of Brütal Legend his peculiar abilities place him squarely in the spotlight. In this strange, but awesome, world, headbanging is a form of self-defense, throwing up the devil horns is a battle cry, and a blistering solo can literally melt your enemies' faces off. It's up to Eddie to build an army and fight the forces of evil -- you know, the not-cool kind of evil.

There are many different factions of rock music, none of them as pure as metal. The proponents of these various forms of watered-down tripe stand between Eddie and his ultimate goal. He won't have to go it alone though, since metal's heaviest players will lend him a hand along the way -- like Lemmy, Motörhead's mustachioed bassist, Judas Priest's main shrieker Rob Halford, the Prince of Darkness himself, Ozzy Osbourne and, of course IGN Guides. Let us be your roadie on this tour -- for those about to rock, we are here to help.

In this Brütal Legend strategy guide, you'll find:

- **BASICS** // Get to know the fundamentals.
- **WALKTHROUGH** // A step-by-step guide to Brütal Victory. Awesome.
- **WORLD MAP** // Don't get lost, get even. Maps for each and every collectible.
- **SIDE QUESTS** // But wait ... There's more to do! Hunter missions and more explained.
- **Q & A** // Your questions, our answers.

Guide by: Samuel Claiborn

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Brutal Legend Basics

Tools of Destruction

The axe and guitar will form your basic toolset for kicking demonic butt in the adventure to come. You can consider your axe to be your close-range weapon and the guitar to be your long-range weapon.



The guitar's lightning can stun enemies and harm them as well. If you hold the guitar button down you'll send a Pyro fireball instead of electricity that does a good deal of damage. Your guitar can get overheated if you play it too much. Simply let it cool down and defend a bit or use axe attacks when this occurs.



Alternate the two attack buttons for combos and press them together for an Earthshaker attack. This attack can clear the area if it gets too crowded. It's also useful for destroying clumps of tiny enemies which you'll encounter later. A helpful combo is the Grand Slam -- hit AXE, GUITAR, AXE quickly to send an enemy up in the air, and then out of the park.



Allies can perform Double Team Attacks. Each ally, or group of allies, has a different Double Team Attack. Take advantage of these when you can!



Getting Around

To find your main objectives, you have several tools at your disposal. One is your map, which shows the best path to your destination in straightforward terms. You'll need to explore more land to reveal more map.



Another tool to get you where you're going is the turn signals on Deuce. They'll flash the direction you need to turn. If they aren't flashing, you are going the right way! If both are on, turn around completely.



Finally, the "pillar of light" always shows your final destination on the screen.

Although you'll only have access to the Deuce and your own two feet at the outset of the game, you'll unlock other modes of transportation as the game progresses.

Health

When the screen turns red, you're nearly dead! After taking damage, retreat to heal. You technically have infinite health, but if you get hit too much in quick succession, you may die and return to an earlier checkpoint. Remember to block enemy attacks and dodge using your lock-on ability and BLOCK button.

Solos

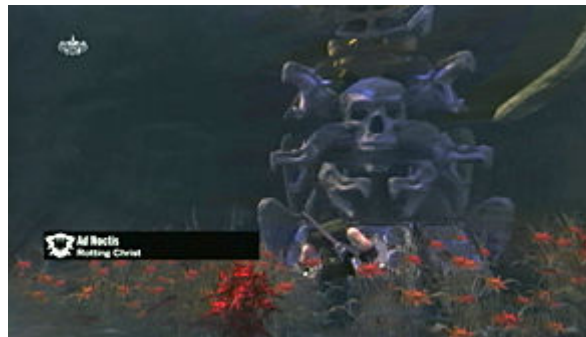
There are 12 solos in the game that perform various functions, from offensive attacks, to gathering reinforcements, to summoning your ride. You can collect them from Tab Slabs, found by searching the map, and by completing main and secondary quest objectives. The location of each Solo can be found in our [World Map](#) section.



Performing a Solo involves a short rhythm minigame. Hit the correct button while the cursor passes over that button on the Solo pop-up. You're allowed to miss a note, but if you screw up you'll have to wait until your guitar cools down and start over. Finally, you are defenseless when soloing, so find a safe spot!

Buried Metal

There are 24 pieces of Buried Metal hidden on the map (Actually there's only 23 to find not counting the first one you will get automatically -- Deuce). These are revealed by playing the Relic Raiser solo nearby. You can identify these spots by the peculiar red flowers that grow around them. For each Buried Metal area you Relic Raise you'll get a new song to jam to in Deuce! The location of each Buried Metal can be found in our [World Map](#) section.



Motor Forge

11 spots on the map (look for the red blossoms) reveal entrances to the Motor Forge deep below the earth. Here you'll find the Guardian of Metal who will offer you upgrades for weapons, powers, cars and more in exchange for Fire Tributes. The location of each Motor Forge can be found in our [World Map](#) section.



Fire Tributes

Earned for Primary and Secondary Missions, Lightning Plug Jumps, Landmark Viewers, Bound Serpents, and uncovered Legends, Fire Tributes are your currency that can be spent at the Motor Forge. Check out your current supply in the pause menu under "Stats."

Tab Slabs

Tab Slabs teach you how to play new Solos, plain and simple. Find them in the world to upgrade your repertoire. The location of each Tab Slab can be found in our [World Map](#) section.



Bound Serpents

There are 120 of these metal pods throughout the landscape. They are bound in leather so hit them with a Pyro attack (hold the GUITAR button) to free them from their captivity. You'll gain Fire Tributes for doing so. For every ten you free you'll get a sliver of Ormagoden's Undying Power -- which means you'll increase your max health, your ability to recover from attacks, your speed and health and damage bonuses for allies! The location of each Bound Serpent can be found in our [World Map](#) section.



Artifacts of Legend

These large pods are bound in chains. Use an Earthshaker attack to free them. You'll get to view a short film about the history of this strange world for each one Artifact you free. The location of each Artifact of Legend can be found in our [World Map](#) section.



Lightning Plug Jumps

there are 24 Lightning Plug Jumps in the game. Find them on the map by looking for cool-looking ramps. Hit the swarm of insect-things to gain Fire Tributes to spend at the Motor Forge. The location of each Lightning Plug Jump can be found in our [World Map](#) section.



Landmark Viewers

Get a better view of areas using Landmark Viewers. There are 32 of these to find and peer through. The location of each Landmark Viewer can be found in our [World Map](#) section.



Brutal Legend Walkthrough

| Walkthrough |
|---|
| Intro |
| To Bladehenge! |
| Exploited in the Bowels of Hell |
| Kill Master's Mercy |
| To the Slaughter |
| Battle for Bladehenge |
| Fists Shall Fall |
| Tour of Destruction |
| Pilgrimage of Screams |
| March to Impalement |
| Sanctuary of Sin |
| It's Raining Death |
| Doom's Dawn |
| Deliver the Metal |
| A Number of the Beasts |
| Regret's Infinite Mire |
| Dry Ice Wet Graves |
| Racing the Reaper |
| Sea of Black Tears |
| Abomination Overdrive |

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|---|-------|----------------|---------------------------------|---------------------|---|
| « | Intro | To Bladehenge! | Exploited in the Bowels of Hell | Kill Master's Mercy | » |
|---|-------|----------------|---------------------------------|---------------------|---|

Intro

When you wake up in the temple you'll immediately need to equip yourself with a weapon. Luckily an axe -- the bladed kind, not the shredding kind -- lies at the bottom of the stairs. The red-robed druids in this room are out for blood, so avoid them and run down the opposite stairs to grab your axe.



Once wielding the mighty melee weapon, you can start hacking away at foes. Do so with defense in mind and remember to block attacks when the enemies wind up a strike.



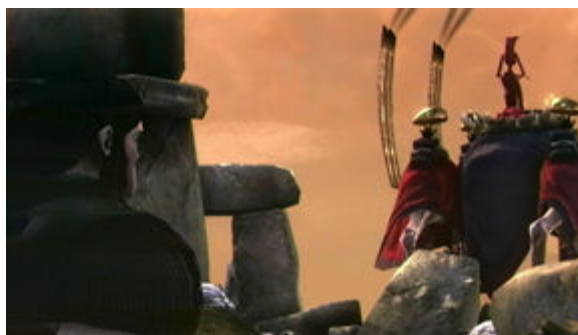
At the top of the stairs, near where you began the level, is a guitar. Run up and grab that now. The axe and guitar will form your basic toolset for kicking demonic butt in the adventure to come. You can consider your axe to be your close-range weapon and the guitar to be your long-range weapon.



The guitar's lightning can stun enemies and harm them as well. If you hold the button down you'll send a Pyro fireball instead of electricity that does a good deal of damage. Your guitar can get overheated if you play it too much. Simply let it cool down and defend a bit or use axe attacks when this occurs.



Alternate button presses for combos and press them together for an Earthshaker attack. This attack can clear the area if it gets too crowded. It's also useful for destroying clumps of tiny enemies which you'll encounter later.



Keep your axe swinging and your guitar jamming to eliminate all of the druids in the room. Soon a strange vehicle comes climbing up the pile of skulls with a Battle Nun on board. You can take her out with the attack you learned, but you should take the opportunity to practice your available evasion moves. Lock on to the nun and roll around her using BLOCK while holding a direction. When she finishes an attack, fry her with your guitar and score some axe damage. If the other enemies close in, use your Earthshaker move to send them flying.



After eliminating her, enter her vehicle at the edge of the area. You can pilot this down the hill -- it's fairly straightforward. At the bottom, use an Earthshaker to break the spell the enemies have locked you in.



After this a cutscene will ensue. Your newfound ally can be used to perform special "Double Team" attacks. Tap the Double Team button to have her hop on your back, then press the axe attack button to toss her at enemies.



Just one Double Team attack will take a Battle Nun. Press forward using these and the useful Grand Slam combo. Quickly tap AXE, GUITAR, AXE to pull this off. You'll levitate a foe and then hit it like a baseball.



At the end of the road you'll come to a large door. After the cutscene, turn around and approach the Tab Slab ahead. Here, and at many other altars like it throughout the game, you'll learn new Solos to play on your guitar.

Play the Relic Raiser Solo for now. Pull up the Solo menu and follow the button prompts -- you have to hit the correct button show just as the cursor passes over it. Do this correctly and you'll raise several "relics" from the earth. You'll immediately get a button prompt to assemble them.

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|---|-------|----------------|---------------------------------|---------------------|---|
| « | Intro | To Bladehenge! | Exploited in the Bowels of Hell | Kill Master's Mercy | » |
|---|-------|----------------|---------------------------------|---------------------|---|

To Bladehenge!



With your new ride -- the Deuce -- you'll be able to mow down druids without stopping. Head straight down the long, winding path. You can use Nitro boosts -- but for now just get used to piloting the Deuce. Go around the long-legged walkers.



After two jumps, you'll come to an impasse. Dismount the Deuce and use an Earthshaker and a few additional attacks on the Druids.

D E M O N B O S S S

Drive away from the snake demon monster thing in a wide circle around the area. Its main attack is to slam its head into your ride, flipping it over. If it connects with you or your immediate environs, your car will flip, sending you flying and you'll have to trek back to it.



