

This document lists (or should list) all of the quests and subquests in Divinity 2: Ego Draconis and was used by the QA department to test the story.

Divinity 2

Complete Quest

Design Delivery

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Tutorial: Farglow Village

Farglow Connection

Solution A

Sequence

- Commander Rhode explains why you are at Farglow and the ritual that will make you a real Dragon Slayer.
- She tells you that slayers can enter the village only once and that you need to do this alone.
- Head to Farglow Village.
- When you approach Edmund he will speak with you.
- He tells you to go to Morgana the Archmage.
- He explains that your memory will be completely wiped.
- Find Morgana, The Archmage and talk with her.
- She'll tell you about the initiation.
- Tell her you are ready to be initiated. She performs the ritual that makes you a Dragon Slayer.
- The Mage wishes you luck and tells you about the side effects and your weakened state for some time after the initiation.
- Head back to the main village area.
- Isobel stops you on the bridge.
- Isobel explains the mind read skill and then gives you the ability.
- Below are the other characters you can talk to within Farglow and the choices you can make:

The Illusionist Tiresias

Sequence

- Go to the Illusionist Tiresias.
- Talk to him.
- Change your appearance.

Consequences/Rewards

- Once you've spoken to the Illusionist your avatars appearance will change.

The Ranger Aravir

Sequence

- Go to the Ranger and talk to him.
- He'll tell you about the pros and cons of the ranger skill and the ranger way of playing.
- Tell him you want to try it. He gives you the equipment and abilities.
- If you want to try it out you can go to Sonja the Trainer Mage at the back of the village.

Consequences/Rewards

- You will get the Poison Arrow skill and a Common Bow.
- You are informed of the pros and cons of a ranger stat foundation.

- You get to try out how it feels like to play as a ranger.

The Swordsman Gawain

Sequence

- Go to the swordsman Gawain and talk to him.
- He'll tell you about the pros and cons of warrior skills and the warrior way of playing.
- Tell him you want to try it. He gives you the equipment and abilities.
- If you want to try it out you can go to Sonja the Trainer Mage at the back of the village.

Consequences/Rewards

- You will get the Whirlwind skill and a Common One Handed Sword to practice with.
- You are informed of the pros and cons of a warrior stat foundation.
- You get to try out how it feels like to play as a warrior.

The Wizard Alberic

Sequence

- Go to the wizard Alberic and talk to him.
- He'll tell you about the pros and cons of mage skills and the mage way of playing. Tell him you want to try it. He gives you the equipment and the abilities.
- If you want to try it out you can go to the trainer mage at the back of the village.
- Go to the trainer mage and talk to him.

Consequences/Rewards

- You will get Fireball skill and a common mace.
- You are informed of the pros and cons of a warrior stat foundation.
- You get to try out how it feels like to play as a wizard.

The Mage Trainer Sonja

Sequence

- After speaking to one of the trainers go to Sonja the Mage Trainer and ask to practice the skill.
- She opens the magic barrier to the arena and spawns creatures for you to kill.
- You cannot leave the arena till you have killed all the creatures.

Consequences/Rewards

- You get to preview and practice the different skills as many times as you like.

Barbara – Practicing your mindread skill

Sequence

- Speak to Barbara and mindread her.
- You learn that Gerald needs a book to read.

- Go to Gerald and offer him your book called 'Common History of the Dragon Slayers', which is in your inventory.
- He rewards you.

Consequences/Rewards

- You get to use the mindread skill effectively.
- You receive a reward.

Dialogue changes

- All character will tell you to speak to Morgana, the Archmage and they will not speak with you fully until you have.
- After the initiation with Morgana you can speak to all the characters and discover more about the skills you can use.

Consequences/Rewards

- You acquire the silver eyes of a Dragon Slayer.
- The Archmage tells you about the consequences of the initiation.
- You receive a reward.
- You get information on the mind read skill and its functionality.
- You acquire the mind read skill.

Questlog

- I arrived in Farglow, where I must undergo a ritual that will make me a real Dragon Slayer.
- I arrived in Farglow where I must undergo a ritual that will make me a real Dragon Slayer. My Commander, Rhode, instructed me to enter the village and seek out some people there, who can apparently teach me valuable things.
- I met a man named Edmund who bid me welcome to the town and told me to find a powerful mage called Morgana.
- I met a man named Edmund who bid me welcome to the town and told me to find a powerful mage called Morgana. She resides near a waterfall in the back of Farglow and she is the first person I should talk to.
- Morgana infused me with Dragon memories. To regain at least a bit of my former powers I should talk to the veterans in the village and also a woman named Isobel, who has another curious power in store for me.
- Morgana infused me with Dragon memories, which will make me powerful enough to combat those mighty creatures in the long run, but have erased the abilities and strengths I was taught during the years I attended the Dragon Slayer academy. To regain at least a bit of my former powers I should talk to the veterans in the village - Alberic, Aravir and Gawain - and also a woman named Isobel, who has another curious power in store for me. Hopefully that power adds more capabilities than it detracts!
- I met Isobel who gave me the mysterious power of mind reading. All I have to do now is meet the veterans.
- I met Isobel who gave me the mysterious power of mind reading. All I have to do now is meet the veterans who teach me the ways of the sword, the bow and the spell.
- I have been taught how to read minds by Isobel and I have met one of the veterans. I guess that means I'm all set!
- I have been taught how to read minds by Isobel and I have met one of the veterans. I guess that means I'm all set! Of course I can still take my time to talk to the other veterans and train the various ways of combat in the arena operated by Sonja.

Leaving the Tutorial – Leaving the village of Farglow

You can choose to leave the village at any time, but when they do so Edmund will start a dialogue with you asking that you are aware that you may only leave with one of the veterans spells and he hopes you have chosen wisely. Once you have done this you can head back to Rhode who tells you the next part of your journey with her. You then leave for Broken Valley for further adventures.

Broken Valley Main Quests & Scenes

Chasing the Dragon

Solution A

Sequence

- You arrive in Broken Valley.
- Accept 'Chasing the Dragon' quest from Rhode.
- Go to Broken Valley Village and get three positive dragon sightings from the villagers (example : Ollie near the tavern, Guard at mill door, wall Guard near the barracks)
- Go to Rhode in the Barracks and report your findings.
- You have completed 'Chasing the Dragon' quest.
- Rhode will tell you about the next part of your initiation.
- Rhode gives you the 'To lay a Ghost to Rest' quest along with a key.

Dialogue changes

- None.

Consequences/Rewards

- Rhode gives you the key to the chapel backdoor.
- You receive a reward.

Questlog

- I should ask around about the Dragon sightings in the village.
- Commander Rhode instructed me to gather information about the recent Dragon sightings. I should enter Broken Valley and ask the villagers and guards what they know. When I have collected enough information, I can find Commander Rhode at the local barracks.
- I found a first villager who saw the Dragon.
- I found a first villager who saw the Dragon. Two more to go.
- I found a second villager who saw the Dragon.
- I found a second villager who saw the Dragon. One more to go.
- I heard enough. Time to inform Commander Rhode.
- The villagers who knew something were clear: we should search for the Dragon near the abandoned temple. I must inform Commander Rhode immediately.
- Commander Rhode was pleased, but gave me another assignment to be completed before we go...
- Commander Rhode thanked me for gathering the Dragon sighting reports. However, I'll have to fulfil another task first...

Solution B

Sequence

- You arrive in Broken Valley.
- Accept 'Chasing the Dragon' quest from Rhode.
- Leave the Barracks and village, head past Jackson's farm.
- Marius will speak to you and then leave.
- Two Slayers remain who will not let you past.
- Go back to Broken Valley Village.

- Get three positive dragon sightings from the villagers (example : Ollie near the tavern, Guard at mill door, wall Guard near the barracks)
- Go to Rhode in the Barracks and report your findings.
- You have completed 'Chasing the Dragon' quest.
- Rhode will tell you about the next part of your initiation.
- Rhode gives you the 'To lay a Ghost to Rest' quest along with a key.

Dialogue changes

- None.

Consequences/Rewards

- You cannot pass the guards in the valley until you have completed 'Chasing the Dragon' and 'To lay a Ghost to Rest'.
- Rhode gives you the key to the chapel backdoor.
- You receive a reward.

Questlog

- I should ask around about the Dragon sightings in the village.
- Commander Rhode instructed me to gather information about the recent Dragon sightings. I should enter Broken Valley and ask the villagers and guards what they know. When I have collected enough information, I can find Commander Rhode at the local barracks.
- I found a first villager who saw the Dragon.
- I found a first villager who saw the Dragon. Two more to go.
- I found a second villager who saw the Dragon.
- I found a second villager who saw the Dragon. One more to go.
- I heard enough. Time to inform Commander Rhode.
- The villagers who knew something were clear: we should search for the Dragon near the abandoned temple. I must inform Commander Rhode immediately.
- Commander Rhode was pleased, but gave me another assignment to be completed before we go...
- Commander Rhode thanked me for gathering the Dragon sighting reports. However, I'll have to fulfil another task first...

To Lay a Ghost to Rest

Solution A

Sequence

- Accept 'To lay a Ghost to Rest' quest.
- Leave the Barracks and go to the Chapel.
- Go to the chapel backdoor and enter the crypt.
- Arben's ghost will talk to you.
- He will become aggressive and will spawn two unread monsters.
- Fight and kill the undead and win the fight with Arben's ghost.
- Arben's ghost will reward you with his sword.
- Speak with Rhode in the chapel.
- You have completed 'To lay a Ghost to Rest' quest.
- Rhode will tell you about Talana.

Dialogue changes

- Rhode will treat you with more respect after you get Arben's sword.

Consequences/Rewards

- You get Arben's sword but unfortunately you do not have enough skill and experience for it so Rhode takes it from you.
- You are allowed to pass the guards in the valley.
- You receive a reward.

Questlog

- Commander Rhode instructed me to enter a tomb in the Broken Valley chapel and confront a restless ghost in there.
- Commander Rhode instructed me to enter a tomb in the Broken Valley chapel and confront a restless ghost in there. This will help me to ease the Dragon memories that swirl in my mind until we head back to Rivertown.
- The ghost turned out to be that of Lord Arben, a once renowned Dragon Slayer!
- The ghost turned out to be that of Lord Arben, a once renowned Dragon Slayer! As a reward for defeating him, he gave me his sword and told me the Dragon we are chasing is called Talana: the last of the hated Dragon Knights.
- Commander Rhode told me the Dragon has been spotted by Marius and they are heading out. The problem is, I'm not invited!
- Commander Rhode told me the Dragon has been spotted by Marius and they are heading out. The problem is, I'm not invited! What a mess this is: the last Dragon Knight is near and I'm not allowed to join the hunt!

Solution B

Sequence

- Accept 'To lay a Ghost to Rest' quest.
- Leave the Barracks and village, head past Jackson's farm.
- Marius will speak to you and then leave.
- Two Slayers remain who will not let you past.
- Go back to the village.
- Go to the Chapel.
- Go to the chapel backdoor and enter the crypt.
- Arben's ghost will talk to you.
- He will become aggressive and will spawn two undead monsters.
- Fight and kill the Undead and win the fight with Arben's ghost.
- Arben's ghost will reward you with his sword.
- Speak with Rhode in the chapel.
- You have completed 'To lay a Ghost to Rest' quest.
- Rhode will tell you about Talana.

Dialogue changes

- Rhode will treat you with more respect after you get Arben's sword.

Consequences/Rewards

- You cannot pass the guards in the valley until you have completed 'To lay a Ghost to Rest'.
- You get Arben's sword but unfortunately you do not have enough skill and experience for it so Rhode takes it from you.
- You are allowed to pass the guards in the valley.

- You receive a reward.

Questlog

- Commander Rhode instructed me to enter a tomb in the Broken Valley chapel and confront a restless ghost in there.
- Commander Rhode instructed me to enter a tomb in the Broken Valley chapel and confront a restless ghost in there. This will help me to ease the Dragon memories that swirl in my mind until we head back to Rivertown.
- The ghost turned out to be that of Lord Arben, a once renowned Dragon Slayer!
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- Commander Rhode told me the Dragon has been spotted by Marius and they are heading out. The problem is, I'm not invited!
- Commander Rhode told me the Dragon has been spotted by Marius and they are heading out. The problem is, I'm not invited! What a mess this is: the last Dragon Knight is near and I'm not allowed to join the hunt!

On the Dragon's Tail Scene

Sequence

- Leave the Chapel.
- Head out Broken Valley Village, past Jackson's farm and out of the Valley.
- Talana appears wounded at the shrine.
- She speaks to you and suddenly you find yourself in the form of a Dragon.
- You have entered the Dream Scene.
- Talana explains what is happening to you.
- You are free to explore the Dream Scene.

Looking for Lovis

Prerequisite

- Chasing the dragon
- To lay a ghost to rest

Follow up Quest

- Paper Trail

Solution A

Sequence

- After the dying Talana transferred her powers onto you, Damian appears and threatens you not to pursue her quest.
- Zandalor appears shortly after and gives you the advice to seek out the ghost of a former dragon knight, named Lovis. He will help you discover why Talana gave you her powers and what she wants you to do.
- You set out to find him and enter Lovis' tower.

Dialogue changes

- None

Questlog

- After having been given slumbering Dragon powers by Talana, I met my enemy Damian and my ally Zandalor who told me to find the ghost of Lord Lovis in the haunted citadel tower in the middle of the valley.
- After having been given slumbering Dragon powers by Talana, I met my enemy Damian and my ally Zandalor who told me to find the ghost of Lord Lovis in the haunted citadel tower in the middle of the valley. According to the legendary wizard, this ghost will be able to help me and elucidate this whole affair: why Talana gave me her powers and what it is exactly that she wants of me.
- Finding and meeting Lord Lovis wasn't as easy as all that: I had to fight my way into the tower only to have my knowledge of its owner tested.
- Finding and meeting Lord Lovis wasn't as easy as all that: I had to fight my way into the tower only to have my knowledge of its owner tested. Hopefully this hassle was worth it and the ghost of the Dragon Knight will be able to assist me like Zandalor promised me it would.

Consequences/Rewards

- Experience.

Broken Valley Side Quests: Accepted in Broken Valley Village

Hearttaker

Prerequisite

- None.

Follow up Quest

- Feast or Famine.

Solution A

Sequence

- Go to Champion Richard and talk to him.
- Accept 'Hearttaker' quest.
- Head out of Broken Valley Village.
- Kill some goblins and pick up the hearts they drop.
- Return to Richard with your bounty.

Note: This is a repeatable quest.

Dialogue changes

- Richard will respect you enough to ask you to help him with another quest.

Questlog

- Richard will pay me for the goblin hearts I find.
- Richard, the Aleroth Champion, will offer me some gold pieces for each Goblin Heart I bring him. Easy money I should say.
- I claimed a goblin heart.
- Now that I have some hearts, I should return to Richard who will pay me for them. Time to collect!

Consequences/Rewards

- Richard will pay you for the hearts you bring him.

Solution B

Sequence

- Go to Champion Richard and talk to him.
- Accept 'Hearttaker' quest.
- Mindread Richard.
- Head out of Broken Valley Village.
- Kill some goblins and pick up the hearts they drop.
- Return to Richard with your bounty.
- Tell him you know you can receive more in Aleroth for the hearts.
- Richard agrees to pay you in full.

Note: This is a repeatable quest.

Dialogue changes

- Richard will respect you enough to ask you to help him with another quest.

Questlog

- Richard will pay me for the goblin hearts I find.
- Richard, the Aleroth Champion, will offer me some gold pieces for each Goblin Heart I bring him. Easy money I should say.
- I claimed a goblin heart.
- Now that I have some hearts, I should return to Richard who will pay me for them. Time to collect!

Consequences/Rewards

- Richard will pay you more than the normal rate for the hearts you bring him.

Solution C

Sequence

- Go to Champion Richard and talk to him.
- Decline 'Hearttaker' quest.
- Head out of Broken Valley Village to -19, 101, -98 in Broken Valley (left road after Talana scene).
- Help Richard to defeat the goblins.
- Go back to Broken Valley village and speak to Richard to claim your reward.

Dialogue changes

- Richard will respect you enough to ask you to help him with another quest.

Questlog

- Since you declined his quest, there is no entry in your log.

Feast or Famine

Prerequisite

- 'Hearttaker' quest

Follow up Quest

- None.

Solution A

Sequence

- Talk to Richard after completing the 'Hearttaker' quest.
- Richard will ask you to remove the Seekers from Jackson's barn, accept the 'Feast or Famine' quest.
- Exit the village and follow the path to Jackson's farm.
- Talk to Lomax, the Seeker guarding the food.
- Tell him that you insist they hand over the food.
- Lomax is angry. Fight and defeat the guards.
- Loot the bodies of the Seekers.
- Find Mouse on the other side of the river and talk to him. Finish dialogue with Mouse (tell him the food can be taken).
- Mouse will tell you he'll take care of the rest.
- Run to Broken Valley Village and talk to Richard to claim your reward.

- You have completed 'Feast or Famine' quest.

Dialogue Changes

- Seekers turn aggressive after you confront them.
- Richard will be happy with you.

Questlog

- I should persuade some Seekers who are guarding food supplies to leave.
- Richard asked me to get rid of some Seekers so he can ship the food they collected for Rivertown to Aleroth. I can find them at Jackson's farm.
- The Seekers are dead: I should inform Mouse the area is clear.
- I fought and killed the Seekers guarding the crates. Richard said I should tell his associate Mouse he is free to collect them. I can find this fellow on the right side of the valley, as seen from the village, not too far from Jackson's farm.
- I informed Mouse the coast is clear.
- I informed Mouse the coast is clear. He'll start shipping the food soon. Richard will be pleased, I think.
- Richard was glad the food would go to Aleroth and paid me well.
- I told Richard everything was taken care of. He was grateful and paid me a nice amount of gold. I at least won't go hungry!

Consequences/Rewards

- You get to loot the bodies of the Seekers if you defeat them.
- Richard rewards you.

Solution B

Sequence

- Talk to Richard after completing the 'Hearttaker' quest.
- Richard will ask you to remove the Seekers from Jackson's barn, accept the 'Feast or Famine' quest.
- Exit the village and follow the path to Jackson's farm.
- Talk to Lomax, the Seeker guarding the food.
- Finish the dialogue with Lomax by choosing to bribe the Seekers.
- They will leave to go to the tavern after taking the bribe.
- Find Mouse on the other side of the river and talk to him. Finish dialogue with Mouse (tell him the food can be taken).
- Mouse will tell you he'll take care of the rest.
- Run to Broken Valley Village and talk to Richard and claim your reward.
- You have completed 'Feast or Famine' quest.
- Go into the tavern.
- Talk to Lomax and the Seekers in the tavern.

Dialogue Changes

- Richard will be happy with you.

Questlog

- I should persuade some Seekers who are guarding food supplies to leave.
- Richard asked me to get rid of some Seekers so he can ship the food they collected for Rivertown to Aleroth. I can find them at Jackson's farm.
- I bribed the Seekers and they are gone: I should inform Mouse the area is clear.

- Lomax is as strict as you can expect a New Order soldier to be, but a couple of gold pieces quickly changed that attitude. Richard said I should tell his associate Mouse he is free to collect the crates. I can find this fellow on the right side of the valley, as seen from the village, not too far from Jackson's farm.

Consequences/Rewards

- You lose money but complete the quest.
- Richard rewards you.

Solution C

Sequence

- Talk to Richard after completing the 'Hearttaker' quest.
- Richard will ask you to remove the Seekers from Jackson's barn, accept the 'Feast or Famine' quest.
- Exit the village and follow the path to Jackson's farm.
- Talk to Lomax, the Seeker guarding the food.
- Mind read Lomax.
- You find out that one of the seekers has a crush on a female New Order officer who's patrolling Broken Valley Village.
- Finish the dialogue with Lomax by choosing to tell him about Elizabeth.
- Seekers agree to bribe and run off to Broken Valley Village.
- Find Mouse on the other side of the river and talk to him. Finish dialogue with Mouse (tell him the food can be taken).
- Mouse will tell you he'll take care of the rest.
- Run to Broken Valley Village and talk to Richard and claim your reward.
- You have completed 'Feast or Famine' quest.
- Go to Elisabeth in the village, Lomax and the Seekers are present near her.
- Talk to Lomax and Elisabeth.

Dialogue Changes

- Richard will be happy with you.
- Elisabeth will be annoyed with Lomax.

Questlog

- I should persuade some Seekers who are guarding food supplies to leave.
- Richard asked me to get rid of some Seekers so he can ship the food they collected for Rivertown to Aleroth. I can find them at Jackson's farm.
- I read Lomax's mind and now the Seekers are gone: I should inform Mouse the area is clear.
- I read Lomax's mind, which revealed he is smitten with a certain Elisabeth. That made persuading him and his men to leave almost too easy. Richard said I should tell his associate Mouse he is free to collect the crates. I can find this fellow on the right side of the valley, as seen from the village, not too far from Jackson's farm.
- Richard was glad the food would go to Aleroth and paid me well.
- I told Richard everything was taken care of. He was grateful and paid me a nice amount of gold. I at least won't go hungry!

Consequences/Rewards

- You complete the quest without violence or losing money.

- Lomax, who's in love, will follow Elizabeth across the village and his two companions will stand in the tavern and make fun of him.
- Richard rewards you.

New Order or Champion Chaos?

Solution A

Sequence

- Talk to Richard after completing the 'Hearttaker' quest.
- Richard will ask you to remove the Seekers from Jackson's barn.
- Decline the 'Feast or Famine' quest.
- Exit the village and follow the path to Jackson's farm.
- Go to the barn, Richard is confronting the Seekers.
- Choose to side with Richard.
- Defeat the seekers with Richard.
- Finish the dialogue with Richard.
- Loot the bodies of the Seekers.
- You have completed 'Feast or Famine' quest.

Dialogue Changes

- Richard will appreciate the help.

Questlog

- I declined Richard's request to get rid of some Seekers.
- Richard wanted me to remove some Seekers so the food they collected could go to Aleroth instead of Rivertown. I declined because the food will go to the needy, but Richard says he'll take it away himself and ran off to Jackson's farm.
- I sided with Richard: the food will go to Aleroth.
- When I arrived at Jackson's farm, Richard was ordering the Seekers to stand down. A fight was in the offing and I chose to help Richard.

Consequences/Rewards

- You get to loot the bodies of the Seekers if he defeats them.
- Mouse disappears after killing the Seekers.
- Richard rewards you.

Solution B

Sequence

- Talk to Richard after completing the 'Hearttaker' quest.
- Richard will ask you to remove the seekers from Jackson's barn.
- Decline the 'Feast or Famine' quest.
- Exit the village and follow the path to Jackson's farm.
- Go to the barn, Richard is confronting the Seekers.
- Choose to side with the Seekers.
- Defeat Richard with the Seekers.
- Finish the dialogue with Lomax. The Seekers thank you and remain guarding the food.
- The player gets to loot Richards's body.
- Lomax thanks you for the help and rewards you.

Dialogue Changes

- Mouse disappears after you killing Richard.
- The Seekers will appreciate your help.
- * If you have done the 'Heart Taker' quest previously, the questlog for that quest will change.

Questlog

- I declined Richard's request to get rid of some Seekers.
- Richard wanted me to remove some Seekers so the food they collected could go to Aleroth instead of Rivertown. I declined because the food will go to the needy, but Richard says he'll take it away himself and ran off to Jackson's farm.
- I sided with the Seekers: the food will go to Rivertown.
- When I arrived at Jackson's farm, Richard was ordering the Seekers to stand down. A fight was in the offing and I chose to help the Seekers.
- * With Richard dead, I'll have to sell my goblin hearts somewhere else.
- * Richard of Aleroth is dead, so obviously I can no longer sell him the goblin hearts I collect. I'm sure I'll find other sellers though.

**Note: the last two log entries are part of the Heart Taker questlog*

Consequences/Rewards

- You get to loot Richards's body.
- You get a reward from Lomax.

Band of Brutes

Prerequisite

- None.

Follow up Quest

- Shylock the merchant will go into the tavern when the 'Band of Brutes' quest has been completed and you can get 'For a Pound of Flesh' quest.

Solution A

Sequence

- Go into the tavern in Broken Valley Village.
- You can accept the quest 'Band of Brutes' from the Tim the Bartender; Elsa the Barmaid or talk to the Seekers directly.
- Speak to the drunken Seekers at the table and pick a fight with them.
- Tell Louis of their bad behaviour.
- Louis sends the Seekers out on a dangerous mission.
- Speak to Tim the innkeeper who will reward you.
- You have completed 'Band of Brutes' quest.

Dialogue changes

- Louis will be grateful towards the player.
- Elsa and Tim will be extremely grateful.

Questlog

- Some New Order men, Seekers as they are called, are causing trouble in the inn.
- The Black Boar is all but empty: most customers have fled the premises because a group of rowdy Seekers terrorised them in their drunken stupor. I'm sure Tim the barkeep would be glad to see them gone, not to mention the barmaid Elsa, who has to bear the brunt of their lewd talk.
- The Seekers are gone, much to the delight of Tim and Elsa I should think.
- I confronted the group of Seekers, which would have led to a serious fight had not their commanding officer intervened. In any case they have left the inn now, so I should probably see how grateful the owners are.
- Now that the Black Boar is safe again, a thankful Tim lowered his prices!
- As was to be expected, Elsa and Tim were very grateful. The innkeeper couldn't afford a true reward, but from now on his trade prices will be more favourable.

Consequences/Rewards

- Tim thanks the player and decreases his prices.
- People start going to the tavern again after the Seekers leave.

Solution B

Sequence

- Go into the tavern in Broken Valley Village.
- You can accept the quest 'Band of Brutes' from the Tim the Bartender; Elsa the Barmaid or talk to the Seekers directly.
- Speak to the drunken Seekers at the table and pick a fight with them.
- Do not tell Louis of their bad behaviour.
- Speak to Tim the innkeeper who will reward you.
- You have completed 'Band of Brutes' quest.

Dialogue changes

- Elsa and Tim will be extremely grateful.
- The Seekers will love you.
- You open up the follow-up quest "Louis' Stash".

Questlog

- Some New Order men, Seekers as they are called, are causing trouble in the inn.
- The Black Boar is all but empty: most customers have fled the premises because a group of rowdy Seekers terrorised them in their drunken stupor. I'm sure Tim the barkeep would be glad to see them gone, not to mention the barmaid Elsa, who has to bear the brunt of their lewd talk.
- The Seekers are gone, much to the delight of Tim and Elsa I should think.
- I confronted the group of Seekers, which would have led to a serious fight had not their commanding officer intervened. In any case they have left the inn now, so I should probably see how grateful the owners are.
- Now that the Black Boar is safe again, a thankful Tim lowered his prices!
- As was to be expected, Elsa and Tim were very grateful. The innkeeper couldn't afford a true reward, but from now on his trade prices will be more favourable.

Consequences/Rewards

- Tim thanks the player and decreases his prices.
- People start going to the tavern again after the Seekers leave.

Louis' Stash

Solution A

Sequence

- Complete "Band of Brutes" choosing the side of the seekers
- Talk to Merrill, one of the Seekers in the barracks.
- Merrill tell you they know of Louis' secret stash, which initiates 'Louis' Stash' quest.
- Tell Louis the Seekers told you about his secret stash.
- Louis sends the Seekers out on a dangerous mission.

Dialogue changes

- Louis will be grateful towards the player for advising him about the Seekers letting his secret out.

Questlog

- There's a cellar beneath the chapel belonging to Louis.
- Merrill told me Lieutenant Louis uses an abandoned cellar beneath the chapel as private quarters. They happen to know he sometimes leaves it unlocked...
- I told Louis that his Seekers informed me about his secret stash beneath the chapel. I don't doubt he'll make sure it's securely locked in the future.

Solution B

Sequence

- Complete "Band of Brutes" choosing the side of the seekers
- Talk to Merrill, one of the Seekers in the barracks.
- Merrill tell you they know of Louis' secret stash, initiates 'Louis' Stash' quest.
- Go to the location of the secret stash by chapel in Broken Valley Village.
- Clear the dungeon and take the stash.

Dialogue changes

- None.

Questlog

- There's a cellar beneath the chapel belonging to Louis.
- Merrill told me Lieutenant Louis uses an abandoned cellar beneath the chapel as private quarters. They happen to know he sometimes leaves it unlocked...
- I gained entry to the cellar beneath the chapel.
- The hatch that leads to a cellar beneath the chapel was left open like Merrill told me. Time to loot the place!

Consequences/Rewards

- You can loot the cellar.

Solution C

Sequence

- Complete “Band of Brutes” choosing the side of the seekers
- Talk to Merrill, one of the Seekers in the barracks.
- Merrill tell you they know of Louis’ secret stash, initiates ‘Louis’ Stash’ quest.
- Go to the location of the secret stash by chapel in Broken Valley Village.
- Clear the dungeon and take the stash.
- Go back to Louis and rat out the seekers
- Louis sends the Seekers out on a dangerous mission

Dialogue changes

- Louis is happy you told him about the betrayal.

Questlog

- There's a cellar beneath the chapel belonging to Louis.
- Merrill told me Lieutenant Louis uses an abandoned cellar beneath the chapel as private quarters. They happen to know he sometimes leaves it unlocked...
- I gained entry to the cellar beneath the chapel.
- The hatch that leads to a cellar beneath the chapel was left open like Merrill told me. Time to loot the place!
- I told Louis that his Seekers informed me about his secret stash beneath the chapel. I don't doubt he'll make sure it's securely locked in the future.

Consequences/Rewards

- You can loot the dungeon.

Into the Bandit's Den – Multiple Regions – BV & Bandit Camp

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Talk to Louis in the Barracks and accept ‘Into the Bandit’s Den’ quest.
- Head out of Broken Valley Village for the burnt chapel.
- Enter secret passage and get to the jail.
- Talk to Martis and get him out.
- Return through the dungeon to burnt chapel. A cave-in prohibits you from going back the same way so take the alternate exit.
- Martis thanks you and he’s off to the Bandit camp.

Dialogue changes

- Martis is grateful for helping him escape.

Questlog

- Louis asked me to break out a bandit named Martis and so to obtain the location of the bandit camp.
- I should enter a secret underground passage which can be found in the burned chapel down the valley. I can then make my way to a hatch underneath Martis' cell and bust him out.
- I have the password and location!
- I know the location of the bandit camp and the password as well. I can now inform the Lieutenant or travel to the camp and enter.

Consequences/Rewards

- You can enter the Bandit Camp
- Inside the bandit camp Martis is a black market trader
- Martis' trade prices are lower

Solution B

Sequence

- Talk to Louis in the Barracks and accept 'Into the Bandit's Den' quest.
- Read the mind of Martis and discover the password to the Bandit camp
- Martis remains in jail until you enter the secret dungeon.
- At the jail exit of the secret dungeon Martis and two Bandits are waiting.
- You overhear the two Bandits telling Martis the new password.
- You speak with them in which you can either talk your way out of combat or start attacking the bandits.
- Go back to Louis and tell him the location and he rewards you.
- You have completed 'Into the Bandit's Den' quest.

Dialogue changes

- Louis is grateful for the location of the Bandit camp.

Questlog

- Louis asked me to break out a bandit named Martis and so to obtain the location of the bandit camp.
- I should enter a secret underground passage which can be found in the burned chapel down the valley. I can then make my way to a hatch underneath Martis' cell and bust him out.
- I have the password and location!
- I know the location of the bandit camp and the password as well. I can now inform the Lieutenant or travel to the camp and enter.
- Lieutenant Louis thanked and rewarded me for locating the bandits.
- Lieutenant Louis was extremely grateful. He said he'd ask for reinforcements and attack the camp. No doubt, the Broken Valley bandits will soon cease to exist!
- Because I told the New Order where to find the bandit camp, Ragnar has become hostile towards me.
- Because I told the New Order where to find the bandit camp, Ragnar has become hostile towards me. There will be nothing for it but to slay him should we meet again.

Consequences/Rewards

- Louis rewards you.

If you talk your way out of fighting:

- You can enter the Bandit Camp.
- Inside the Bandit Camp Martis is a black market trader.

If you get into combat:

- Martis will not be in Bandit Camp.

Solution C

Sequence

- Talk to Louis in the Barracks and accept 'Into the Bandit's Den' quest.
- Head out of Broken Valley Village for the burnt chapel.
- Enter secret passage and get to the jail.
- Talk to Martis and get him out.
- Return through the dungeon to burnt chapel. A cave-in prohibits you from going back the same way so take the alternate exit.
- Martis thanks the player and he's off.
- Go back to Louis and tell him the password and he rewards you.
- You have completed 'Into the Bandit's Den' quest.

Dialogue changes

- Louis is grateful for the password to the Bandit camp.

Questlog

- Louis asked me to break out a bandit named Martis and so to obtain the location of the bandit camp.
- I should enter a secret underground passage which can be found in the burned chapel down the valley. I can then make my way to a hatch underneath Martis' cell and bust him out.
- I have the password and location!
- I know the location of the bandit camp and the password as well. I can now inform the Lieutenant or travel to the camp and enter.
- Lieutenant Louis thanked and rewarded me for locating the bandits.
- Lieutenant Louis was extremely grateful. He said he'd ask for reinforcements and attack the camp. No doubt, the Broken Valley bandits will soon cease to exist!
- Because I told the New Order where to find the bandit camp, Ragnar has become hostile towards me.
- Because I told the New Order where to find the bandit camp, Ragnar has become hostile towards me. There will be nothing for it but to slay him should we meet again.

Consequences/Rewards

- Louis rewards you.
- The Bandit Camp will turn against you.
- The player will encounter the divine order attacking the Bandit Camp at the entrance.
- All bandit camp quests will be inaccessible to you.

Solution D

Sequence

- Talk to Louis in the Barracks and decline 'Into the Bandit's Den' quest.
- Martis remains in jail until you enter the secret dungeon.
- At the jail exit of the secret dungeon Martis and two bandits are waiting.
- You overhear the two Bandits telling Martis the new password.
- You speak with them in which you can either talk your way out of combat or start attacking the bandits.

- If you chose not to fight you do not complete the quest.

Dialogue changes

- None.

Questlog

- Louis asked me to break out a bandit named Martis and so to obtain the location of the bandit camp, but I refused.
- I should enter a secret underground passage which can be found in the burned chapel down the valley. I can then make my way to a hatch underneath Martis' cell and bust him out. A crazy plan in which I'll have no part.

Consequences/Rewards

If player talks his way out of fighting:

- The player can enter the Bandit Camp.
- Inside the Bandit Camp Martis is a black market trader.

If player gets into combat:

- Martis will not be in Bandit Camp.

For a Pound of Flesh

Prerequisite

- Locke the merchant will go into the tavern when the 'Band of Brutes' quest has been completed.

Follow up Quest

- None.

Solution A

Sequence

- Talk to Locke the merchant in the tavern.
- Locke will ask you to go and retrieve the money from a guard called Keane.
- Accept 'For a Pound of Flesh' quest.
- Go to Keane, who patrols the wall between the Broken Valley Village gate and the Barracks.
- Talk to Keane about the rabbit and threaten him.
- Get Keane's wallet.
- Talk to Locke.
- Give Locke Keane's wallet.
- You have completed 'For a Pound of Flesh' quest.