The key is to make sure you aren't anywhere near the demon when it slams its head. Use a Nitro boost when it rears up and turn inwards, cutting a close circle around the center of the arena. You'll avoid its attack and it will be stuck to the ground via three tongue-like tendrils.



Use your Handbreak to stop and reposition yourself facing the stuck tongues. Nitro into them and you'll sever one.



It will now go back to slamming the ground and roaring at you. Sever the two additional "tongues" and this portion of the fight will be over.



When your ally begins to distract the demon, approach a counter weight -- the shiny chrome things on either side of the gate -- and perform an Earthshaker.



After the cutscene you'll be back in the Deuce. Don't use Nitros as the bridge collapses around you. You can pull this off at normal speeds, and, as a bonus, you'll get audio cues from your copilot about upcoming holes.



Although this should be easy to navigate on your own with the help of her cues, in general, stay to the right since most of the holes are on the left. You don't need to do anything at the jumps, just aim for the ramps if you can.

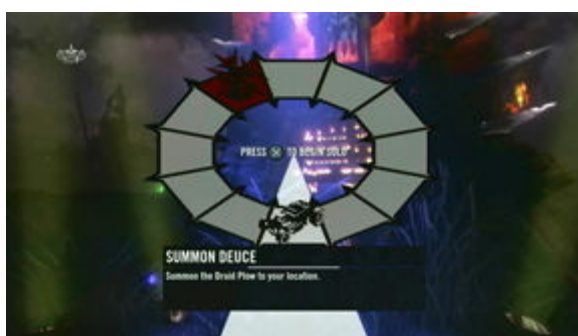


The final two jumps lead out of the area. After the cutscene, you'll have your first objective in the open world. To find your main objectives, you have several tools at your disposal. One is your map, which shows the best path to your destination in straightforward terms. You'll need to explore more to reveal more map.

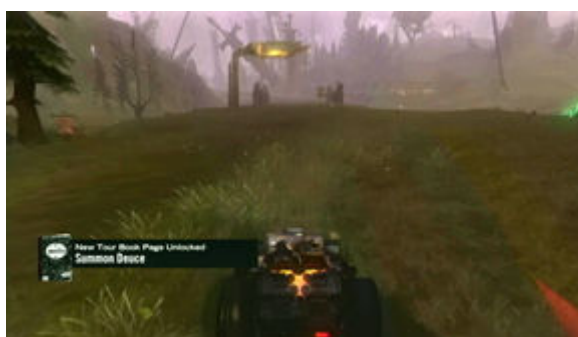
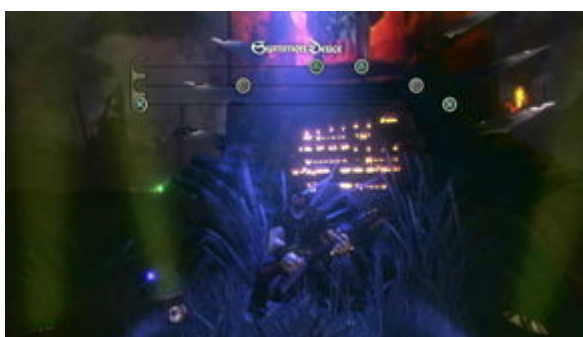


Another tool to get you where you're going is the turn signals on Deuce. They'll flash the direction you need to turn. If they aren't flashing, you are going the right way! If both are on, turn around completely.

Finally, the "pillar of light" always shows your final destination on the screen. Using these three tools, find your way to the friendly encampment, Bladehenge.



After the cutscene, walk forward and approach the Tab Slab glowing in blue and purple -- hard to miss. Activate it and you'll learn the Summon Deuce Solo. Play this to drop your ride conveniently in front of you when exploring the world!



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|---|-------|----------------|---------------------------------|---------------------|---|
| « | Intro | To Bladehenge! | Exploited in the Bowels of Hell | Kill Master's Mercy | » |
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Exploited in the Bowels of Hell



The road to the mines isn't all that treacherous. It's almost due north of your location, so just pilot your vehicle towards the column of light in the distance.



You can talk to Lars at the entrance to the mines. After the cutscene, head into the mines with your newly acquired Solo, Battle Cry. When you come to the first batch of Headbangers, use the new solo.

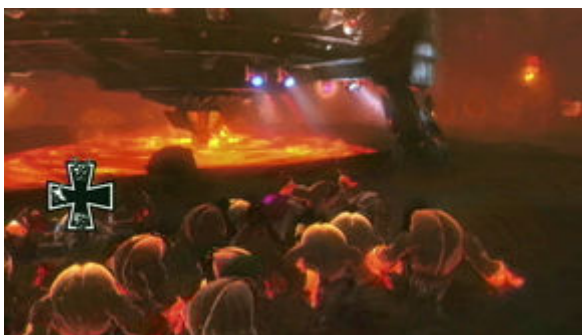


After the cutscene, attack the Bouncer with your guitar and he'll go down fairly easily. You'll now be advised to test out your new commands.

Try out FOLLOW and lead the pack of Headbangers to the glowing yellow statue. Have them DEFEND there while you head over to the purple statue. Tell them to FOLLOW you there after the short cutscene.



Finally, have them CHARGE the final statue. Now you'll be free to explore the mines and gain recruits. First, have your men charge the mine cart blocking your path downward toward the lava pit. Use your Battle Cry Solo at every clump of enemies you encounter.



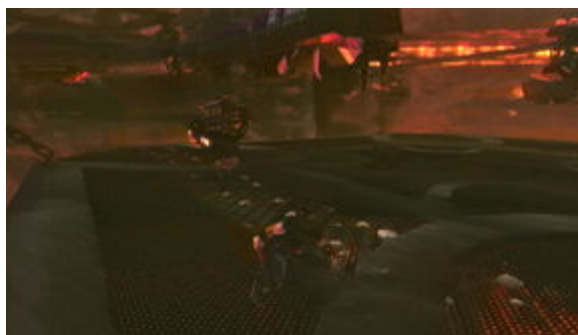
You'll have some resistance from enemy Headbangers, but your loyal troop will take them out. At the bottom, a cutscene will ensue and the Bouncer will begin an attack on the supports of the gyre.

There are three supports and one is being attacked by enemies. Take the herd to the support and clear out the enemies. You can do this repeatedly.



Eventually, two groups of enemies will attack two separate supports. Send your men one way while you go the other. Take out the group of enemies (preferably the one without the Bouncer) yourself while your men DEFEND the other support.

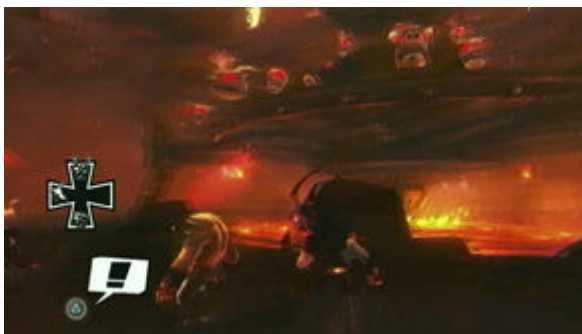
Head Bouncer



After a bit more defense, the head Bouncer will initiate a fight with our hero. He may seem invincible -- and he is, to your attacks. You'll have to make use of the environment to take him out. Lead him over to the rock movers on the sides of the platform.



Here you can stun him with your guitar's electricity attacks. Once you do that, wait until a scoop of rocks is overhead and then use an Earthshaker to drop the rocks on his head.



Do this three times to eliminate him for good. Once you do, all hell breaks loose. After the cutscene, bust out your Battle Cry Solo near the Bouncer's fallen headset.

Let the new recruits finish up the remaining Bouncers and your new Ironheade army will be free to roam the landscape. From now on they'll attack enemies about the area. You can use your commands to get packs of friendly Headbangers to follow you etc.

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|---|--------|----------------|---------------------------------|---------------------|---|
| « | Intro | To Bladehenge! | Exploited in the Bowels of Hell | Kill Master's Mercy | » |
| « | Part 1 | | Part 2 | | » |

Kill Master's Mercy

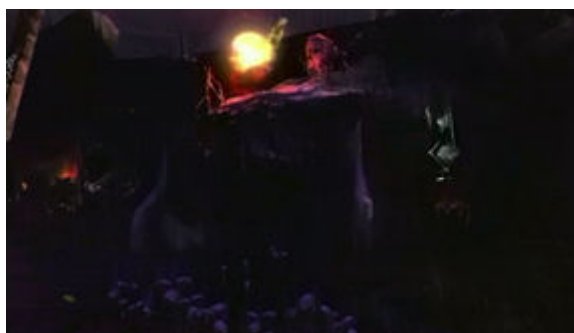
Head back to Bladehenge and enter it. You'll learn Ophelia needs your help, and you'll have to catch up with Lars. Call the Deuce and head north towards the glowing spire. Remember to use your turn signals to help you navigate to your waypoint quickly.



At the Kill Master's residence, talk to Lars and then head up the winding path with him and a small army of Headbangers. You'll now be able to use the Headbangers to pull off a unique Double Team Attack called Mosh Pit. Activate this and you can lead them in a damaging charge attack.



Use this to charge up the hill, slicing through oncoming Headbangers. Ahead you'll find archers torturing ... something. Hit them with flame attacks by targeting them one at a time. After they are cleared out, lead your Mosh Pit charge up the hill further.



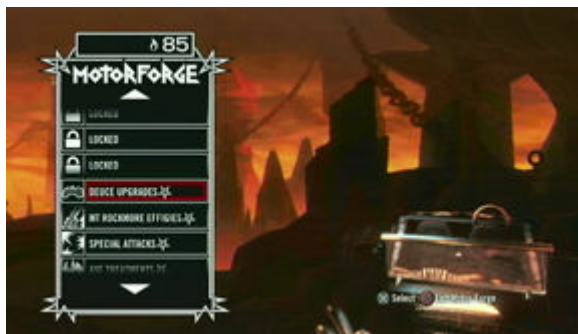
Hang a left at the fork. You can pretty much just Mosh Pit up the rest of the way. Packs of wild animals will stampede down the hill, but they are no match for the Mosh. At the top a league of archers blocks your path. Mosh Pit right through them to reach your destination.



After the cutscene, summon Deuce at the top of the mountain and drive down. The path will lead you around the mountain clockwise towards your destination in the northwest. On the way, look out for a patch of red flowers and a metallic structure -- this is a Relic you can raise with your Relic Raiser Solo.



Do so and you'll be taken to the Titan's lair deep in the earth. A familiar face will regale you about upgrades and the like. You will receive the Mouth of Metal upgrade for visiting -- a music player for Deuce! We thought you might like that.



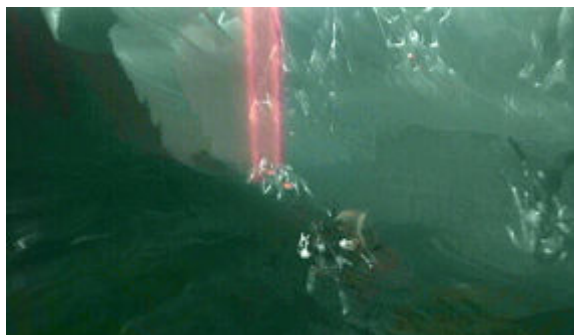
These Relics -- there are more of them -- all lead to the Motorforge. Here you can purchase upgrades for your ride, guitar and axe, Mt. Rockmore Effegies and more.



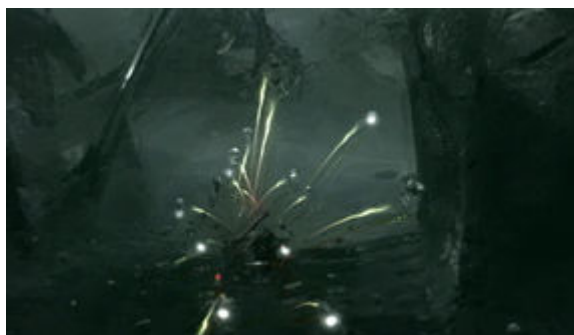
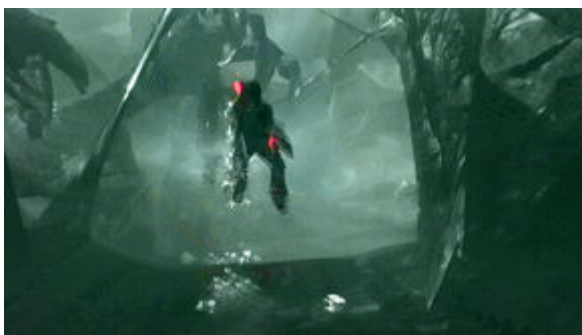
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| « | Intro | To Bladehenge! | Exploited in the Bowels of Hell | Kill Master's Mercy | » |
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Just outside the entrance to the Spider Lair is a purple and blue glowing Tab Slab. Approach this to get the Facemelter Solo. Bonus!

Lair of the Metal Queen

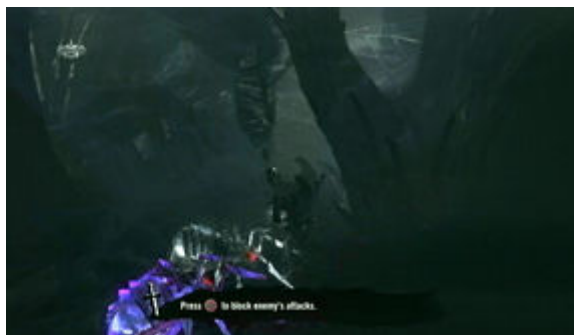


Enter the Lair just ahead and talk to the Kill Master. Head down the path for a ways until you encounter your first giant spider.



A charged magic or axe attack will kill these in one go, but you may find yourself overwhelmed when three or more swarm you, so send them flying with an Earthshaker when you can.

The smaller spiders that hatch and envelop you can be similarly dealt with -- use your Earthshaker to scatter them.

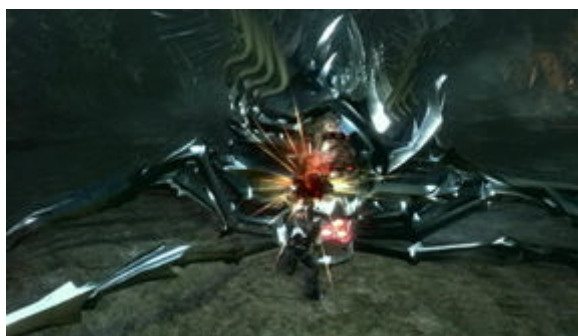
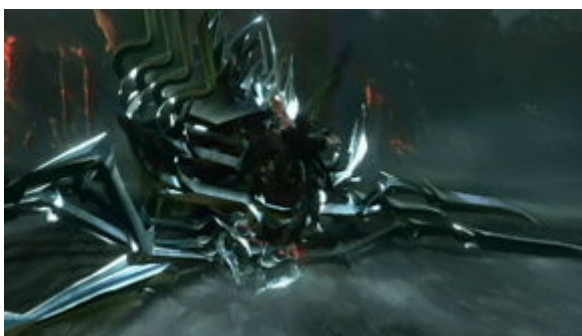


A large group of spiders awaits you at the bottom. Keep your distance, firing off guitar attacks. When they close in, hit them with an Earthshaker and retreat. After killing the last of them, move on into the clearing.

M E T A L Q U E E N



The Metal Queen has a few basic attacks in her repertoire. She'll send a projectile at you, charge you for a swipe, and call in reinforcements. The first two can be avoided by running in a large circle around her. The latter you'll have to deal with manually -- by hacking up some giant spiders.

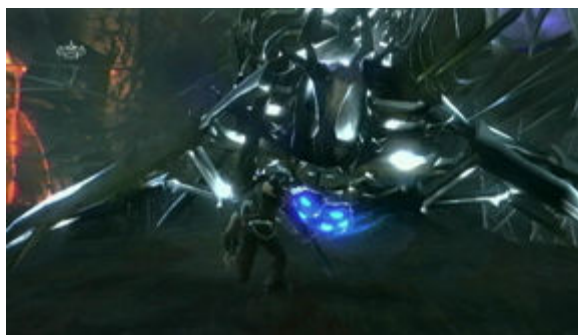
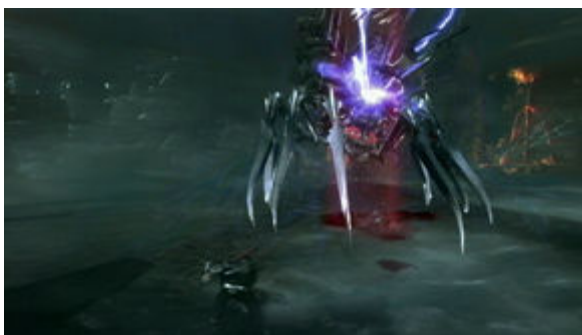


Occasionally she'll duck down and expose a large motor -- zap this with guitar lightning to stun her. Approach her face and hit it with a charged axe attack, followed by as many hits as you can get in.



This is the only way to score damage on her. After two rounds of stunning her and slashing her face, she'll retreat to call in giant spiders. Hit them with an Earthshaker and then take out each one with your axe and flame guitar attacks.

When the Queen reappears she'll begin to summon packs of tiny spiderlings. Hit these with an Earthshaker and continue running around her. Hit her with two more rounds of stun and slash attacks and she'll be finished.



After the cutscene, pilot the bike up and out of the spiders' lair. Your path back to the Kill Master should be pretty basic. Hang a right to enter the path up the mountain, then make sure to take a left at the fork in the road. Get to the top and you'll revive Ophelia!



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| « | To the Slaughter | Battle for Bladehenge | Tour of Destruction | Fists Shall Fall | » |
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To the Slaughter



Head to the Razor Fields to meet Ophelia. It's due north of Bladehenge -- not a difficult journey. Approach Ophelia and you'll be told to uhh... herd some pigs.

Herd the Razorfire



They aren't normal pigs -- they have motorcycles built into them! That said, they behave like herd animals. Retreat out far enough so they are in your view. You need to herd them towards the monument where Ophelia stands safely above the fray. You have a stunning wave attack at your disposal -- but that can wait.



For now, make sure some pigs are between you and the stairs, then move forward. Three or four should break off and head for the monument while the rest scatter. Corner these against the stairs in the small valley and then activate your stunning wave.



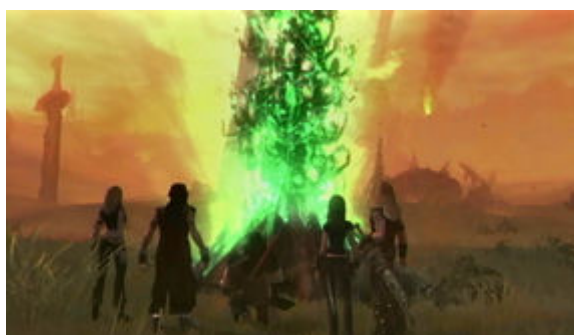
Do this twice and you'll see a cutscene. But it's not over yet... Ophelia needs about twenty of these bad boys. Just back all the way out and drive towards the monument to herd the pigs between you and it to the right place. Stun them and repeat the whole process until you have met your quota.

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|---|------------------|-----------------------|---------------------|------------------|---|
| « | To the Slaughter | Battle for Bladehenge | Tour of Destruction | Fists Shall Fall | » |
|---|------------------|-----------------------|---------------------|------------------|---|

Battle for Bladehenge



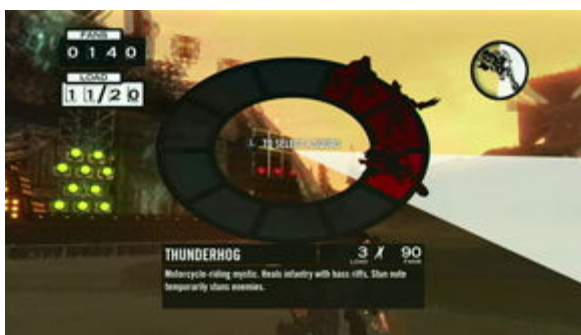
Head back to Bladehenge and, after the cutscene, run north to the field to meet Lars and prepare for battle.



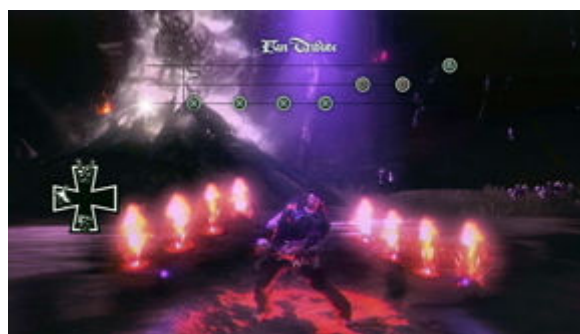
After the cutscene, play your new Solo: Fan Tribute. Now you'll be instructed on building an army and taking them into battle. You have three types of unit at your disposal right now. Headbangers are what you've used already to kick butt, their Mosh Pit Double Team can slice through enemy forces leaving you unharmed. But they are slow.



Razor Girls are gun-wielding girls you can hoist on your back but generally act as long rang attackers. Finally, Thunderhogs boost your army's ability to heal when you Double Team. Otherwise they use stunning attacks. Add one of each as instructed to your army, then fill out the rest with Headbangers.



Your enemy will soon reveal himself. Your goal here is to claim, and defend, the two Merch Booths nearby the stage. These will allow you to spawn units and overpower the enemy. The more Booths, the more units you can spawn based on the counter in the upper left corner of the screen (on the Unit Menu).



To capture these -- or recapture them -- you'll have to use your newest Solo, Fan Tribute. First you'll have to clear the area so the mounds glow green. Even then it's a bit wonky -- stand there until you are allowed to build another tower.



To defend your towers you'll have to duke it out. Our preferred method for doing this is Mosh Pit. Keep spawning groups of Headbangers and you'll have quite the Mosh Pit at your disposal to brutalize the opposition. Take your boy through waves of enemy Razor Girls and let your forces take on the others. Once they are out of the way, clean up the riff raff around your towers.



You can always use your regular attacks -- or Double Team with Oph and other allies, but the Mosh Pit is a great tactic for this battle that shouldn't be ignored.

After five or so waves of enemies, victory will be yours. You'll win another Unit Type, Groupie, for emerging victorious.