Dialogue changes

- Keane is angry towards the player.
- Locke becomes extremely nice.

Questlog

- Locke wants me to talk to Keane about some money.
- The merchant Locke asked me to retrieve money from a guard named Keane, whom he paid for a rabbit he never received.

- I have the money Locke wanted. Now I only need bring it to him.
- Keane told me some story about how Locke blackmails him, but whether that's true or not, I'd rather see a rich and grateful merchant than a poor and thankful guard!
- Locke took his gold with greedy fingers and told me he'll drop his trade prices for me.
- I brought Locke the money Keane owed him, obviously much to his delight. This should do me no harm either as now the merchant will give me a discount when I buy from him.

Consequences/Rewards

- Locke decreases his prices.
- Some of the guards become really unpleasant towards you.

Solution B

Sequence

- Talk to Locke the merchant in the tavern.
- Locke will ask you to go and retrieve the money from a guard called Keane.
- Go to Keane, who patrols the wall between the Broken Valley Village gate and the barracks.
- Talk to Keane about the rabbit and agree with his point of view.
- Keane who rewards you with the password to Locke's cart.
- Go to Locke and tell him to leave Keane alone.
- You have completed 'For a Pound of Flesh' quest.
- Go to Locke cart (uphill from the tavern).
- Talk to the cart and say the password.
- Loot the cart.

Dialogue changes

- Keane is very grateful.
- Locke gets very sarcastic and mean.

Questlog

- Locke wants me to talk to Keane about some money.
- The merchant Locke asked me to retrieve money from a guard named Keane, whom he paid for a rabbit he never received.
- Keane was clearly the wronged party, so I chose his side. I should tell Locke.
- Keane told me Locke blackmails him and that I am not the first one he sent to shake him down. I'll make sure Shylock will no longer bother the poor man!
- I told Locke to back off, much to the relief of Keane, but to the anger of the merchant!
- Keane thanked me for taking his side in the argument. As was to be expected, Locke was mad and insists he is being wronged. I don't doubt he's lying though.

Consequences/Rewards

- Locke increases his prices.
- Keane will give you the answer to the riddle of Locke magical storage Cart.
- You are able to loot the cart.

Solution C

Sequence

- Talk to Locke the merchant in the tavern.
- Locke will ask you to go and retrieve the money a guard called Keane owes him.
- Go to Keane who patrols the wall between the BV gate and the barracks.

- Talk to Keane about the rabbit...
- Threaten him.
- Get Keane's wallet.
- Steal the contents of Keane's wallet.
- Give Locke Keane's empty wallet.
- You have completed 'For a Pound of Flesh' quest.

Dialogue changes

- Keane's angry towards you.
- Locke is outraged.

Questlog

- Locke wants me to talk to Keane about some money.
- The merchant Locke asked me to retrieve money from a guard named Keane, whom he paid for a rabbit he never received.
- I have the money Locke wanted. Now I only need bring it to him.
- Keane told me some story about how Locke blackmails him, but whether that's true or not, I'd rather see a rich and grateful merchant than a poor and thankful guard!
- Locke and Keane be damned: the money is mine!
- I opened the purse of gold Keane gave me and took the money for myself. Locke is so mad he won't trade anymore, but that doesn't bother me: plenty of traders in Broken Valley still.

Consequences/Rewards

- You get the gold inside the wallet.
- Locke refuses to talk and trade with you.
- Keane is angry towards you.
- Some of the guards become really unpleasant towards you.

Greater Hunter

Prerequisite

- Sir Brave Robin will go into the tavern when the 'Band of Brutes' quest has been completed.

Follow up Quest

- None

Solution A

Sequence

- In Broken Valley Village enter the Tavern and go upstairs.
- Speak to Sir Brave Robin.
- Robin will tell you what a great hunter he is and challenge you.
- Accept the 'Greater Hunter' Quest.
- Kill the big demon from the "Hellgate booster" quest near the mine encampment in broken valley. (see image)



- Return to Robin with the claw of the demon
- Receive reward from Robin
- Claw is now hanging around the big boar's neck in tavern

Dialogue Changes

- Robin will treat you with more respect

Questlog

- I should be on the look out for big game. I won't be outshone by an arrogant hunter and his huge hog!
- I met an arrogant man named Robin who claims to be the world's greatest hunter because he killed an enormous black boar. Surely I should be able to find and kill a creature big enough to take him down a peg or two!
- A Demon's claw will surely prove to Robin he has been defeated.
- A huge black boar is a serious foe, but does it compare to an actual demon? I should take my trophy to Robin and show him who really is the best hunter.
- Robin stands corrected!
- Mirror, mirror on the wall, who's the greatest hunter of them all? Even Robin has to admit it's me. It turned out he was more of a sport than I had imagined: he even rewarded me with his Gauntlets of the Hunter.

Consequences/Rewards

- Gauntlets.

The Fugitive – Multiple Regions – BV & OROBAS Fjords (Solution C Only)

Prerequisite

- Band of Brutes and going in and out of the Tavern after completing band of brutes to make David spawn in the Tavern.

Follow up Quest

- None.

Solution A

Sequence

- Go to David in the Broken Valley tavern.
- Mindread David to get extra information (quest accepted).
- Tell David you know he is a deserter.
- Tell David you will take a bribe for your silence.
- Player receives reward from David.
- Quest is set to complete.
- Optional: can still tell Richard that David is a deserter.
- Optional: Richard runs off towards BV tavern.
- Optional: Go to David in BV tavern.
- Optional: Witness scene between Richard and David.
- Optional: Richard kills David.

Dialogue changes

- Richard receives extra option to tell on David.
- Richard reacts heavily to news of a deserter.

Questlog

- Upon mind reading David, I discovered he is a deserted Champion of Aleroth.
- Upon mind reading David, I discovered he is a deserted Champion of Aleroth. I'm sure that should I reveal this information to him or a Champion, the results should be interesting.
- I bribed David into giving me a piece of armour.
- I bribed David into giving me a piece of armour. It had better be good or my silence may not last.

Consequences/Rewards

- David gives player a bribe.

Solution B

Sequence

- Go to David in the Broken Valley tavern.
- Mindread David to get extra information (quest accepted).
- Tell David you know he is a deserter.
- Tell David you will not tell anyone he is a deserter.
- Player receives reward from David (To be decided).
- Quest is set to complete.
- Optional: Can still tell Richard that David is a deserter.

- Optional: Richard runs off towards BV tavern.
- Optional: Go to David in BV tavern.
- Optional: Witness scene between Richard and David.
- Optional: Richard kills David.

Dialogue changes

- Richard receives extra option to tell on David
- Richard reacts heavily to news of a deserter.

Questlog

- Upon mind reading David, I discovered he is a deserted Champion of Aleroth.
- Upon mind reading David, I discovered he is a deserted Champion of Aleroth. I'm sure that should I reveal this information to him or a Champion, the results should be interesting.
- David begged me not to rat him out and I promised him I wouldn't.
- David begged me not to rat him out and I promised him I wouldn't. It was the kind thing to do, even though my options are still open.

Consequences/Rewards

- You can loot 'David's Gauntlets' from David's corpse if you decided to tell Richard.

Solution C

Sequence

- Go to David in the Broken Valley tavern.
- Mindread David to get extra information (quest accepted).
- Tell David you know he is a deserter.
- Tell David you will tell Richard about it.
- You complete the quest. Following steps are optional.
- Cut scene is shown while David runs away.
- Go to the end of Broken Valley (43 -694 -135).
- Talk to David.
- Tell him you told Richard.
- Cut scene shown while David runs away.
- Go to the goblin village in OROBAS Fjords (311 -107 137).
- Talk to David.
- Tell him Richard is coming for him.
- David runs off and disappears

Dialogue changes

- David panicks when you tell him you'll tell Richard.

Questlog

- Upon mind reading David, I discovered he is a deserted Champion of Aleroth.
- Upon mind reading David, I discovered he is a deserted Champion of Aleroth. I'm sure that should I reveal this information to him or a Champion, the results should be interesting.
- I told David I'd tell Richard his secret and he ran off in a panic. I told David I'd tell Richard his secret and he ran off in a panic. It wasn't the most diplomatic approach, but it sure was fun to watch.

- I told Richard about the deserter in the tavern and he went over there in a fit of rage.
- I told Richard about the deserter in the tavern and he went over there in a fit of rage. I doubt David has long to live anymore.

Consequences/Rewards

- Experience.

Buad Blood

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to Miller Upton and talk to him.
- Mindread him for location of a key inside the mill.
- Take the key.
- Enter the cellar in the mill.
- Talk to the tree in the cellar (tells you his name is Buad).
- Go back to Miller Upton and ask him why he lies about his name.
- Quest accepted.
- Talk to Linda inside the mill (miller's daughter).
- She tells you about who might know something more (Folo's wife, priest Romon, Captain Rodney).
- Talk to Romon the priest about suspicious activity at night.
- Talk to Captain Rodney about suspicious activity at night.
- Talk to Folo's wife, Rose about suspicious activity at night.
- Rose tells you a hint (burnt chapel).
- Go to the burnt chapel in broken valley (-199, 392,-61).
- Talk to the bandit standing inside the chapel.
- Bandit tells you about the assassin and attacks you.
- Kill the bandit.
- Go to miller's house.
- Dialog starts with assassin, miller and daughter.
- Choose to side with the miller.
- Kill the assassin.

Questlog

- Miller Upton, as it would appear, is actually an old alchemist called Buad. He is being chased by assassins and has asked me for help.
- Miller Upton, as it would appear, is actually an old alchemist called Buad. He is being chased by assassins and has asked me for help. They have been hunting for him for years and have now finally caught the scent again. Buad has no idea where to start looking though.
- Buad's daughter Linda told me she hasn't seen an assassin herself, but she advised me to ask around.

- Buad's daughter Linda told me she hasn't seen an assassin herself, but she advised me to ask around. Some people like to take midnight strolls and she mentioned father Romon, Rose and Captain Rodney in particular.
- Rose spotted some suspicious characters around the mill at night. They talked amongst themselves and the burnt chapel down the valley was mentioned.
- Rose spotted some suspicious characters around the mill at night. They talked amongst themselves and the burnt chapel down the valley was mentioned. I bet those were the assassins; and now that I know where they hide, I should go there and confront them.
- I confronted an assassin in the ruined chapel who told me another of their ranks is heading for the mill right now.
- I confronted an assassin in the ruined chapel who told me another of their ranks is heading for the mill right now. Buad will certainly not expect a daytime attack and most probably has no idea what danger he and his daughter Linda are in.
- Antumbra lies dead and Buad is saved.
- Antumbra lies dead and Buad is saved. He and Linda thanked me for saving their lives.

Consequences/Rewards

- XP
- Can't loot assassin's body yet.

Solution B

Sequence

- Go to Miller Upton and talk to him.
- Mindread him for location of a key inside the mill.
- Take the key.
- Enter the cellar in the mill.
- Talk to the tree in the cellar (tells you his name is Buad).
- Go back to Miller Upton and ask him why he lies about his name.
- Quest accepted.
- Talk to Linda inside the mill (Miller's daughter).
- She tells you about who might know something more (Folo's wife, priest Romon, Captain Rodney).
- Talk to Romon the priest about suspicious activity at night.
- Talk to Captain Rodney about suspicious activity at night.
- Talk to Folo's wife about suspicious activity at night.
- Folo's wife tells you a hint (burnt chapel).
- Go to the burnt chapel in Broken Valley (-199, 392, -61).
- Talk to the bandit standing inside the chapel.
- Bandit tells you about the assassin and attacks you.
- Kill the bandit.
- Go to Miller's house.
- Dialogue starts with assassin, Miller and daughter.
- Choose to side with the assassin.
- Kill the Miller and his daughter.

Questlog

- Miller Upton, as it would appear, is actually an old alchemist called Buad. He is being chased by assassins and has asked me for help.

- Miller Upton, as it would appear, is actually an old alchemist called Buad. He is being chased by assassins and has asked me for help. They have been hunting for him for years and have now finally caught the scent again. Buad has no idea where to start looking though.
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- Rose spotted some suspicious characters around the mill at night. They talked amongst themselves and the burnt chapel down the valley was mentioned. I bet those were the assassins; and now that I know where they hide, I should go there and confront them.
- I confronted an assassin in the ruined chapel who told me another of their ranks is heading for the mill right now.
- I confronted an assassin in the ruined chapel who told me another of their ranks is heading for the mill right now. Buad will certainly not expect a daytime attack and most probably has no idea what danger he and his daughter Linda are in.
- During the confrontation between the assassin Antumbra and Buad, chose to come to the aid of the killer.
- During the confrontation between the assassin Antumbra and Buad, chose to come to the aid of the killer. She told me she'd reward me when I see her again - if I see her again...

Consequences/Rewards

- XP

Lovis' Loot

Prerequisite

- None

Follow up Quest

- 'Into Thin Air' quest (only after completing Solution B only).

Solution A

Sequence

- Talk to Romon outside the chapel in Broken Valley Town.
- Go to the Lovis tower and go to the armoury (top room).
- Activate the button in the fire room and the Scrying stone appears in the chamber.
- Take the scrying stone and look deeper into the stone.
- Speak to Lovis' sidekick and he sets his minions on you.
- Clear out the dungeon.
- Return to Romon and give him the stone.

Dialogue Changes

- You can inquire about Romon's studies on the scrying stone.

Questlog

- If I visit Lord Lovis' Tower, I should keep an eye out for strange artifacts.

- Romon the priest wants me to investigate the tower in the center of the valley. There will likely be an object of great value and information somewhere inside.
- I found a strange stone. This should interest Romon!
- I brought the stone to Romon after having gazed in it.
- Romon was pleased with what turned out to be a Scrying Stone. He'll be devoting many hours of study to it.

Consequences/Rewards

- The gate to the Lovis dungeon at the bottom of the Lovis tower will be open.
- XP reward.
- 'Into Thin Air' quest is not available.

Solution B

Sequence

- Talk to Romon outside the chapel in Broken Valley Town.
- Go to the Lovis tower and go to the armoury (top room).
- Activate the 4 buttons on walls and the Scrying stone appears in the chamber.
- Take the scrying stone.
- Return to Romon and give him the stone.
- Roman enters the chapel and looks into the stone and disappears.
- Go into chapel and Geoff speaks to you and gives you 'Into Thin Air' quest.

Dialogue Changes

- Geoff opens a dialogue once you enter the chapel for a follow up quest, 'Into Thin Air'.

Questlog

- If I visit Lord Lovis' Tower, I should keep an eye out for strange artifacts.
- Romon the priest wants me to investigate the tower in the center of the valley. There will likely be an object of great value and information somewhere inside.
- I found a strange stone. This should interest Romon!
- I have found a mysterious stone. This is undoubtedly the thing Romon was looking for. It emits a faint light. I wonder what that is all about...
- I brought the stone to Romon.
- Romon was pleased with what turned out to be a Scrying Stone. He'll be devoting many hours of study to it.

Consequences/Rewards

- XP reward
- Romon moves into the chapel.
- Follow up quest 'Into Thin Air'.

Saving the Bacon

Prerequisite

- Solution C – complete 'Feast or Famine' quest.

Follow up Quest

- None

Solution A

Sequence

- Talk to Frodo in Broken Valley Village and accept 'Saving the Pigs' quest.
- Talk to Kevin the pig. Seekers will tell you that you're not allowed near the pigs.
- Talk to Seekers at Jackson farm and tell they are needed elsewhere.
- The Seekers leave their post.
- Say 'Rosebud' to Kevin the pig.
- The Seekers return and confront you.
- Head back to Folo for reward.
- You have completed 'Saving the Pigs' quest.

Dialogue Changes

- Folo is very thankful for saving the pigs.

Questlog

- Folo the pig farmer has asked me to set free his three pigs.
- Folo the pig farmer has asked me to set free his three pigs. They have been confiscated by Lieutenant Louis and are to be sent to Rivertown with the next caravan. To free them, I need to find the pig named Kevin and whisper the word "Rosebud" in his ear.
- The pigs are safe. I should return to Folo.
- The pigs made a run for it, and should now be safe. Folo, back at the farm in the village, will certainly be thankful.
- Folo's pigs are back at his farm, safe and sound.
- I have freed Folo's pigs from being slaughtered and exported, much to the delight of their owner.

Consequences/Rewards

- Folo rewards you.

Solution B

Sequence

- Talk to Folo in Broken Valley Village and refuse 'Saving the Pigs' quest.
- Go to Louis in the barracks and tell him about Folo offering you gold to save his pigs.
- Louis rewards you.

Dialogue Changes

- Folo is angry with you for not helping him.
- Louis is grateful that you told him.

Questlog

- I refused to help Folo.
- I refused to help Folo. His pigs are needed elsewhere even if he doesn't realise that. I think Lieutenant Louis will be happy with my decision.
- Louis rewarded me for having refused Folo's request.
- Lieutenant Louis gave a reward for not helping Folo. Easy money, I must say!

Consequences/Rewards

- Louis rewards you.

Solution C

Sequence

- Get the follow-up quest "Feast and Famine" from Richard after completing 'Hearttaker' quest from Champion Richard in Broken Valley Village.
- Use bribe, mindread or kill the seekers via Feast or Famine quest. (solutions B, C or D respectively)
- Talk to the pig when the Seekers are gone.
- Say 'Rosebud' to Kevin the pig.
- Head back to Folo for reward.
- You have completed 'Saving the Pigs' quest.

Dialogue Changes

- Folo is very thankful for saving the pigs.

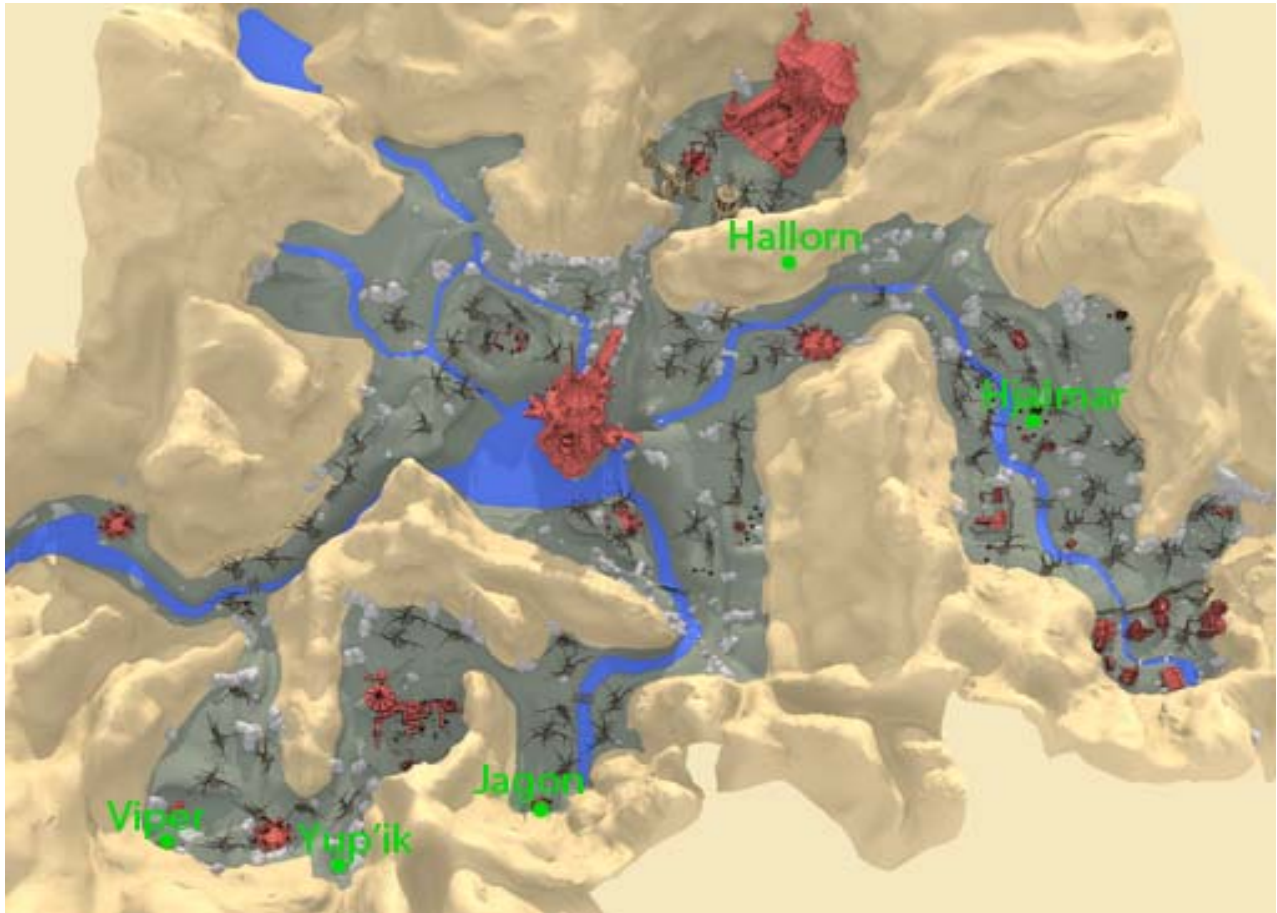
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- Folo the pig farmer has asked me to set free his three pigs. They have been confiscated by Lieutenant Louis and are to be sent to Rivertown with the next caravan. To free them, I need to find the pig named Kevin and whisper the word "Rosebud" in his ear.
- The pigs are safe. I should return to Folo.
- The pigs made a run for it, and should now be safe. Folo, back at the farm in the village, will certainly be thankful.
- Folo's pigs are back at his farm, safe and sound.
- I have freed Folo's pigs from being slaughtered and exported, much to the delight of their owner.

Consequences/Rewards

- Folo rewards you.

A Hunting We Shall Go



Prerequisite

- None

Follow up Quest

- None

Follow up Sub Quest

- Hjalmar, Hallorn, Yup'ik, Viper, Jagon.

Sequence

- Go to the barracks in Broken Valley.
- Speak to Rodney and get 'A Hunting We Shall Go' quest.
- Go to the billboard and read it.
- Complete all five sub quests.
- Go back to Rodney for a reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (mask) of the wanted criminal.
- Rodney will be pleased with the kill.

Questlog

- The inhabitants of Broken Valley have to deal with their share of outlaws, but luckily I am here to bring them to justice.
- The inhabitants of Broken Valley have to deal with their share of outlaws, but luckily I am here to bring them to justice. Upon slaying anyone of them, I can claim my reward from Captain Rodney in the barracks - if I bring proof of the kill of course.
- I was able to rid Broken Valley of its five most feared criminals to the astonishment of Captain Rodney.
- I was able to rid Broken Valley of its five most feared criminals to the astonishment of Captain Rodney. As an extra reward for my accomplishment - and as a token of friendship - he gave me the Cuirass of Jurak, his predecessor.

Consequences/Rewards

- Rodney will reward you with the Cuirass of Jurak.

Hjalmar



Sequence

- Go to the barracks in Broken Valley.
- Go to the billboard and read it.
- Go to the Beholder, Hjalmar in the first goblin camp.
- Kill the beholder and collect his mask.
- Return to the Barracks.
- Talk to Rodney and get your reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (mask) of the wanted criminal.
- Rodney will be pleased with the kill.

Questlog

- Wanted: Hjalmar, the burned chapel terror and dangerous beholder.
- Wanted: Hjalmar, the burned chapel terror and dangerous beholder. To prove he is dead I should bring his mask.
- Hjalmar is dead!
- Hjalmar is dead! I should now bring the proof the Captain Rodney in the barracks.

Consequences/Rewards

- Rodney will reward you.

Hallorn







Sequence

- Go to the barracks in Broken Valley.
- Go to the billboard and read it.
- Go to the Bandit Leader Hallorn in the BV_Hidden_Cave_3_Exits_2. – location in BrokenValley_2 Main is -355, 287, -56
- Kill him and collect his ring.
- Return to the Barracks.
- Talk to Rodney and get your reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (ring) of the wanted criminal.
- Rodney will be pleased with the death of Hallorn.

Questlog

- Wanted: Hallorn, cave dweller, scourge of the tower roads.
- Wanted: Hallorn, cave dweller, scourge of the tower roads. To prove he is dead I should bring his ring.
- Hallorn is dead!
- Hallorn is dead! I should now bring the proof the Captain Rodney in the barracks.

Consequences/Rewards

- Rodney will reward you.

Yup'ik



Sequence

- Go to the barracks in Broken Valley.
- Go to the billboard and read it.
- Go to the Froblin Leader Yup'ik in the goblin village just past the mine entrance, in an inlet to your left.
- Kill him and collect his staff.
- Return to the Barracks.
- Talk to Rodney and get your reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (staff) of the wanted criminal.
- Rodney will be pleased with the death of Yup'ik.

Questlog

- Wanted: Yup'ik, goblin shaman, the mine guild's arch-enemy.
- Wanted: Yup'ik, goblin shaman, the mine guild's arch-enemy. To prove he is dead I should bring his staff.
- Yup'ik is dead!
- Yup'ik is dead! I should now bring the proof the Captain Rodney in the barracks.

Consequences/Rewards

- Rodney will reward you.

Viper



Sequence

- Go to the barracks in Broken Valley.
- Go to the billboard and read it.
- Go to the Bandit camp right of the troll pit.
- Kill the bandit leader called Viper.
- Return to the Barracks.
- Talk to Rodney and get your reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (awesome sword) of the wanted criminal.
- Rodney will be pleased with the kill.

Questlog

- Wanted: Viper, the one-blow-butcher, at large in the valley.
- Wanted: Viper, the one-blow-butcher, at large in the valley. To prove he is dead I should bring his sword.
- Viper is dead!

- Viper is dead! I should now bring the proof the Captain Rodney in the barracks.

Consequences/Rewards

- Rodney will reward you.

Jagon – Multiple Regions – BV & Bandit Camp





Sequence

- Go to the barracks in Broken Valley.
- Go to the billboard.
- Read it.
- Gain access to the bandit camp.
- Enter the temple.
- Kill Jagon and collect his necklace.
- Return to the Barracks.
- Talk to Rodney and get your reward.

Dialogue changes

- The billboard should mention the last seen location and the key feature (necklace) of the wanted criminal.
- Rodney will be pleased with the kill.

Questlog

- Wanted: Jagon, the elusive bandit leader. Location unknown.
- Wanted: Jagon, the elusive bandit leader. Location unknown. To prove he is dead I should bring his necklace.
- Jagon is dead!
- Jagon is dead! I should now bring the proof the Captain Rodney in the barracks.
- I delivered Jagon's necklace to Captain Rodney.
- I delivered Jagon's necklace to Captain Rodney. He was impressed and gladly offered me my reward.

Consequences/Rewards

- Rodney will reward you.

Broken Valley Side Quests: Outside Broken Valley Village

High and Dry

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the scout tower right outside Broken Valley Village (it has froblins patrolling near it.)
- Quincy will shout to you for help. Agree to help him and accept 'High & Dry' quest.
- Kill the froblins.
- Give him the grappling hook.
- Talk to Quincy and tell him you'll take care of Peavey.
- Go to the watch roof of barracks main building in Broken Valley Village and confront Peavey.
- Get Peavey arrested.
- Speak to Quincy and he rewards you.
- You have completed 'High & Dry' quest.
- Talk to Peavey in jail cell in Barracks.

Dialogue Changes

- Quincy is pleased with you.
- Peavey is upset.

Questlog

- A guard wants me to help him to get rid of some goblins and return his grappling hook.
- A guard named Quincy is being besieged by a group of goblins. He would like me to kill them and return his grappling hook so he can get down from the guard tower he is hiding in.
- Quincy is saved!
- I was able to rescue Quincy. He told me he and his companion Peavey were ambushed and that Peavey ran away, leaving him to fend for himself. Quincy now asked me to confront this disloyal guard, who can be found on the barracks' watch platform.
- Quincy is safe and Peavey is under arrest.
- I confronted Peavey who was arrested by Captain Rodney immediately afterwards. Quincy thanked and rewarded me and Peavey rots in one of the cells down below.

Consequences/Rewards

- Peavey is arrested.
- Quincy gives you a reward.

A Private Delivery

Prerequisite

- None

Follow up Quest

- None

Solution A

Sequence

- Speak to Dana Jackson at Jackson's Farm and accept 'A Private Delivery' quest.
- She gives you a letter.
- Go to Broken Valley Village and give letter to Derk the blacksmith.
- Derk replies that he's going to get Dana.
- You have completed 'A Private Delivery' quest.
- He runs off to Jackson Farm.
- Next time you visit Broken Valley Village, Dana is working in Derk's house.

Dialogue changes

- Blacksmith Derk likes you.

Questlog

- A lady called Dana asked me to deliver a letter to Derk, the blacksmith in Broken Valley.
- Dana gave me a package she wants delivered to Derk, the Broken Valley blacksmith. She made special mention not to inform her husband. I wonder what that is all about...
- I delivered the letter to Derk.
- Derk seemed more than pleased with the letter! In fact he ran off to take Dana away from Carl! Some strange people live in this little town.

Consequences/Rewards

- Derk lowers his prices.

Solution B

Sequence

- Speak to Dana Jackson at Jackson's Farm and accept 'A Private Delivery' quest.
- She gives you a letter.
- Break the seal and give it to blacksmith Derk.
- Go to Broken Valley Village and give letter to Derk the blacksmith.
- Derk replies disapproving of the fact that you have read it.
- You have completed 'A Private Delivery' quest.
- He runs off to Jackson Farm to get Dana.
- Next time you visit Broken Valley Village, Dana is working in Derk's house.

Dialogue changes

- Derk is angry with you for reading his letter.

Questlog

- Dana asked me to deliver a letter to Derk, the blacksmith.
- A lady called Dana asked me to deliver a letter to Derk, the blacksmith in Broken Valley.
- Dana gave me a package she wants delivered to Derk, the Broken Valley blacksmith. She made special mention not to inform her husband. I wonder what that is all about...
- I opened the letter Dana entrusted to me.

- Curiosity got the better of me and I opened Dana's letter to Derk. It would appear they are having an affair and now Dana wants Derk to come and kidnap her so to speak. Shall I bring the letter to Derk, give it to Carl or confront Dana?
- I delivered the letter to Derk.
- Derk was upset with me for having read the letter, but he seemed more than pleased with it in the end! In fact he ran off to take Dana away from Carl like she asked! Some strange people live in this little town.

Consequences/Rewards

- Derk raises his prices.

Solution C

Sequence

- Speak to Dana Jackson at Jackson's Farm and accept 'A Private Delivery' quest.
- She gives you a letter.
- Break the seal on the letter and read it.
- Tell Carl Jackson about it.
- There is an argument between Dana and Jackson.
- Dana runs off.
- Next time you visit Broken Valley Village Dana is working in Derk's house.
- Carl Jackson is happy you told him and rewards you.
- You have completed 'A Private Delivery' quest.

Questlog

- Dana asked me to deliver a letter to Derk, the blacksmith.
- A lady called Dana asked me to deliver a letter to Derk, the blacksmith in Broken Valley.
- Dana gave me a package she wants delivered to Derk, the Broken Valley blacksmith. She made special mention not to inform her husband. I wonder what that is all about...
- I opened the letter Dana entrusted to me.
- Curiosity got the better of me and I opened Dana's letter to Derk. It would appear they are having an affair and now Dana wants Derk to come and kidnap her so to speak. Shall I bring the letter to Derk, give it to Carl or confront Dana?
- I decided to give the spicy letter to Carl...
- Carl's reaction to the letter was not unexpected, but still quite fierce! Dana ran off, presumably to her lover. I guess she got what she wanted, but I'm sure she'll be mad at me for betraying her confidence.

Dialogue changes

- The blacksmith becomes very offensive towards you.

Consequences/Rewards

- Carl Jackson will give you an amulet that he had reserved for his wife, it's magical.
- Derk raises his prices.
- Dana raises her prices.

Solution D

Sequence

- Get 'A Private Delivery' quest from Dana Jackson and she gives you a letter
- Break the seal on the letter and read it

- Talk to Dana about it.
- You try to blackmail Dana.
- She tells you to get lost.
- You failed 'A Private Delivery' quest.
- She tells Carl Jackson she wants to get out of there.
- She runs off to Broken Valley.
- Next time you visit Broken Valley Village Dana is working in Derk's house.

Dialogue changes

- Derk will not speak or trade with you.
- Carl Jackson is depressed.

Questlog

- Dana asked me to deliver a letter to Derk, the blacksmith.
- A lady called Dana asked me to deliver a letter to Derk, the blacksmith in Broken Valley.
- Dana gave me a package she wants delivered to Derk, the Broken Valley blacksmith. She made special mention not to inform her husband. I wonder what that is all about...
- I opened the letter Dana entrusted to me.
- Curiosity got the better of me and I opened Dana's letter to Derk. It would appear they are having an affair and now Dana wants Derk to come and kidnap her so to speak. Shall I bring the letter to Derk, give it to Carl or confront Dana?
- I tried to blackmail Dana.
- I told Dana I read the letter and tried to blackmail her, but she got mad and showed Carl the letter before leaving him for Derk!

Consequences/Rewards

- Blacksmith Derk will not sell you anything.

Solution E

Sequence

- Get 'A Private Delivery' quest from Dana Jackson and she gives you a letter
- Break the seal on the letter and read it
- If you have solved 'Skeletons in the closet' and put Carl in jail you can choose to show him the letter.

Dialogue changes

- Carl Jackson is very angry and threatens to kill you.

Questlog

- Dana asked me to deliver a letter to Derk, the blacksmith.
- A lady called Dana asked me to deliver a letter to Derk, the blacksmith in Broken Valley.
- Dana gave me a package she wants delivered to Derk, the Broken Valley blacksmith. She made special mention not to inform her husband. I wonder what that is all about...
- I opened the letter Dana entrusted to me.
- Curiosity got the better of me and I opened Dana's letter to Derk. It would appear they are having an affair and now Dana wants Derk to come and kidnap her so to speak. Shall I bring the letter to Derk, give it to Carl or confront Dana?
- I gave Carl the letter.

- I went to visit Carl in jail and showed him the letter. He wasn't pleased with it. He really, really wasn't.

Consequences/Rewards

- Quest is displayed as failed, and you don't get a reward.

Skeletons in the Closet

Note – Mindreading Dana will give you a clue about the quest.

Prerequisite

- None

Follow up Quest

- None

Solution A

Sequence

- Go to the Jackson farm in Broken Valley.
- Enter the Jackson's house and try to open the trapdoor.
- Pick up the key on the wooden beam.
- Open the trapdoor.
- Take Carl Jackson's diary from the table.
- Read the diary – this is the start of the 'Skeleton in the Closet' quest.
- Exit the cellar and then the house.
- Talk to Carl Jackson.
- Finish the dialogue with Carl Jackson by choosing to give him the diary and not ask for anything in return.
- You have completed 'Skeleton in the Closet' quest.

Dialogue Changes

- Jackson will be very grateful to you.

Questlog

- I found some incriminating evidence in farmer Jackson's diary.
- In a journal I found hidden in farmer Jackson's cellar, I read a gripping story about an affair that Dana Jackson had with a man called Boothe. Carl killed the man and buried him on his farm. I could give this information to Guard Captain Rodney directly, or confront Carl.
- I returned the diary to Carl.
- By giving the journal back to Carl, he holds all evidence of his actions, and he is safe. If he has just a bit of sense he'll burn that book. My guess is he'll leave it in the tavern some day.