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| « | To the Slaughter | Battle for Bladehenge | Tour of Destruction | Fists Shall Fall | » |
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Tour of Destruction



When you are ready, head to the northern fields above Bladehenge and meet with your engineer. He'll direct you to a nearby Motor Forge entrance. You may have to Relic Raise the Motor Forge entrance in this spot -- just whip out the Solo and rock it.



In the Motor Forge you'll be required to purchase a Machine Gun upgrade for Deuce. That should be all for now -- but if you want to purchase anything else, do so.



Head back to your engineer and begin the escort mission. The path you'll follow takes you northwest, up around the Kill Master's mountain and down the other side. The route is full of cyclists -- Tick Choppers -- who seek to do damage to the tour van.



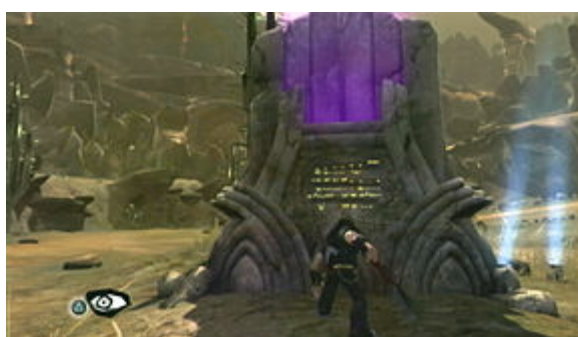
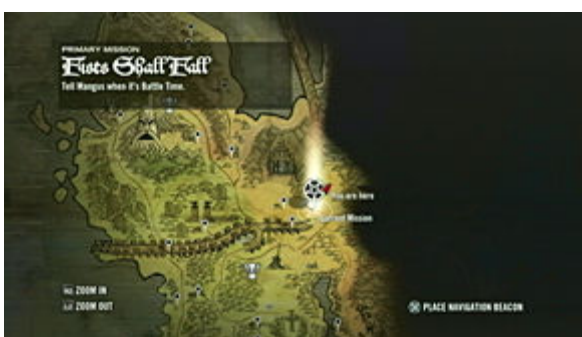
Your job is to destroy each and every one of them. This can be accomplished by using your new Machine Gun upgrade. Hang back from the van so you can get the Tick Choppers between you and it. Mow them down easily when they cut in front of you.



They'll drop in from all sides, but you shouldn't pursue them until they get between you and the van -- no need to be overly aggressive.

| | | | | | |
|---|------------------|-----------------------|---------------------|------------------|---|
| « | To the Slaughter | Battle for Bladehenge | Tour of Destruction | Fists Shall Fall | » |
|---|------------------|-----------------------|---------------------|------------------|---|

Fists Shall Fall



Near the tour van is a Tab Slab. Here you'll get the Rally Army Solo. This calls all participants in a battle to your location. Check out our World Map section for more locations of Tab Slabs that hold commands vital to controlling your troops.



Now, approach your engineer to start the assault.

After the cutscene you'll have a new pair of wings. These will help you keep above the fray and command troops below. Follow the instructions to highlight the first leech and send your comrades to attack it.



After this flying tutorial, you'll be free to land and start spawning troops. For now, your Head Bangers should be your primary force, with the other types as backup.



You may be getting hit by mortar fire as you take your Head Bangers over to nearby towers to smash them and take them over (with the Fan Tribute Solo, remember?). If so, return to the air and fly way over to the enemy gate. Drop down and attack the Bouncer with magic and axe slashes. Kill him to cease the mortar assault.



As you capture the fan spouts and build merch booths on them you'll be able to summon more and more troops. Keep building up your army with Head Bangers and a smattering of other troop types and move toward the enemy stronghold.

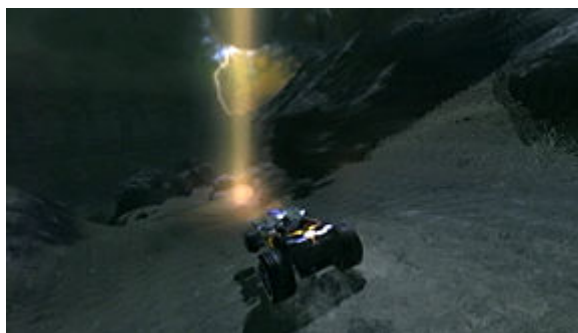
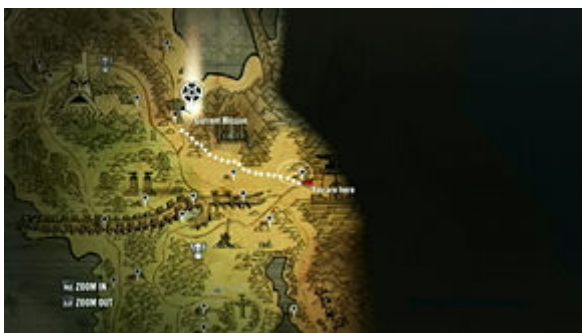


After capturing all the towers, take your troops to the gates and have them smash their way forward. If you are encountering lots of resistance, use a Face Melter solo in the thick of the battle. Once you break through the gates, victory is yours.

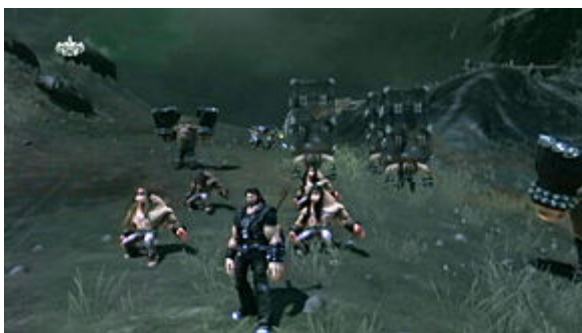


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|---|-----------------------|---------------------|------------------|--------------------|---|
| « | Pilgrimage of Screams | March to Impalement | Sanctuary of Sin | It's Raining Death | » |
|---|-----------------------|---------------------|------------------|--------------------|---|

Pilgrimage of Screams



Head out of the tunnel and towards the column of light to the north. Meet up with Ophelia here to begin the next mission.



After the cutscene, move down the hill with your army. You can't let the Roadies take too much damage here, so you need to be on the offensive. We found that keeping a Bouncer on your shoulders and ready to use his super powerful Double Team attack on groups of enemies is a great strategy.



Cut into the first group of Head Bangers just past the lava flow. Use a Face Melter solo if things get too rough. Kill the Razor Girls next with some axe attack and move down past the next lava flow.



This encounter should be a lot like the first but with more Bouncers. Use Face Melters and Double Team Attacks to make things easy. At the very bottom you'll get some weapons for your Roadies.



Hope on top of a Roadie and lead the gang back up the hill. Strum notes to attack the gulls when they crowd you. Up the hill a bit you'll encounter a wave of enemies. Use your Roadies to push them off the edge of the path.



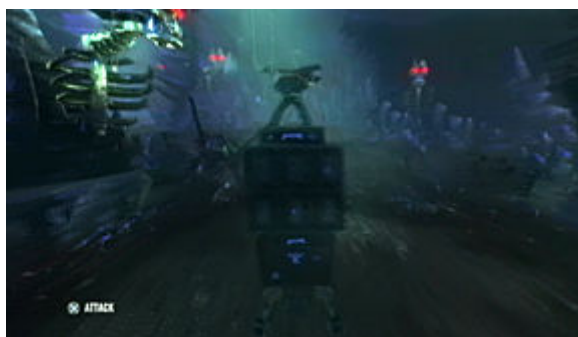
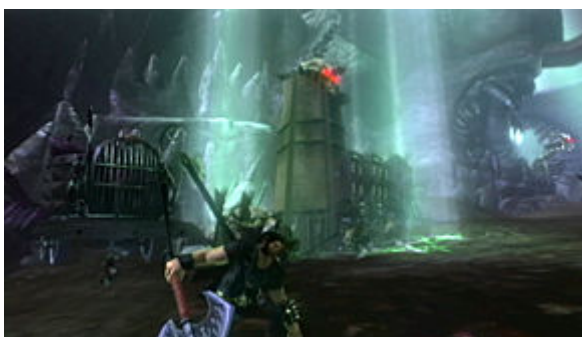
You'll get some Razor Girl reinforcements before you reach the top. Once there, you'll finish the mission successfully.

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|---|-----------------------|---------------------|------------------|--------------------|---|
| « | Pilgrimage of Screams | March to Impalement | Sanctuary of Sin | It's Raining Death | » |
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March to Impalement



Head back to the Cleave and talk to the Roadie to initiate the next mission. Target the tower on the left and direct your squad of Roadies to attack it.



Once that's down, hop on a nearby Roadie with a Double Team attack and you can waltz right past the next few towers. Hop off the Roadie and run toward the "sound booth" serving as the control tower. Zap the enemies in it with a Guitar attack your Roadies will be able to meet you.



Now, select the next tower and approach your Roadies. Select them by standing near them and hitting the button shown -- this will direct them alone to the next tower.



Once it's destroyed you'll have a small battle on your hands. Use Double Team attacks to destroy the remaining enemies and you'll finish this short mission.

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| « | Pilgrimage of Screams | March to Impalement | Sanctuary of Sin | It's Raining Death | » |
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Sanctuary of Sin



The key to this epic battle is your new Roadies. You may notice that you won't be able to build any Roadie units right off the bat, though. To build Roadies you need to upgrade your stage -- twice! Each upgrade costs a whopping 350 fans, so you'll really need to save up.



You can do this from the same menu you summon units with -- it's the top selection in the circle. While building Roadies is your main objective for now, you should concentrate the early portion of this fight on gathering fans.



Send your waves of Head Bangers and other troops towards the three Merch Booth spots in the middle of the level. It may be hard to keep control of all three, but you should be able to keep at least two under your control.



Make a rally point by using the Rally Solo near the middle Merch Booth so you can make sure to keep control of it with ample troops.



When you finally get a pack of three Roadies, take them towards the enemy stronghold. We preferred to ride one of them in a Double Team attack and just take them there. Remember, you're invisible so you will be mainly ignored.



There are two turrets guarding the enemy gate which will tear your troops apart easily. The Roadies can sneak up on these and take them out with ease.

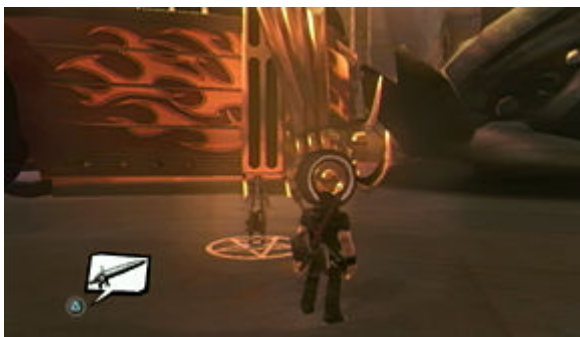


Direct them to do so (you may have to bring another group up), then, when the turrets are destroyed, begin your assault on the enemy gate.