Consequences/Rewards

- XP.

Solution B

Sequence

- Go to the Jackson farm in Broken Valley.

- Enter the Jackson's house and try to open the trapdoor.
- Pick up the key on the wooden beam.
- Open the trapdoor.
- Take Carl Jackson's diary from the table.
- Read the diary – this is the start of the 'Skeleton in the Closet' quest.
- Exit the cellar and then the house.
- Talk to Carl Jackson.
- Finish the dialogue with Carl Jackson by choosing to blackmail Carl.
- Bribe Carl and give his diary back.
- You have completed 'Skeleton in the Closet' quest.

Dialogue Changes

- Jackson will remain nice to you.

Questlog

- I found some incriminating evidence in farmer Jackson's diary.
- In a journal I found hidden in farmer Jackson's cellar, I read a gripping story about an affair that Dana Jackson had with a man called Boothe. Carl killed the man and buried him on his farm. I could give this information to Guard Captain Rodney directly, or confront Carl.
- I blackmailed Carl.
- By giving the journal back to Carl in exchange for some coin, he holds all evidence of his actions, and he is safe. If he has just a bit of sense he'll burn that book. My guess is he'll leave it in the tavern some day.

Consequences/Rewards

- You receive extra money.

Solution C

Sequence

- Go to the Jackson farm in Broken Valley.
- Enter the Jackson's house and try to open the trapdoor.
- Pick up the key on the wooden beam.
- Open the trapdoor.
- Take Carl Jackson's diary from the table.
- Read the diary – this is the start of the 'Skeleton in the Closet' quest.
- Exit the cellar and then the house.
- Talk to Carl Jackson.
- Finish the dialogue with Carl Jackson by choosing to tell Captain Rodney about it.
- Kill Carl.
- Loot Carl's Body.
- You have completed 'Skeleton in the Closet' quest.
- Talk to Dana Jackson (If player had accepted Private Delivery before, you can still complete it.)

Questlog

- I found some incriminating evidence in farmer Jackson's diary.
- In a journal I found hidden in farmer Jackson's cellar, I read a gripping story about an affair that Dana Jackson had with a man called Boothe. Carl killed the man and buried him on his farm. I could give this information to Guard Captain Rodney directly, or confront Carl.
- I told Carl I'd inform Captain Rodney, which he didn't seem to like.

- After telling Carl I'd tell Captain Rodney about his crime, he got mad and attacked me. An old farmer attacks a Dragon Slayer... I knew the man wasn't the smartest one around, but he really outdid himself this time!

Consequences/Rewards

- You cannot accept the "Private Delivery" quest
- Rodney will react to you murdering Jackson if you talk to him.
- You can loot Carl's body – you receive an Amulet of Power.

Note: You can however complete the "Private Delivery" quest if you have the letter Dana gives you already.

Solution D

Sequence

- Go to the Jackson farm in Broken Valley.
- Enter the Jackson's house and try to open the trapdoor.
- Pick up the key on the wooden beam.
- Open the trapdoor.
- Take Carl Jackson's diary from the table.
- Read the diary – this is the start of the 'Skeleton in the Closet' quest.
- Exit the cellar and then the house.
- Go to the Barracks in Broken Valley Village.
- Talk to Captain Rodney.
- Finish dialogue with Captain Rodney by choosing to tell him about Carl Jackson's crime.
- Exit the barracks and go to Jackson farm in Broken Valley.
- When dialogue is finished: Carl and Captain Rodney run off towards Broken Valley Village.
- You have completed 'Skeleton in the Closet' quest.
- Talk to Dana Jackson.
- Go to the Barracks in Broken Valley Village.
- Go to the jail cells and talk to Carl Jackson.

Dialogue Changes

- You cannot accept the "Private Delivery" quest
- Jackson will hate you when he's in jail.
- Dana reacts shocked about the murder.
- *Note: You can however complete the "Private Delivery" quest if you have the letter Dana gives you already.*
- Carl's dialogues become hateful towards player.

Questlog

- I found some incriminating evidence in farmer Jackson's diary.
- In a journal I found hidden in farmer Jackson's cellar, I read a gripping story about an affair that Dana Jackson had with a man called Boothe. Carl killed the man and buried him on his farm. I could give this information to Guard Captain Rodney directly, or confront Carl.
- I have brought the evidence to Captain Rodney.
- With the law in mind, I went to Captain Rodney and presented him with the incriminating diary. It is only a matter of time before Carl is arrested.

Consequences/Rewards

- Jackson is in jail.
- Rodney gives you a reward once you turn him in.

Quests past Talana Scene

Into Thin Air

Prerequisite

- 'Lovis' Loot' Quest.

Follow up Quest

- None.

Solution A

Sequence

- Go into the chapel after you gave Romon the scrying stone after completing Lovis' Loot quest.
- Speak to Geoff who tells you about Roman disappearing.
- Go to the altar and look into Romon's notes.
- Go to the door at the bottom of Lovis tower.
- The dungeon entrance is now unlocked.
- Clear the dungeon.
- Run to the end of the dungeon and get a popup that says you found Romon's body.

Dialogue Changes

- When you go back to Broken Valley Town Geoff in the chapel will ask if you found Roman's body.

Questlog

- The New Order Priest, Romon, has disappeared.
- I came back to the chapel to find Geoff in a state of panic. Romon had been with him only moments before and had suddenly vanished in a flash of light. Romon's notes are on the altar still.
- I found a clue in Romon's note. It reads: "Into the Vault of Anguish".
- I found a clue in Romon's note. It reads: "Into the Vault of Anguish". That still doesn't explain his current whereabouts, but I wouldn't be surprised if Lovis' Citadel Tower turned out to be a good place to start looking.
- Romon is dead.
- I enter what turned out to be a torture chamber. Romon was trapped in here after gazing into the Scrying Stone and was killed by the undead inhabitants.

Consequences/Rewards

- You have the password to open Lovis' Dungeon.
- XP reward.

Daylight Robbery – Multiple Regions – BV & Bandit Camp

Solution A

Sequence

- Go to the Bandit camp and talk to Ragnar (this requires you having access to a friendly bandit camp).
- Ragnar will ask you to provide backup for his ambushing men, initiating 'Daylight Robbery' quest.
- Go to the ambush location (to the right of Lovis tower when standing at Talana scene).
- The bandits start a conversation when you arrive.
- Offer to help them.
- Kill the bandits.
- Talk to nobleman again and receive reward.
- Return to Ragnar and make an excuse.

Dialogue changes

- Ragnar is angry towards the New Order because the excuse you gave him.
- Noblemen will praise you.

Consequences/Rewards

- Noblemen reward you.
- Noblemen will be present in the tavern after you rescue them.

Questlog

- Ragnar asked me to assist in a robbery.
- One of the bandits, Ragnar, has asked me to give backup to some of his men who will ambush some noblemen in the valley. I should follow the path that leads away from the Orobas Fjords towards the haunted tower.
- I chose to side with the Noblemen.
- When I reached the waylay point, the robbery was already in progress. I changed my mind however, and sided with the noblemen and their New Order escort. We slaughtered the entire group of bandits. The noblemen thanked and paid me for my assistance. I should report back to Ragnar who'll no doubt be very unhappy with the outcome of today's events.

Solution B

Sequence

- Go to the Bandit camp and talk to Ragnar (this requires you having access to a friendly bandit camp).
- Ragnar will ask you to provide backup for his ambushing men, initiating 'Daylight Robbery' quest.
- Go to the ambush location (to the right of Lovis tower when standing at Talana scene).
- The bandits start a conversation when you arrive.
- You slay the noblemen and help the bandits.
- Bandits take off saying they'll tell Ragnar about your good service.
- Go to Ragnar and claim your reward.

Dialogue changes

- Ragnar will appreciate what you've done.
- The two bandits will appreciate your backup.

Consequences/Rewards

- Ragnar will reward you.
- The two bandits stand next to Ragnar discussing the loot they just took off the noblemen.

Questlog

- Ragnar asked me to assist in a robbery.
- One of the bandits, Ragnar, has asked me to give backup to some of his men who will ambush some noblemen in the valley. I should follow the path that leads away from the Orobas Fjords towards the haunted tower.
- The noblemen and their New Order escort are dead at my hand.
- When I reached the waylay point, the robbery was already in progress. I sided with Ragnar's men and slaughtered the entire group. After I collect the nobles' spoils I should report back to Ragnar who'll no doubt be happy with the outcome of today's events.
- Ragnar was pleased and gave me a part of Bandit Armour.
- Upon returning to the bandit camp, a contented Ragnar, who had already heard of our success, thanked me for my assistance and rewarded me with a nice piece of Bandit Armour.

Solution C

Sequence

- Go to the ambush location (to the right of Lovis tower when standing at Talana scene).
- The bandits start a conversation when you arrive. Initiating 'Daylight Robbery' quest.
- Offer to help them.
- Kill bandits.
- Talk to noblemen again and receive reward.

Dialogue changes

- Ragnar is angry towards the New Order because the excuse you gave him.
- Noblemen will praise you.

Consequences/Rewards

- Noblemen reward you with gold.
- Noblemen will be present in the tavern after you rescue them.

Questlog

- During a robbery, I chose to side with the Noblemen.
- Somewhere in the valley I encountered a group of noblemen being waylaid by a group of bandits. I helped the noblemen, who were of course very thankful and paid me well for my assistance.

Solution D

Sequence

- Go to the ambush location (to the right of Lovis tower when standing at Talana scene).
- The bandits start a conversation when you arrive, initiating 'Daylight Robbery' quest.
- You slay the noblemen and help the bandits.
- Bandits take off saying they'll tell Ragnar about your good service.
- Go to Ragnar and claim your reward (this requires access to a friendly bandit camp).

Dialogue changes

- Ragnar will appreciate what you've done.
- The two bandits will appreciate your backup.

Consequences/Rewards

- Ragnar will reward you.
- The two bandits stand next to Ragnar discussing the loot they just took off the noblemen.

Questlog

- I helped some bandits who in turn invited me into their camp
- Somewhere in the valley I encountered a group of noblemen being waylaid by a group of bandits. I helped the bandits, so they have invited me into their camp. I'll need a password: beetroot. They also mentioned I should talk to a man named Ragnar.

A Guild without a Master

Prerequisite

- Completed the 'Talana Scene'.

Follow up Quest

- None.

Solution A

Sequence

-

Questlog

- Guildmaster Williams is trapped in the mine camp's tower.
- Upon arriving at the mine, I saw a group of mine guards being slaughtered by Black Ring troops. After the fray, a man named Rory informed me that their master was still inside, trapped in the large tower there, along with some other miners.
- I found Guildmaster Williams and the other trapped miners.
- After fighting my way up, a surprised Williams thanked me for my efforts. He and his soldiers will try to reach safety immediately.
- The Guildmaster is safe and sound. And I have a key to a secret entrance to the mine.
- The Guildmaster is safe and sound, though I doubt he'll make it far now that all of Broken Valley is filled with poisonous clouds. I, in any case, have a key to a secret entrance to the mine.

Consequences/Rewards

- XP

Stuck in a Hole

Prerequisite

- Completed the 'Talana Scene'.

Follow up Quest

- None.

Solution A

Sequence

- Go to the hole in the ground where Rothman is stuck
- (from Talana scene take the left path passed the bandit camp, passed the mine, on the left of the road)



- Go near the hole in the ground.
- Finish dialogue by choosing to help Rothman.
- Go further down the road until you reach the caravan that was raided (away from the mine) where you can find a rope. (You can also get from merchant, bandit camp etc.)
- Take the rope that is in the rubble from the raided caravan.
- Head back to Rothman.
- Finish dialogue by choosing to help Rothman get out.
- A troll comes out! Kill the troll.
- Defeat the troll together with Rothman. Finish dialogue with Rothman, he rewards you with his bow.

Questlog

- I found a huntsman trapped in a troll trap.
- Huntsman Rothman stumbled into a troll trap and asked me to get him out. He suggested I try and find a piece of rope.

- I rescued Rothman.
- I found a piece of rope and used it to rescue Rothman. Needless to say he was more than pleased.

Consequences/Rewards

- XP reward
- Rothman gives you his bow.

Lost For Words

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go and speak to George Gremory (from Talana scene take the left path passed the bandit camp, passed the mine, on the left of the road)
- Agree to help George decipher what is written on the slabs.
- Go to the outside of the Maxos Temple and speak to Zixzax the Imp Historian.
- ZixZax gives you a copy of "Ancient Draconian to Common Rivellonian Pocket Dictionary".
 - Go back to George and give him the dictionary.
 - George uses the text and it turns out to be a summoning circle and a demon appears.
 - Kill the demon.
 - George rewards you for your help.

Questlog

- I met an archeologist called George Gremory who would like to be able to read the ancient cypher that is to be found on some ancient structure made of stone.
- I met an archeologist called George Gremory who would like to be able to read the ancient cypher that is to be found on some ancient structure made of stone. It is a form of the Draconian language of old and I shall be hard pressed to find anyone who can still read what is on these slabs.
- Zixzax, the imp historian, gave me a copy of the "Ancient Draconian to Common Rivellonian Pocket Dictionary".
- Zixzax, the imp historian, gave me a copy of the "Ancient Draconian to Common Rivellonian Pocket Dictionary". This should be enough for George to be able to interpret the carvings in the stones he is studying.
- I gave George the "Ancient Draconian to Common Rivellonian Pocket Dictionary".
- I gave George the "Ancient Draconian to Common Rivellonian Pocket Dictionary". He shall now proceed to translate the message set in stone.
- The slabs turned out to form a summoning circle, but luckily I was able to fend off the Demon George inadvertently raised.

- The slabs turned out to form a summoning circle, but luckily I was able to fend off the Demon George inadvertently raised. George quickly showed his gratitude in gold: the best kind of thanks an adventurer can get.

Dialogue changes

- George is grateful that you killed the demon.

Consequences/Rewards

- Reward of gold from George.

Vigor Mortis

The creatures are drawn to this cave because an ancient necromancer who had once mastered the powers of creature control lived there. His tomb is where the item resides with which he could control the creatures he created. This is the only thing that the necromancer in Broken Valley missed; his experiments would run off to that cave because they were drawn to it. This ancient necromancer also introduced the concept of the summoning dolls ages ago. A survivor will tell you what haunted them for many weeks and what actually happened.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the necromancer and talk to him.



- Get the 'Vigor Mortis' quest.
- Head out to the Creature cave at the far reaches of Broken Valley. – location in BrokenValley_2:Main is -266 -426 -91
- Talk to the dying survivor.
- Enter the cave.
- Kill the creatures.
- Collect the crystal skull.
- Return to the necromancer.
- Get the creature from the necromancer.

Dialogue changes

- The necromancer will treat you with admiration once you got the limbs back.

Questlog

- I met a necromancer called Naberius who constructs creatures from various other creatures, which then function as allies during combat. The ones he made however run away and he'd like me to find out where to.
- I met a necromancer called Naberius who constructs creatures from various other creatures, which then function as allies during combat. The ones he made however run away and he'd like me to find out where to. If I can help him, I'm sure he could construct such a creature for me, which would be quite an amusing thing to have.
- I tracked Naberius' creatures to a cave in the valley. In it I found a mysterious item: a crystal skull.

- I tracked Naberius' creatures to a cave in the valley. In it I found a mysterious item: a crystal skull. This is what the beasts were attracted to and as such will be of great value if one wants to control a creature.
- Naberius was impressed by what I found: the crystal skull will ensure the experiments with creatures will no longer go wrong.
- Naberius was impressed by what I found: the crystal skull will ensure the experiments with creatures will no longer go wrong. Long as I travel the valley I can go back to his cave to work on my creature.

Consequences/Rewards

- The necromancer gives you the creature.

The Hunt for Red Ore

The enchanter has not been able to get his hands on the red ore for quite a while. He used to get his red ore from the little cave down the road. But recently an excavation team has headed out to the cave to setup a new mine. When he arrived the last time to pick up some red ore they chased him away and threatened to murder him if he came back.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Dreavan and talk to him.
- Get 'The hunt for Red Ore' quest.
- Head out to the Creature cave at the far reaches of Broken Valley.
- Enter the cave.
- Get some red ore.
- Return to the enchanter and give him the red ore.

Dialogue changes

- The enchanter will love you.

Questlog

- Dreavan, an enchanter who lives in a rather remote corner of Broken valley has asked me to find him some red ore.
- Dreavan, an enchanter who lives in a rather remote corner of Broken valley has asked me to find him some red ore. Without it he can't enchant so it would be in my best interest to find some. Obviously the mines would be the most likely candidates to search.
- I brought Dreavan the red ore he desired.
- I brought Dreavan the red ore he desired. His enchantment machine is now fully operational again and at my disposal.

Consequences/Rewards

- The enchanter puts his enchantment machine at your disposal.

Solution B

Sequence

- Go to the enchanter and talk to him.
- Get 'The hunt for Red Ore' quest.
- Head out to Broken Valley.
- Go to the tavern and talk to Shylock.
- Buy red ore from him.
- Return to the enchanter.
- Give him the red ore.

Dialogue changes

- The enchanter will love you.

Questlog

- Dreavan, an enchanter who lives in a rather remote corner of Broken valley has asked me to find him some red ore.
- Dreavan, an enchanter who lives in a rather remote corner of Broken valley has asked me to find him some red ore. Without it he can't enchant so it would be in my best interest to find some. Obviously the mines would be the most likely candidates to search.
- I brought Dreavan the red ore he desired.
- I brought Dreavan the red ore he desired. His enchantment machine is now fully operational again and at my disposal.

Consequences/Rewards

- The enchanter puts his enchantment machine at your disposal.

Couple Trouble – Multiple Regions – BV & Bandit Camp

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Clement and Cybill.
- Get 'The Couple Trouble' quest.
- Go to the Bandit at the entrance (Christopher).
- Read his mind to reveal his craving for booze.
- Go to the tree.





- Get Rimmer Rum in the bushes behind the tree.
- Return to the Christopher and give him the Rimmer Rum.
- Go to Clement and Cybill.
- They will thank you and leave.

Dialogue changes

- Christopher will love you.
- Clement and Cybil will love you.

Questlog

- Sybille and Clement are a couple of bandits who are fed up with the life of the cutthroat. They'd like to leave, but can't as they are being watched.
- Sybille and Clement are a couple of bandits who are fed up with the life of the cutthroat. They'd like to leave, but can't as they are being watched. Still, if I'm able to somehow get Christopher the gate keeper away from his post, the pair can easily escape the camp.
- I read the mind of the bandit gate keeper Christopher and discovered that he has a keen interest in Rimmer's Rum.
- I read the mind of the bandit gate keeper Christopher and discovered that he has a keen interest in Rimmer's Rum. Should I obtain any, I'm sure I could use it as a bribe.
- I found some of Rimmer's best!
- I found some of Rimmer's best! This should make sure Christopher turns a blind eye to Clement and Sybille.
- I gave the bottle of Rimmer's best to Christopher and so achieved the desired result.

- I gave the bottle of Rimmer's best to Christopher and so achieved the desired result. I didn't even need to bring up Clement and Sybille again, as he just ran off, basking in the prospect of getting completely hammered.
- Clement and Sybille were overjoyed with my success. As a reward they gave me their weapons.
- Clement and Sybille were overjoyed with my success. As a reward they gave me their weapons as they won't be needing them anymore now that they will try to lead an honest life.

Consequences/Rewards

- XP

Method or Madness

Formally known as Eugene the Schizzo/Other Half

Solution A

Sequence



- Go to Eugene and talk to him.
- Get the 'Method or Madness' quest.
- Eugene's two halves each need a potion to eliminate the other half.
- The doctor in the Tavern will sell you a potion to save Clyde.

- Go back to Eugene.
- Give him the potion.
- Clyde gives you a reward of an axe – To be added.

Dialogue Changes

- Each half distinctly has a different attitude, once you suppress one that attitude takes over the conversation.

Questlog

- I met a man named Eugene who seems to be serving as a vessel for two other personalities: Jackal and Clyde. They'd like me to find a cure for this strange affliction.
- I met a man named Eugene who seems to be serving as a vessel for two other personalities: Jackal and Clyde. They'd like me to find a cure for this strange affliction because they hate each other's guts. Maybe a doctor can help, if I can find one.
- Doctor Needleman gave me a cure for Eugene, but I had to choose between the two personalities within him.
- Doctor Needleman gave me a cure for Eugene, but I had to choose between the two personalities within him. I chose Clyde.
- Eugene - or should I say Clyde - is cured!
- Eugene - or should I say Clyde - is cured! He thanked me and gave me the axe that used to belong to Jackal.

Consequences/Rewards

- Clyde gives you a reward – To be added.

Solution B

Sequence

- Go to Eugene and talk to him.
- Get the 'Method or Madness' quest.
- Eugene's two halves each need a potion to eliminate the other half.
- The doctor in the Tavern will sell you a potion to save Jackal.
- Go back to Eugene.
- Give him the potion.
- Jackal gives you a reward.

Dialogue Changes

- Each half distinctly has a different attitude, once you suppress one that attitude takes over the conversation.

Questlog

- I met a man named Eugene who seems to be serving as a vessel for two other personalities: Jackal and Clyde. They'd like me to find a cure for this strange affliction.
- I met a man named Eugene who seems to be serving as a vessel for two other personalities: Jackal and Clyde. They'd like me to find a cure for this strange affliction because they hate each other's guts. Maybe a doctor can help, if I can find one.
- Doctor Needleman gave me a cure for Eugene, but I had to choose between the two personalities within him.
- Doctor Needleman gave me a cure for Eugene, but I had to choose between the two personalities within him. I chose Jackal.

Consequences/Rewards

- Jackal gives you a ring.

Quests at Bandit Camp

An Axe to Find

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to bandit camp
- Talk to Tagos, accept the “An Axe to Find” quest
- Exit the bandit camp and follow the path past the mine and down to the river
- Near the river there’s a bunch of corpses with some junk lying around. The axe is in the back of a corpse.
- Pick up the axe and go back to the bandit camp
- Give the axe to Tagos.
- You have completed the quest.

Questlog

- Tagos asked me to retrieve the axe he lost during a caravan raid.
- In his bloodthirsty enthusiasm, Tagos forgot to pull his axe from a deceased merchant's head. He'd like me to go and find it for him. To get to the crime scene, I should follow the path that passes the mine and follow it down to the river.
- I have the axe: time to take it back to Tagos.
- Tagos' axe was exactly where he said it would be. I'm sure he'll be glad to have it back so he can attach more memories to it.
- I returned the axe to Tagos.
- Tagos was quite pleased with the return of his favourite weapon, though I don't think future travelling merchants will feel the same way!

Solution B

Sequence

- Go to bandit camp
- Talk to Tagos, accept the “An Axe to Find” quest
- Exit the bandit camp and follow the path past the mine and down to the river
- Near the river there’s a bunch of corpses with some junk lying around. The axe is in the back of a corpse.
- Pick up the axe and go back to the bandit camp
- Keep the axe, Tagos will attack you

- When Tagos is close to death he'll stop fighting and let you keep the axe
- You have completed the quest

Questlog

- Tagos asked me to retrieve the axe he lost during a caravan raid.
- In his bloodthirsty enthusiasm, Tagos forgot to pull his axe from a deceased merchant's head. He'd like me to go and find it for him. To get to the crime scene, I should follow the path that passes the mine and follow it down to the river.
- I have the axe: time to take it back to Tagos.
- Tagos' axe was exactly where he said it would be. I'm sure he'll be glad to have it back so he can attach more memories to it.
- I decided to keep the axe.
- When I was about to return the axe to Tagos, I changed my mind and decided to keep it. Tagos fought me for it, but he proved no match for me. Oddly enough he's not mad about it anymore: he respects me as the better warrior.

Dialogue changes

- Tagos will be angry if you keep his axe, but respect you after you beat him in the fight.

Consequences/Rewards

- XP

Temple of Doom

Prerequisite

- Completed the 'Talana Scene'.
- 'Daylight Robbery' quest.
- 'Into the Bandit's Den' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Bandit camp.
- Talk to the priest in front of the temple.
- Tell her you want to enter the temple and do the trials.
- Enter the temple and confront Jagon.
- Defeat him and his minions around the water.
- Enter the dragon statue room.
- Kill Jagon's minions and climb the ladders to reach him again.
- Jagon will teleport to an even further location.
- Continue up and you will reach a cave entrance.
- Inside you will meet Jagon again, and you can kill him this time.
- After defeating Jagon, you'll see a portal.
- Go through and meet Laiken who thinks you are his new corpse deliverer.
- He realises you are new dragon knight and gets angry and teleports you back to cave of Bandit camp.
- The portal to his tower is destroyed.

Dialogue Changes

- Jagon will become agitated when you defeat him.
- Laiken becomes very angry.

Questlog

- The Dragon Temple in the bandit camp seems to be a dangerous place...
- A not so friendly priestess of Laiken told me I may enter the temple, but it's clear she doesn't think I'll survive. Wonder why...
- I met the Necromancer Laiken, who was obviously very displeased with my presence.
- Lord Laiken threw me out in what seemed to me a bout of panic! I had best not let the bandits know of what has happened: they'd all attack on sight.

Consequences/Rewards

- You kill Jagon.
- You get to go to Laiken.
- The portal to Laiken's tower is destroyed.

Solution B

Sequence

- Go to the Bandit camp.
- Talk to the New Order Officer in front of the temple.
- Tell her you want to enter the temple and do the trials.
- Enter the temple and confront Jagon.
- Defeat him and his minions around the water.
- Enter the dragon statue room.
- Kill Jagon's minions and climb the ladders to reach him again.
- Jagon will teleport to an even further location.
- Continue up and you will reach a cave entrance.
- Inside you will meet Jagon again, and you can kill him this time.
- After defeating Jagon, you'll see a portal.
- Go through and meet Laiken who thinks you are his new corpse deliverer.
- He realises you are new dragon knight and gets angry and teleports you back to cave of Bandit camp.
- The portal to his tower is destroyed.

Dialogue Changes

- Jagon will become agitated when you defeat him.
- Laiken becomes very angry.

Questlog

- The Dragon Temple in the bandit camp seems to be a dangerous place...
- A New Order officer warned me that the soldiers who entered the Dragon Temple have died. I wonder what's inside...
- I met the Necromancer Laiken, who was obviously very displeased with my presence.
- Lord Laiken threw me out in what seemed to me a bout of panic! The portal to his tower was destroyed, so I don't have to tell the New Order all about it.

Consequences/Rewards

- You kill Jagon.
- You get to go to Laiken.
- The portal to Laiken's tower is destroyed.

Quests at Maxos Temple

Maxos Temple Trials

Prerequisite

- Complete 'Paper Trail' quest.

Follow up Quest

- All Maxos Temple quests.

Solution A

Sequence

- Read book.
- Go to the only vase that is not broken and click on it.
- Go into next chamber and read book.
- Door to each chamber opens when you read the book in front of it (or teleporter activates when you read it).
- Agility challenge room; - Read book on pedestal.
- Climb up onto elevators and move to top.
- Once at top pull lever and then go back to main chamber.
- Wisdom challenge room; - Read book on pedestal.
- You need to pick the right item – pumpkin on table to left. If you pick the wrong one you receive damage.
- Perception challenge room; - Read book on pedestal.
- Walk forwards toward symbol on floor and you discover new room.
- In the mirror room go right and click on the cup.
- Now the portal is activated in the main room.
- Walk through the portal.
- Speak to Sassan.
- Walk through maze of chambers and fight monsters. Press both buttons on the wall – they will open the main door.
- Kill the Black Ring enemies and talk to the librarian.
- Find a book on dragon lore in one of the sleeping quarters to reveal a secret room
- Take the dragon blood and the key
- Go open the chest under the stairs, next to the fountain in the middle of the sleeping quarters.
- Return to the librarian and ask for the second half of the book.
- Read book and you get 'Dragon No More' quest.

Dialogue Changes

- None.

Questlog

- None.

Consequences/Rewards

- You can enter further inside Maxos Temple.

Activating the Lovis Elevator

The centre circle in the Lovis room is sealed off; the only way the player can get down is with the elevator. The player will look around and find a body container with a spell in its pocket. This is a reveal spell, when the player uses this the lever that activates the elevator appears. When the player gets down Lovis is not there but Talana will make a comment that Lovis dwells in the room but that the player needs to trigger a way to see him. The player will walk up to the dragon statue with the two fires in his hands and activate the Lovis Throne Book item, which will trigger a dialogue with the statue. The statue will start asking the player questions, each question has three possibilities. The possibilities have points that range from -1 to 1. Good answer is a 1, a kind of good answer is 0, and a wrong answer is -1. With every point the player gets right the light in the room shifts to lighter, if the player gives the middle answer the light doesn't shift and if he gives a wrong answer the light turns darker. This means that the light attenuates with the digits, when the player gets 5 the room is brightly lit, when he gets -5 the room is very dark. So the answers add up until the player has the right light setting to make Lovis appear. If the player doesn't get 5 points at the end of the questionnaire he will receive some damage.

Lost Soul – Multiple Regions – BV & Maxos Temple

Prerequisite

- Complete 'Paper Trail' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Lovis' Chambers.
- Find the corpse with a reveal spell on him.
- Pick up the spell and use it.
- Use the lever that appeared after using the spell to trigger the elevator.
- Go down.
- Walk up to the statue.
- Answer the statue correct (3, 1, 1, 3, 2)
- Walk up to Lovis and talk to him.
- Get the 'Lost soul' quest.
- Go to the Maxos Temple.
- Defeat the Dragon Knight Amdusias.
- Take the item Lovis soul from him.
- Return to Lovis and give him his soul.

Dialogue Changes

- Lovis will love you.
- The ghosts in the Maxos temple will urge you to destroy the soul.

Questlog

- Lord Lovis has asked me to retrieve his Soul Stone from his rival Amdusias.
- Lord Lovis has asked me to retrieve his Soul Stone from a certain Amdusias who resides in the Maxos Temple. With it, he can end his ghostly existence and find peace at last.
- I have Lovis' Soul Stone.
- I slayed Amdusias and Lovis' Soul Stone is in my possession. I can now bring it back to him.
- Lord Lovis' curse has been lifted.
- I returned Lovis' soul to him. By doing so he was able to end his days as a ghost. As a reward, he unlocked a chest in which I can find all sorts of treasure.

Consequences/Rewards

- XP reward when you return Lovis' soul.
- Lovis allows you to access his treasure chest.

Solution B

Sequence

- Go to the Maxos Temple.
- Defeat the Dragon Knight Amdusias.
- Take the item Lovis soul from him.
- Go to Lovis and give him his soul.

Dialogue Changes

- Lovis will love you.
- The ghosts in the Maxos temple will urge you to destroy the soul.

Questlog

- I have Lovis' Soul Stone.
- I slayed Amdusias and Lovis' Soul Stone is in my possession. I can now bring it back to him.
- Lord Lovis' curse has been lifted.
- I returned Lovis' soul to him. By doing so he was able to end his days as a ghost. As a reward, he unlocked a chest in which I can find all sorts of treasure.

Consequences/Rewards

- XP reward when you return Lovis' soul.
- Lovis gives you a dragon knight armour piece.

Solution D

Sequence

- Go to the Maxos Temple.
- Defeat the Dragon Knight Amdusias.
- Take the item Lovis soul from him.
- Destroy Lovis' soul on the blood altar.
- Return to Lovis.
- Lovis disappears and his minions appear.
- Defeat Lovis' minions.

Dialogue Changes

- Lovis will hate you.
- The ghosts in the Maxos temple will be happy with you.

Questlog

- Lord Lovis has asked me to retrieve his Soul Stone from his rival Amdusias.
- Lord Lovis has asked me to retrieve his Soul Stone from a certain Amdusias who resides in the Maxos Temple. With it, he can end his ghostly existence and find peace at last.
- I have Lovis' Soul Stone.
- I slayed Amdusias and Lovis' Soul Stone is in my possession. I can now bring it back to him.
- Lord Lovis' curse has been lifted.
- I destroyed the Soul Stone, effectively cursing Lovis for all eternity.

- I destroyed the Soul Stone, effectively cursing Lovis for all eternity. I have the feeling he won't be pleased should I ever return to him.

Consequences/Rewards

- XP reward when you destroy Lovis' minions.

Solution E

Sequence

- Talk to Lovis.
- Get the "Lost soul" quest.
- Go to the Maxos Temple.
- Defeat the Dragon Knight Amdusias.
- Take the item Lovis soul from him.
- Destroy Lovis' soul on the blood altar.
- Return to Lovis.
- Lovis disappears and his minions appear.
- Defeat Lovis' minions.

Dialogue Changes

- Lovis will hate you.
- The ghosts in the Maxos temple will be happy with you.

Questlog

- Lord Lovis has asked me to retrieve his Soul Stone from his rival Amdusias.
- Lord Lovis has asked me to retrieve his Soul Stone from a certain Amdusias who resides in the Maxos Temple. With it, he can end his ghostly existence and find peace at last.
- I have Lovis' Soul Stone.
- I slayed Amdusias and Lovis' Soul Stone is in my possession. I can now bring it back to him.
- Lord Lovis' curse has been lifted.
- I destroyed the Soul Stone, effectively cursing Lovis for all eternity.

- I destroyed the Soul Stone, effectively cursing Lovis for all eternity. I have the feeling he won't be pleased should I ever return to him.

Consequences/Rewards

- XP reward when you destroy Lovis' minions.

Paper Trail

Lovis sent you to find a book that describes how to enter the Hall of Echoes. He told you Maxos ever entered the Hall of Echoes, and that he should have that book somewhere in his temple.

Prerequisite

- Looking for Lovis.

Follow up Quest

- Hall of Echoes Bound.

Solution A

- Go to the Maxos temple.

Dialogue changes

- None

Questlog

- I must reach the Maxos Temple.
- I must reach the Maxos Temple. Lovis granted me the key to the entrance.
- I entered the Maxos Temple.
- I entered the Maxos Temple. In here, I will certainly find more information about the location of the Hall of Echoes.

Consequences/Rewards

- The player can now enter and do the Maxos Temple quests.

In Cold Blood

Prerequisite

- Complete 'Paper Trail' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Maxos temple.
- Go to the Blood altar.
- In the key room before the blood altar ghosts will start a conversation.
- Accept the "In Cold Blood" quest.
- Defeat the Dragon Elf Amdusias.
- Take the item Lovis soul from him.
- Destroy Lovis' soul on the blood altar.
- Talk to the ghosts.

Dialogue Changes

- The ghosts will love you.
- Lovis will hate you.

Questlog

- Lord Lovis' old servants asked me to destroy his Soul Stone
- Lord Lovis' undead servants told me he used to torture and kill people for sport. They want me to destroy his Soul Stone so Lovis will be trapped forever and they will be released from their curse. I should take the Soul Stone from Amdusias and smash it on the Blood Altar.
- I shattered the Soul Stone.
- I found the Blood Altar and shattered the Soul Stone like I was asked. I should return to the ghosts and tell them the news.
- I informed the ghosts of my success.
- The ghosts thanked me for destroying the Soul Stone. I may not have received a reward, but I did a good thing.