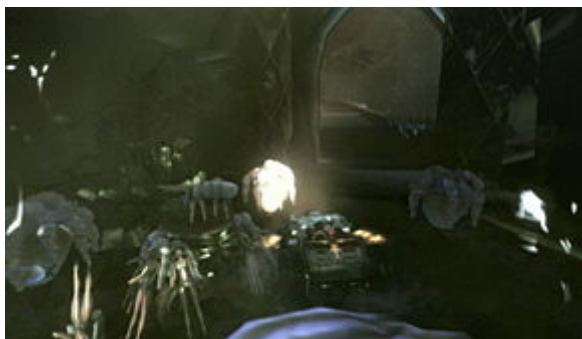
Concentrate all your forces on the final push through the enemy gate. With the turrets down it shouldn't take very long. Tear the gate down to finish the level.

| | | | | | |
|---|-----------------------|---------------------|------------------|--------------------|---|
| « | Pilgrimage of Screams | March to Impalement | Sanctuary of Sin | It's Raining Death | » |
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It's Raining Death



Meet up with the crew nearby to start this mission. After the cutscene you'll be tasked with escaping the crumbling coliseum. Don't slow down or the monsters will rip you to shreds.



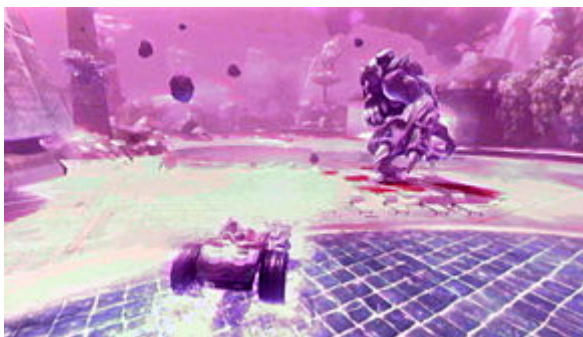
Head down the stairs and hang a left, looping back around. At the top of the stairs you'll smash through a window and barrel through a room. Take the curved ramp up.



In the room with the gravestone, smash straight through the center and drive out the large window right between the legs of the massive statue.



Keep looking for the staircases leading downwards. You'll eventually reach the exit so long as you keep moving down.



| | | | | | |
|---|-------------|-------------------|------------------------|------------------------|---|
| « | Doom's Dawn | Deliver the Metal | A Number of the Beasts | Regret's Infinite Mire | » |
|---|-------------|-------------------|------------------------|------------------------|---|

Doom's Dawn



You'll need to meet up with the crew on the other side of the mountain path to initiate this mission.



There is no enemy base to infiltrate here. This mission is all about defense. First, build Merch Booths on each of the fan spots. Leave a good number of units near the top two and head down to the third Merch area below.



When you capture this area you'll be able to start building and upgrading your units. All the while you'll need to fend off the new enemy forces. They may look different, but the unit types still apply.



Since your goal is just to destroy enemy units, feel free to enter the fight. Use Face Melter Solos and, if enemies are near the stage, hop on stage by running up to it and hitting the button prompted. Doing so will allow you to pull off attacks on any enemies nearby.



Once a few waves of enemies are dealt with, a final, massive wave will arrive with heavy equipment in tow. Luckily, reinforcements are on the way.

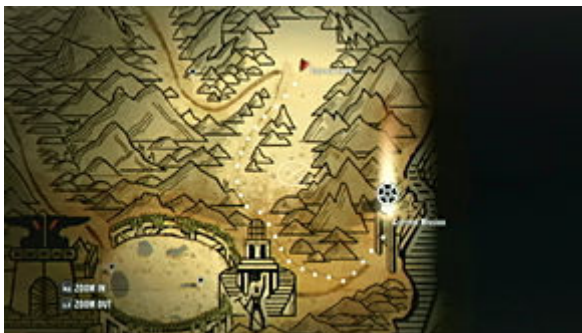
When the Fire Barons arrive you'll just need to finish off the remaining enemies. Make sure you build a ton of units now - - including some Roadies -- since you'll probably lose your Merch Booths in the fray.



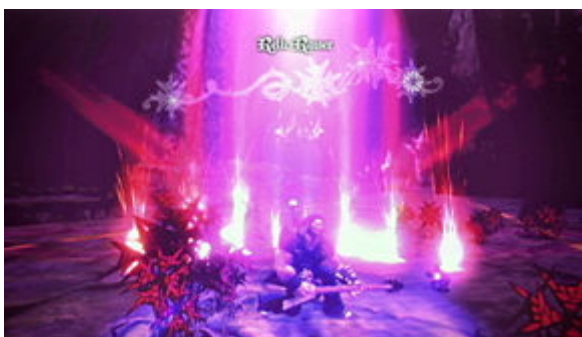
Hop on stage if things get desperate. Once you finish off the last of these strange foes you'll complete the mission.

| | | | | | |
|---|-------------|-------------------|------------------------|------------------------|---|
| « | Doom's Dawn | Deliver the Metal | A Number of the Beasts | Regret's Infinite Mire | » |
|---|-------------|-------------------|------------------------|------------------------|---|

Deliver the Metal



Head to the bridge in the far east. There you'll spot some familiar blossoms. Play your Relic Raiser amongst them to fix the bridge...



And then Ophelia destroys it. Head back to Bladehenge to begin the mission. Study the path along the way -- you'll be using it again shortly.



With the scaffolding loaded in the van, you just need to escort the van back to the bridge. Easy enough -- this mission plays out just like the previous escort mission. This time you should have a few new upgrades for Deuce to even things out.



The best strategy, once again, is to just hang back a bit from the van and pick off the cyclists one at a time. Though the route is long, the number of enemies doesn't really increase until the final stretch in the mountains.



Here you may find yourself overwhelmed by cyclists, but the van won't stop, and eventually you'll just pass them by even if you don't kill them. Make it back to the bridge to complete your mission.

| | | | | | |
|---|-------------|-------------------|------------------------|------------------------|---|
| « | Doom's Dawn | Deliver the Metal | A Number of the Beasts | Regret's Infinite Mire | » |
|---|-------------|-------------------|------------------------|------------------------|---|

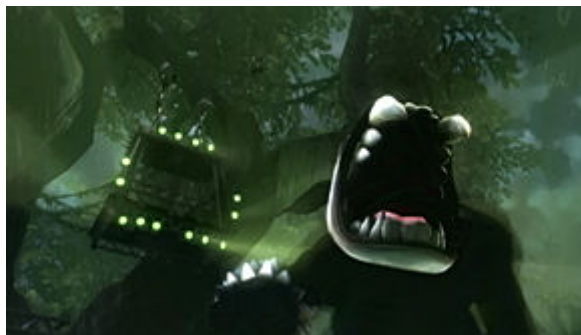
A Number of the Beasts



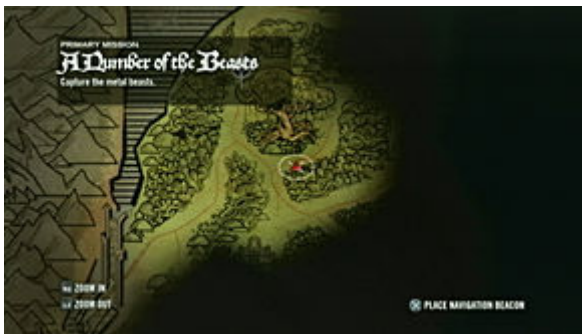
Approach the Baron in your new jungle camp to begin the mission. For this one you'll need to find three large beasts and bring them back to Lita. To do so you merely need to wake them up with a love tap. Ram your bike into the nearby cat-thing and it will awaken and follow you.



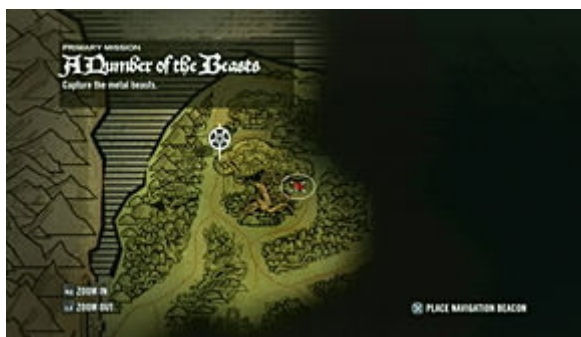
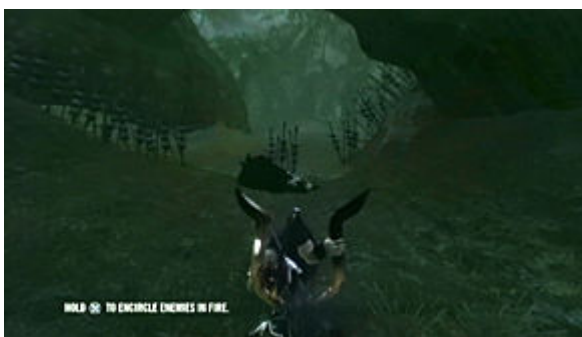
You can check your rearview mirror to make sure the monster is following you -- if it follows too closely, it will singe you with flames. This first one is near enough to Lita that it won't matter much.



Once you enter Lita's general area -- under the yellow flood light -- begin circling and holding your ATTACK button to leave a trail of flames on the ground. Form a tight circle and, once you close the gap, the circle of flames will trap the beast. One down!



Pop on your map and look for the large tree drawn on it. Just south of this, at the stump, is another beast. Lead this one back and encircle it in the same manner as the first.



The final cat is under a root coming out of the large tree, near its base on the east side. Wrangle this final cat and you'll view a cutscene.



In the fiery trap laid by the jungle women, there's seemingly no way out. Head to the rear of the area and some red blossoms -- you know what that means. Play the Relic Raiser solo to finish this mission.



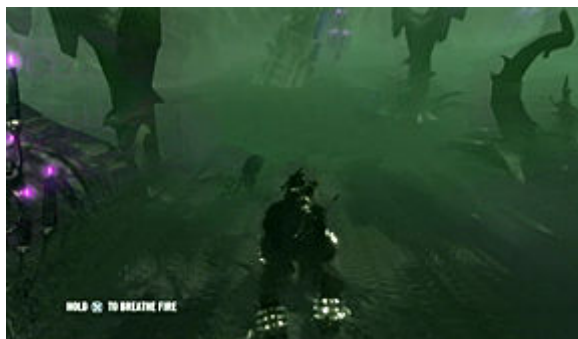
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| « | Doom's Dawn | Deliver the Metal | A Number of the Beasts | Regret's Infinite Mire | » |
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Regret's Infinite Mire

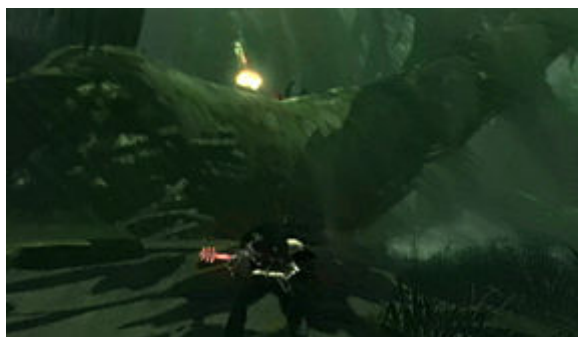


Head down the temple steps to the jungle floor. Meet Lita just ahead to start the next mission.

Your trusty steed will keep you out of the swamp waters and its flame breath will cook any enemies you encounter.



The first wave of Gravediggers you encounter is large but easily dealt with -- just sweep your flame breath across their path and retreat. Turn around again for another go and repeat this process until they are all gone.



At the roadblock, turn left and follow the long path around to the rear end of the blockage. Here you'll encounter more Gravediggers and some nasty black panthers to boot. Move in close to fry the latter. You can outrun the one that appears high above to snipe you.



The baby strollers you encounter must be dealt with manually. Hop off the cat monster and attack them with your axe.



Follow the path around to free the roadblock and the van will proceed down the path. At the bridge, torch the two panthers and remember, you can retreat to your bass player behind the bus for life.



Torch the ladies on the other side of the bridge then quickly hop of an hack at the strollers with your axe. The bus will continue after the bridge is clear.

Down the path a ways is an ambush. Just walk around torching the enemies with your fire breath. No need to dismount. Approach the rope on the side of the path to clear the final roadblock. Ride to the end of the path to complete the mission.

| | | | | | |
|---|--------------------|-------------------|--------------------|-----------------------|---|
| « | Dry Ice Wet Graves | Racing the Reaper | Sea of Black Tears | Abomination Overdrive | » |
|---|--------------------|-------------------|--------------------|-----------------------|---|

Dry Ice Wet Graves



This battlefield has a stage at each end with two contested Merch Booth spots between them. Your first goal should be to grab one or both of these, then leave an army by each booth to defend it. After that, concentrate all your resources on upgrading your stage -- twice.



Once again, Roadies are your ultimate weapon against the enemy stronghold. The real difference in this battle is that Ophelia has some tough units to use against you. The worst of these are the Reapers -- riders on black horses that will instantly eliminate your Roadies. Your best strategy is to deal with them manually. Hit them with a Face Melter Solo to instantly wipe them out, or use ranged magic attacks to whittle away their life.



When you have the ability to make Roadies, send them to the enemy stage. Stick around and defend them with Face Melter Solos and your attacks since it's likely Ophelia is hanging around with some Reapers..



Keep summoning waves of Roadies and Headbangers and send them all towards the enemy stage. This level is all about rushing to attack as soon as you have Roadies. The stage will come down rather quickly with six or so Roadies working on it at once or in several consecutive waves.



Racing the Reaper



Before attempting this mission, you need to upgrade The Deuce's weapons. You'll need 180 Fire Tributes for the Heatseekers or Bolt Thrower primary weapons. Both are great, and have their uses (Bolt Thrower is the best all-around weapon, but the Heat Seeker makes things easy since you don't need to aim) and both will make this mission much easier.



Choose one and meet up with Mangus to start the mission. For this escort mission you just need to hang back and destroy the Reapers as they attack the van. This should be easy with your fancy new weapons.

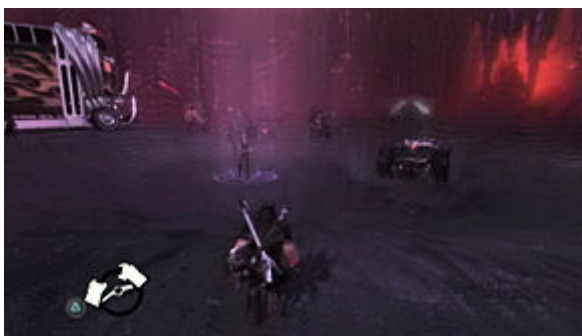


At the end of the line you'll encounter Ophelia. While you'll begin this battle outside Deuce, summon it again and use your weapons to destroy the enemy vehicles and units. After that, concentrate Axe and Guitar attacks on Ophelia until she falls.



| | | | | | |
|---|--------------------|-------------------|--------------------|-----------------------|---|
| « | Dry Ice Wet Graves | Racing the Reaper | Sea of Black Tears | Abomination Overdrive | » |
|---|--------------------|-------------------|--------------------|-----------------------|---|

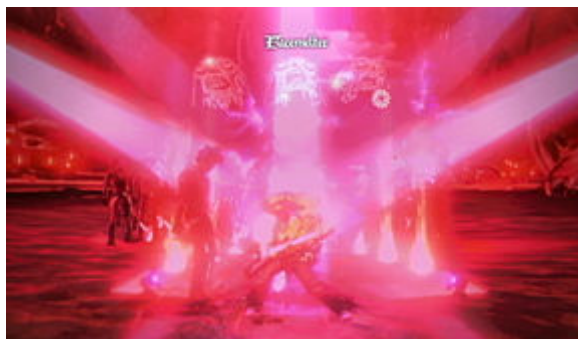
Sea of Black Tears



Head to the far south to meet Lita. This battle has two parts. The first involves taking out two large towers protecting the enemy stage. Between you and them is a small army -- including Ophelia in a balloon and a those deadly Reapers.



You'll need to achieve the highest level for your stage -- three upgrades -- to complete this mission, so get to work capturing the Merch Booths in the area.



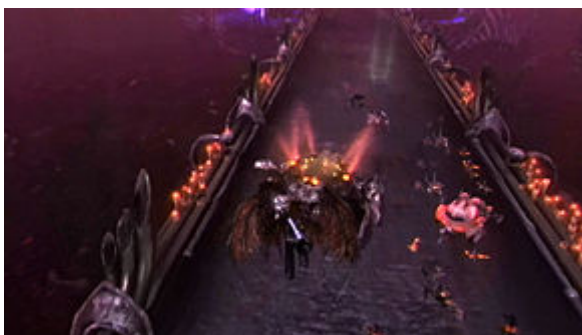
Try not to provoke the enemies on the bridge. Occasionally we found it useful to fly over to them and perform a Face Melter to thin out the ranks.



As you build up your army with all manner of units, place your rally point just before the bridge so they are ready for battle.

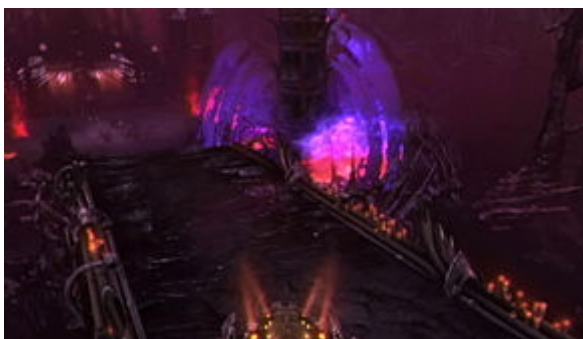


When you have upgraded your stage three times, you'll have the ability to summon a Rock Crusher. Summon it, then, while it's on the way, take your army to confront the forces on the bridge. Be sure to save a Face Melter for the Reapers here -- try to get more than one in the blast. Otherwise, an army augmented by Headsplitters, Metal Beasts and Fire Barons will be able to hand the Reapers effectively.



Don't let your army get near the force field produced by the two towers on the far end of the bridge. When things are

clear, pilot your Rock Crusher near the towers and start building your army back up (move your rally point onto the bridge). You should now begin to summon some Roadies in your mix.



Initiate a Double Team in the Rock Crusher and you'll be able to target both towers and destroy them.



Shortly after this, Ophelia's forces on the other side will begin to move towards your location. Stay in the Crusher and attack them as they do. She'll have a Tree Back in her ranks -- essentially her version of a Rock Crusher -- so try to hit it a bit before it tears into you.



You should be able to take out the remaining enemies without issue if you spent time building up before taking out the two towers. Metal Beasts are especially effective here.

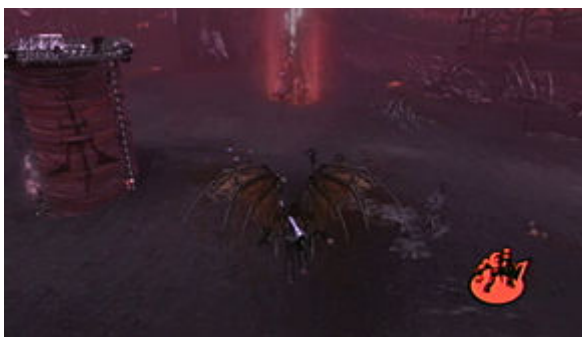
Now you'll just need to move up to the stage and finish it off. Your Roadies should come in handy now. Keep attacking the stage until you finish the mission.

| | | | | | |
|---|--------------------|-------------------|--------------------|-----------------------|---|
| « | Dry Ice Wet Graves | Racing the Reaper | Sea of Black Tears | Abomination Overdrive | » |
| « | Part 1 | | Part 2 | | » |

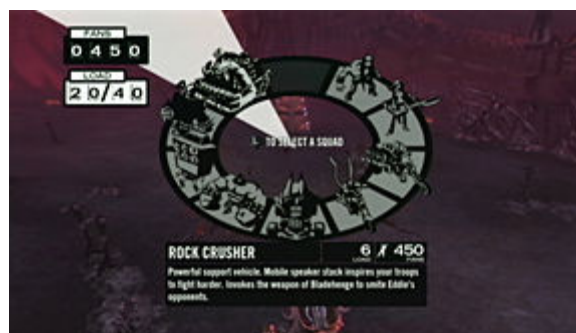
Abomination Overdrive



The final battle of the game involves two primary targets -- giant heads on either side of the map. Before taking them on, you'll need a full army. The only attacks you'll face at the outset of the battle are pods of assorted enemy units.



Dealing with these pods is fairly easy since you can outnumber them right from the start. Create some Razor Girls, Headbangers and Fire Barons as soon as you can and have them assault the Merch Booths. Capture all of these and then leave your army, and rally flag, in the middle of the area where the pods tend to land.



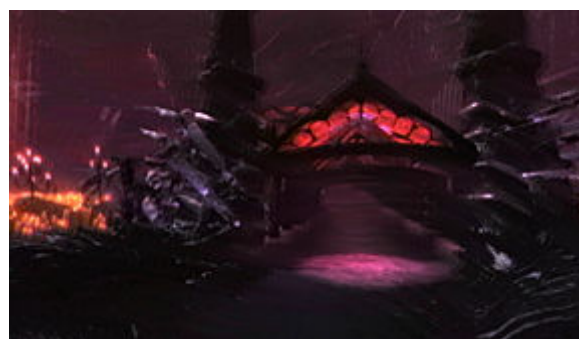
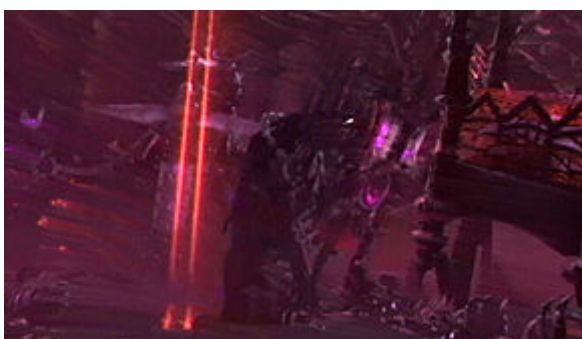
Now you'll just need to wait. Your resources will pour in from the Merch Booths allowing you to upgrade your stage and fill out your army. We recommend the following: Two Headsplitters, one Rock Crusher and a mix of Fire Barons, Razor Girls, Headbangers and Thunderhogs.