Consequences/Rewards

- XP reward

Solution B

Sequence

- Go to the Maxos temple.
- Go to the Blood altar.
- In the key room before the blood altar talk to the Abalam the ghost.
- Accept the “In Cold Blood” quest.
- Defeat the Dragon Elf Amdusias.
- Take the item Lovis soul from him.
- Destroy Lovis’ soul on the blood altar.
- Talk to the Abalam the ghost.
- Go to Lovis and talk to him.
- Lovis disappears and his minions appear.
- Defeat Lovis’ minions.

Dialogue Changes

- The ghosts will love you.
- Lovis will hate you.

Questlog

- Lord Lovis' old servants asked me to destroy his Soul Stone
- Lord Lovis' undead servants told me he used to torture and kill people for sport. They want me to destroy his Soul Stone so Lovis will be trapped forever and they will be released from their curse. I should take the Soul Stone from Amdusias and smash it on the Blood Altar.
- I shattered the Soul Stone.
- I found the Blood Altar and shattered the Soul Stone like I was asked. I should return to the ghosts and tell them the news.
- I informed the ghosts of my success.
- The ghosts thanked me for destroying the Soul Stone. I may not have received a reward, but I did a good thing.

Consequences/Rewards

- XP reward

Solution C

Sequence

- Go to the Maxos temple.
- Go to the Blood altar.
- In the key room before the blood altar talk to the Abalam the ghost.
- Decline the 'In Cold Blood' quest.
- Abalam becomes hostile.
- Defeat the Abalam.

Dialogue Changes

- None.

Questlog

- I refused Lovis' servants.
- I refused to destroy the Soul Stone. Those ghost can rot in the Maxos temple forever for all I care. Of course they became hostile and I had to fight them off.

Consequences/Rewards

- XP reward

Solution D

Sequence

- Go to the Maxos temple.
- Defeat the Dragon Elf Amdusias.
- Take the item Lovis soul from him.
- Go to the Blood altar.
- In the key room before the blood altar talk to the Abalam the ghost.
- Decline the "In Cold Blood" quest.
- Abalam becomes hostile.
- Defeat the Abalam.

Dialogue Changes

- None.

Questlog

- I refused Lovis' servants.
- I refused to destroy the Soul Stone. Those ghost can rot in the Maxos temple forever for all I care. Of course they became hostile and I had to fight them off.

Consequences/Rewards

- XP reward

Tale of Two Tomes

Prerequisite

- Complete 'Paper Trail' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Maxos Temple.
- Talk to the librarian.
- Accept the "Tale of Two Tomes" quest.
- Go to through the chamber and in a small room off the chamber pick up the book titled 'Book of Dragon's Lore'
- This opens a secret chamber where the book Orbis Arcesso is.
- Return to the librarian with the book.

Dialogue Changes

- Librarian will love you.

Questlog

- The librarian in the Maxos Temple asked me retrieve a book for him.
- The librarian in the Maxos Temple asked me retrieve a book for him. The book he searches is the first volume of a set called Orbis Arcesso, but neither he nor I have an idea where to look for it, save that it should be in the temple somewhere.
- I have the Orbis Arcesso.
- I found the Orbis Arcesso, volume I, in a secret part of Amadusias' former quarters. The librarian will be pleased to finally have it back.
- The librarian was grateful for the book.
- The librarian was grateful for the book. As a reward, he gave me a Dragon Skill book, which should one day prove to be very valuable.

Consequences/Rewards

- Dragon skills book - Orbis Arcesso.

Dragon No More

Prerequisite

- 'A Tale of Two Tomes' quest.

Follow up Quest

- The Gardener, Sparring Partner, Caught Undead, and Enchanted I'm sure.

Solution A

Sequence

- Read Orbis Arcesso – the reward from ‘A Tale of Two Tomes’ – this tells you how to take away Amdusias invincibility.
- Go to the sleeping quarters.
- Investigate Amdusias’ room more closely and find a book in his book cabinet.
- Click the book to open the secret area in his sleeping quarters.
- Here Amdusias has hidden a flask of his blood.
- Go to the blood altar and retrieve Dragon scales.
- Use the ingredients you’ve collected while chanting to take away Amdusias invincibility.
- The camera shows Amdusias changing in his human form.
- Kill Amdusias on the blood altar.
- The camera shows that the magical barrier is removed from the entrance to the Battle Tower Beach teleport.

Dialogue Changes

- None.

Questlog

- To get to Battle Tower island, I will have to defeat Amdusias.
- To get to Battle Tower island, I will have to defeat Amdusias, the cursed ruler of the temple. To do so, I shall have to take his Dragon form from him.
- I found a secret place in Amdusias' old room.
- I found a secret place in Amdusias' old room. I'm sure there are some clues to be found in there.
- I engineered the correct spell and Amdusias is a Dragon no longer.
- I engineered the correct spell and Amdusias is a Dragon no longer. Now I should return to the Blood Altar and kill him.
- Amdusias is dead.
- Amdusias is dead: the way to Battle Tower Island lies open.

Consequences/Rewards

- Amdusias’ invincibility is removed.
- The magical barrier is removed from the Battle Tower Beach transport room.

Map of Gameplay Boosters in Broken Valley

Together with the screenshots supplied with the boosters, you should be able to find any object you need.



Gameplay Boosters in Broken Valley

Please note that the Booster's names will not be displayed in game and the names are for internal use only.

Lever Pulling









Sequence

- Pull the four levers (marked green on the map).
- Observe the camera shot that shows the appearance of the treasure chest (marked green on the map).
- Go find the treasure chest.
- Open it and get a nice reward

Consequences/Rewards

- Once the four levers are pulled a camera switch shows the chest appearing somewhere in Broken Valley.
- The player gets a nice reward

Clue Teleport

Sequence









- Get the four clues scattered across Broken Valley.
- Go to the Imp Historian, ZixZax.
- Get the translation of the clues.
- Head to the teleporter and say the words.
- The teleporter will activate.
- Teleport to the top of the Lovis tower.
- Kill the ghosts.
- They will drop valuable loot.

Dialogue Changes

- The teleporter will have a dialogue option that activates it.

Consequences/Rewards

- The teleporter activates after you've spoken to it.
- You can now use the teleporter near the necromancer cave to do the Elite Froblin booster.
- Valuable loot on ghosts.

Elite Froblin

Sequence

- Get the four clues scattered across Broken Valley.
- Go to the Imp Historian, ZixZax.

- He'll tell you about some idiot he gave teleporter pyramids to and got him stuck in this time zone (wink to Divine Divinity).
- Get the translation of the clues.
- Head to the Elite Froblin teleporter and say the words.
- The teleporter will activate.
- Teleport to the top of the mountain.
- Kill the elite goblin and his minions.
- They will drop valuable loot.

Dialogue Changes

- The teleporter will have a dialogue option that activates it.

Consequences/Rewards

- The teleporter activates after you've spoken to it.
- Valuable loot on Elite Froblins.

Shrine Time

Part 1

Sequence

- Go to any shrine except the one near Talana scene (first one you encounter).
- Step into the shrine.
- Belegar will start a dialogue and spawn three goblins.
- Fight the spawned goblins inside the shrine.

Consequences/Rewards

- One of the five shrines is completed.
- The player gets some XP.

Part 2

Sequence

- Go to any shrine except the one near Talana scene (first one you encounter).
- Step into the shrine.
- Belegar will start a dialogue and spawn a demon.
- Fight the spawned demon inside the shrine.

Consequences/Rewards

- One of the five shrines is completed.
- The player gets some XP.

Part 3

Sequence

- Go to any shrine except the one near Talana scene (first one you encounter).
- Step into the shrine.
- Belegar will start a dialog and spawn three undead.
- Fight the spawned undead inside the shrine.

Consequences/Rewards

- One of the five shrines is completed.
- The player gets some XP.

Part 4

Sequence

- Go to any shrine except the one near Talana scene (first one you encounter)
- Step into the shrine.
- Belegar will start a dialogue and spawn a troll.
- Fight the spawned troll.

Consequences/Rewards

- One of the five shrines is completed.
- The player gets some XP.

Part 5

Sequence

- Go to the boss shrine (near the Talana scene).
- Step into the shrine.
- Belegar will start a dialogue with you.
- Belegar will spawn the beasts you just fought in the same order as before.

Consequences/Rewards

- The last shrine is completed.
- The player gets some XP.
- The player gets a reward of gold.

Lovers Tomb



The lovers tomb



The way to the necklace.



Solution A

Sequence

- Go to the Lovers tomb.
- Click on it.
- The dialog will tell you that there appears to be an empty necklace holder.
- Go to a top ledge of the Lovis tower to find the necklace next to someone's body
- Pick it up and return to the Lovers tomb.
- Click on it.
- The dialogue option will allow you to place the necklace there.
- A camera shot will show a treasure chest appearing behind the tomb.

Consequences/Rewards

- The player gets some XP.
- A treasure appears behind the tomb.

Solution B

Sequence

- Go to the Lovers tomb.
- Click on it.
- The dialogue will tell you that there appears to be an empty necklace holder.

- Go to a top ledge of the Lovis tower to find the necklace next to someone's body.
- Pick it up and wear it.

Consequences/Rewards

- The player gets a buff

Fortune Teller



Step 1



Sequence

- Go to the Fortune teller Sosostra.
- Talk to her.
- Ask for your fortune to be told.
- Pay her 50 gold pieces.
- She tells you cryptically that you will encounter a white creature and that you have to follow it.
- Follow the white rabbit (over other side of river) and you are rewarded

Consequences/Rewards

- Gives a follow up step from the fortune teller

Step 2



Sequence

- Go to the Fortune teller Sosostra.
- Talk to her.
- Ask for your fortune to be told.
- Pay her 50 gold pieces.
- She tells you cryptically that you will meet a man on a bridge.
- Go to the bridge over the river near the end of broken valley (exit to OROBAS FJORDS).
- Talk to the man on the bridge and chose to fight him or leave him alone.

Consequences/Rewards

- Gives a follow up step from the fortune teller.
- You can loot 'brightblade' if you mindread the man and kill him.
- You get another follow-up from Sosostra.

Step 3

Sequence

- Go to the Fortune teller Sosostra.
- Talk to her.
- Ask for your fortune to be told.
- Pay her 50 gold pieces.
- She tells you cryptically that you will fly in the air like an eagle

- Go to Maxos temple and on the way there (right before Maxos temple) will pop up and teleport you in the air above a ledge overlooking Lovis tower. Loot can be found on this ledge.

Consequences/Rewards

- Gives a follow up step from the fortune teller.

Step 4

Sequence

- Go to the Fortune teller Sosotra.
- Talk to her.
- Ask for your fortune to be told.
- Pay her 50 gold pieces.
- She talks about Damian and the danger that resides in you.
- Fortune teller gets scared and runs away.

Consequences/Rewards

- Achievement 'She never saw it coming!'.

Dragon Crystal Statue







Solution A

Sequence

- Go to the Dragon Crystal statue.
- Collect the three gems that are located nearby:
 - one at -573 106 -121
 - one at -413 101 -132
 - one at -512 213 38
- Click on the statue to insert the gems into it.
- A treasure chest with a reward will appear in front of the statue.

Consequences/Rewards

- The player will get a reward.

Solution B

Sequence

- Go to the Dragon Crystal statue.
- Collect the three gems that are located nearby.

Consequences/Rewards

- The player can keep the three gems.

Willy the Broker

Sequence

- Go to the locations that are marked with a red X.
- Talk to Willy.
- He offers to sell you a house.
- Buy the house and he says he will organise the paperwork and then runs off.
- Go to next location and ask for the deeds.
- He says there have been complications and asks for more money and then runs off.
- Go to the next location and he will ask for more money.
- He will keep asking for money off the player.

Consequences/Rewards

- The player will lose money.

Casper the Psycho





Casper's Chicken is near one of Bellegar's shrines.

Sequence

- Go to the location on the map marked with a purple X.
- Talk to Casper.
- He will tell you he is soul forged with a chicken.

Consequences/Rewards

- The player can find the chicken and kill it; Casper will die if he does that.

Wishing Well



Sequence

- Go to the Wishing Well.
- Talk to it.
- Give it gold.
- It gives you something.

Consequences/Rewards

- The players will get a reward depending on what he's willing to pay the well.
- You can only use the well once.

Mage Demo

Sequence

- Go to the location on the map marked with a red triangle with an M on it.
- Watch the Mage demo. (Bellegar casting some spells on goblins)

Consequences/Rewards

- The player will have seen some cool skills.

Hell Gate



Sequence

- Go to the Hell Gate.
- Touch the pedestal.
- Defeat the spawned enemies.
- Do this three more times till the boss appears.
- Defeat the boss.

Consequences/Rewards

- The player will get a huge amount of XP for defeating the boss.

Froblin Ambush



Sequence

- Go to the Froblin Ambush place. Cut scene showing they are waiting for you.
- Get ambushed.
- Kill all Froblins.

Consequences/Rewards

- The player will get some loot.

The Sleepers

Sequence

- Go to the location on the map marked with an orange square with an S in it.
- Talk to each sleeper.
- Mind read them to find out what they need.
- Wake Nightwinkel up by giving her an apple.
- Wake Namdar up by giving him a health potion.
- Wake Furly up by giving him beer.
- They thank you and reward you with a gem

Consequences/Rewards

- You are rewarded with a gem

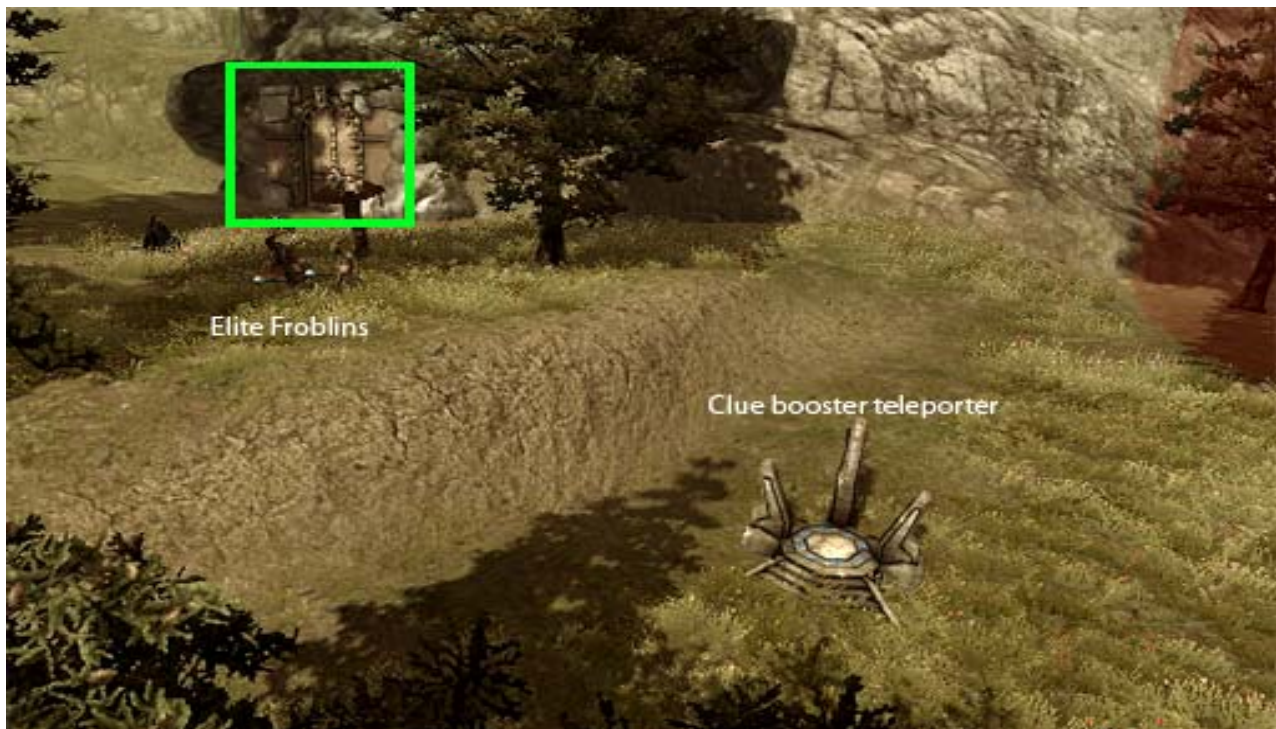
The Four Mind Reads

The following four characters have mind reads that lead to small dungeons across Broken Valley:

- Talking tree (found in the cellar of miller Upton)
Cave from mindreading the tree can be found at -340 -385 -71
- Naberious (can be found in BV_Necromander_Platform sub region of broken valley –
Entrance located at -249 462 -19)
cave from mindreading him can be found at -312 351 -35
- The Enchanter (found at -458 -175 -80)
Cave from mindreading him is right near him in the small hut
- Robin (found inside the tavern after doing band of brutes quest)
Cave from mindreading him can be found at -246 -268 -122 (under a tree)

The dungeons are:

- BV_Mindread_1_Cave



- BV_Mindread_2_Cave



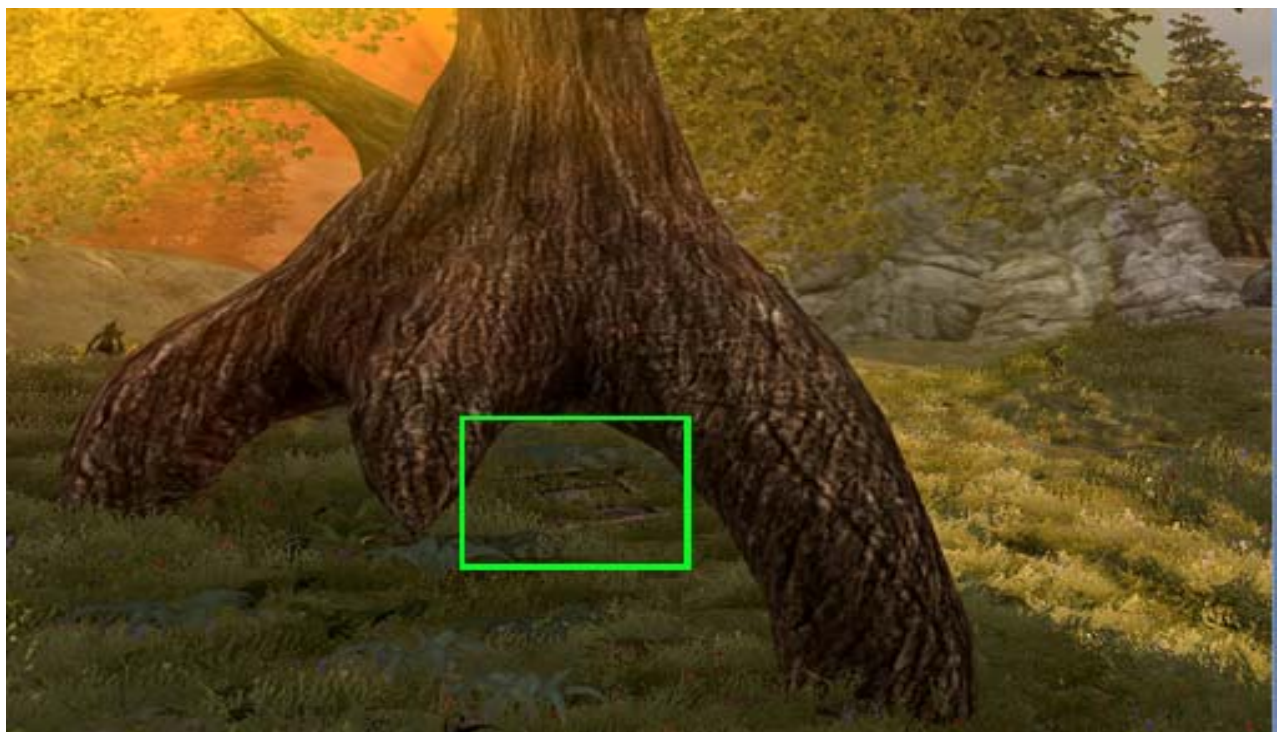
- BV_Mindread_3_Cave



- BV_Mindread_1_Cellar



BV_Mindread_2_Cellar



Map of Battle Tower Island



Quests at Battle Tower Island

From Soup to Nuts

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Hermit.
- Talk to him.
- Accept the 'From Soup to Nuts' quest.
- Head to Wyvern Spire.
- Retrieve the egg from the mothers nest (nest uppermost top).
- Head back to the Hermit.
- Give him the egg.
- He gives you 'Mr. Shiny'.

Dialogue Changes

- Hermit will love you.

Questlog

- A mad hermit wants a wyvern mother egg.
- A mad hermit wants a wyvern mother egg to use as an ingredient for soup. I can find one on top of a wyvern spire, which will most certainly be more easily said than done.
- A wyvern mother egg is in my possession!
- A wyvern mother egg is in my possession! The hermit's next meal will be one to remember. (Though I doubt he will.)
- An ecstatic hermit rewarded me with "Mister Shiny", a key with chicken phobia.
- An ecstatic Hermit rewarded me with "Mister Shiny", a key with chicken phobia. Of course I still have to find out what it opens, if it does in fact do that.

Consequences/Rewards

- The Hermit gives you 'Mr. Shiny'.
- With 'Mr. Shiny' you can open the Hermit's chest and loot.

Solution B

Sequence

- Go to the Hermit.
- Talk to him.
- Accept the "From Soup to Nuts" quest.
- Head to the Dragon Elf Vacca on the beach.
- Talk to him and get the 'Ghost Buster' quest, complete the quest.
- Use the salve the Dragon Elf gave you.

- Head for the Wyvern Spire and collect the mother's egg (nest totally at the top).
- Head back to the Hermit.
- Give him the egg.
- He gives you 'Mr. Shiny'.

Dialogue Changes

- Hermit will love you.

Questlog

- A mad hermit wants a wyvern mother egg.
- A mad hermit wants a wyvern mother egg to use as an ingredient for soup. I can find one on top of a wyvern spire, which will most certainly be more easily said than done.
- A wyvern mother egg is in my possession!
- A wyvern mother egg is in my possession! The hermit's next meal will be one to remember. (Though I doubt he will.)
- An ecstatic hermit rewarded me with "Mister Shiny", a key with chicken phobia.
- An ecstatic Hermit rewarded me with "Mister Shiny", a key with chicken phobia. Of course I still have to find out what it opens, if it does in fact do that.

Consequences/Rewards

- The Hermit gives you 'Mr. Shiny'.
- With 'Mr. Shiny' you can open the Hermit's chest and loot.
- You get the anti Wyvern salve – this does not appear in bag but you will get asked when you get near wyverns if you want to use the salve.

Ghost Buster

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Dragon Elf Vacca on the beach.
- Tell him something smells strange.
- He explains it's the salve he uses to sneak by the Wyvern unnoticed.
- You ask him if he can give you some salve as well.
- He agrees but you need to rid his cave of ghosts.
- Enter the cave and clear it from ghosts.
- Loot one of his gems.
- Return to the Elf and talk to him.
- He asks you where you got that gem from and if you can give it back to him.
- You give it back to him and he is grateful.

Dialogue Changes

- The dragon elf will respect you.

Questlog

- The Dragon Elf Vacca asked me to clear his cave from ghosts.
- The Dragon Elf Vacca asked me to clear his cave from ghosts. He'd do it himself, but he's too afraid of them.
- The ghosts are gone.
- The ghosts are gone: I should tell Vacca the good news.
- Vacca was very happy to be able to use his cave again.
- Vacca was very happy to be able to use his cave again. He rewarded me with a potion that keeps wyverns at bay.

Consequences/Rewards

- You get the anti Wyvern salve – this does not appear in bag but you will get asked when you get near wyverns if you want to use the salve.

Solution B

Sequence

- Go to the Dragon Elf Vacca on the beach.
- Tell him he smells revolting.
- He attacks you.
- You kill him.
- He drops the Wyvern salve.

Dialogue Changes

- None

Questlog

- I upset Vacca and he attacked.
- I upset Vacca and he attacked. I had no choice but to engage him in combat.

Consequences/Rewards

- You get the anti Wyvern salve – this does not appear in bag but you will get asked when you get near wyverns if you want to use the salve.
- The Dragon Elf will be dead.
- Quest will be marked as failed, even if you go into cave and clear ghosts as well.

Solution C

Sequence

- Go to the Dragon Elf Vacca on the beach.
- Tell him something smells strange.
- He explains it's the salve he uses to sneak by the Wyvern unnoticed.
- You ask him if he can give you some salve as well.
- He agrees but you need to rid his cave of ghosts.
- Enter the cave and clear it from ghosts.
- Loot one of his gems.
- Return to the Elf and talk to him, he rewards you.
- He asks you where you got that gem from and if you can give it back to him.
- You refuse and kill him.

Dialogue Changes

- Vacca will respect you before you keep his gem.

Questlog

- The Dragon Elf Vacca asked me to clear his cave from ghosts.
- The Dragon Elf Vacca asked me to clear his cave from ghosts. He'd do it himself, but he's too afraid of them.
- The ghosts are gone.
- The ghosts are gone: I should tell Vacca the good news.
- I upset Vacca and he attacked.
- I upset Vacca and he attacked. I had no choice but to engage him in combat.

Consequences/Rewards

- You get the anti Wyvern salve – this does not appear in bag but you will get asked when you get near wyverns if you want to use the salve.
- You keep the gem.
- Quest will be marked as failed.

Man Overboard

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- 'Candles in the Wind' quest.

Solution A

Sequence

- Talk to Captain Hermosa at the shipwreck at the beach.
- Accept 'Man Overboard' quest.
- Find Elfrith at the ruins being attacked by Dragon Elves.
- Fight and kill Dragon Elves.
- Elfrith thanks and rewards you.
- Go back to Hermosa and she rewards you.

Dialogue Changes

- Captain Hermosa and Elfrith are grateful.

Questlog

- The Starbound's charming Captain Hermosa told me one of her sailors has wandered off.
- The Starbound's charming Captain Hermosa told me one of her sailors has wandered off. From what I've seen on this island it's not unlikely he's in trouble.
- I saved Elfrith from marauding Dragon Elves.
- I saved Elfrith from marauding Dragon Elves. He thanked me and gave me a spellbook he found.
- Captain Hermosa was glad to have Elfrith back.
- Captain Hermosa was glad to have Elfrith back. She and the rest of the crew are very grateful.

Consequences/Rewards

- Spell book to be used for 'Candles in the Wind' quest.

Solution B

Sequence

- Talk to Captain Hermosa at the shipwreck at the beach.
- Accept 'Man Overboard' quest.
- Find Elfrith at the ruins being attacked by Dragon Elves.
- Fight and kill Dragon Elves.
- Elfrith thanks and rewards you.
- If you have already chosen your trainer servant, and chose to kill Hermosa you cannot hand in this quest.

Dialogue Changes

- Elfrith is grateful.

Questlog

- The Starbound's charming Captain Hermosa told me one of her sailors has wandered off.
- The Starbound's charming Captain Hermosa told me one of her sailors has wandered off. From what I've seen on this island it's not unlikely he's in trouble.
- I saved Elfrith from marauding Dragon Elves.
- I saved Elfrith from marauding Dragon Elves. He thanked me and gave me a spellbook he found.
- Now that Captain Hermosa is dead, she won't be able to reward me for saving the sailor.
- Now that Captain Hermosa is dead, she won't be able to reward me for saving the sailor. Still, what could she offer other than the bit of gold that didn't sink to the bottom of the ocean?

Consequences/Rewards

- Elfrith gives you the spell book to be used for 'Candles in the Wind' quest.

Candles in the Wind

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- 'The Second Coming' quest.

Solution A

Sequence

- Talk to the grave on the slope leading into the sea.
- Get the 'Candles in the Wind' quest.
- Head to Elfrith and complete the 'Man Overboard' quest.
- Elfrith gives you a spell book.

- Head back to the grave and use spell book and light the three candles – they will now stay alight.
- Sassan's ghost will appear and will give you 'The Second Coming' quest.

Dialogue Changes

- None.

Questlog

- I found a mysterious grave, surrounded by three unlit candles
- I found a mysterious grave, surrounded by three unlit candles. It reads: "Here I lie, in windswept grave, while temperate skies are all I crave." Whoever is in that grave may desire silent skies, but how can I get the wind to lie down?
- Elfrith gave a book that contains a special spell designed to quiet the wind.
- Elfrith gave a book that contains a special spell designed to quiet the wind. This should be useful when used in the vicinity of the grave.
- I was able to light the candles.
- I was able to light the candles and out of nowhere a ghost appeared...

Consequences/Rewards

- A ghost will appear once you use the spell book near the grave.
- Quest follow up 'The Second Coming'

The Second Coming

Prerequisite

- Teleport to Battle Tower Island.
- 'Candles in the Wind' quest.

Follow up Quest

- 'Breaking an Entry' quest.

Solution A

Sequence

- After completing 'Candles in the Wind' quest you can then talk to Sassan and get the 'Second Coming' quest.
- Go to the secret cave where Sassan and Laiken used to hide out.
- Say the secret password and enter the hide out.
- Collect the book and Sassan's ring.
- Defeat evil Sassan's summoned creatures to escape cave.
- Head back to Sassan and talk to her.
- Give the ring to her.
- Sassan returns to life and thanks you.
- She then invites you to join her to try to get in the tower and she runs off to magic barrier.

Dialogue Changes

- Sassan will like you.

Questlog

- Sassan's ghost asked me to resurrect her.

- Sassan's ghost asked me to resurrect her. To do so, I need to bring her a ring that should still be in an abandoned study somewhere on the island.
- I have Sassan's ring.
- I have Sassan's ring, so if I bring it to her she may be resurrected.
- Sassan lives again!
- Sassan lives again! She has now pledged to aid me in my attempt to enter the Battle Tower.

Consequences/Rewards

- The hide out cave will be accessible to the player.
- Sassan will turn back to life.
- Sassan will reside in the Battle Tower as platform upgrader.

Breaking an Entry

Prerequisite

- Teleport to Battle Tower Island.
- 'The Second Coming' quest.

Follow up Quest

- 'What's in a Name?' quest.

Solution A

Sequence

- At the magic barrier Sassan is having a conversation with Laiken.
- Laiken open the magic barrier.
- You fight your way to top to get inside the Battle Tower.
- Inside the Battle Tower open the first door with the left lever.
- Speak to evil Sassan's twin and fight her men.
- Evil Sassan causes rocks to block the entrance to go further into the Battle Tower.
- Help Bandit to escape out of cell and he tells you about secret entrance in cell opposite or mindread him for the information.
- Go to back of cell and open secret entrance.
- Pick up explosives.
- Place explosives by rock pile and run and hide.
- Go through.

Dialogue Changes

- Evil Sassan is angry to see you.

Questlog

- Sassan ran off, ready to face Laiken!
- Sassan ran off, ready to face Laiken! I had better keep up with her and see what she's up to.
- I made my way into a complex beneath the Battle Tower.
- I made my way into a complex beneath the Battle Tower. I will now have to find some path that leads to the interior of the tower itself.
- The undead Sassan blocked the way to the Battle Tower.
- The undead Sassan blocked the way to the Battle Tower. I shall have to find some way to clear the blockade.
- I found some explosives!

- I found some explosives! These should make short work of the pile of rubble that blocks my way.
- The blockade is gone and the path lies open.
- The blockade is gone and the path lies open. Once more I am one step closer to my goal.

Consequences/Rewards

- You go further into Battle Tower.

What's in a Name?

Prerequisite

- Teleport to Battle Tower Island.
- 'Breaking an Entry' quest.

Follow up Quest

- Laiken in his Lair.

Solution A

Sequence

- You meet Sassan and speak to her.
- Go down in elevator to the lowest floor (where the limb trader is) and get a key from the Abomination Master (unlocks the door to Erlking's floor).
- Go up in elevator and try to speak to mute goblin Erlking.
- Mindread Erlking (you need several points in mindread to mindread the candidates or it will show mindread failed).
- Find Goblin Ballads on bookshelf and a secret entrance opens.
- Go up in the elevator and get a key from the undead monster (unlocks the chest in the secret room) then return to the secret entrance.
- Discover the Demons' name 'Razakel' in an old book.
- Go up to top floor and tell Sassan the Demon's name.
- She now can start the summoning ritual.

Dialogue Changes

- Sassan is pleased that you discovered Demon's name

Questlog

- Sassan told me Laiken was Soul Forged with a Demon. If I can find out the Demon's name, we can summon and kill it, thus annihilating Laiken.
- Sassan told me Laiken was Soul Forged with a Demon. If I can find out the Demon's name, we can summon and kill it, thus annihilating Laiken. Unfortunately, the only one who knows the name is the goblin Erlking and he is mute.
- I discovered the Demon's name in an old book: it's Razakel.
- I discovered the Demon's name in an old book: it's Razakel. I should tell Sassan so we can proceed with the summoning ritual.
- I told Sassan the Demon's name and she is ready to begin the summoning ritual.
- I told Sassan the Demon's name and she is ready to begin the summoning ritual. We now need only proceed to the summoning circle.

Consequences/Rewards

- Sassan can start the summoning ritual for the Demon Razakel.

Laiken in his Lair

Prerequisite

- Teleport to Battle Tower Island.
- 'What's in a Name?' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go with Sassan to summoning circle.
- Speak with Sassan's evil twin.
- Fight and kill Sassan's evil twin.
- Sassan summons Razakel.
- Fight Razakel but near death he runs off to Laiken.
- Fight and defeat Laiken.

Dialogue Changes

- None.

Questlog

- Razakel escaped and headed up to Laiken.
- Razakel escaped and headed up to Laiken. Now there is but one course of action open to us: to face Laiken himself.
- Laiken has been defeated!
- Laiken has been defeated! Finally the Battle Tower is mine.

Consequences/Rewards

- XP reward.
- Kill Sassan's evil twin.
- Kill Laiken.
- Player turns into a dragon and player get the Dragon stone to access the Battle Tower platforms.

Legend of the Ancient Mariner

Prerequisite

- Teleport to Battle Tower Island.
Must have dragon form to complete.

Follow up Quest

- 'Ancient Treasure' quest - To be added.

Solution A

Sequence

- Go to Turgoyne and talk to him. (At the center of the map there is a camp and a cave entrance. There you find Turgoyne.)
- Get the 'Legend of the Ancient Mariner' quest.
- Go to Ulfmar's ship.
- Open the chest and pick up the book.
- Head back to Turgoyne.
- Give him the book.

Dialogue Changes

- Turgoyne will like you.

Questlog

- Turgoyne the historian wants me to find Ulfmar's spellbook.
- Turgoyne the historian was on the Starbound. He asked me to retrieve the book of Ulfmar, a legendary pirate, rumoured to have ended his life on the island. On the ship I should find his treasure and the spellbook, which I must bring back to Turgoyne.
- I found Ulfmar's book.
- I found Ulfmar's book. I can now bring it back to Turgoyne, or perhaps take a peek.
- I have brought Ulfmar's spellbook back to Turgoyne.
- I found Ulfmar's spellbook and brought it back to Turgoyne. He was thrilled and immediately started reading it to learn of the legendary pirate's exploits.

Consequences/Rewards

- XP reward.

Solution B

Sequence

- Go to Turgoyne and talk to him.
- Get the 'Legend of the Ancient Mariner' quest.
- Go to Ulfmar's ship.
- Open the chest and pick up the book.
- Read the book.
- Use the book.
- Return to Turgoyne.
- Talk to him and be polite.