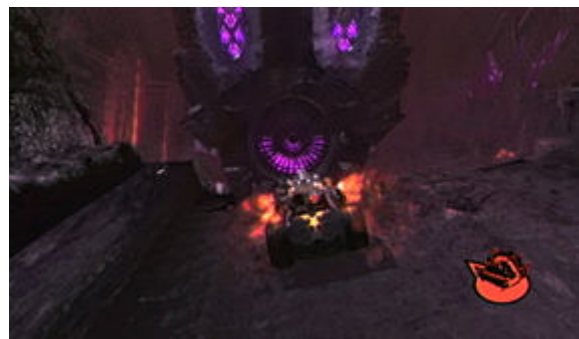
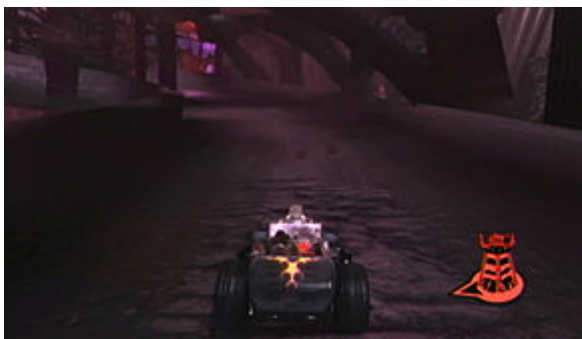
The latter should all be upgraded -- you can do this in the unit summoning menu. Just highlight the unit you wish to upgrade and pay the requisite number of fans to upgrade them.



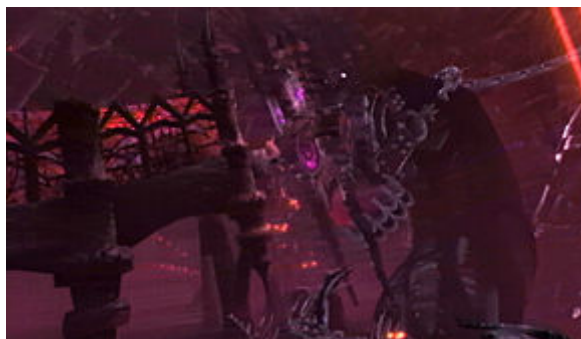
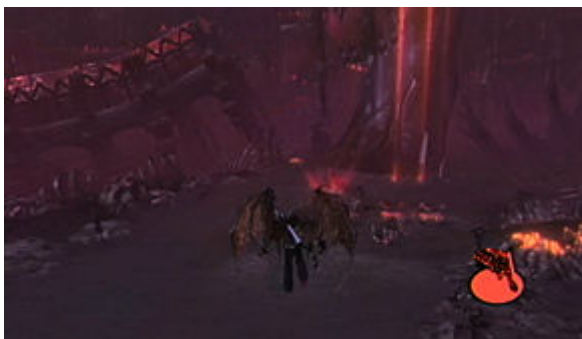
With your army fully upgraded and rallied (you should have spent all 40/40 of your army points), you now will be able to attack one of the heads. Send them all at the left head -- the neck, actually.



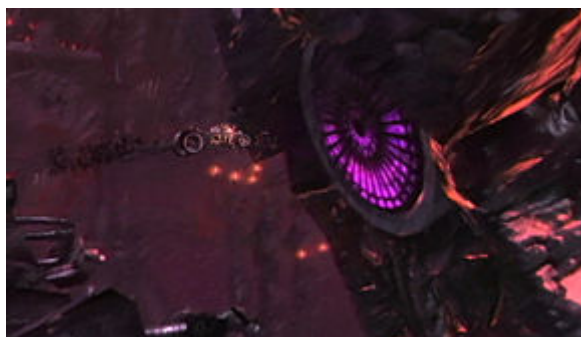
When the head falls, you'll be able to summon Deuce, drive up the long ramp (beginning near your stage) and plummet right through the eye of the giant head.



Before doing this, though, direct your army on to the other neck. While they are in transit, drive into the first head.



All hell breaks loose after you down the first head, so it's good to have your army in place and attacking the second head by the time you make contact. The timing should work out well with the second head falling just as your positioned to drive through the second ramp into its eye.



This is essentially the end of the battle. Now you need only drive into the eye of the center head to take on Doviclus directly. Pilot Deuce down the center of the stage and up the ramp into the fallen head to end the battle.



| | | | | | |
|---|--------------------|-------------------|--------------------|-----------------------|---|
| « | Dry Ice Wet Graves | Racing the Reaper | Sea of Black Tears | Abomination Overdrive | » |
| « | Part 1 | Part 2 | | | » |

D O V I L I C U S



But the war isn't over yet... Dovilicus's fighting abilities aren't all you might expect them to be. First, attack Dovilicus with Axe and Guitar combos. You can throw in a Face Melter if you'd like. Soon he'll chain himself up on one side of the room.



When he does this, you can sever his chains with Pyro attacks. Immediately attack the chains or he'll just endlessly summon enemies. Continue your combo attacks whe you sever all six chains and he comes down to fight again.



The second wave of enemies he summons after chaining himself up again includes those frightening nuns. Hit them with a Face Melter to deal with them swiftly.



The final time Doviculus chains himself up things will get pretty chaotic. There are Nuns in the mix still, so use a Face Melter. While fighting, be sure to zap Doviculus's chains when you can.



When he hits the ground again just approach him and attack him with your axe to finish him off.
Decapitatioooooooooooooooooooooon!!!!!!!!!!!!!!!!!!!!!! Congratulations, you've completed Brutal Legend!

Brutal Legend World Map

The maps below reveal the locations of each of the game's many Collectibles.



BOUND SERPENTS



ARTIFACTS OF LEGEND



METAL FORGES



TAB SLABS



BURIED METAL



LIGHTNING PLUG JUMPS



LANDMARK VIEWERS



SECONDARY MISSIONS

Some Notes on Collectibles

While the game counts 24 pieces of Buried Metal, there are only 23 to find on the map. This is perhaps due to Deuce being the first piece of Buried Metal.

The final Artifact of Legend, number 13 on our map, can only be found (in the Sea of Black Tears) after the game has been completed.

Brutal Legend Side Quests

| | | | | |
|--------|--------|--------------------------|--------|--------|
| Part 1 | Part 2 | Part 3 (Hunter Missions) | Part 4 | Part 5 |
|--------|--------|--------------------------|--------|--------|

Secondary Missions

Secondary Missions land you Fire Tributes which you can spend on upgrades in the Motor Forge. For completing all of the Race missions you'll get a special bonus: Squealer Sauce, which gives you a higher max speed and a quick cooldown for Deuce. Also, for completing the lengthy [Overslaughter](#) saga, the Hunter will award you with the Steel-Quilled Axe, which explodes smaller enemies on contact..

| Ironheade Sneak Attack (+25) | | |
|------------------------------|-----|--|
| 1 | MAP | Kill all the enemies on the bridge. These Ironheade missions are much easier if you have the Face Melter solo. Run in to the middle of the enemy group (or flank them to avoid fire) and bust out the solo to take a bunch of the enemies out -- maybe even all of them! |



Chasing the Plague (+25)

| | | |
|---|-----|---|
| 2 | MAP | You need to follow, and kill, all 8 tainted Raptor Elk that run in a set path ahead of Deuce. Have the Heatseekers before attempting this one. Also, it's easier to spot them -- and follow the herd -- at night. You should be able to clear out more than half in the opening 15 seconds by shooting a bunch of Heatseekers right away. |
|---|-----|---|



Ironheade Sneak Attack (+25)

| | | |
|---|-----|------------------------------------|
| 3 | MAP | Kill all the enemies on the coast. |
|---|-----|------------------------------------|

Delivering the Goods (+25)

| | | |
|---|-----|--|
| 4 | MAP | You have 2:08 to deliver the beer -- and if you shake it up too much (by catching air or hitting objects) it will detonate! Follow the path given but shave off some time by going off-road occasionally. Only boost on flat ground. Don't boost on the beach or you make burst the booze. |
|---|-----|--|



Ride of the Wing Man (+25)

5

MAP

You have to keep the bikers away from the couple for 1:05 -- they are surrounded by lights in the bottom of the playable area. Double Team with the Headbangers and circle the couple hitting nearby bikers. When you hit them two or three times they turn around and walk the other way.

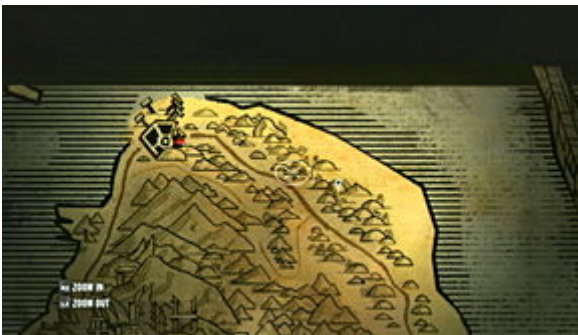


Race: Heading Out to the Highway (+25)

6

MAP

The marker leads you west and all the way around the Kill Master's mountain. You'll have to go through the northwestern forest before reaching the finish line under the west end of the highway.



Ironheade Sneak Attack (+25)

7

MAP

Kill all the enemies under the highway.

Riding the Death Rack (+25)

8

MAP

You'll want a primary weapon upgrade for Deuce like the Heatseekers before attempting this one. Just keep firing in the direction of the onslaught -- beware of enemies behind you. You'll have help from a small army, so direct them if you'd like. They'll be pretty good at finding fighting.



Summon Fiery Death (+25)

| | | |
|---|-----|--|
| 9 | MAP | In this mission you need to direct mortar fire by driving to a target spot and hitting the ATTACK button to leave a marker for the cannon to target. Try to aim ahead of the enemies as they rush towards the tower so you catch them in the blast. Once your troops engage them they'll be easier to hit -- and you can't hurt friendly forces. It's also useful to plow into enemies, stunning them, then call a mortar shell to their location. |
|---|-----|--|



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|--------|--------|--------------------------|--------|--------|
| Part 1 | Part 2 | Part 3 (Hunter Missions) | Part 4 | Part 5 |
|--------|--------|--------------------------|--------|--------|

Ironheade Sneak Attack (+25)

| | | |
|----|-----|-------------------------------------|
| 10 | MAP | Defeat all the enemies on the hill. |
|----|-----|-------------------------------------|

IronHeade Sneak Attack (+25)

| | | |
|----|-----|--------------------------------------|
| 11 | MAP | Defeat all the enemies on the beach. |
|----|-----|--------------------------------------|

IronHeade Sneak Attack (+25)

| | | |
|----|-----|--|
| 12 | MAP | Defeat all the enemies on the northern tip of the continent. |
|----|-----|--|

IronHeade Sneak Attack (+25)

| | | |
|----|-----|--|
| 13 | MAP | Defeat all the enemies near the spiders' lair. |
|----|-----|--|

Riding the Death Rack (+25)

| | | |
|----|-----|--|
| 14 | MAP | Kill all the enemies West of Kill Master's mountain with the Death Rack. |
|----|-----|--|

Riding the Death Rack (+25)

| | | |
|----|---------------------|---------------------------------|
| 15 | MAP | East of Kill Master's mountain. |
|----|---------------------|---------------------------------|

Riding the Death Rack (+25)

| | | |
|----|---------------------|---------------------|
| 16 | MAP | West of the desert. |
|----|---------------------|---------------------|

IronHeade Sneak Attack (+25)

| | | |
|----|---------------------|---|
| 17 | MAP | Defeat all the enemies under the highway. |
|----|---------------------|---|

IronHeade Sneak Attack (+25)

| | | |
|----|---------------------|---|
| 18 | MAP | Defeat all the enemies near Bladehenge. |
|----|---------------------|---|

Race: Race to the Battered Plains (+25)

| | | |
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| 19 | MAP | This race is short -- an uphill route towards the desert. Stay on the marker after boosting past your opponent early on. |
|----|---------------------|--|



IronHeade Sneak Attack (+25)

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|----|---------------------|--|
| 20 | MAP | Defeat all the enemies under the overpass. |
|----|---------------------|--|

IronHeade Sneak Attack (+25)

| | | |
|----|---------------------|-------------------------------------|
| 21 | MAP | Defeat all the enemies on the hill. |
|----|---------------------|-------------------------------------|

| | | | | |
|------------------------|------------------------|--|------------------------|------------------------|
| Part 1 | Part 2 | Part 3 (Hunter Missions) | Part 4 | Part 5 |
|------------------------|------------------------|--|------------------------|------------------------|

Overslaughter (+25)

| | | |
|----|---------------------|---|
| 22 | MAP | The Hunter sends you on a total of 9 missions to slay different types of creatures. We detail each sub-mission below. You can complete these sub-missions at any time. Just return to the Hunter when you've killed the requisite number of animals to get the next assignment. |
|----|---------------------|---|



Slay 21 Urchins

These small, spiky creatures can be found in the area around Bladehenge.