Dialogue Changes

- Turgoyne will ask you if you've found something.

Questlog

- Turgoyne the historian wants me to find Ulfmar's spellbook.
- Turgoyne the historian was on the Starbound. He asked me to retrieve the book of Ulfmar, a legendary pirate, rumoured to have ended his life on the island. On the ship I should find his treasure and the spellbook, which I must bring back to Turgoyne.
- I found Ulfmar's book.

- I found Ulfmar's book. I can now bring it back to Turgoyne, or perhaps take a peek.
- I read Ulfmar's book myself, which Turgoyne didn't really appreciate...
- Ulfmar's book contained valuable knowledge and taught me some new and interesting things. However, the book then vanished and Ulfmar's story will remain unknown to the rest of the world. Turgoyne wasn't happy, but I can't be bothered with that.

Consequences/Rewards

- You will gain two skill levels by reading the book.

Solution C

Sequence

- Go to Turgoyne and talk to him.
- Get the 'Legend of the Ancient Mariner' quest.
- Go to Ulfmar's ship.
- Open the chest and pick up the book.
- Read the book.
- Use the book.
- Return to Turgoyne and talk to him.
- Tell him you've used the book for other purposes.

Dialogue Changes

- Turgoyne will ask you if you've found something.
- Turgoyne will despise you when you tell him you've used the book for other purposes.

Questlog

- Turgoyne the historian wants me to find Ulfmar's spellbook.
- Turgoyne the historian was on the Starbound. He asked me to retrieve the book of Ulfmar, a legendary pirate, rumoured to have ended his life on the island. On the ship I should find his treasure and the spellbook, which I must bring back to Turgoyne.
- I found Ulfmar's book.
- I found Ulfmar's book. I can now bring it back to Turgoyne, or perhaps take a peek.
- I read Ulfmar's book myself, which Turgoyne didn't really appreciate...
- Ulfmar's book contained valuable knowledge and taught me some new and interesting things. However, the book then vanished and Ulfmar's story will remain unknown to the rest of the world. Turgoyne wasn't happy, but I can't be bothered with that.

Consequences/Rewards

- You will gain two skill levels by reading the book.

The Old Ghost and the Sea

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- 'Writing in the Whale' quest.

Solution A

Sequence

- Go to Jonah on the shoreline.
- Get the 'The Old Ghost and the Sea' quest.
- Go to Catherine Gremory at the whale bone carcass at the shoreline.
- Ask her if she has found anything at the whale.
- She gives you an amulet.
- Return to Jonah.
- Give Jonah the amulet.
- He rewards you with a book called "The Whale".

Dialogue Changes

- Jonah will love you.

Questlog

- The ghost of the fisherman Jonah is hunting for a whale. Why exactly is not entirely clear.
- The ghost of the fisherman Jonah is hunting for a whale. Why exactly is not entirely clear, but I don't think he has much chance of success. Perhaps someone else here can shed some light on this strange story.
- Catherine gave me an amulet that most likely belongs to Jonah.
- Catherine gave me an amulet that most likely belongs to Jonah. She found it inside the remnants of a large whale. Looks like old Mocha has been dead for a long time.
- Jonah thanked me for finding his amulet.
- Jonah thanked me for finding his amulet. It was a gift from his late wife that he had to have back before being able to find rest in the afterlife. He gave me his journal, entitled "The Whale", in return.

Consequences/Rewards

- Jonah will give you the book called 'The Whale'.
- You can give the book to Catherine to complete the 'Writing in the Whale' quest.

Writing in the Whale

Prerequisite

- Teleport to Battle Tower Island.
- 'The Old Ghost and the Sea' quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to Catherine Gremory at the whale carcass on the coast.
- Get the 'The Writing on the Whale' quest.
- Go to Jonah and get and complete the 'The Old Ghost and the Sea' quest. You receive as reward 'The Whale' book.
- Go back to Catherine and talk to her.

- Give her 'The Whale' book.

Questlog

- I met a paleontologist called Catherine. She would like to find out more about the whale skeleton she is researching.
- I met a paleontologist called Catherine. She would like to find out more about the whale skeleton she is researching. I offered to help, but quite frankly I wouldn't know where to begin.
- Jonah gave me his journal. It's called "The Whale" and should interest Catherine.
- Jonah gave me his journal. It's called "The Whale" and should interest Catherine as it tells the story of Mocha Dick and sheds light on the behaviour of an animal now extinct.
- Catherine was exceedingly happy with "The Whale".
- Catherine was exceedingly happy with "The Whale". She thanked me warmly and gave me another item she found in Mocha Dick's bony belly.

Dialogue Changes

- Catherine will love you.

Consequences/Rewards

- Catherine will give you a reward – To be added.

The Prophecy

Prerequisite

- Teleport to Battle Tower Island

Follow up Quest

- The Gardener, Sparring Partner, Caught Undead, and Enchanted I'm sure.

Solution A

Sequence

- Go to Island.
- Talk to her.
- Accept the 'Prophecy' quest.
- Head for the Starbound and talk to everyone on the way.

Dialogue Changes

- Island is proud of you that you made this tough decision (killing people).

Questlog

- The island has given me the task of choosing the four persons who will assist me.
- The spirit of the island appeared to me and ordered me to talk to the eight servants she brought me. I must choose four of them to operate the tower with me; the other four will die. It would be wise to speak to them all before I make such a decision.
- I have chosen my four servants.

- The four servants have finally been chosen. Once I have rid the Battle Tower of Laiken and claimed it as my own, they will be my obedient servants.
- The Island congratulated me after I chose my four candidates.
- The Island congratulated me after I chose my four candidates. Now I have but to remove Laiken.

Consequences/Rewards

- Totems are activated for each.

Solution B

Sequence

- Go to Island.
- Talk to her.
- Accept the 'Prophecy' quest.
- Enter Tower without choosing candidates.

Dialogue Changes

- None.

Questlog

- The island has given me the task of choosing the four persons who will assist me.
- The spirit of the island appeared to me and ordered me to talk to the eight servants she brought me. I must choose four of them to operate the tower with me; the other four will die. It would be wise to speak to them all before I make such a decision.
- I entered the tower without choosing all my platform candidates.
- I entered the tower without choosing all my platform candidates. The Island will now randomly choose in my stead.

Consequences/Rewards

- The Island chooses the servants randomly on your behalf.
- Totems are activated for each

The Mind of Allan

Questlog

- Allan's thoughts revealed he is lying about something.
- Allan's thoughts reveal he is lying about something. Probably everything: he is trying to persuade me he's a better alchemist than he is. Of course this doesn't mean he could not become one.

The Mind of Barbatos

Questlog

- Barbatos' thoughts revealed he is the greatest alchemist in Rivellon.
- Barbatos' thoughts revealed he is the greatest alchemist in Rivellon. I don't doubt he is, but if I choose him I'll have to cope with his sunny personality.

The Mind of Hermosa

Questlog

- Hermosa's thoughts revealed she excels at combat skills training.
- Hermosa's thoughts revealed she excels at combat skills training. A lady of many talents indeed.

The Mind of Kenneth

Questlog

- Kenneth's thoughts revealed he excels at magic skills training.
- Kenneth's thoughts revealed he excels at magic skills training. Good to know he can be an ally, not an opponent. Incorrect in file and also all the spelling of excel are incorrect.

The Mind of Radcliff

Questlog

- Radcliff's thoughts revealed he is quite the weapon smith.
- Radcliff's thoughts revealed he is quite the weapon smith, and a good weapon is invaluable.

The Mind of Wesson

Questlog

- Wesson's thoughts revealed he is quite the armour smith.
- Wesson's thoughts revealed he is quite the armour smith, and one in my line of work can always use good protection.

The Mind of Igor

Questlog

- Igor's thoughts revealed he wants to ensure the creatures he makes are resistant to magical attacks.
- Igor's thoughts revealed he wants to ensure the creatures he makes are resistant to magical attacks. Not a bad idea really.

The Mind of Jonelath

Questlog

- Jonelath's thoughts revealed he wants to ensure the creatures he makes are resistant to the blades of weapons and arrows.
- Jonelath's thoughts revealed he wants to ensure the creatures he makes are resistant to the blades of weapons and arrows. A basic choice, but a smart one.

The Gardener

Follow up Sub quest:

The Mind of Allan, The Mind of Barbatos.

Solution A

Sequence

- Go to Barbatos and talk to him.
- (Mind read Barbatos to find out additional information about his background.)
- Go to Allan and talk to him.
- (Mind read Allan to find out additional information about his background.)
- Go to the totem and make your decision.

Questlog

- I must choose between two alchemists to operate the Alchemy platform in the tower.
- Two alchemists are somewhere on the island. I must find out who they are, then make a choice as to who will serve me; the other one will die.
- I've met Allan the alchemist.
- I've met Allan the alchemist. He's a frightful zealot, but probably a fine alchemist.
- I've met Barbatos the alchemist.
- I've met Barbatos the alchemist. He's probably the most arrogant man I've ever met, but he does seem more than capable.
- I've met Allan and Barbatos, the two alchemists.
- I've met Allan and Barbatos, the two alchemists. Who shall it be? Who is the best? All I know is that one of them has to die.
- I chose Barbatos to be my alchemist.
- I told the Totem I wanted Barbatos to be my alchemist. He may be full of himself, but I'm certain he's a very good potion maker.
- **OR**
- I chose Allan to be my alchemist.
- I told the Totem I wanted Allan to be my alchemist. May the Divine grant I can tolerate his piety.

Consequences/Rewards

- Barbatos or Allan will man the Alchemy platform.

Sparring Partners

Follow up Sub quest:

The Mind of Hermosa, The Mind of Kenneth.

Solution A

Sequence

- Go to Kenneth and talk to him.
- (Mind read Kenneth to find out additional information about his background.)
- Kenneth will become angry and demand to see the other trainer.
- Tell him you don't know the other trainer.
- He replies that when you do know the other trainer you should return to him.
- Go to Hermosa and talk to her.
- (Mind read Hermosa to find out additional information about her background.)
- She will react slightly nervous but not bothered.
- Go back to Kenneth and tell him where Hermosa is.

- He will take off to confront Hermosa.
- Go to Hermosa and see a scene unfolding between her and Kenneth.
- Hermosa is about to attack Kenneth.
- Encourage Kenneth to take up Hermosa's challenge.
- Kenneth is killed by Hermosa.
- Hermosa is your trainer by default.
- Go to the totem to collect your reward

Dialogue Changes

- Kenneth will get angry after you tell him about the other trainer.
- Kenneth will refuse to fight a woman when he meets Hermosa.
- Hermosa will become slightly edgy when you tell her about the other trainer.
- Hermosa will be relieved after she kills Kenneth.

Questlog

- I must choose a personal trainer to help me improve my skills.
- I need to choose a personal trainer to help me improve my skills. Two trainers are on this island and I should talk to them before I make a decision.
- I've met Kenneth, one of the trainers.
- I've met Kenneth, a Slayer of all people, who is a drill instructor back at the academy and now a trainer candidate.
- I've met Captain Hermosa, one of the trainers.
- I've met Captain Hermosa, a charming, able weapon master and one of the trainer candidates.
- I've met Kenneth and Hermosa, the two trainers.
- I've met Kenneth and Hermosa, the two trainers. Now I must make a difficult choice, knowing that one of them will inevitably die.
- Captain Hermosa shall be my personal trainer.
- Captain Hermosa shall be my personal trainer. She's a great woman I'm sure she'll make an excellent trainer as well.

Consequences/Rewards

- Hermosa will man the training platform.

Solution B

Sequence

- Go to Kenneth and talk to him.
- (Mind read Kenneth to find out additional information about his background.)
- Kenneth will become angry and demand to see the other trainer.
- Tell him you don't know the other trainer.
- He replies that when you do know the other trainer you should return to him.
- Go to Hermosa and talk to her.
- (Mind read Hermosa to find out additional information about her background.)
- She will react slightly nervous but not bothered.
- Go back to Kenneth and tell him where Hermosa is.
- He will take off to confront Hermosa.
- Go to Hermosa and see a scene unfolding between her and Kenneth.
- Hermosa is about to attack Kenneth.
- Stop the fight.
- Kenneth lives.

- Go to the totem and make your decision.

Dialogue Changes

- Kenneth will get angry after you tell him about the other trainer.
- Kenneth will refuse to fight a woman when he meets Hermosa.
- Hermosa will become slightly edgy when you tell her about the other trainer.

Questlog

- I must choose a personal trainer to help me improve my skills.
- I need to choose a personal trainer to help me improve my skills. Two trainers are on this island and I should talk to them before I make a decision.
- I've met Kenneth, one of the trainers.
- I've met Kenneth, a Slayer of all people, who is a drill instructor back at the academy and now a trainer candidate.
- I've met Captain Hermosa, one of the trainers.
- I've met Captain Hermosa, a charming, able weapon master and one of the trainer candidates.
- I've met Kenneth and Hermosa, the two trainers.
- I've met Kenneth and Hermosa, the two trainers. Now I must make a difficult choice, knowing that one of them will inevitably die.
- Captain Hermosa shall be my personal trainer.
- Captain Hermosa shall be my personal trainer. She's a great woman I'm sure she'll make an excellent trainer as well.
- **OR**
- Kenneth, the Dragon Slayer, shall be my personal trainer.
- Kenneth, the Dragon Slayer, shall be my personal trainer. A Slayer and a Dragon Knight will make an odd pair, but I'm certain he'll do a good job.

Consequences/Rewards

- Kenneth or Hermosa will man the training platform.

Solution C

Sequence

- Go to Kenneth and talk to him.
- (Mind read Kenneth to find out additional information about his background.)
- Go to Hermosa and talk to her.
- (Mind read Hermosa to find out additional information about her background.)
- Go to the totem and make your decision.

Dialogue Changes

- None.

Questlog

- I must choose a personal trainer to help me improve my skills.
- I need to choose a personal trainer to help me improve my skills. Two trainers are on this island and I should talk to them before I make a decision.
- I've met Kenneth, one of the trainers.
- I've met Kenneth, a Slayer of all people, who is a drill instructor back at the academy and now a trainer candidate.
- I've met Captain Hermosa, one of the trainers.

- I've met Captain Hermosa, a charming, able weapon master and one of the trainer candidates.
- I've met Kenneth and Hermosa, the two trainers.
- I've met Kenneth and Hermosa, the two trainers. Now I must make a difficult choice, knowing that one of them will inevitably die.
- Captain Hermosa shall be my personal trainer.
- Captain Hermosa shall be my personal trainer. She's a great woman I'm sure she'll make an excellent trainer as well.
- **OR**
- Kenneth, the Dragon Slayer, shall be my personal trainer.
- Kenneth, the Dragon Slayer, shall be my personal trainer. A Slayer and a Dragon Knight will make an odd pair, but I'm certain he'll do a good job.

Consequences/Rewards

- Kenneth or Hermosa will man the training platform.

Enchanted I'm Sure

Follow up Sub quest:

The Mind of Radcliff, The Mind of Wesson.

Solution A

Sequence

- Go to Radcliff and talk to him.
- (Mind read Radcliff to find out additional information about his background.)
- Radcliff will challenge the other candidate to an enchantment contest.
- Go to Wesson and talk to him.
- (Mind read Wesson to find out additional information about his background.)
- Wesson reacts calm but his wife will totally panic.
- Go back to Radcliff and tell him where Wesson is.
- He will ask to bring Wesson to the ship for a contest
- Go to Wesson and tell him there is a contest
- Wesson and his wife run to the ship
- Go to the ship and see a scene unfolding
- The enchantment contest starts.
- Radcliff delivers the sword with the best stats.
- Wesson's wife begs you not to pick Radcliff.
- Go to the totem and make your decision.

Dialogue Changes

- Radcliff will feel confident the moment you tell him about the other candidate.
- Wesson's wife will panic when you tell him about the other candidate.
- Wesson will accept his defeat.

Questlog

- I need to find an enchanter capable of operating the enchanting machines in the tower.
- My tower will contain machines capable of enchanting my equipment. I need to find the two enchanters and choose one of them as my operator.
- I've met one of the enchanters, Radcliff.

- Radcliff the enchanter could operate the machine for me. He seems to be very competent, despite the fact that he is perpetually hung over.
- I've met one of the enchanters, Wesson.
- Wesson and his wife seem nice people and he's an enchanter of some repute.
- I've met both of the enchanters, Radcliff and Wesson.
- It is time to make a choice: Radcliff or Wesson? Both seem to be qualified for the task ahead, and no matter what I try to do, one of them is going to die.
- I chose Wesson to be my enchanter.
- I chose Wesson to be my enchanter. He's able, of that I'm sure, and it seemed the right choice to make. He and his wife were very grateful.
- **OR**
- I chose Radcliff to be my enchanter.
- I chose Radcliff to be my enchanter. Too bad for Wesson, but Radcliff is just excellent and a Dragon Knight needs good equipment.

Consequences/Rewards

- Radcliff or Wesson will man the machine platform.

Solution B

Sequence

- Go to Radcliff and talk to him.
- (Mind read Radcliff to find out additional information about his background.)
- Go to Wesson and talk to him.
- (Mind read Wesson to find out additional information about his background.)
- Wesson reacts calm but his wife will totally panic.
- Go to the totem and make your decision.

Dialogue Changes

- None.

Questlog

- I need to find an enchanter capable of operating the enchanting machines in the tower.
- My tower will contain machines capable of enchanting my equipment. I need to find the two enchanters and choose one of them as my operator.
- I've met one of the enchanters, Radcliff.
- Radcliff the enchanter could operate the machine for me. He seems to be very competent, despite the fact that he is perpetually hung over.
- I've met one of the enchanters, Wesson.
- Wesson and his wife seem nice people and he's an enchanter of some repute.
- I've met both of the enchanters, Radcliff and Wesson.
- It is time to make a choice: Radcliff or Wesson? Both seem to be qualified for the task ahead, and no matter what I try to do, one of them is going to die.
- I chose Wesson to be my enchanter.
- I chose Wesson to be my enchanter. He's able, of that I'm sure, and it seemed the right choice to make. He and his wife were very grateful.
- **OR**
- I chose Radcliff to be my enchanter.
- I chose Radcliff to be my enchanter. Too bad for Wesson, but Radcliff is just excellent and a Dragon Knight needs good equipment.

Consequences/Rewards

- Radcliff or Wesson will man the machine platform.

Caught Undead

Follow up Sub quest:

The Mind of Igor, The Mind of Jonelath.

Solution A

Sequence

- Go to Jonelath and talk to him.
- Jonelath reacts exhilarated to possibly dying.
- Mind read Jonelath to find out additional information about his background.
- Go to Igor and talk to him.
- Mind read Igor to find out additional information about his background.
- He starts mumbling about killing Jonelath.
- Encourage him to kill Jonelath.
- Go out of the cave and back in.
- Jonelath is down on the floor poisoned.
- Go to the totem

Dialogue Changes

- Jonelath will be more than happy to die.
- The moment you tell Igor about the competition he becomes submissive.
- He calls you master when you return to the cave.

Questlog

- I shall pick one of two necromancers to assist me in the tower.
- A necromancer will help me in the tower, offering his particular skills to assist me in my quest. I must meet the two candidates the Island has summoned for me and make a choice.
- I encountered Igor, one of the two necromancers.
- Igor is one of the two necromancers who could assist me in the tower. He is creepily subservient, but he'll make for a fine necromancer.
- I encountered Jonelath, one of the two necromancers.
- Jonelath is one of the two necromancers who could assist me in the tower. He's mad as a hatter, but very probably a powerful necromancer.
- I encountered the two necromancers, Igor and Jonelath.
- I now know both of the necromancers summoned by the Island. It will be a tough choice as they both seem adequate, but only one shall remain by my side.
- Igor will be my necromancer.
- Igor will be my necromancer. As he keeps on reassuring me, he'll make a fine servant.

Consequences/Rewards

- Jonelath will die.
- Igor will man your necromancer platform.

Solution B

Sequence

- Go to Jonelath and talk to him.
- Jonelath reacts exhilarated to possibly dying.
- (Mind read Jonelath to find out additional information about his background.)
- Go to Igor and talk to him.
- (Mind read Igor to find out additional information about his background.)
- He starts mumbling about killing Jonelath.
- Encourage him to kill Jonelath.
- Go to Jonelath and tell him Igor wants to kill him.
- Go out of the cave and back in.
- Jonelath has turned Igor into a pile of bones.
- Go to the totem

Dialogue Changes

- Jonelath will be more than happy to die.
- The moment you tell Igor about the competition he becomes submissive.

Questlog

- I shall pick one of two necromancers to assist me in the tower.
- A necromancer will help me in the tower, offering his particular skills to assist me in my quest. I must meet the two candidates the Island has summoned for me and make a choice.
- I encountered Igor, one of the two necromancers.
- Igor is one of the two necromancers who could assist me in the tower. He is creepily subservient, but he'll make for a fine necromancer.
- I encountered Jonelath, one of the two necromancers.
- Jonelath is one of the two necromancers who could assist me in the tower. He's mad as a hatter, but very probably a powerful necromancer.
- I encountered the two necromancers, Igor and Jonelath.
- I now know both of the necromancers summoned by the Island. It will be a tough choice as they both seem adequate, but only one shall remain by my side.
- Igor will be my necromancer.
- Igor will be my necromancer. As he keeps on reassuring me, he'll make a fine servant.

Consequences/Rewards

- Jonelath will die.
- Igor will man your necromancer platform.

Solution C

Sequence

- Go to Jonelath and talk to him
- Mind read Jonelath to find out additional information about his background
- Go to Igor and talk to him
- Mind read Igor to find out additional information about his background
- Go to the totem and make your decision

Dialogue Changes

- None.

Questlog

- I shall pick one of two necromancers to assist me in the tower.
- A necromancer will help me in the tower, offering his particular skills to assist me in my quest. I must meet the two candidates the Island has summoned for me and make a choice.
- I encountered Igor, one of the two necromancers.
- Igor is one of the two necromancers who could assist me in the tower. He is creepily subservient, but he'll make for a fine necromancer.
- I encountered Jonelath, one of the two necromancers.
- Jonelath is one of the two necromancers who could assist me in the tower. He's mad as a hatter, but very probably a powerful necromancer.
- I encountered the two necromancers, Igor and Jonelath.
- I now know both of the necromancers summoned by the Island. It will be a tough choice as they both seem adequate, but only one shall remain by my side.
- Igor will be my necromancer.
- Igor will be my necromancer. As he keeps on reassuring me, he'll make a fine servant.
- **OR**
- Jonelath will be my necromancer.
- Jonelath will be my necromancer. As long as I don't turn my back on him, I'm certain I'll have a great necromancer by my side.

Consequences/Rewards

- Igor or Jonelath will man your necromancer platform.

Dragon Relations

The platform NPC's all have a history and life before BTI, these type of quests give the player something to look out for when he leaves.

-- *this is not a quest, this is just extra info. No need to test this.*

The Revealing Spell

In your bedroom in the Battle Tower there is small table in front of the fire. On that table lie the notes of Maxos. These notes are a spell that enables the player to see the entrance to the land of the dead.

Prerequisite

- None.

Follow up Quest

- 'The Patriarch' quest.

Solution A

Sequence

- Go to the bed room in the Battle Tower.
- Pick up the notes of Maxos.
- Talk to the Patriarch.
- Go to the entrance of the Hall of Echoes.
- Use the notes.

Dialogue changes

- Talana tells you that this is an important item.

Questlog

Consequences/Rewards

- The player can see the gate of the Hall of Echoes.

Borrowed Book – Multiple Regions – BTI & OROBAS FJORDS

Formally 'The Masters Spell Book'

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Alchemist platform and talk to Barbatos.
- Get the 'Borrowed book' quest.
- Go to the Masters cave in OROBAS FJORDS (the cave is now inhabited by a Bandit and his gang). This cave is called DZ_Bandit_Cave. Location is -305 -414 196.
- Get the 'Masters Spell book'.
- The book will be revealed once you've aligned three statues. (the ones next to each other must look away from each other- so that they face the cave walls, and the one apart must look in the general direction of the other statues.)



- Pickup the book.
- Return to the Barbatos and give him the book.
- He will be able to make melee resistance, magic resistance and ranged resistance potions for the player.

Dialogue changes

- Barbatos will speak of the spell book as if it was one of the most precious things in the world.
- Barbatos will be very pleased, even friendly when you bring him the spell book.

Questlog

- Barbatos would like me to find a book belonging to a certain alchemist who lives somewhere in a cave in the Orobas Fjords.
- Barbatos would like me to find a book belonging to a certain alchemist who lives somewhere in a cave in the Orobas Fjords. He couldn't have been more vague, so the cave clue is all I have to go on.
- I found the spellbook Barbatos asked me to find.
- I found the spellbook Barbatos asked me to find. Now I have but to return to my Battle Tower and deliver it to him.
- I gave the spellbook to a grateful Barbatos.
- I gave the spellbook to a grateful Barbatos. I can now inform Sassan we are ready to improve the Alchemy garden.

Consequences/Rewards

- The player will have access to melee resistance, magic resistance and ranged resistance potions.
- Barbatos allows you to upgrade your platform.

Dear John – Multiple Regions – BTI & OROBAS FJORDS

Formally 'Captain's Love'

Hermosa wants you to take her necklace to Morgan, her loved one to proof that she is still alive and thinking of him. Morgan used to be a real badass pirate before the champions got to him. After serving time at the champion's fortress and his excellent communication skills with sailors, he now is the harbour master of the Orobas fjords. Hermosa was the one that captured Morgan.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the trainer platform and talk to Hermosa.
- Get the 'Dear John' quest.
- Hermosa will give you her necklace.
- Go to the harbour and talk to Morgan.
- Tell him Hermosa is working for you.
- Get the 'Art of War' book.
- Return to Hermosa and tell her about Morgan.
- Give the book to her.
- Hermosa will now be able to increase the skill cap on all your skills by 1.

Dialogue changes

- Hermosa is sad at first but is extremely pleased once you bring news of Morgan.

Questlog

- Hermosa asked me to break up with a certain Morgan for her, and return to him a necklace he gave her.
- Hermosa asked me to break up with a certain Morgan for her, and return to him a necklace he gave her.
- I returned Hermosa's necklace to Morgan, who was understandably not happy with the tidings I brought him, but gave me an interesting looking book.
- I returned Hermosa's necklace to Morgan, who was understandably not happy with the tidings I brought him, but gave me an interesting looking book. I have a feeling "The Art of War" will come in very handy.
- Hermosa was quite pleased with the book Morgan gave me, as she will be able to improve her training programme because of it.
- Hermosa was quite pleased with the book Morgan gave me, as she will be able to improve her training programme because of it. I should inform Sassan we are ready to improve the Arena.

Consequences/Rewards

- The player will have access to all his skills increasing skill cap by one.
- Hermosa will give you a platform upgrade.

Apprentice and Adversary – Multiple Regions – BTI & OROBAS FJORDS

Formally 'The Young Apprentice'

Kenneth has one apprentice, Saul, who has always been very true to him; he would like the player to check up on him. The reason for this is that Saul was destined to become the new trainer because of his outstanding skills. What has happened now is that Tilian the old unsuccessful rival of Kenneth has imprisoned the young apprentice and has taken over the camp.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is higher than Montagu's).
- Montagu will respond aggravated but somewhat scared.
- You pity him and give him his bribe.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

- Kenneth will give you a platform upgrade.

Solution B

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is higher than Montagu's).
- Montagu will respond aggravated but somewhat scared.
- You pity him and don't give him his bribe.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

- Kenneth will give you a platform upgrade.

Solution C

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.

- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is equal/lower than Montagu's).
- Montagu responds aggravated, and the entire Slayer camp becomes hostile.
- Take the key on Montagu's body.
- Open the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

Kenneth will give you a platform upgrade.

Solution D

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him you'll double the price.
- Montagu responds pleased and takes the money.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.

- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

Kenneth will give you a platform upgrade.

Solution E

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Read his mind.
- Tell him you'll tell Tilian about his illegal practices.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.

- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

Kenneth will give you a platform upgrade.

Solution F

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.
- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Tell him you want to duel him for the access to the prisoner.
- Montagu will agree and starts a duel with you.
- Defeat Montagu by bringing him down to 25% health.
- Montagu admits his defeat.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

Kenneth will give you a platform upgrade.

Solution G

Sequence

- Go to the trainer platform and talk to Kenneth.
- Get the 'Apprentice and Adversary' quest.

- Find out that Saul is in prison by talking to Tilian, or Montagu.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him it was Tilian who sent you here.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Tell him you want to free him.
- Fly to High Hall and use the teleporter there. Now you can set the destination path of Saul's teleporter to HighHall so he can escape.
- Report back to Kenneth that he was imprisoned but is now free.

Dialogue changes

- Kenneth will be pleased that you've had the courage to free his best apprentice.

Questlog

- Kenneth would like me to see how his apprentice Saul is faring now that he is gone.
- Kenneth would like me to see how his apprentice Saul is faring now that he is gone. I can find him in a Dragon Slayer encampment in the Orobas Fjords.
- I discovered Saul locked away in a cell, but I managed to free him.
- I discovered Saul locked away in a cell, but I managed to free him. Kenneth will be pleased to hear it.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on.
- Kenneth was pleased to hear I was able to free Saul from the predicament he was in and has agreed to teach me some combat moves he was holding back on. We'll need to improve the Arena for that and I should give Sassan the go-ahead.

Consequences/Rewards

Kenneth will give you a platform upgrade.

Short Supply – Multiple Regions – BTI & OROBAS FJORDS

Formally 'Supplies in the Harbour'

Wesson has a shop in Aleroth; he ordered a huge amount of supplies from Broken Harbour for his shop right before he was zapped away to BTI. He sent his assistant Lister to pick up the goods from Broken Valley and drive them to the harbour in OROBAS FJORDS. However he wants you to check if the gear has reached the harbour. If so, he wants you to pick up the goods so he can make some awesome gear for you. You find out that the gear never reached the harbour when you ask the harbour master about it. He tells you that Wesson's supplies usually come in over the road to Broken Valley. In front of the depleted Ore cave you find Lister's body with the burnt kart. All of the goods are missing, Lister tells you with his last breath that goblins from the mine assaulted him. When you go inside and kill the Beholder he drops a key that leads to the chest that contains all of Wesson's goods. You pick the goods up and head back to Wesson; he can now make a special enchantment for you that can only be applied on armour. The enchantment gives you an aura of damage.



Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Champions harbour.
- Talk to Morgan.
- Tell him you want to pick up Wesson's goods.
- Morgan will tell you they never arrived but they usually come in from the road to Broken Valley.
- Go to the entrance of the Depleted Ore Cave. (loc is -557 -150 33)
- Talk to Lister.
- Go into the Depleted Ore Cave and destroy the Beholder.
- Grab the key that he drops.
- Open the chest that contains Wesson's gear.
- Pick the gear up and head back to Wesson.
- Talk to Wesson about the ambush.

Dialogue changes

- Wesson will be sad about the loss of Lister.

Questlog

- Wesson asked me to travel to the harbour in the Orobas Fjords and find a man called Lister who should have supplies he needs.

- Wesson asked me to travel to the harbour in the Orobas Fjords and find a man called Lister who should have supplies he needs. When I find him, he'd like me to bring these supplies to the tower so he can improve the enchantment machines.

Consequences/Rewards

- Wesson will give you a platform upgrade.

Delicate Affairs – Multiple Regions – BTI & OROBAS FJORDS

Radcliff's drunkenness has gotten him into a lot of trouble. Right before he was zapped away to BTI he stole one of the rare goblin stones from Raj and his brother Khan, two of the most notorious goblins in Rivellon and hid it in a chest on a sunken ship at the pass in the Orobas Fjords that leads to Rivertown. He wants the player to collect his stone, but what the player doesn't know is that this stone is important to the Goblin community. After the player picks up the stone out of the chest Raj and Khan appear claiming this stone is rightfully the property of the Goblins of Rivellon. They offer you an opportunity to trade with them but you can also choose the violent way out. Trading with them will please them; they trade the stone for gold coins and two Malachite gems. Fighting them will give you the rare goblin stone that Radcliff wants and it you will gain quite some XP.



The Goblin Stone is in this chest.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the machine platform.
- Talk to Radcliff.
- Get the 'Delicate Affairs' quest.
- Go to the pass that leads to Rivertown.
- Look for the shipwreck that has the chest on it with the stone (-86 -733 32).
- Pick up the stone.
- Raj and Khan, two goblins will appear behind you.
- Choose to trade with them.
- Return to Radcliff.
- Tell him he's a mad drunk
- He will admit that he will lead you into a trap but as a way to make up to you, you get to choose which machine you want to upgrade to the next level.

Dialogue changes

- Radcliff will be shocked that you survived and he will apologize.

Questlog

- Radcliff asked me to retrieve a gem he hid in a boat wreck somewhere in the Orobas Fjords.
- Radcliff asked me to retrieve a gem he hid in a boat wreck somewhere in the Orobas Fjords. With them, he can improve the quality of my enchanting machines.
- I traded Radcliff's gem for gold and gems: the two goblins he stole it from were more than willing to give me plenty of money for it.
- I traded Radcliff's gem for gold and gems: the two goblins he stole it from were more than willing to give me plenty of money for it. Radcliff won't be pleased, but my greedy self definitely is!
- Radcliff won't be able to improve my machines as greatly as he wished now that I traded the gem, but he'll still make an effort.
- Radcliff won't be able to improve my machines as greatly as he wished now that I traded the gem, but he'll still make an effort. I should tell Sassan we are ready.

Consequences/Rewards

- You get to upgrade one of Radcliff's machines.
- You get a gold reward, XP and two Malachite gems for the trade with Raj and Khan.

Solution B

Sequence

- Go to the machine platform and talk to Radcliff.
- Get the 'Delicate Affairs' quest.
- Go to the pass that leads to Rivertown.
- Look for the shipwreck that has the chest on it with the stone (-86 -733 32).
- Pick up the stone.
- Raj and Khan will appear behind you.
- Choose to fight them.
- Return to Radcliff and give him the stone.
- He will admit that he led you into a trap but as a way to make up to you, you get to choose which two machines you want to upgrade to the next level.
- Go to Sassan to upgrade your machine.

Dialogue changes

- Radcliff will be shocked that you survived and he will apologize.

Questlog

- Radcliff asked me to retrieve a gem he hid in a boat wreck somewhere in the Orobas Fjords.
- Radcliff asked me to retrieve a gem he hid in a boat wreck somewhere in the Orobas Fjords. With them, he can improve the quality of my enchanting machines.
- When I took the gem, I was in for a nasty surprise: two huge goblins ambushed me, claiming the stone. In the end they proved to be no match for my Dragon self though.
- When I took the gem, I was in for a nasty surprise: two huge goblins ambushed me, claiming the stone. In the end they proved to be no match for my Dragon self though. The gem is mine and my Enchanting Platform will be the mightier for it.
- Radcliff was glad to see the gem. He will now be able to greatly enhance the quality of my enchantment machines.
- Radcliff was glad to see the gem. He will now be able to greatly enhance the quality of my enchantment machines. I should tell Sassan we are ready.

Consequences/Rewards

- You get to upgrade one of Radcliff's machines.

The Book of the Dead – Multiple Regions – BTI & OROBAS FJORDS

Igor used to be the apprentice of one of the greatest necromancers of the Orobas fjords. Barnabus banished Igor because of Igor's attempt to poison him. Igor now wants you to go visit his old master (Barnabus) and collect one of the most powerful spell books known to necromancy. However Barnabus always carries this book on him. This book will grant Igor the ability to upgrade your platform. Igor also tells you about a ring that has the ability to prolong the life of your creature. When the player arrives at the necromancer cave the place is on fire, there is a necromancer (Barnabus) in the middle of the huge cave with a shield around him. He also has two undead flying creatures circling around him. These creatures spawn from a spawner that's powered by a machine that collects mana from the lava. The shield that Barnabus has around him is also powered by a machine. The player has to destroy the machines that supply the mana for the spawner and the shield Barnabus protects himself with.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the necromancer platform and talk to Igor.
- Get the 'The Book of the Dead' quest.
- Go to the DZ_Necromancer_Cave. (loc is -779 16 204) This cave has 3 teleporters in the huge room with lava.
- Destroy the machines by pulling a lever in the 2 lowest teleporters.
- Defeat Barnabus.

- Go through the highest teleporter and find the book in that room.
- Take the book.
- Return to Igor and give him the book.
- Go to Sassan and have her upgrade the necromancer platform.

Dialogue changes

- Barnabus will ask you what you've come to do in his lair.
- After he finds out you want the book he freaks out.

Questlog

- Igor has asked me to find a necromancer called Barnabus and take from him a book that will greatly heighten his necromancy skills.
- Igor has asked me to find a necromancer called Barnabus and take from him a book that will greatly heighten his necromancy skills. I should not underestimate this opponent: according to Igor he is very powerful.
- I found the Book of the Dead!
- I found the Book of the Dead! Time to bring it to Igor.
- I delivered the Book of the Dead to Igor.
- I delivered the Book of the Dead to Igor. With it, he can increase the power of the Necromancy Circle, but before that can happen I need to inform Sassan first.

Consequences/Rewards

- You get to upgrade the necromancer platform.

Allan Brew Confidential

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Alchemist platform and talk to Allan.
- Get the "Allan Brew" quest.
- He'll give you a list of herbs you have to bring him:
 - Whisperwood (can use "give IT_Plants_Herbs_Whisperwood")
 - Black Rose (can use "give IT_Plants_Herbs_Black_Rose")
 - Earth root (can use "give IT_Plants_Herbs_Earth_Root")
 - Holy Basil (can use "give IT_Plants_Herbs_Holy_Basil")→ or: These herbs can be found throughout the entire game world.
- Go to the locations and pick these up.
- Return to Allan and give him the herbs.
- Allan will tell you he forgot the ultimate ingredient: Dragon Nail.
- Get the dragon nail and return to Allan.
- Get the Allan Brew.

Dialogue changes

- Allan will want you to get impossible ingredients because he doesn't know how to make the Allan Brew.
- When you return the first time with all the ingredients Allan will be pretty jumpy.
- He'll be surprised when he'll make the Allan Brew for the first time.

Questlog

- To be able to brew his famed potion, Allan will need four rare ingredients: Whisperwood, Black Rose, Earth Root and Holy Basil.
- To be able to brew his famed potion, Allan will need four rare ingredients: Whisperwood, Black Rose, Earth Root and Holy Basil. Sadly I have no idea where to start looking, though I don't doubt I'll come across these ingredients as I explore Rivellon.
- I have the four ingredients Allan requested.
- I have the four ingredients Allan requested: Whisperwood, Black Rose, Earth Root and Holy Basil.
- Though I brought him the ingredients he wanted, Allan now wants me to find some Dragon Nail.
- Though I brought him the ingredients he wanted, Allan now wants me to find some Dragon Nail. He claims he "forgot" to mention this when he gave me his original list of ingredients required to make his Allan Brew.
- I found some Dragon Nail. Time to bring it to Allan.
- I found some Dragon Nail. Time to bring it to Allan, who should now finally be able to brew his powerful potion.
- I delivered the Dragon Nail to Allan.
- I delivered the Dragon Nail to Allan: he'll start brewing right away.
- Success! Allan was able to brew his potion.
- Success! Allan was able to brew his potion even though he himself seemed to be surprised it actually works. Sassan should hear of this: we are ready to improve the Alchemy Garden.

Consequences/Rewards

- You will get the Allan Brew

Out on a Limb – Multiple Regions – BTI & OROBAS FJORDS

Formally 'The Ultimate Creature'

Jonelath tells you that there is this special creature that all necromancers fear in a cave in OROBAS Fjords. He tells you that the creature belonged to an ancient necromancer who lived in what we now call Broken Valley. Once this creature was summoned it escaped and caused rampage across the Orobas Fjords. He wants the player to collect a limb of one of the most awesome creatures on the planet, so he can build this master piece of necromancy. But in order to do that he needs to upgrade your necromancer platform first, but before he gives Sassan the ok to proceed with the plan he needs to see the limb first. When the player kills the creature he can only pick one of the four limbs. The creature completely disintegrates except for the limb you touch.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the necromancer platform and talk to Jonelath.
- Get the 'Out on a Limb' quest.
- Go to the DZ_Creature_Cave. (loc is 301 -435 83)
- Kill the creature.
- Pick one limb.
- Take the limb to Jonelath.
- He will give Sassan the confirmation of upgrading the platform.
- Go to Sassan and have her upgrade the necromancer platform.
- Go back to Jonelath and have him make the creature with the new part.

Dialogue changes

- Jonelath will speak of this creature with high regards.
- After you bring the creature to him he will burst of joy.

Questlog

- Jonelath asked me to find and kill a creature that must have very powerful blood running through its veins, because with its limbs we can improve the might of the necromancy we perform at the Battle Tower.
- Jonelath asked me to find and kill a creature that must have very powerful blood running through its veins, because with its limbs we can improve the might of the necromancy we perform at the Battle Tower. I should look for this creature in a cave somewhere in the Orobas Fjords.
- I killed the creature Jonelath wanted me to find and took one of its limbs.
- I killed the creature Jonelath wanted me to find and took one of its limbs. He will be pleased when I return to the Battle Tower and deliver it to him.
- I delivered the special limb to Jonelath who was, as always, very enthusiastic.
- I delivered the special limb to Jonelath who was, as always, very enthusiastic. I should inform Sassan the Necromancy Ring is ready for improvement.

Consequences/Rewards

- You get to upgrade the necromancer platform.

By the Book– Multiple Regions – BTI & FF

Formally known as 'The Book of Dark Arts'

The player reaches the end of the Orobas fjords and encounters a Flying Fortress. On this Flying Fortress there is a book that the dark skill trainers of the Black Ring use to train their elite soldiers. Kenneth your trainer speaks of this book to you after you complete his first quest. He tells you that this master piece is what he has craved for ever since he was born. He tells you the last time he heard of the book it was in the hands of a Black Ring sorceress called Kali. If you would bring him the book he'll upgrade the platform so he can teach you its arts.

Prerequisite

- Kali's Fortress quest.

Follow up Quest

- None.

Solution A

Sequence

- Accept the quest 'Skill Trainers Book of Dark Arts' from Kenneth.
- Complete Kali's Fortress quest. (entrance is at -38 -45 168 in RiverTown_FF region)
- Retrieve the book of dark arts.
- Go back to Kenneth and return book.
- Go to Sassan for the platform upgrade.

Dialogue changes

- Kenneth is sceptical when he mentions the book for the first time.
- He will freak out when you actually bring it to him.

Questlog

- Kenneth would like me to find a book entitled "The Demon Wars", which in possession of Kali.
- Kenneth would like me to find a book entitled "The Demon Wars", which is in possession of Kali. She is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Kali and so obtained "The Demon Wars".
- I vanquished Kali and so obtained "The Demon Wars". Now I have but to return to my Battle Tower and deliver it to Kenneth.
- I gave "The Demon Wars" to a grateful Kenneth.
- I gave "The Demon Wars" to a grateful Kenneth. I can now inform Sassan we are ready to improve the Arena once more.

Consequences/Rewards

- You get a platform upgrade and can increase your skill cap even further.
- Kenneth gets five skill points from reading the book.

Solution B

Sequence

- Accept the quest 'Skill Trainers Book of Dark Arts' from Kenneth.
- Complete Kali's Fortress quest. (entrance is at -38 -45 168 in RiverTown_FF region)
- Retrieve the book of dark arts.
- Read the book.

Dialogue changes

- Kenneth is sceptical when he mentions the book for the first time.
- He will freak out when you actually bring it to him.

Questlog

- Kenneth would like me to find a book entitled "The Demon Wars", which in possession of Kali.
- Kenneth would like me to find a book entitled "The Demon Wars", which is in possession of Kali. She is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Kali and so obtained "The Demon Wars".
- I vanquished Kali and so obtained "The Demon Wars". Now I have but to return to my Battle Tower and deliver it to Kenneth.
- I read the book so it broke.

Consequences/Rewards

- You cannot get a platform upgrade.
- You get five skill points from reading the book.

Murder for Myrthos – Multiple Regions – BTI & FF

Formally known as ‘Sword of Power’

Hermosa being on the side of good wants the blade that her sister took from their father’s dead body back. It will allow her to upgrade the trainer platform and transmit her knowledge to you. Besides she always thought her sister deserved a painful death for murdering their father.

Prerequisite

- Kali’s Fortress quest.

Follow up Quest

- None.

Solution A

Sequence

- Accept the quest ‘Murder for Myrthos’ from Hermosa.
- Complete Kali’s Fortress Quest. (entrance is at -38 -45 168 in RiverTown_FF region)
- Take the sword of power.
- Return the sword to Hermosa.
- Go to Sassan for the platform upgrade.

Dialogue changes

- Hermosa will thank you for ridding the world of her sister.

Questlog

- Hermosa would like me to find a sword called Myrthos, which in possession of her sister Kali.
- Hermosa would like me to find a sword called Myrthos, which is in possession of her sister Kali. She is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Kali and so obtained the sword Myrthos.
- I vanquished Kali and so obtained the sword Myrthos. Now I have but to return to my Battle Tower and deliver it to Hermosa
- I gave Myrthos to a grateful Hermosa.
- I gave Myrthos to a grateful Hermosa. I can now inform Sassan we are ready to improve the Arena once more.

Consequences/Rewards

- You get to upgrade your trainer platform.

Solution B

Sequence

- Accept the quest ‘Murder for Myrthos’ from Hermosa.

- Complete Kali's Fortress Quest. (entrance is at -38 -45 168 in RiverTown_FF region)
- Take the sword of power.
- Use the sword.
- *Dialogue changes*
- Hermosa will thank you for ridding the world of her sister.

Questlog

- Hermosa would like me to find a sword called Myrthos, which is in possession of her sister Kali.
- Hermosa would like me to find a sword called Myrthos, which is in possession of her sister Kali. She is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Kali and so obtained the sword Myrthos.
- I vanquished Kali and so obtained the sword Myrthos. Now I have but to return to my Battle Tower and deliver it to Hermosa
-

Consequences/Rewards

- You cannot upgrade your trainer platform.
- You can use the sword?

Raging Raze – Multiple Regions – BTI & FF

Formally known as 'Rare Enchantment'

One of the Flying Fortresses of Damian contains an armoury that has an armour piece with rare and valuable enchantments. Wesson would like you to collect this armour piece for him so he can upgrade the platform to study its enchantments. Wesson had heard of this legendary armour piece from his master, who later was forced to become a black ring enchanter.

Prerequisite

- Booster 'Damian Gate 2'

Follow up Quest

- None.

Solution A

Sequence

- Accept the quest 'Raging Raze' from Wesson.
- Complete Booster 'Damian Gate 2' (entrance is at -84.02875, 417.578979, 151.254 in OROBAS FJORDS)
- Kill the general Raze.
- Retrieve the armour he's wearing.
- Return to Wesson and give him the armour.
- Go to Wesson and upgrade platform.

Dialogue changes

- Wesson will love it when you deliver the armour piece.

Questlog

- Wesson would like me to find a uniquely enchanted cuirass, which is in possession of Raze.
- Wesson would like me to find a uniquely enchanted cuirass, which is in possession of Raze. He is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Raze and so obtained his cuirass.
- I vanquished Raze and so obtained his cuirass. Now I have but to return to my Battle Tower and deliver it to Wesson.
-
- I gave the Potion of Wisdom to a grateful Wesson.
- I gave the Potion of Wisdom to a grateful Wesson. I can now inform Sassan we are ready to improve the Enchantment Platform once more.

Consequences/Rewards

- You get to upgrade your enchantment platform.

Solution B

Sequence

- Accept the quest 'Raging Raze' from Wesson.
- Complete Booster 'Damian Gate 2' (entrance is at -84.02875, 417.578979, 151.254 in OROBAS FJORDS)
- Kill the general Raze.
- Retrieve the armour he's wearing.
- Wear the armour?

Dialogue changes

- Wesson will be unhappy you did not give him the armour.

Questlog

- Wesson would like me to find a uniquely enchanted cuirass, which is in possession of Raze.
- Wesson would like me to find a uniquely enchanted cuirass, which is in possession of Raze. He is a Black Ring General whom I can find in one of Damian's Flying Fortresses.
- I vanquished Raze and so obtained his cuirass.
- I vanquished Raze and so obtained his cuirass. Now I have but to return to my Battle Tower and deliver it to Wesson.

Consequences/Rewards

- You cannot upgrade your enchantment platform.
- You can wear the armour?

Risk Life for Limb – Multiple Regions – BTI & FF

Formally known as 'The Summon Master'

Summon master Xanlosch is a notorious Black Ring general, known for his advanced arts of summoning. He can summon anything he wants and thus is a very powerful and dangerous character. He is well known in the circles of the summoners, one that possesses great magical knowledge and power. Jonelath has always envied him for his great summoning skills. They used to compete for the command of one of the flying fortresses but ever since Jonelath disappeared Damian appointment Xanlosch to one

of his great flying fortresses. Jonelath wants you to kill him and bring back a limb of his creature. This creature should have enough potential to require a totally new platform.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Accept the quest 'Risk Life for Limb' from Jonelath.
- Complete Booster 'Damian Gate 1' (entrance is at -323 121 199 in OROBAS FJORDS)
- Get to the centre island.
- Encounter Xanlosch and kill him and his creature.
- Take one of the four body parts of the creature.
- Return to Jonelath and give him the body part of the creature.
- Go to Sassan to upgrade the platform.

Dialogue changes

- Jonelath will respect you for destroying his greatest rival.

Questlog

- Jonelath would like me to obtain the limb of a creature that is in possession of Xanlosch.
- Jonelath would like me to obtain the limb of a creature that is in possession of Xanlosch. He is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Xanlosch and so obtained a limb from his creature.
- I vanquished Xanlosch and so obtained a limb from his creature. Now I have but to return to my Battle Tower and deliver it to Jonelath.
- I gave the limb to a grateful Jonelath.
- I gave the limb to a grateful Jonelath. I can now inform Sassan we are ready to improve the Necromancy Ring once more.

Consequences/Rewards

- You get to upgrade your machine platform.
- You get to choose one of the limbs of Xanlosch creature.

Solution B

Sequence

- Accept the quest 'Risk Life for Limb' from Jonelath.
- Complete Booster 'Damian Gate 1' (entrance is at -323 121 199 in OROBAS FJORDS)
- Get to the centre island.
- Encounter Xanlosch and kill him and his creature.
- Take one of the four body parts of the creature.
- Use the body part for your creature.

Dialogue changes

- Jonelath will respect you for destroying his greatest rival.

Questlog

- Jonelath would like me to obtain the limb of a creature that is in possession of Xanlosch.
- Jonelath would like me to obtain the limb of a creature that is in possession of Xanlosch. He is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Xanlosch and so obtained a limb from his creature.
- I vanquished Xanlosch and so obtained a limb from his creature. Now I have but to return to my Battle Tower and deliver it to Jonelath.

Consequences/Rewards

- You cannot upgrade your machine platform.
- You get to choose & use one of the limbs of Xanlosch creature.

Black Ring's Ring – Multiple Regions – BTI & FF

Formally known as 'The Ring of Doom'

General Stone is the trust worthy sidekick of Xanlosch and one of his greatest students. Although he doesn't possess all the skills Xanlosch performs he still has the power to summon one or two creatures. Igor is looking for the ring that Stone has, to increase the power the player has over his creature.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Accept the quest 'Black Ring's Ring' from Igor.
- Go to Damian Gate 1. (entrance is at -323 121 199 in OROBAS FJORDS)
- Get to the dungeon of the fortress.
- Kill General Stone and his summons.
- Take his ring.
- Return to Igor and give him the ring.
- Go to Sassan to upgrade the platform.

Dialogue changes

- Igor will respect you for destroying his greatest rival.

Questlog

- Igor would like me to find a powerful ring, which in possession of Stone.
- Igor would like me to find a powerful ring, which is in possession of Stone. He is a Black Ring leader whom I can find in one of Damian's Flying Fortresses.
- I vanquished Stone and so obtained the ring.
- I vanquished Stone and so obtained the ring. Now I have but to return to my Battle Tower and deliver it to Igor.
- I gave the ring to a grateful Igor.

- I gave the ring to a grateful Igor. I can now inform Sassan we are ready to improve the Necromancy Ring once more.

Consequences/Rewards

- You get to upgrade your machine platform.

Solution A

Sequence

- Accept the quest 'Black Ring's Ring' from Igor.
- Go to Damian Gate 1. (entrance is at -323 121 199 in OROBAS FJORDS)
- Get to the dungeon of the fortress.
- Kill General Stone and his summons.
- Take his ring.
- Wear the ring?

Dialogue changes

- Igor will respect you for destroying his greatest rival.

Questlog

- Igor would like me to find a powerful ring, which in possession of Stone.
- Igor would like me to find a powerful ring, which is in possession of Stone. He is a Black Ring leader whom I can find in one of Damian's Flying Fortresses.
- I vanquished Stone and so obtained the ring.
- I vanquished Stone and so obtained the ring. Now I have but to return to my Battle Tower and deliver it to Igor.

Consequences/Rewards

- You get to wear the ring

An Alchemist's Apparel – Multiple Regions – BTI & BV3

Formally known as 'The Amulet'.

The FF that has taken over the village of BV has a great Alchemist on it. The Alchemist Rayhun has served Damian for many years. He is in possession of an amulet that enables him to make stronger potions; the wearer of the amulet has an instant gain in the knowledge of alchemy (+ 5 intelligence). Barbatos knows of this and wants you to seek out this amulet. However he doesn't know where the location of the amulet is.

Solution A

Sequence

- Speak to Barbatos and get 'An Alchemist's Apparel' quest.
- Go to Broken Valley 3.
- Figure out a way to get in the Flying Fortress on top of Broken Valley village.
- Defeat the Rayhun in his lush and green Flying Fortress environment.
- Take the amulet of Alchemy.

- Return to Barbatos and give him the amulet.
- Go to Sassan to upgrade the platform.

Dialogue changes

- Barbatos will be pleased.

Questlog

- Barbatos would like me to find the Amulet of Alchemy, which is in possession of Rayhun.
- Barbatos would like me to find the Amulet of Alchemy, which is in possession of Rayhun. He is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Rayhun and so obtained the Amulet of Alchemy.
- I vanquished Rayhun and so obtained the Amulet of Alchemy. Now I have but to return to my Battle Tower and deliver it to Barbatos.
- I gave the Amulet of Alchemy to a grateful Barbatos.
- I gave the Amulet of Alchemy to a grateful Barbatos. I can now inform Sassan we are ready to improve the Alchemy Garden once more.

Consequences/Rewards

- You get to upgrade your alchemy platform.

Solution B

Sequence

- Speak to Barbatos and get 'An Alchemist's Apparel' quest.
- Go to Broken Valley 3.
- Figure out a way to get in the Flying Fortress on top of Broken Valley village.
- Defeat the Rayhun in his lush and green Flying Fortress environment.
- Take the amulet of Alchemy.
- Wear the amulet.

Dialogue changes

- Barbatos will be pleased.

Questlog

- Barbatos would like me to find the Amulet of Alchemy, which is in possession of Rayhun.
- Barbatos would like me to find the Amulet of Alchemy, which is in possession of Rayhun. He is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Rayhun and so obtained the Amulet of Alchemy.
- I vanquished Rayhun and so obtained the Amulet of Alchemy. Now I have but to return to my Battle Tower and deliver it to Barbatos.

Consequences/Rewards

- You cannot upgrade your alchemy platform.
- When you wear the amulet you get +3 intelligence.

Wisdom in a Bottle– Multiple Regions – BTI & BV3

Formally known as 'Potion of Wisdom'

Another FF in BV3 is the one of Geshniz, once a powerful alchemist but now a black ring servant. His alchemy powers have decreased in the last couple of decades so now he is completely dependant on his

potion of wisdom. Alan knows Geshniz has this potion and asks you to look him up. When you arrive on the FF in the far corner of BV3 (left of the Maxos temple), you notice a teleport next to the Anti dragon device that leads to the lush FF interior of Geshniz. The player confronts him and kills him and takes his potion. When the player drinks the potion his intelligence rises with 5.

Solution A

Sequence

-
- Speak to Allan and get 'Wisdom in a Bottle' quest.
- Go to Broken Valley 3.
- Figure out a way to get in the Flying Fortress on the left of the Maxos.
- Defeat the alchemist, Geshniz in his lush and green Flying Fortress environment.
- Take the potion of wisdom.
- Return to Allan and give him the potion of wisdom.
- Go to Sassan to upgrade the platform.

Dialogue changes

- Allan will be pleased.

Questlog

- Allan would like me to find a unique Potion of Wisdom, which is in possession of Geshniz.
- Allan would like me to find a unique Potion of Wisdom, which is in possession of Geshniz. She is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Geshniz and so obtained the Potion of Wisdom.
- I vanquished Geshniz and so obtained the Potion of Wisdom. Now I have but to return to my Battle Tower and deliver it to Allan.

Consequences/Rewards

- You get to upgrade your alchemy platform.
- You drink the potion and get +5 intelligence.

Solution B

Sequence

- Speak to Allan and get 'Wisdom in a Bottle' quest.
- Go to Broken Valley 3.
- Figure out a way to get in the Flying Fortress on the left of the Maxos.
- Defeat the alchemist, Geshniz in his lush and green Flying Fortress environment.
- Take the potion of wisdom.
- Drink the potion.

Dialogue changes

- None.

Questlog

- Allan would like me to find a unique Potion of Wisdom, which is in possession of Geshniz.
- Allan would like me to find a unique Potion of Wisdom, which is in possession of Geshniz. She is a Black Ring wizard whom I can find in one of Damian's Flying Fortresses.
- I vanquished Geshniz and so obtained the Potion of Wisdom.

- I vanquished Geshniz and so obtained the Potion of Wisdom. Now I have but to return to my Battle Tower and deliver it to Allan.
- I chose to drink the Potion of Wisdom, rather than giving it to Allan.
- I chose to drink the Potion of Wisdom, rather than giving it to Allan. Now I won't be able to give my Alchemy Garden a second upgrade, but I think the knowledge and wisdom I gained by consuming the potion were worth the sacrifice.

Consequences/Rewards

- You cannot upgrade your alchemy platform.
- You drink the potion and get +5 intelligence.

Boosters BTI

Sibling Rivalry

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Experiment cave.
- The dialogue between the two sisters starts.
- Choose to kill both sisters.

Dialogue Changes

- The sisters will become hostile towards you.

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken, reason enough for me to want them dead.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken, reason enough for me to want them dead. Let's see how tough these Dragon Elves and Walking Armours really are!

Consequences/Rewards

- The player gets to loot both sides of the cave.

Solution B

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Adah.
- Go to Adah and talk to her.
- Go to stranded ship on the beach between Kenneth and Barbatos.
- Collect the fake red ore.
- Go back to Adah.
- Go to the machine that summons walking armours.
- Mahalath will open a dialogue with you.
- Tell her the truth / tell her you found the ore somewhere.
- She will attack you, fight and kill her.

Dialogue Changes

- Adah will despise you for killing her sister.

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I wasn't able to convince Mahalath and she attacked me.
- I wasn't able to convince Mahalath and she attacked me. Even though this was a clear-cut case of self-defence, I don't think Adah will be pleased...

Consequences/Rewards

- You get to loot Mahalath's cave.

Solution C

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Adah.
- Go to Adah and talk to her.
- Go to stranded ship on the beach between Kenneth and Barbatos.
- Collect the fake red ore.
- Go back to Adah.
- Go to the machine that summons walking armours.
- Mahalath will open a dialog with you.
- Tell her the truth / tell her you found the ore somewhere.
- She will attack you, fight and kill her.
- Go to Adah.
- Talk to her.
- She will attack you, fight and kill her.

Dialogue Changes

- Adah will despise you for killing her sister.

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I wasn't able to convince Mahalath and she attacked me.
- I wasn't able to convince Mahalath and she attacked me. Even though this was a clear-cut case of self-defence, I don't think Adah will be pleased...

Consequences/Rewards

- You get to loot Mahalath's cave.
- You get to loot Adah's cave.

Solution D

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Adah.
- Go to Adah and talk to her.
- Go to stranded ship on the beach between Kenneth and Barbatos.
- Collect the fake red ore.
- Go back to Adah.
- Go to the machine that summons walking armours.
- Mahalath will open a dialogue with you.
- Tell her you stole it from the bandits.
- Go back to Adah. (Quest Closed – reward)
- Adah and Mahalath have a showdown.
- Adah wins.

Dialogue Changes

- Adah will be happy you helped her win from her sister.
- Adah and Mahalath will have automated dialogues after the quest is done.

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I was able to fool Mahalath!
- I was able to fool Mahalath! Soon her Walking Armours will be too weak to oppose Adah's troops.

Consequences/Rewards

- XP

Solution E

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Mahalath.
- Go to Mahalath and talk to her.
- Go get the wolfsbane poison in the chest on the stranded boat near Allan. (loc is 328 395 - 93)
- Head back to Mahalath.
- Take the dragon elf to Adah.
- Adah will open a dialog with you.
- Tell her the truth / tell her you bribed Mahalath.
- She will attack you, fight and kill her.

Dialogue Changes

- Mahalath will despise you for killing her sister.

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Mahalath's Walking Armours.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Mahalath's Walking Armours, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I wasn't able to convince Adah and she attacked me.
- I wasn't able to convince Adah and she attacked me. Even though this was a clear-cut case of self-defence, I don't think Mahalath will be pleased...

Consequences/Rewards

- You get to loot Adah's cave.

Solution F

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Mahalath.
- Go to Mahalath and talk to her.
- Go get the wolfsbane poison in the chest on the stranded boat near Allan. (loc is 328 395 - 93)
- Head back to Mahalath.
- Take the dragon elf to Adah.
- Adah will open a dialogue with you.
- Tell her the truth / tell her you bribed Mahalath
- She will attack you, fight and kill her.
- Go to Mahalath.
- Talk to her.
- She will attack you, fight and kill her.

Dialogue Changes

- Mahalath will despise you for killing her sister

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Mahalath's Walking Armours.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Mahalath's Walking Armours, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I wasn't able to convince Adah and she attacked me.
- I wasn't able to convince Adah and she attacked me. Even though this was a clear-cut case of self-defence, I don't think Mahalath will be pleased...

Consequences/Rewards

- You get to loot Mahalath's cave.
- You get to loot Adah's cave.

Solution G

Sequence

- Go to the Experiment cave.
- The scene between the sisters starts.
- Choose the side of Mahalath.
- Go to Mahalath and talk to her.
- Go get the wolfsbane poison in the chest on the stranded boat near Allan. (loc is 328 395 - 93)
- Head back to Mahalath.
- Take the dragon elf to Adah.
- Adah will open a dialog with you.
- Tell her Laiken told Mahalath to release the dragon elf.
- Go back to Mahalath. (Quest Closed – reward)
- Adah and Mahalath have a showdown.
- Mahalath wins.

Dialogue Changes

- Mahalath will be happy you helped her win from her sister
- Adah and Mahalath will have automated dialogues after the quest is done

Questlog

- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves.
- I met two quarreling sisters named Adah and Mahalath. They are in a competition that will end in an army for Laiken. My money is on Adah's Dragon Elves, which displeased her sister heavily. Maybe I can make sure she wins this long-standing rivalry.
- I was able to fool Adah!
- I was able to fool Adah! Soon her Dragon Elves will be too weak to oppose Mahalath's troops.

Consequences/Rewards

- XP

The Runners

Prerequisite

- Teleport to Battle Tower Island. Defeat Laiken, repel the black ring attack.

Follow up Quest

- None.

Sequence

When you first return to your Battle Tower, Sassan introduces some former slaves of Laiken who will now gladly work for you and your cause. The service they offer is the search for ingredients your platform operators need, i.e. gem stones and various sorts of plants and herbs. The necromancer and trainer platform don't need these, so two or three runners should do the trick. You can command them to go and hunt for their respective ingredients. They are off and after a while they will have returned to your tower with what goods they found. But there is more to it than that.

First, you are able to choose between what types of ingredient you want them to find. Gems, for instance, come in a common, uncommon and rare variety (stub names). You can always ask them to search for any of the three, but three more things contribute to the mission:

- The armour they wear adds to the rate of success.
- The armour they wear lessens the chance of being wounded.
- The weapon they wield adds to the time they complete their mission in.

In numbers:

Armour and Rate of Success:

Tier I Armour	Common Gem	80% Success Rate
	Uncommon Gem	30% Success Rate
	Rare Gem	5% Success Rate
Tier II Armour	Common Gem	90% Success Rate
	Uncommon Gem	60% Success Rate
	Rare Gem	20% Success Rate
Tier III Armour	Common Gem	100% Success Rate
	Uncommon Gem	80% Success Rate
	Rare Gem	50% Success Rate

Armour and Chance of being wounded:

Tier I Armour	Common Gem	10% of being wounded
	Uncommon Gem	15% of being wounded
	Rare Gem	25% of being wounded
Tier II Armour	Common Gem	6% of being wounded
	Uncommon Gem	9% of being wounded
	Rare Gem	15% of being wounded
Tier III Armour	Common Gem	2% of being wounded

	Uncommon Gem	3% of being wounded
	Rare Gem	5% of being wounded

Weapon and the Time it takes to complete a Round of Searching:

Tier I Weapon	Common Gem	6 Minutes
	Uncommon Gem	18 Minutes
	Rare Gem	30 Minutes
Tier II Weapon	Common Gem	4 Minutes
	Uncommon Gem	12 Minutes
	Rare Gem	20 Minutes
Tier III Weapon	Common Gem	2 Minutes
	Uncommon Gem	6 Minutes
	Rare Gem	10 Minutes

Sassan explains what the armour and weapons do, so the player is informed. All runners start in tier 1 armour and with tier 1 weapons. Your platformers are important here because they play their part:

- You can use your trainer to upgrade the weapons of your runners.
- You can use your smith to upgrade the armour of your runners.
- When a runner is hurt, he or she will not be able to be sent on a mission until your alchemist cures them.

The runners will be placed in the Throne Room, which adds to the “filling” of this room and gives it more importance.

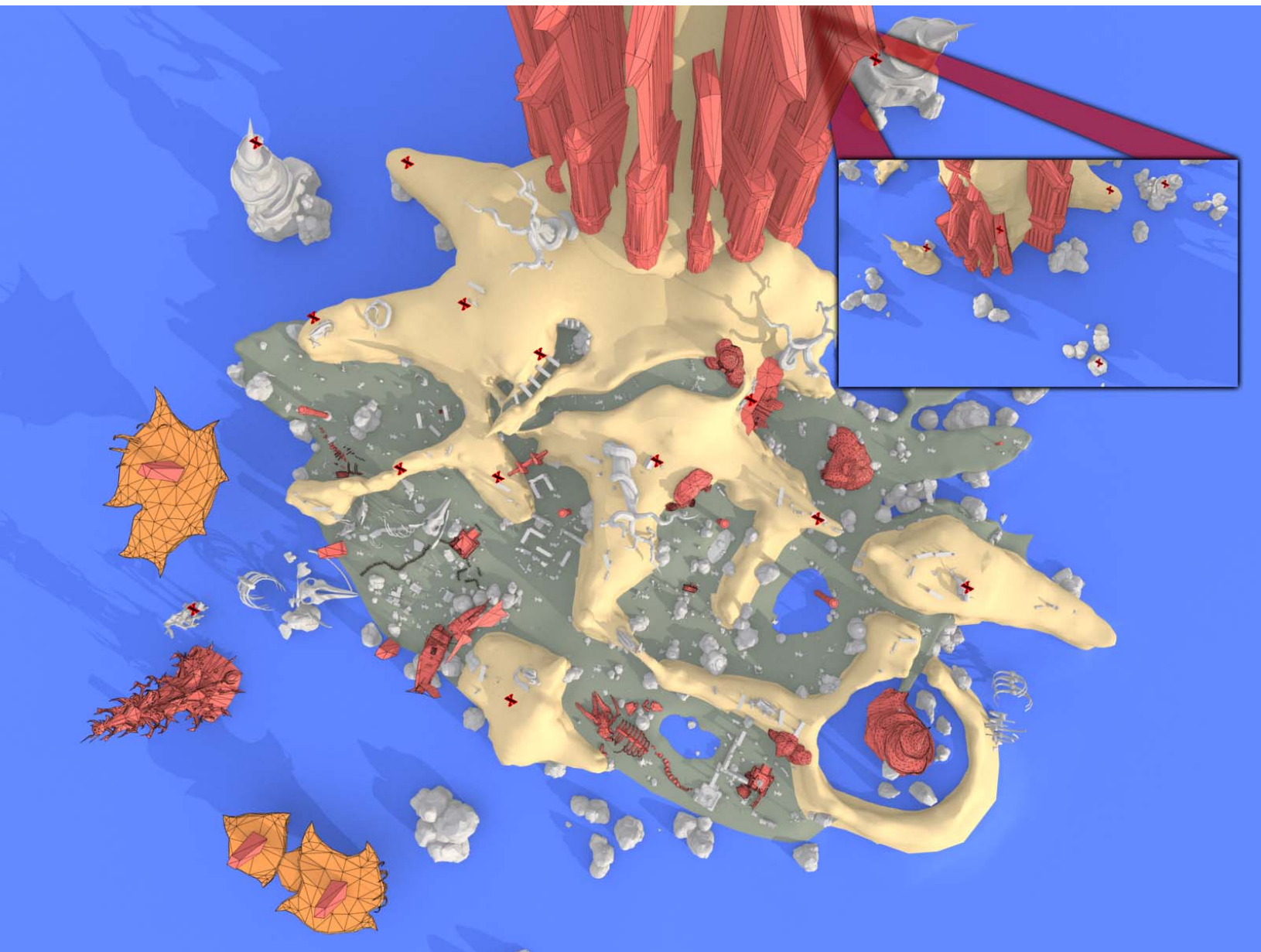
Map of Scattered Boosters

Prerequisite

- Teleport to Battle Tower Island.

Follow up Quest

- None.



These are very small boosters, scenery items that lead to rewards, for example you discover a diary and by reading it you learn where a treasure chest is.

Quests in Orobas Fjords

The Forcefields

The player arrives in OROBAS Fjords and he cannot go much further because huge forcefields are preventing him to pass in either of his forms. The player has to find a way into the bunker to turn the forcefields off.