Slay 16 Raptor Elks

The deer-like Raptor Elks can be found around Bladehenge. Hit them with your vehicle at full speed or hop out and hit them with a few Guitar Attacks.



Slay 11 Razorfire Boars

These can be found under the large Razor Girl monument north of Bladehenge. Kill them with Deuce's upgraded weaponry (Heatseeker or Bolt Thrower).



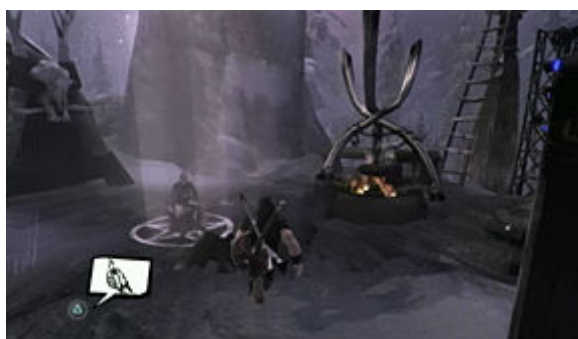
Slay 6 Tollusks

Tollusks are the bear-like creatures that can be found all over the west side of the map. The best place to hunt them is

the same place you hunted the Razorfire Boars -- under the Razor Girl's monument. Cruise this area for these beast and beware -- they pack a punch! Hit them with Deuce's upgraded weaponry to make things easy.



Slay 16 Reaper Steeds



Now the Hunter will move to a location in the middle of the map in the mountains -- just northwest of the bridge leading into the jungle. Reaper Steeds are the rider-ledd black horses (the ones with riders don't count) found between the Sea of Black Tears and the Dry Ice Mines. Patrol this area in Deuce to track them down and hit them with Deuce's upgraded weapons to take them out.



Slay 6 Laser Panthers

The Laser Panthers are patrolling the Jungle and Swamp -- sometimes in pairs. They should be so hard to track down and trample.



Slay 11 Sickle Wraiths

These skinny demons are littered about the entrance to the Sea of Black Tears. They fly upwards when you approach them. They are quite weak and easy to eliminate.



Slay 6 Guillotars

The giant Guillotars ambling about on legs of plywood can be found between the Sea of Black Tears and the Dry Ice Mines. Patrol this area in Deuce to track them down and hit them with Deuce's upgraded weapons to take them out.



Slay 4 Hextadons

The Hunter moves back to his first location now -- conveniently far from the fertile Hextadon hunting ground near his former abode. Cruise the mountain paths to find the Hexadon -- your vehicle's weapons will have no problem cutting them down.



To complete the Overslaughter saga, meet him back in his original location (not marked on the in-game map for some odd reason -- it's at number 22 on our map) near the giant cross west of Bladehenge. He will award you the Steel-Quilled Axe!



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|------------------------|------------------------|--|------------------------|------------------------|
| Part 1 | Part 2 | Part 3 (Hunter Missions) | Part 4 | Part 5 |
|------------------------|------------------------|--|------------------------|------------------------|

Under the Giant Face of Rock (+25)

| | | |
|----|---------------------|---|
| 23 | MAP | Race from the Rockmore faces to the highway. Aside from a few early switchback turns, this one is easy! |
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Summon Fiery Death (+25)

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| 24 | MAP | Kill all the enemies outside the entrance to the Coliseum. |
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Riding the Death Rack (+25)

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| 25 | MAP | In the Coliseum you'll encounter a new force -- Drowning Doom -- for your Death Rack challenge. Make sure you have a good Deuce weapon upgrade for this. Be especially mindful of the Reaper Riders. Zap them early or they will cut through your forces like a hot demon scythe through butter. |
|----|---------------------|--|



Ironheade Sneak Attack (+25)

26

[MAP](#)

The Doom forces are fairly tough -- make sure you get in a Face Melter in the center of the action early on to thin them out.

Riding the Death Rack (+25)

27

[MAP](#)

More Drowning Doom to defeat by the bridge to the jungle.

Ironheade Sneak Attack (+25)

28

[MAP](#)

Fend off the Doom forces on Lionwhyte.

Race: In Lionwhyte's Tainted Backside (+25)

29

[MAP](#)

This downhill race to the Coliseum is easy -- you can even boost most of the way to really outrun Fletus.



[Part 1](#)

[Part 2](#)

[Part 3 \(Hunter Missions\)](#)

[Part 4](#)

[Part 5](#)

Fiery in the Pad, Man! (+25)

30

[MAP](#)

The bats' home has been taken over by a half-dozen Sickie Wraiths and Tollusk. While you can take down the Wraiths with a Pyro attack followed by Axe combos while they are on the ground, you'll want to use a Face Melter when they get too thick. The Tollusk can be taken out with normal Axe attacks, but be ready to finish this fight with a second Face Melter.



Ironheade Sneak Attack (+25)

| | | |
|----|---------------------|---|
| 31 | MAP | Defeat Doom's forces near the Sea of Black Tears. |
|----|---------------------|---|

Riding the Death Rack (+25)

| | | |
|----|---------------------|---|
| 32 | MAP | Defeat Doom's forces at the entrance to the Sea of Black Tears. |
|----|---------------------|---|

Summon Fiery Death (+25)

| | | |
|----|---------------------|---|
| 33 | MAP | Defeat Doom's forces at the entrance to the Sea of Black Tears. |
|----|---------------------|---|

Ironheade Sneak Attack (+25)

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|----|---------------------|--|
| 34 | MAP | Defeat Doom's forces at the Dry Ice Mines. |
|----|---------------------|--|

Summon Fiery Death (+25)

| | | |
|----|---------------------|--|
| 35 | MAP | Defeat Doom's forces at the Dry Ice Mines. |
|----|---------------------|--|

Race: Doom's Race (+25)

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| 36 | MAP | This race takes you across the rickety bridge of the swamp (pilot this carefully) and then over to the east coast. The marker tends to be a bit vague so slow down at forks in the road. |
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Riding the Death Rack (+25)

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|----|---------------------|--|
| 37 | MAP | Defeat Doom's forces at the Dry Ice Mines. |
|----|---------------------|--|

Race: Jungle Rock (+25)

38

[MAP](#)

This race takes you around the large tree in the jungle and ends on the bridge. It's about as easy as they come!



Race: Along the Blood Coast (+25)

39

[MAP](#)

This race will take you along the edge of the northeast coast and around to the jungle. Be careful not to plummet into the ocean. This should be your final race, for which you'll win the Squealer Sauce! This is a sort of super Nitro -- it gives you a higher max speed and a quick cooldown.



Summon Fiery Death (+25)

40

[MAP](#)

Defeat Doom's forces in the jungle.

Ironheade Sneak Attack (+25)

41

[MAP](#)

Defeat Doom's forces along the coastline.

Ironheade Sneak Attack (+25)

42

[MAP](#)

Defeat Doom's forces in the swamp.

Brutal Legend Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | **I'm missing some Concept Art needed for 100% completion. What gives?**
-Lotsa people

ANSWER | The Concept Art for units can be attained by summoning those units in a multiplayer battle. You can do this offline.

QUESTION | **You guys only have twenty three spots for the buried metal on your world map where is the twenty fourth one?**
-Nick

ANSWER | The 24th Buried Metal location is the first (and thus not on the map) -- when you uncover Deuce.

QUESTION | **I've just beaten the game and completed what I thought were all the side missions. However, one last mission appears at the broken end of the highway bridge in the first area which is an attack the enemy mission. Whenever I go to that spot though, the beam of light is there but there's no people or anything to do to trigger the mission?**
-Kris

ANSWER | That's not a mission, just an annoyance!

QUESTION | **Where is the last Legend (number 13 on the map)?**
-Shane

ANSWER | You need to beat the game before you can find the final Legend in the Sea of Black Tears.

QUESTION | **Where do I find the sickle wraiths for the Hunter mission?**
-Andy

ANSWER | They appear in the Sea of Black Tears. The flying thingies.

QUESTION | **I'm just wondering how you get to change the heads on the face of Mt. Rockmore as I can't seem to find how to.**
-Keith

ANSWER | Look for the field of hands throwing up the devil horns under the mountain. The largest one points at Rockmore and has stairs up the back of it. You can change the faces from here.

| | |
|----------|---|
| QUESTION | Why is it that every time I use the Call of the Wild solo I always get the hexagon? <i>-james</i> |
| ANSWER | You always summon the animal from the last Hunter Mission you beat. |

| | |
|----------|---|
| QUESTION | How do I free the things bound in chains? |
| ANSWER | Use an Earthshaker attack on them to destroy the chains. You must use a Pyro attack on the ones bound in leather. |

| | |
|----------|--|
| QUESTION | I've beaten the game and I'm now trying to get the achievement where you have to jump over a Hextadon; but it's not there. I know how to get the achievement, but whenever I go to the part of the map where it's supposed to be, it isn't there. Any ideas as to why or what I should do? <i>-Tyler</i> |
| ANSWER | Find a Hextadon, a mammoth from the middle area of the map. Stun it and ride it to a ledge. Leap it using the ledge for the Achievement. |

| | |
|----------|--|
| QUESTION | I'm pretty sure I beat all of the Hunter missions. He said that it was the last mission. My problem is I didn't get the achievement. Why? <i>-Justin</i> |
| ANSWER | You must return to Metal Hill (with the cross on it) and talk to Hunter to receive the Achievement and an Axe. |

| | |
|----------|--|
| QUESTION | How do I hit enemies that are far away? |
| ANSWER | Use your lighting attack -- just tap GUITAR ATTACK after locking on to a distance enemy. |

| | |
|----------|---|
| QUESTION | How do I make fire for those statue things? |
| ANSWER | Hold the GUITAR ATTACK button to use a Pyro attack. These can be used to free the 120 Bound Serpents littered throughout the world map. |