Prerequisite

- Need to have defeated Laiken and repelled the invasion.

Follow up Quest

- None.

Solution A

Sequence

- Go to the teleporter that leads to the bunker, on a stone ledge next to the first barrier. You can see the bunker that's protected by an anti dragon device from here.
- Get in the bunker and defeat Lady Kara and Lord John.
- Go up the stairs and, after a conversation with 2 black ring, you'll see 4 levers on the far side of the wall in the room upstairs. The first one on the right (next to the window) disables the first forcefield.
- Go back down and take the teleporter back to the stone ledge. You can now shift back into your dragonform and continue deeper into the Orobas Fjords.

Dialogue changes

- None.

Questlog

- None

Consequences/Rewards

- The player can fly through the forcefields so he can continue to explore the Fjords.

Reaping the Seeds

Formally known as Lair of the Patriarch

Prerequisite

- None

Follow up Quest

- None

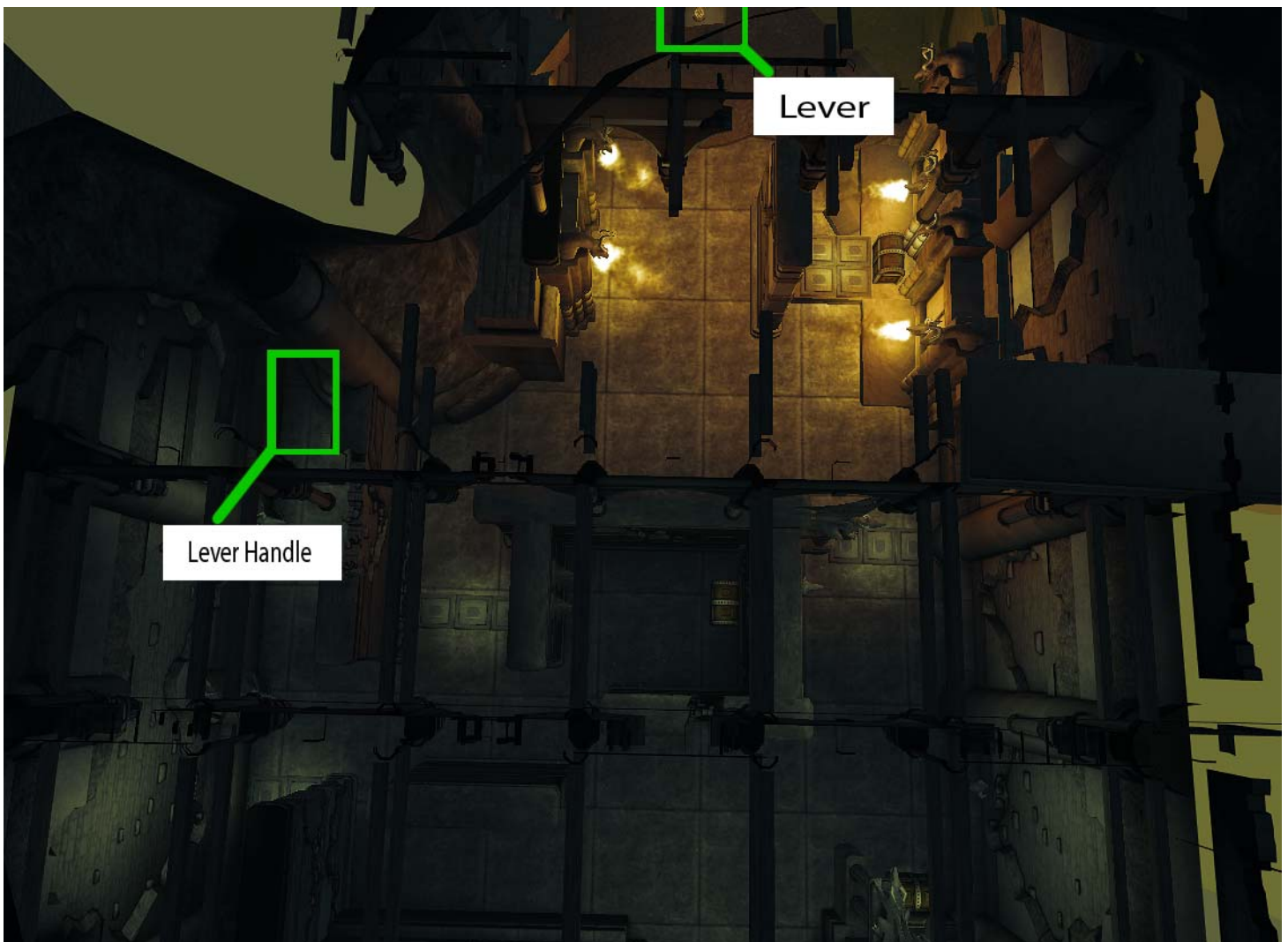
Follow up Sub Quest

- The First Hungry Statue, The Second Hungry Statue, The Third Hungry Statue.

Solution A

Sequence

- Go to the hidden cave underneath the first waterfall in OROBAS Fjords (-967, -111, 29).
- Go to the seed door.
- Talk to the dragon statues and get the 'Reaping the Seeds' quest.
- Every dragon statue tells you what seeds they require (every statue has a different Dialogue).
- Go to Jievaras Tree to collect seed A. See below Jievaras Tree solution.
- Go to Yggdragsil Tree to collect seed B. See below Yggdragsil Tree solution.
- Go to Irminsul Tree to collect seed C. See below Irminsul Tree solution.
- Head back to the seed door.
- Feed the three golden dragons the seeds (every time you feed them an effect appears on them).
- The door opens.
-



- Find the handle to fix the broken lever and the magic barrier will open.
- Run through and meet the Patriarch Dragon. Speak to him.
- He will make a gate to the Hall of Echoes under the called Irminsul.

Dialogue Changes

- The dragons are not very sociable.
- You learn more about the Dragon race.

Questlog

- I found a locked door in a cave that appears to open only after I have fed three Dragon statues the seeds of three specific trees.
- I found a locked door in a cave that appears to open only after I have fed three Dragon statues the seeds of three specific trees that grow in Orobas' Fjords.
- I found all three trees and obtained the necessary seeds.
- I found all three trees and obtained the necessary seeds. Finally I will be able to find out what lies behind that door!
- The three Dragon statues have been appeased and the gateway lies open.
- The three Dragon statues have been appeased and the gateway lies open. All this flying about had better be worth it.

Consequences/Rewards

- You get through the barrier to meet the Patriarch Dragon.
- The Patriarch Dragon makes a gate under the tree Irminsul which gives you access to the Hall of Echoes.

Sub quest: The First Hungry Statue

Sequence

- Go to Jievaras Tree (-470, 219, 223).
- Talk to it and he tells you about the wyvern and asks you to help.
- Kill the three powerful wyverns.
- Talk to the tree.
- Get the seed.
- Go back to the Patriarch cave.
- Feed the seed to the dragon.

Dialogue Changes

- The tree is happy with what you have done.

Questlog

- The statue asked me for some seeds from a tree called Jievaras.
- The statue asked me for some seeds from a tree called Jievaras, which can be found "near the ruins of Lord Orobas".
- I received some seeds from Jievaras.
- I received some seeds from Jievaras. The statue who wants them won't be hungry much longer.
- The Dragon statue was pleased with the Jievaras seeds and I have its blessing.
- The Dragon statue was pleased with the Jievaras seeds and I have its blessing. Once all the statues have been fed, I'll be able to pass.

Consequences/Rewards

- You get the seed.



Figure 1: Jievaras Tree

Sub quest: The Second Hungry Statue

Sequence

- Go to Yggdragsil Tree (-858,-367, 66).
- Talk to it.
- Talk to it and he tells you about the Froblin and asks you to help.
- Kill the powerful Froblin.
- Talk to the tree.
- Get the seed.
- Go back to the Patriarch cave
- Feed the seed to the dragon.

Dialogue Changes

- The tree is happy with what you have done.

Questlog

- The statue asked me for some seeds from a tree called Yggdragsil.
- The statue asked me for some seeds from a tree called Yggdragsil, which can be found "surrounded by water".
- I received some seeds from Yggdragsil.
- I received some seeds from Yggdragsil. The statue who wants them won't be hungry much longer.
- The Dragon statue was pleased with the Yggdragsils seeds and I have its blessing.
- The Dragon statue was pleased with the Yggdragsils seeds and I have its blessing. Once all the statues have been fed, I'll be able to pass.

Consequences/Rewards

- You get the seed.



Figure 2: Yggdrasil Tree

Sub quest: The Third Hungry Statue

Sequence

- Go to Irminsul Tree (360, 237, 246).
- Talk to it and he asks you to solve a riddle to get the seed.
- Solve the riddle.
- Get the seed.
- Go back to the Patriarch cave.
- Feed the seed to the dragon.

Dialogue Changes

- The tree is happy with what you have done.

Questlog

- The statue asked me for some seeds from a tree called Irminsul.
- The statue asked me for some seeds from a tree called Irminsul, which can be found "past the Champions you must travel, but not past the goblin tribe".
- I received some seeds from Irminsul.
- I received some seeds from Irminsul. The statue who wants them won't be hungry much longer. Once all the statues have been fed, I'll be able to pass.
- The Dragon statue was pleased with the Irminsul seeds and I have its blessing.

Consequences/Rewards

- You get the seed.



- **Figure 3: Irminsul Tree**

The Patriarch

When you talk to the Patriarch he tells you that he'll create an entrance to the hall of Echoes.

Prerequisite

- 'The Revealing Spell' quest.

Follow up Quest

- None

Solution A

Sequence

- Go to the Patriarch cave (-967, -111, 29).
- Talk to the Patriarch.

Dialogue changes

- Talana tells you that an entrance to the Hall of Echoes should be opened somewhere in the Orobas Fjords.

Consequences/Rewards

- You can see the refracting gate of the Hall of Echoes.

On the Road Again

Prerequisite

- None.

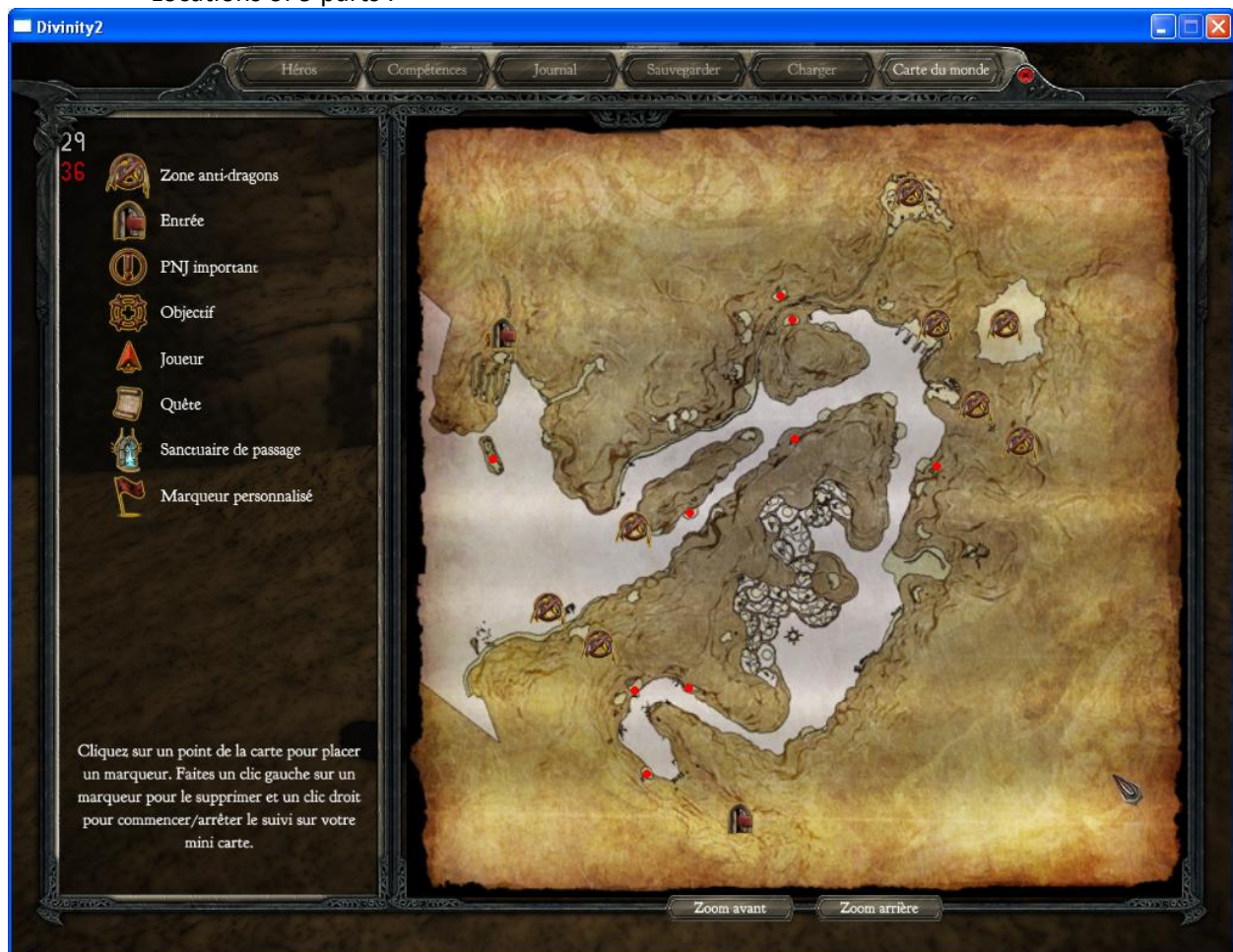
Follow up Quest

- Can complete 'Stood Up' quest.

Solution A

Sequence

- Go to the Zeppelin Master Page.
- Talk to him and get the 'On the road again' quest.
- Get the magical compass on one of the ledges.
- Get the special rudder on one of the ledges.
- Get the hover crystals on one of the ledges.
- Return to Zeppelin Master Page.
- Give him the parts.
- Repeat these steps again twice.
- Page will reward you with gold for your effort – to be added.
- Locations of 9 parts :



- -34.5983; -507.491; 197.859
- -427.961; 429.383; 185.691

- 150.708; 348.401; 194.006
- 2.67452; -788.481; 56.6613
- -510.822; 474.892; 239.073
- -263.075; 22.1048; 128.131
- -189.511; -655.226; 217.821
- -338.982; -142.473; 86.796
- -844.119; -358.479; 73.551

Dialogue Changes

- Zeppelin master page will start wondering how you got the parts.
- Page is grateful for you help.

Questlog

- Zeppelin master Page asked me to find zeppelin parts scattered about the fjords by wyverns.
- Zeppelin master Page asked me to find zeppelin parts scattered about the fjords by wyverns. I should keep an eye open for magic compasses, rudder components and hover crystals.
- I found some parts from a zeppelin.
- I found some parts from a zeppelin. I'd better bring them to Page.
- All three grounded zeppelins soar the skies again: the Champion fleet is up and running once more.
- All three grounded zeppelins soar the skies again: the Champion fleet is up and running once more. A grateful Page rewarded me handsomely with gold from the Champion coffers.

Consequences/Rewards

- The zeppelins you repair will take off and head out to a sub-region, the sub region they land in will have something different about it. For instance merchants with better armour. To be added.
- Page will reward you with gold for your effort – to be added.

Thorn in the Side

Tilian the new trainer of the dragon slayers has imprisoned a rebel Dragon Slayer (Saul) that he wants you to take care of. But this is a 'hush hush' operation and he can't tell his men about it, he asks you to find a way to get to Saul and murder him. The matter is delicate so if any of his men suspect you of wanting to get to Saul they will kill you and he will join in.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.

- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is higher than Montagu's).
- Montagu will respond aggravated but somewhat scared.
- You pity him and give him his bribe.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.
- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

- Tilian gives you a high quality sword and some gold.

Solution B

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is higher than Montagu's).
- Montagu will respond aggravated but somewhat scared.
- You pity him and don't give him his bribe.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.
- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

- Tilian gives you a high quality sword and some gold.

Solution C

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him if he does you'll cut his head off (The player's level is equal/lower than Montagu's).
- Montagu responds aggravated, and the entire Slayer camp becomes hostile.

Dialogue changes

- You can no longer talk to Tilian, or anyone in the Slayer camp.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I started a fight with the Slayers, and won't be able to get my reward from Tilian.
- I started a fight with the Slayers, so killing Saul or not won't serve any purpose, since Tilian won't be here to reward me anymore.

Consequences/Rewards

The quest is failed, the player can still go kill Saul or rescue him, but without any reward.

Solution D

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him you'll double the price.
- Montagu responds pleased and takes the money.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.

- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.
- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

Tilian gives you a high quality sword and some gold.

Solution E

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Read his mind.
- Tell him you'll tell Tilian about his illegal practices.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.
- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

Tilian gives you a high quality sword and some gold.

Solution F

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Tell him you want to duel him for the access to the prisoner.
- Montagu will agree and starts a duel with you.
- Defeat Montagu by bringing him down to 25% health.
- Montagu admits his defeat.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.
- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

Tilian gives you a high quality sword and some gold.

Solution G

Sequence

- Go to the Slayer camp and talk to Tilian.
- Accept the 'Thorn in the Side' quest.
- Talk to Montagu.
- Offer him a bribe.
- Montagu will threaten to tell Tilian about it.
- Tell him it was Tilian who sent you here.
- Montagu opens the door.
- Go through the teleporter.
- Pick up the key on the bench, and open Saul's cage.
- Saul will start talking to you.
- Talk to him and choose to murder him.
- Go to Tilian and report that you have murdered Saul.

Dialogue changes

- Tilian will be pleased that you have murdered Saul.

- Kenneth will be sad that Saul was murdered.

Questlog

- Tilian asked me to execute a prisoner named Saul.
- Tilian asked me to execute a prisoner named Saul. He's awaiting judgement but Tilian wants to bypass Slayer laws and have him dead by my hand.
- I killed Saul and should report to Tilian to get my reward.
- I killed Saul and should report to Tilian to get my reward. This little affair had better be worth it.
- I told Tilian I killed Saul and he rewarded me.
- I told Tilian I killed Saul and he rewarded me well. One Slayer down, but how many still to go?

Consequences/Rewards

Tilian gives you a high quality sword and some gold.

Down the Hatch

Prerequisite

- None

Follow up Sub Quest

- Chalice of the Dragon, A Puff of Drudanae.

Solution A

Sequence

- Go to the savage community (-583, 44, 257).
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Get both the Chalice and Drudanae – see solutions below on how to do this.
- Jedediah does an incantation with the items and your blood.
- The hatch opens.
- Go inside and find the corpse of Orobas, which you can loot – to be added.
- Talk to Jedediah and tell him the news.
- They now see you as their redeemer.

Dialogue Changes

- The Savages love you and see you as their redeemer.

Questlog

- I must assist Jedediah in unlocking the vault where his Dragon Knight master is hiding.
- Jedediah and his fellow priests were attacked by Slayers for harboring a Dragon Knight. The Knight managed to lock himself down a hatch sealed by Draconic magic. I must help them free their master by gathering the necessary artifacts: the Chalice of the Dragon and some Drudanae.
- I have retrieved the Chalice of the Dragon.
- I have retrieved the Chalice of the Dragon. Now I just need to find some Drudanae.
- I have obtained some Drudanae.
- I have obtained some Drudanae. Now all I need is to retrieve the Chalice of the Dragon.
- I have gathered both the Chalice and the Drudanae.

- I have gathered both the Chalice and the Drudanae. I should return them to Jedediah and let him unlock the hatch leading to the Dragon Knight.
- I've given Jedediah what he needed for his ritual and the hatch is now open.
- Jedediah performed the ritual, using the artifacts I gave him. The hatch is now unsealed, and I can venture inside to meet Orobas, the Dragon Knight.
- I have found the dead body of Orobas inside the hatch.
- I have found Orobas, but unfortunately he has been dead for a while now. I should inform Jedediah and his priests that their master has passed away.
- I have informed Jedediah of the demise of his master.
- I have informed Jedediah of the demise of his master. He now considers me to be his new god, and I shall always be treated as such by he and his followers.

Consequences/Rewards

- Loot from Orobas' corpse – to be added.

Down the Hatch – Part One - Getting the Chalice

Prerequisite

- Must have Arben's sword in inventory to complete this quest. You can get this by doing the main quest in Broken Valley.

Follow up Quest

- Down the Hatch – Getting the Drudanae

Solution A

Sequence

- Go to the savage community (-583, 44, 257).
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to Dragon Slayer training ground (-6, 539, 37).
- Talk to Tilion.
- Reveal you are a Dragon Knight.
- Kill all the Dragon Slayers.
- Take the chalice.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The Dragon Knights love you because you are the son of Arben.
- After you reveal yourself the Dragon Knights will hurl insults at you.

Questlog

- I must retrieve the Chalice of the Dragon.
- I must retrieve the Chalice of the Dragon, a precious artifact that was stolen by a band of Slayers, the ones who raided Dragon Cliff Castle years ago and forced Orobas to lock himself inside the vault.
- I have the key to the chest containing the Chalice.
- I obtained the key to the chest containing the Chalice.
- I have retrieved the Chalice of the Dragon.

- I took the Chalice of the Dragon back from the hands of the Slayers. Jedediah will be very pleased.
- I gave the Chalice back to Jedediah.
- I gave the Chalice back to Jedediah. It will help him perform the ritual.

Consequences/Rewards

- You complete one part of the 'Down the Hatch' quest.

Solution B

Sequence

- Go to the savage community (-583, 44, 257).
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to Dragon Slayer training ground (-6, 539, 37).
- Talk to Tilion.
- Tell him you will trade the chalice for Arben's sword.
- Tilion agrees.
- Take the chalice.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The Dragon Knights love you because you are the son of Arben.
- After you reveal yourself the Dragon Knights will hurl insults at you.

Questlog

- I must retrieve the Chalice of the Dragon.
- I must retrieve the Chalice of the Dragon, a precious artifact that was stolen by a band of Slayers, the ones who raided Dragon Cliff Castle years ago and forced Orobas to lock himself inside the vault.
- I have the key to the chest containing the Chalice.
- I obtained the key to the chest containing the Chalice.
- I have retrieved the Chalice of the Dragon.
- I took the Chalice of the Dragon back from the hands of the Slayers. Jedediah will be very pleased.
- I gave the Chalice back to Jedediah.
- I gave the Chalice back to Jedediah. It will help him perform the ritual.

Consequences/Rewards

- You complete one part of the 'Down the Hatch' quest.

Solution C

Sequence

- Go to the savage community.
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to Dragon Slayer training ground (-6, 539, 37).
- Talk to Tilion.
- Mindread Tilion and find out that the rookies treat the chalice with disrespect.
- Tell him you will take the chalice to Arben's tomb.

- He will agree and give it to you.
- Take the chalice.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The Dragon Knights love you because you are the son of Arben.
- After you reveal yourself the Dragon Knights will hurl insults at you.

Questlog

- I must retrieve the Chalice of the Dragon.
- I must retrieve the Chalice of the Dragon, a precious artifact that was stolen by a band of Slayers, the ones who raided Dragon Cliff Castle years ago and forced Orobas to lock himself inside the vault.
- I have the key to the chest containing the Chalice.
- I obtained the key to the chest containing the Chalice.
- I have retrieved the Chalice of the Dragon.
- I took the Chalice of the Dragon back from the hands of the Slayers. Jedediah will be very pleased.
- I gave the Chalice back to Jedediah.
- I gave the Chalice back to Jedediah. It will help him perform the ritual.

Consequences/Rewards

- You complete one part of the 'Down the Hatch' quest.

Down the Hatch – Part Two – A Puff of Drudenae

Prerequisite

- 'Between a Troll and a Hard Place' quest

Follow up Quest

- None.

Solution A

Sequence

- Go to the savage community.
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to high hall (-360, 876, 231). Get 'Between a Troll and a Hard Place' quest.
- Kill the Trolls and complete the quest.
- Talk to Nicholas.
- Ask him if he has something more special.
- Buy Drudenae.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The people of high hall will have a lot of respect for you.
- Once you ask the trader for Drudenae he will act sneaky and dodgy.

Questlog

- I need to acquire some Drudanae herbs; I should ask in High Hall.
- I need to acquire a small quantity of Drudanae. Jedediah advised me to look around in High Hall. However, he informed me that this herb has been declared illegal and thus won't be easy to find.
- I managed to get some Drudanae.
- I managed to put my hands of some Drudanae herbs. Hopefully this will be enough for Jedediah's ritual.
- I gave the Drudanae to Jedediah.
- I gave the Drudanae to Jedediah. It will help during an important part of the ritual.

Consequences/Reward

- You complete part two of the 'Down the Hatch' quest.

Solution B

Sequence

- Go to the savage community.
- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to high hall (-360, 876, 231). Get 'Between a Troll and a Hard Place' quest.
- Kill the Trolls and complete the quest.
- Talk to Nicholas.
- Ask him if he has something more special.
- Ask him more about Drudanae.
- Go to his house.
- Find the key to his cellar. Use the key to open the other hatch.
- Get Drudanae from the ledge.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The people of high hall will have a lot of respect for you.

Questlog

- I need to acquire some Drudanae herbs; I should ask in High Hall.
- I need to acquire a small quantity of Drudanae. Jedediah advised me to look around in High Hall. However, he informed me that this herb has been declared illegal and thus won't be easy to find.
- I managed to get some Drudanae.
- I managed to put my hands of some Drudanae herbs. Hopefully this will be enough for Jedediah's ritual.
- I gave the Drudanae to Jedediah.
- I gave the Drudanae to Jedediah. It will help during an important part of the ritual.

Consequences/Rewards

- You complete part two of the 'Down the Hatch' quest.

Solution C

Sequence

- Go to the savage community.

- Talk to Jedediah.
- Get the 'Down the Hatch' quest.
- Go to high hall (-360, 876, 231).
- Talk to Nicholas.
- Ask him if he has something more special.
- Ask him more about Drudanae.
- Mindread him.
- Go to his house.
- Find the key to his cellar. Use the key to open the other hatch.
- Get Drudanae from the ledge.

Dialogue Changes

- The Savages love you and see you as their redeemer.
- The people of high hall will have a lot of respect for you.
- Once you ask the trader for Drudanae he will act sneaky and dodgy.

Questlog

- I need to acquire some Drudanae herbs; I should ask in High Hall.
- I need to acquire a small quantity of Drudanae. Jedediah advised me to look around in High Hall. However, he informed me that this herb has been declared illegal and thus won't be easy to find.
- I managed to get some Drudanae.
- I managed to put my hands of some Drudanae herbs. Hopefully this will be enough for Jedediah's ritual.
- I gave the Drudanae to Jedediah.
- I gave the Drudanae to Jedediah. It will help during an important part of the ritual.

Consequences/Rewards

- You complete part two of the 'Down the Hatch' quest.

The Goblin village

After the champion harbour the player encounters the goblin village, the entire village is full of Goblin flying fortress structures and flying goblins. There are Summoning Towers summoning flying goblins all the time. The player needs to take out those Towers if he wants to clear the skies.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the goblin village.
- Shoot the structures that are surrounded by the blue magical aura.
- Kill the goblins and destroy them.

Dialogue Changes

- None.

Questlog

- None.

Consequences/Rewards

- You can fly through without being destroyed by the Flying Fortress' or Flying goblins. You get to pick up some loot.

Under Siege

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the goblin village and fly through towards the flying fortress.
- On a plateau between the flying fortress and the goblin village is a grounded zeppelin.
- Go to the zeppelin and rescue the crew from being attacked by wyvern.
- Once you've protected them the commander waves at you and the crew salute as a gesture of gratitude
- They get in the zeppelin and fly towards the Champion fortress.
- Go to Captain Roderick and speak to him.
- He will tell you about the Dragon saving his crew.

Dialogue Changes

- The commander of the grounded zeppelin will spread word that a dragon saved them.

Questlog

- I ventured upon a New Order zeppelin that is being besieged by a flock of wyverns.
- I ventured upon a New Order zeppelin that is being besieged by a flock of wyverns. It certainly looks like these soldiers can use a little help!
- I helped the zeppelin crew to defeat the wyverns and they left for the Fortress.
- I helped the zeppelin crew to defeat the wyverns and they left for the Fortress. No doubt they're very bewildered at having met a Dragon not hostile to humans.

Consequences/Rewards

- Captain Roderick will commend the dragon.
- The crew will be saved.

A Shaman's Ransom

Prerequisite

- None

Follow up Quest

- If you chose to help Svadilfari and kill Ferguson then you fail the 'Shaman's Ransom' quest and get 'Death of a Champion' quest.

Solution A

Sequence

- Go to Captain Aurelius.
- Talk to him and get the 'Shaman's Ransom' quest.
- Destroy the goblin village. (The functionality of this will be added at later date.)
- Breach Svadilfari's cave (-72, -337, 269).
- Get in and destroy him.
- Once you have killed Svadilfari, take his head and return to Captain Aurelius to inform him.
- Captain Aurelius rewards you once you give him the head.

Dialogue Changes

- Captain Aurelius will want to know how you got to him.

Questlog

- Captain Aurelius asked me to kill Svadilfari, the leader of the local Red Hammer tribe.
- Captain Aurelius asked me to kill Svadilfari, the leader of the local Red Hammer tribe. He has been causing much trouble lately and the Champions want it to stop. If I can do it, I'll be ten thousand gold pieces richer!
- I killed Svadilfari.
- I killed Svadilfari. Time to head back to Aurelius to receive my ample reward.
- Aurelius rewarded me ten thousand gold pieces for bringing him Svadilfari's head.
- Aurelius rewarded me ten thousand gold pieces for bringing him Svadilfari's head. No doubt that amount of money will buy me some pretty impressive items.

Consequences/Rewards

- You get the bounty that's on Svadilfari's head.

Solution B

Sequence

- Go to Captain Aurelius.
- Talk to him and get the 'Shaman's Ransom' quest.
- Destroy the goblin village.
- Breach Svadilfari's cave (-72, -337, 269).
- Get in and talk to Svadilfari.
- Svadilfari will offer you the spoils of war.
- Accept the 'Death of a Champion' quest.
- Once you carry out killing Captain Aurelius you fail the 'Shaman's Ransom' quest.

Dialogue Changes

- None.

Questlog

- Captain Aurelius asked me to kill Svadilfari, the leader of the local Red Hammer tribe.
- Captain Aurelius asked me to kill Svadilfari, the leader of the local Red Hammer tribe. He has been causing much trouble lately and the Champions want it to stop. If I can do it, I'll be ten thousand gold pieces richer!
- I changed my mind and decided to kill Aurelius instead of Svadilfari.
- I changed my mind and decided to kill Aurelius instead of Svadilfari: his offer was too good to refuse.

Consequences/Rewards

- Once you carry out killing Ferguson you fail the 'Shaman's Ransom' quest.

Death of a Champion

Prerequisite

- None

Follow up Quest

- None

Solution A

Sequence

- Breach Svadilfari's cave (-72, -337, 269).
- Get in and talk to Svadilfari and get the 'Shaman's Ransom' quest.
- Svadilfari will offer you the spoils of war.
- Accept the 'Death of a Champion' quest.
- He will give you a poisoned head of a froblin to pose as his own decapitated head.
- Give Captain Aurelius the fake Svadilfari head.
- Captain Aurelius passes out and dies from the poison in the head.
- Go back to Svadilfari and tell him the deed is done.
- Svadilfari says you will still have to pay for the massacre of his tribe.
- Svadilfari will become violent and you kill him.

Dialogue Changes

- Svadilfari will be pleased that you killed Captain Aurelius but still angry that you massacred his tribe.

Questlog

- Svadilfari asked me to kill Aurelius, the leader of the Aleroth Champions in Orobas' Fjords.
- Svadilfari asked me to kill Aurelius, the leader of the Aleroth Champions in Orobas' Fjords. It will enable him to further his plans to destroy all humans in the region.
- Aurelius is dead.
- Aurelius is dead. It's high time to claim my well deserved reward from Svadilfari!
- Svadilfari was pleased by my actions, but still it would seem I was wrong to trust him for he is hell bent on killing me.
- Svadilfari was pleased by my actions, but still it would seem I was wrong to trust him for he is hell bent on killing me. Not the first time someone is and probably not the last!

Consequences/Rewards

- You will receive the loot from both Captain Aurelius and Svadilfari – to be added.

Solution B

Sequence

- Breach Svadilfari's cave (-72, -337, 269).
- Get in and talk to Svadilfari.
- Svadilfari will offer you the spoils of war.
- Accept the 'Death of a Champion' quest.
- Change your mind to help Svadilfari and kill him instead.

Dialogue Changes

- Svadilfari will be very angry you changed your mind.

Questlog

- Svadilfari asked me to kill Aurelius, the leader of the Aleroth Champions in Orobas' Fjords.
- Svadilfari asked me to kill Aurelius, the leader of the Aleroth Champions in Orobas' Fjords. It will enable him to further his plans to destroy all humans in the region.
- I changed my mind and decided to kill Svadilfari instead of Aurelius.
- I changed my mind and decided to kill Svadilfari instead of Aurelius. That goblin was up to no good anyway.

Consequences/Rewards

- You will receive the loot from Svadilfari – to be added.

Grave Robbers

Prerequisite

- None

Follow up Quest

- None

Follow up Sub Quest

- Grave Robbers: Part 1, Grave Robbers: Part 2, Grave Robbers: Part 3, Grave Robbers: Part 4.

Solution A

Sequence

- Find Raider Laura on a ledge and talk to her (-875, -105, 229).

Sub quest: Grave Robbers Part 1:

- Find the body of the first adventure, Jimmy Dean on a ledge.
- Take the seal (-261, 650, 255).

Sub quest: Grave Robbers Part 2:

- Find the body of the first adventure, Jack Bolton on a ledge.
- Take the seal (-511, 367, 203).

Sub quest: Grave Robbers Part 3:

- Find Laura (-875, -105, 229).

- She explains the treasure hunt and tells you about the tomb.

Sub quest: Grave Robbers Part 4:

- Find Arthur Gremory trapped in an Imp cave (-249, 140, 141).
- He leaves for the tomb.
- Go to Laura and Arthur Gremory at the tomb (-191, 277, 82).
- Laura will read the seals.
- She discovers how to enter the cave.
- You all enter the cave.
- The tomb turned out to be empty and a test designed by Bellegar to see if the adventurers were up to the challenge.
- Arthur and Laura will have enough of the situation and leave.

Dialogue Changes

- Laura is pleased you found the seals.
- Arthur is very annoyed that people died for a test.

Questlog

- Four adventurers are exploring Orobas' Fjords in search of a mysterious tomb that should harbour great treasure.
- Four adventurers are exploring Orobas' Fjords in search of a mysterious tomb that should harbour great treasure. If I find all four, and the entrance to the tomb, I might just be able to share in the riches.
- I found all the adventurers, so now I just have to get to the tomb.
- I found all the adventurers, so now I just have to get to the tomb. Laura and Arthur will be waiting for me there.
- The tomb turned out to be empty! It was all a ruse designed by Bellegar.
- The tomb turned out to be empty! It was all a ruse designed by Bellegar. A disappointed Laura and Arthur decided to go home and forget about this strange adventure.

Grave Robbers: Part 1

- I should find the first adventurer.
- I should find the first adventurer. I guess they're all in the Orobas' Fjords somewhere.
- I found the body of Jimmy Dean and the part of the seal he carried with him.
- I found the body of Jimmy Dean and the part of the seal he carried with him. Poor soul seems to have fallen off of one of the ledges.

Grave Robbers: Part 2

- I should find the second adventurer.
- I should find the second adventurer. I guess they're all in the Orobas' Fjords somewhere.
- I found the body of Jack Bolton and the part of the seal he carried with him.
- I found the body of Jack Bolton and the part of the seal he carried with him. He looks like the wyverns got to him...

Grave Robbers: Part 3

- I should find the third adventurer.
- I should find the third adventurer. I guess they're all in the Orobas' Fjords somewhere.
- I found one of the adventurers alive and well. She's called Laura.

- I found one of the adventurers alive and well. She's called Laura. She knows I'm participating in the treasure hunt now and ran off in search of the tomb.

Grave Robbers: Part 4

- I should find the fourth adventurer.
- I should find the fourth adventurer. I guess they're all in the Orobas' Fjords somewhere.
- Another treasure hunter, Arthur Gremory, was trapped by imps, but I was able to free him.
- Another treasure hunter, Arthur Gremory, was trapped by imps, but I was able to free him. He thanked me and left in search of the tomb.

Consequences/Rewards

- XP/gold

Runes of Wrath

Prerequisite

- None.

Follow up Quest

- The Horror of High Hall.

Solution A

Sequence

- Go to High hall (-360, 876, 231).
- Help the champions fight the trolls.
- Speak to Quintus and he gives you 'Runes of Wrath' Quest.
- (Ask that Nero and Caligula come with you.)
- (The Champions guards will be waiting inside the cave for you.)
- Inside Mundus' cave, kill the troll runekeeper and he drops two runes.
- (The guards tell you that you need to remove the barrier with the runes.)
- Head to the elevator and remove the barrier (you do this with the runes you got from the troll).
- Take the elevator and Mundus will start his dialogue.
- He tells you he will stop if you find a rune to conjure food.
- Tell him you will find the rune.
- (Open the second barrier.)
- Go to the Patriarch cave and find the secret lab.
- Camera shot shows the player that this rune is used to spawn chickens. The chicken rune must be picked up from the table.
- Go back to Mundus and give him the chicken rune.
- He will thank you and promise to leave the people of High Hall alone.
- (The guards say they are off to report the good news.)
- Go to Quintus to report the problem has been solved.
- Quintus will tell you to report the good news to Brutus at the Champion Harbour.

Dialogue Changes

- Champions will be grateful that you helped them defeat the trolls.
- The people in High hall will love you from stopping this troll menace.

- Mundus will be glad you helped him get chickens.

Questlog

- I must stop Mundus from sending trolls to High Hall.
- Mundus the Earth-mage is exacting his revenge on the people of High Hall by sending wave after wave of trolls to the village. I have been asked to put an end to his actions by any means necessary.
- I gave Mundus the Chicken Rune, he promised to end his row against the villagers.
- By giving Mundus the Chicken Rune, I made sure he would never have to deal with the inhabitants of High Hall again. He no longer needs them for food and will therefore stay deep in his cave for a while.
- Quintus is glad I convinced Mundus to see reason.
- Quintus is glad I convinced Mundus to see reason and that the troubles in High Hall are over.

Consequences/Rewards

- Chickens will spawn from the portal that Mundus uses to spawn trolls.
- Quintus rewards you.
- (If Nero and/or Caligula died, Quintus will be disappointed and you will get a lesser reward.)

Solution B

Sequence

- Go to High hall (-360, 876, 231).
- Help the champions fight the trolls.
- Speak to Quintus and he gives you 'Runes of Wrath' Quest.
- (Ask that Nero and Caligula come with you.)
- (The Champions guards will be waiting inside the cave for you.)
- Inside Mundus' cave, kill the troll runekeeper and he drops two runes.
- (The guards tell you that you need to remove the barrier with the runes.)
- Head to the elevator and remove the barrier (you do this with the runes you got from the troll).
- Take the elevator and Mundus will start his dialogue.
- Mindread him and blast the friendship rune from the portal.
- (Open the second barrier.)
- Mundus gets killed by his own trolls.
- (The guards say they are off to report the good news.)
- Go to Quintus to report the problem has been solved.
- Quintus will tell you to report the good news to Brutus at the Champion Harbour.

Dialogue Changes

- Champions will be grateful that you helped them defeat Mundus.
- The people in High hall will love you from stopping this troll menace.

Questlog

- I must stop Mundus from sending trolls to High Hall.
- Mundus the Earth-mage is exacting his revenge on the people of High Hall by sending wave after wave of trolls to the village. I have been asked to put an end to his actions by any means necessary.
- I killed Mundus and must report to Quintus.
- Mundus is now dead and therefore the trolls will stop pouring out of the caves. I must inform Quintus of the good news.

- Quintus is glad I killed Mundus.
- Quintus is glad I killed Mundus and the troubles in High Hall are over.

Consequences/Rewards

- Loot Mundus' body.
- Quintus rewards you.
- (If Nero and/or Caligula died, Quintus will be disappointed and you will get a lesser reward.)

Solution C

Sequence

- Go to High hall (-360, 876, 231).
- Help the champions fight the trolls.
- Speak to Quintus and he gives you 'Runes of Wrath' Quest.
- (Ask that Nero and Caligula come with you.)
- (The Champions guards will be waiting inside the cave for you.)
- Inside Mundus' cave, kill the troll runekeeper and he drops two runes.
- (The guards tell you that you need to remove the barrier with the runes.)
- Head to the elevator and remove the barrier (you do this with the runes you got from the troll).
- Take the elevator and Mundus will start his dialogue.
- Tell him you will kill him.
- A third troll spawns from the portal.
- (Open the second barrier.)
- Fight Mundus and the three epic trolls and kill him.
- (The guards say they are off to report the good news.)
- Go to Quintus to report the problem has been solved.
- Quintus will tell you to report the good news to Brutus at the Champion Harbour.

Dialogue Changes

- Champions will be grateful that you helped them defeat Mundus.
- The people in High hall will love you from stopping this troll menace.

Questlog

- I must stop Mundus from sending trolls to High Hall.
- Mundus the Earth-mage is exacting his revenge on the people of High Hall by sending wave after wave of trolls to the village. I have been asked to put an end to his actions by any means necessary.
- I killed Mundus and must report to Quintus.
- Mundus is now dead and therefore the trolls will stop pouring out of the caves. I must inform Quintus of the good news.
- Quintus is glad I killed Mundus.
- Quintus is glad I killed Mundus and the troubles in High Hall are over.

Consequences/Rewards

- Loot Mundus' body.
- Quintus rewards you.
- (If Nero and/or Caligula died, Quintus will be disappointed and you will get a lesser reward.)

The Horror of High Hall

Prerequisite

- Runes of Wrath quest.

Follow up Quest

- None.

Solution A

Sequence

- Talk to Beatrice.
- Get the 'Horror of High Hall' quest.
- Get the key to the cave (high hall demon cave) that leads to the well.
- Get in the cave and kill the demon.
- Return to Beatrice to get your reward.

Dialogue Changes

- The people in High hall will thank you for destroying the demon.

Questlog

- The well in High Hall has dried up and I must investigate.
- Beatrice, the elder of High Hall, informed me that their well has dried up recently. She asked me to go down the well and try to find the reason behind it.
- I have defeated Zagan the demon.
- Zagan the demon is now dead and I should go back to Beatrice to collect my reward.
- Beatrice gave me my reward for killing Zagan.
- Beatrice gave me two malachite gems as a reward for killing Zagan.

Consequences/Rewards

- Beatrice will give you two malachite gems for killing the demon.

Solution B

Sequence

- Mindread Beatrice. (You can mindread her after accepting the quest and still blackmail her.)
- Blackmail her and Get the 'Horror of High Hall' quest.
- Get the key to the cave that leads to the well.
- Get in the cave and kill the demon.
- Return to Beatrice to get your reward.

Dialogue Changes

- Beatrice will feel guilty after you've read her mind and will give you a larger reward.
- The people in High hall will thank you for destroying the demon.

Questlog

- The well in High Hall has dried up and I must investigate.
- Beatrice, the elder of High Hall, informed me that their well has dried up recently. She asked me to go down the well and try to find the reason behind it.
- There is actually a demon inside the well and the villagers begged me to slay it.

- Beatrice was lying to me: there is a demon inside the well, and they wanted to send me down there as a sacrifice. Now that I know all about their scheme, they've offered to double my reward if I accept to go there and slay the demon.
- I have defeated Zagan the demon.
- Zagan the demon is now dead and I should go back to Beatrice to collect my reward.
- Beatrice gave me my reward for killing Zagan.
- Beatrice gave me four malachite gems as a reward for killing Zagan.

Consequences/Rewards

- Beatrice will give you four malachite gems for killing the demon.

Sight for Sore Eyes

Prerequisite

- 'Horror of High Hall' quest. The reward from high hall quest is used to complete this quest.

Follow up Quest

- None.

Solution A

Sequence

- Go to Simeon (-747, -211, 161).
- Talk to him and get the 'Sight for Sore Eyes' quest.
- Go to High hall (-360, 876, 231).
- Talk to Beatrice.
- Get the 'Horror of High Hall' quest.
- Get the key to the cave that leads to the well.
- Get in the cave and kill the demon.
- Return to Beatrice to get your reward.
- Take the malachite gems that Beatrice gave you to Simeon.
- Simeon will thank you and give you a level up.

Dialogue Changes

- The people in High hall will thank you for destroying the demon
- Simeon will love you.

Questlog

- Simeon, a blind philosopher, has asked me to retrieve two malachite gems for him, so that he may see again.
- Simeon, a blind philosopher, has asked me to retrieve two malachite gems for him, so that he may see again. The problem is that these gems are so very rare, it will not be easy to find a couple. And even if do find them, they will be worth a lot of gold...
- I have two malachite gems in my possession!
- I have two malachite gems in my possession! I can now bring these priceless gems to the blind stylite.
- I gave Simeon the two malachites he needed to restore his eyesight.
- I gave Simeon the two malachites he needed to restore his eyesight. Afterwards he talked for hours and he was right: the knowledge he brought me is worth more than even those precious gems.

Consequences/Rewards

- Simeon will be able to see again.
- You get a level up from Simeon – to be added.

Between a Troll and a Hard Place

Prerequisite

- None

Follow up Quest

- None.

Solution A

Sequence

- Go to Brutus.
- Talk to Brutus.
- Get the 'Between a Troll and a Hard Place' quest.
- Go to High Hall (-360, 876, 231).
- Save the champions.
- Return to Brutus to collect your reward.

Dialogue Changes

- Brutus will be pleased with the champions surviving the battle.

Questlog

- Lieutenant Brutus asked me to go to High Hall and find his patrol.
- Lieutenant Brutus sent a patrol to High Hall yesterday to investigate about some troll attacks. He hasn't heard from his men since then, and asked to go find them and bring them back safe.
- Quintus and his patrol can now return to Lieutenant Brutus.
- I solved the troll problem in High Hall and Quintus' patrol can therefore return to Lieutenant Brutus and report to him.
- Brutus thanked me for rescuing the patrol.
- Brutus thanked me for rescuing his entire patrol and bringing back all of his men and rewarded me well.

Consequences/Rewards

- Brutus will give you a nice reward.

Solution B

Sequence

- Go to Brutus.
- Talk to Brutus.
- Get the 'Between a Troll and a Hard place' quest
- Go to High Hall (-360, 876, 231).
- You fail to save the champions.
- Return to Brutus to report the champions' death.

Dialogue Changes

- Brutus will grieve their loss.

Questlog

- Lieutenant Brutus asked me to go to High Hall and find his patrol.
- Lieutenant Brutus sent a patrol to High Hall yesterday to investigate about some troll attacks. He hasn't heard from his men since then, and asked to go find them and bring them back safe.
- Quintus can now return to Lieutenant Brutus.
- I solved the troll problem in High Hall, however Quintus' men didn't all make it alive. Lieutenant Brutus will probably be disappointed.
- Brutus was glad I could help his men but deplored the losses.
- Brutus was glad to see Quintus came back safe and sound, but was saddened to learn that not all of his men made it alive. He therefore rewarded me less than he originally intended to.

Consequences/Rewards

- Brutus will give you the lesser reward.

Red Ore Alert

Prerequisite

- None

Follow up Quest

- Stood Up quest

Solution A

Sequence

- Go to prospector Crabe (-1044, -97, 202) and talk to him.
- Get the 'Red Ore Alert' quest.
- Go to the depleted ore cave (-560, -150, 33).
- Kill all the Imps in there.
- Kill the Beholder and his crew.
- Head back to Crabe.

Dialogue Changes

- Crabe will be pleased with the fact that they can start mining there again soon.

Questlog

- Crabbe, a mine prospector, told me an old mine was overrun by imps and their leader. He'd like me to clear the place.
- Crabbe, a mine prospector, told me an old mine was overrun by imps and their leader. He'd like me to clear the place so the miners can start to work in those caves again.
- The imp leader, a beholder, is dead and so are most of the imps.
- The imp leader, a beholder, is dead and so are most of the imps. I should tell Crabbe I was succesful.
- Crabbe thanked me for clearing the mine.
- Crabbe thanked me for clearing the mine, but it would seem he has another favour to ask...

Consequences/Rewards

- Crabe will have the follow up quest 'Stood Up'.

Stood Up

Prerequisite

- Red Ore Alert quest

Follow up Quest

- None.

Solution A

Sequence

- Go to prospector Crabe (-1044, -97, 202) and talk to him.
- Get the 'Stood Up' quest.
- Go to the Champion Harbour.
- Talk to Zeppelin Master Page. If you have not completed 'On the Road Again' then you will have to do this before he is able to help Crabe.
- Tell him Crabe is waiting at the statue.
- Leave the OROBAS Fjords or enter a cave.
- Crabe is no longer in his cave.
- Head back to the Champion Harbour.
- Talk to Crabe and he rewards you with gold for helping him.

Dialogue Changes

- Crabe will love you if you do this quest for him.

Questlog

- Crabbe was supposed to be picked up by a zeppelin, but it hasn't arrived. He'd like me to ask zeppelin master page at the Champion harbour to send one.
- Crabbe was supposed to be picked up by a zeppelin, but it hasn't arrived. He'd like me to ask zeppelin master page at the Champion harbour to send one. It's a perilous journey on foot and he's too old to risk a fight with a wyvern or goblin.
- Page ordered a zeppelin to pick up Crabbe.
- Page ordered a zeppelin to pick up Crabbe. No doubt he'll be happy to be homeward bound again soon.
- Crabbe thanked me for helping him a second time.
- Crabbe thanked me for helping him a second time and gave me what gold he could spare.

Consequences/Rewards

- Crabe will reward you gold for your kindness.

Divine Descendant

After you have done between a troll and a hard place quest in high hall, a scene unfolds in the village when the player arrives. Gobie comes running out of his house saying there is a ghost in there. Two

people try to scam him into getting rid of the ghost. The player has several ways of dealing with this situation.

Prerequisite

- Complete “Between a Troll and a Hard Place”.

Follow up Quest

- None.

Solution A

Sequence

- Complete “Between a Troll and a Hard Place”.
- Return to High Hall Village (-360, 876, 231).
- A scene unfolds between two NPC’s and Gobie.
- Mindread Mona or Eamon to find out they are scamming Gobie into giving them money to get rid of the ghost.
- Threaten Mona and Eamon.
- Mona and Eamon leave.

Dialogue Changes

- Gobie is happy that the ghost is gone.

Questlog

- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine.
- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine. Perhaps I should investigate the matter a little more closely.
- I discovered Eamon and Mona are frauds, and told Eamon to leave High Hall immediately.
- I discovered Eamon and Mona are frauds, and told Eamon to leave High Hall immediately. As expected he didn't put up a fight and is probably glad he got away alive and well.

Consequences/Rewards

- XP.

Solution B

Sequence

- Complete “Between a Troll and a Hard Place”.
- Return to High Hall Village (-360, 876, 231).
- A scene unfolds between two NPC’s and Gobie.
- Mindread Mona or Eamon to find out they are scamming Gobie into giving them money to get rid of the ghost.
- Tell them to get rid of the ghost the player summons (this requires you to have the summon ghost skill)
- A scene unfolds with you summoning ghost.
- Mona and Eamon leave

Dialogue Changes

- Gobie is happy that the ghost is gone.

Questlog

- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine.
- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine. Perhaps I should investigate the matter a little more closely.
- I discovered Eamon and Mona are frauds, so I summoned a true ghost right in front of them. Problem solved.
- I discovered Eamon and Mona are frauds, so I summoned a true ghost right in front of them. Problem solved. I doubt anyone will see them in these parts again.

Consequences/Rewards

- XP.

Solution C

Sequence

- Complete “Between a Troll and a Hard Place”.
- Return to High Hall Village (-360, 876, 231).
- A scene unfolds between two NPC’s and Gobie.
- Mindread Mona or Eamon to find out they are scamming Gobie into giving them money to get rid of the ghost.
- Tell Eamon and Mona they are lying and that they should pay you half of what they are scamming Gobie for.
- Mona and Eamon agree.
- You get half the money.

Dialogue Changes

- Gobie is happy that the ghost is gone.

Questlog

- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine.
- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine. Perhaps I should investigate the matter a little more closely.
- I discovered Eamon and Mona are frauds. I threatened Eamon into giving me half of the gold he is going to make Gobie pay.
- I discovered Eamon and Mona are frauds. I threatened Eamon into giving me half of the gold he is going to make Gobie pay. Easy money! Hopefully it will also make them think twice next time they want to scam another gullible peasant.

Consequences/Rewards

- You get half the money.

Solution D

Sequence

- Complete “Between a Troll and a Hard Place”.
- Return to High Hall Village (-360, 876, 231).
- A scene unfolds between two NPC’s and Gobie.

- Talk to Gobie and tell him you will get rid of the ghost.
- You get a key from Gobie.
- Scene between Mona / Eamon and you (they ask what you are doing).
- Mona and Eamon leave because their scam has failed
- Go into the house.
- You find someone impersonating a ghost.
- Talk to him and tell him the scam is over.

Dialogue Changes

- Gobie is happy that the ghost is gone.

Questlog

- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine.
- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine. Perhaps I should investigate the matter a little more closely.
- I went into Gobie's farm to confront the ghost, which turned out to be a hoax.
- I went into Gobie's farm to confront the ghost, which turned out to be a hoax. In any case, it's gone now and so are the con artists. Gobie thanked me and paid me for my troubles.

Consequences/Rewards

- XP.

Solution E

Sequence

- Complete "Between a Troll and a Hard Place".
- Return to High Hall Village (-360, 876, 231).
- A scene unfolds between two NPC's and Gobie.
- Mindread Mona or Eamon to find out they are scamming Gobie into giving them money to get rid of the ghost.
- Pay Mona and Eamon (because Gobie doesn't have a lot of money)
- Mona and Eamon leave.

Dialogue Changes

- Gobie is happy that the ghost is gone.
- Questlog I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine.
- I witnessed a strange scene during which a farmer complains about a ghost only to be reassured by a man who claims his wife has powers granted by the Divine. Perhaps I should investigate the matter a little more closely.
- Eamon and Mona were asking Gobie for a lot of money to drive out the ghost that haunted his house, so I decided to pay for him.
- Eamon and Mona were asking Gobie for a lot of money to drive out the ghost that haunted his house, so I decided to pay for him. Hopefully he'll still give me a little token of gratitude.

Consequences/Rewards

- XP.

Boosters in OROBAS Fjords

A Hunting We Shall Go Again

Follow up Sub Quest

- Barnabus, Reagon, Alutiiq, Moor, Alrik.

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.

Dialogue Changes

- Sejanus will be pleased with the kill.

Questlog

- The inhabitants of the Orobas Fjords have to deal with their share of outlaws, but luckily I am here to bring them to justice. Upon slaying anyone of them, I can claim my reward from Captain Sejanus in the harbour - if I bring proof of the kill of course.
- I was able to rid the Orobas Fjords of its five most feared criminals to the astonishment of Captain Sejanus. As an extra reward for my accomplishment - and as a token of friendship - he gave me the Bow of Tiberius, a once famous Champion of Aleroth.

Consequences/Rewards

- Sejanus will reward you.

Barnabus

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.
- Go to the Necromancer Barnabus in the Necromancer Cave. (loc is -777 17 204) This cave has 3 teleporters in the huge room with lava.
- Destroy the machines by pulling a lever in the 2 lowest teleporters.
- Kill the Barnabus and collect his mace.
- Return to the Harbour and talk to Sejanus.
- Collect your reward.

Dialogue Changes

- Sejanus will be pleased with the kill

Questlog

- Wanted: Barnabus the Pale, vile necromancer in his cave.
- Wanted: Barnabus the Pale, vile necromancer in his cave. To prove he is dead I should bring his mace.
- Barnabus is dead!
- Barnabus is dead! I should now bring the proof the Captain Sejanus in the harbour.
- I delivered Barnabus' mace to Captain Sejanus.

- I delivered Barnabus' mace to Captain Sejanus. He was impressed and gladly offered me my reward.

Consequences/Rewards

- The billboard should mention the last seen location and the key feature (mask) of the wanted criminal.
- Sejanus will reward you.

Ragon

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.
- Go to the bandit Ragon in the Bandit Cave (-306, -415, 196).
- Kill the bandit Ragon and take his ring.
- Return to the Harbour and talk to Sejanus.
- Collect your reward.

Dialogue Changes

- Sejanus will be pleased with the kill.

Questlog

- Wanted: Ragon, cutthroat of the fjords, hiding in grottos, most probably.
- Wanted: Ragon, cutthroat of the fjords, hiding in grottos, most probably. To prove he is dead I should bring his ring.
- Ragon is dead!
- Ragon is dead! I should now bring the proof the Captain Sejanus in the harbour.
- I delivered Ragon' ring to Captain Sejanus.
- I delivered Ragon' ring to Captain Sejanus. He was impressed and gladly offered me my reward.

Consequences/Rewards

- The billboard should mention the last seen location and the key feature (ring) of the wanted criminal.
- Sejanus will reward you.

Alutiiq

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.
- Go to the beholder Alutiiq in the DZ1 - DZ_Depleted_Ore_Cave (-560, -150, 33).
- Kill the Beholder Alutiiq and collect his mask.
- Return to the Harbour and talk to Sejanus.
- Collect your reward.

Dialogue Changes

- Sejanus will be pleased with the kill.

Questlog

- Wanted: Alutiiq the beholder, hunter of the old mine.
- Wanted: Alutiiq the beholder, hunter of the old mine. To prove he is dead I should bring his mask.
- Alutiiq is dead!
- Alutiiq is dead! I should now bring the proof the Captain Sejanus in the harbour.
- I delivered Alutiiq's mask to Captain Sejanus.
- I delivered Alutiiq's mask to Captain Sejanus. He was impressed and gladly offered me my reward.

Consequences/Rewards

- The billboard should mention the last seen location and the key feature (mask) of the wanted criminal.
- Sejanus will reward you.

Moor

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.
- Go to the ledge (102, 340, 74).
- Kill the human ledger Moor and collect his ledger.
- Return to the Harbour and talk to Sejanus.
- Collect your reward.

Dialogue Changes

- Sejanus will be pleased with the kill.

Questlog

- Wanted: Moor, at large on the ledges, swindler and blackmailer.
- Wanted: Moor, at large on the ledges, swindler and blackmailer. To prove he is dead I should bring his ledger.
- Moor is dead!
- Moor is dead! I should now bring the proof the Captain Sejanus in the harbour.
- I delivered Moor's ledger to Captain Sejanus.
- I delivered Moor's ledger to Captain Sejanus. He was impressed and gladly offered me my reward.

Consequences/Rewards

- The billboard should mention the last seen location and the key feature (ledger) of the wanted criminal.
- Sejanus will reward you.

Alrik

Sequence

- Go to the Harbour in the OROBAS Fjords.
- Go to the billboard and read it.
- Go to the ledge (-17, 356, 76).

- Kill the imp leader Alrik and collect his leadership necklace.
- Return to the Harbour and talk to Sejanus.
- Collect your reward.

Dialogue Changes

- Sejanus will be pleased with the kill.

Questlog

- Wanted: Alrik, leader of imps, who roams the fjords in search of blood to spill.
- Wanted: Alrik, leader of imps, who roams the fjords in search of blood to spill. To prove he is dead I should bring his necklace.
- Alrik is dead!
- Alrik is dead! I should now bring the proof the Captain Sejanus in the harbour.
- I delivered Alrik's ledger to Captain Sejanus.
- I delivered Alrik's ledger to Captain Sejanus. He was impressed and gladly offered me my reward.

Consequences/Rewards

- The billboard should mention the last seen location and the key feature (necklace) of the wanted criminal.
- Sejanus will reward you.

Save Cadby

Solution A

Sequence

- A traveller named Cadby is under attack from goblins and begs you to help him (-966, -239, 105).
- Fight and kill the goblins.
- He survives and rewards you.

Dialogue changes

- He is very grateful for you help.

Consequences/Rewards

- Cadby rewards you.



Follow the path down from Crabbe's cave.

Solution B

Sequence

- A traveller named Cadby is under attack from goblins and begs you to help him (-966, -239, 105).
- Fight and kill the goblins.
- Cadby dies but you can still loot his body.

Dialogue changes

- None.

Consequences/Rewards

- You can loot Cadby's body.

Taking from the Dead

A body washed up on the shore and two friends, Karen and Nora, are arguing among themselves about a precious ring/necklace or something the unfortunate man was wearing. Karen wants to keep it, but Nora thinks this is unethical: it should be brought to relatives.

Solution A

Sequence

- Speak with Karen and Nora on the shore (-837, -137, 33).
- Side with Karen.
- Karen thanks you.

Dialogue changes

- Karen is pleased you took her side.

Consequences/Rewards

- No reward.



Near the large waterfall.

Solution B

Sequence

- Speak with Karen and Nora on the shore (-837, -137, 33).
- Side with Nora.
- Nora will try to find the dead man's family.

Dialogue changes

- Nora is pleased you took her side.

Consequences/Rewards

- You don't receive a reward, but you get experience.

Solution C

Sequence

- Speak with Karen and Nora on the shore (-837, -137, 33).
- Threaten them and ask for the ring.
- Karen will give you the ring.

Dialogue changes

- Nora and Karen are scared of you.

Consequences/Rewards

- Karen gives you the ring.

Rite of Passage

Two men, an Aleroth Champion named Julian and a New Order Seeker named Webster is having a heated argument on the narrow road between the old mine and High Hall. They both think the other should stand aside to let him pass. It's a typical argument with both men claiming their order is best etcetera.

Solution A

Sequence

- Speak with Julian and Webster on the narrow road between the old mine and High Hall.
- Tell them that the dispute they are having is ridiculous and that they should know better.
- They both leave peacefully.

Dialogue changes

- Julian and Webster are ashamed of their behaviour.

Consequences/Rewards

- You gain experience.



After the depleted ore mine.

Solution B

Sequence

- Speak with Julian and Webster on the narrow road between the old mine and High Hall.
- Tell them that they are both wrong.
- They settle their differences and attack you.
- Kill them both and loot their bodies.

Dialogue changes

- Julian and Webster are angry with you and settle their differences by attacking you.

Consequences/Rewards

- You can loot both their bodies.

Travelling Merchant

Solution A

Sequence

- Meet travelling merchant Carleton and his New Order escort Ruby (-466, 352, 108).
- You can only trade with him this one time.

Dialogue changes

- Carleton will be happy to sell you his wares.

Consequences/Rewards

- You can buy wares from Carleton.



Follow the path after the depleted ore mine.

Quests in Flying Fortresses

Kali's Fortress

The last corridor of the Orobas fjords leads to a menacing Flying Fortress. The very same Flying Fortress that destroyed Rivertown. The flying fortress of Kali has one amazing weapon on it. This weapon which is called the sword of power is the property of Kali's father the greatest weapon master known to man. The father of Kali and Hermosa taught them both everything he knew about the way of the blade. Hermosa being on the side of good now wants that blade back. It will allow her to upgrade the trainer platform and transmit her knowledge to you. Besides she always thought her sister deserved a painful death.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Go to the end of Orobas Fjords.
- Enter the Flying Fortress level.
- Destroy all the flying fortresses.
- Enter small dungeon and clear it. (entrance is at -38 -45 168 in RiverTown_FF region)
- Use teleporter to get to Kali's Dungeon.
- Enter it and defeat Kali.

Dialogue Changes

- None.

Questlog

- To be added.

Consequences/Rewards

- You can get some interesting loot.
- You get the sword of power.

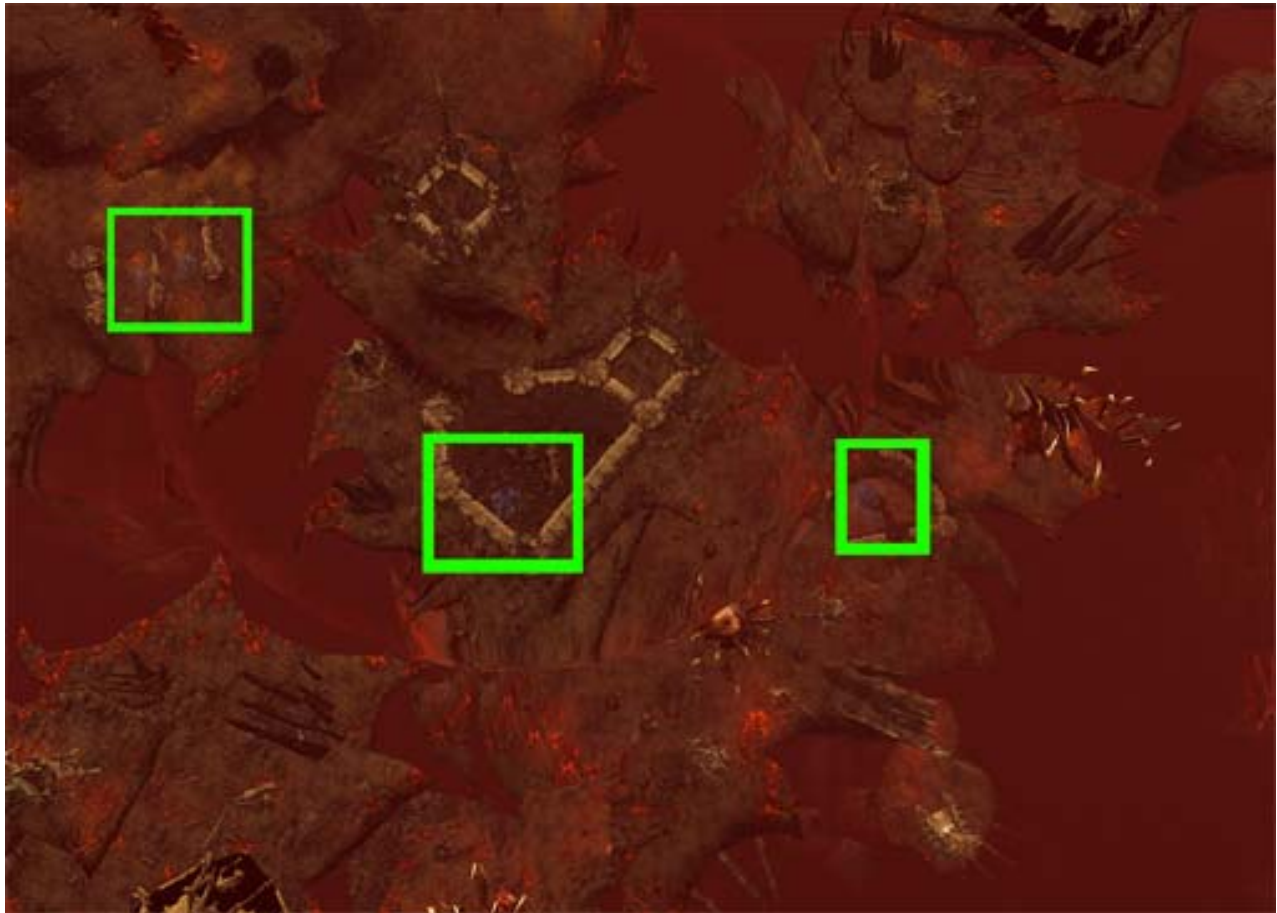
The Damian Gate 1

These gates in OROBAS Fjords have a connection to the Flying Fortress' that Damian controls. Every gate leads to another region with Flying Fortress'. This way Damian can send his troops all over Rivellon to get his will done.



Gate 1 in OROBAS Fjords

Solution A



Sequence

- Enter the Flying Fortress level.
- Destroy the first crystal with the blue magical aura around it. Doing so will disable the anti dragon device so you can shift into dragonform
- Destroy the next blue crystals to disable the other anti dragon device.
- You can now enter Xanlosh' Passage, that will lead you to another island surrounded by an anti dragon device, and guarded by another Black Ring General and his undead creature. Kill him and disable the blue crystal in his arena to disable the last anti dragon device, or destroy the crystal first and get a second dialog with him.
- There are 2 more dungeons in this Flying Fortress:
- Stone's dungeon features a boss named Stone, once you start fighting him, he will escape once you brought his hp low enough. And he will challenge you to follow him.
- Follow him through to his arena, where you will fight his minions, before his shield is disabled.
- Once his shield is down you can kill him
- There is also the bonus dungeon. In this dungeon you can find a chest with lots of herbs in it. You will also encounter a speaking fountain, and in that dialog you can choose to put 2 ingredients in the fountain, resulting in a plant sprouting from the fountain, and in some cases a weapon if you have a right combination.

Dialogue changes

- None

Consequences/Rewards

- The player can get some interesting loot

The Damian Gate 2



Gate 2 in Orobas Fjords

Solution A

Sequence

- Enter the Flying Fortress level.
- Find and destroy all crystals surrounded by a blue magical field to disable the anti dragon devices.
- Enter the dungeon once all the anti dragon devices are shut down.

- Continue through the dungeon, you will encounter a locked door, but you can find a key in a smaller room a little bit further. Use the key to open the door to Raze's chamber.
- Kill Raze, you can mindread him to get a piece of the Ulthring set.

Dialogue changes

- None

Consequences/Rewards

- The player can get some interesting loot and solve the quest(s) that involve killing Raze.

The Damian Gate 3



Gate 3 in Orobas Fjords

Solution A

Sequence

- Enter the Flying Fortress level and take your dragonform to reach the fortresses above you.

- Destroy the 6 Flying Fortress with the magical, blue fields surrounding them to disable the Anti Dragon Device. (see screenshot below for an example)
- You can now enter the dungeon and face Keara and her puzzle. (Mindread her for a very important hint to solve her puzzle: all the statues are lying)



- You have to name the 5 statues scattered across her dungeon by deducting their names through the 2 clues each statue gives. If you write down the hints and use logic you can find the solution. (for the solution, check the images below)
- Once you named all the statues, talk to the magical door to confirm your solution. If you made a mistake, new enemies will spawn. If you got all the names right, the door will open and you can continue in Keara's room.





Dialogue changes

- Keara will be surprised that you made it through her maze.

Consequences/Rewards

- You get some interesting loot and can kill Keara for some quests.

Quests at Aleroth City

Solution for Zeppelin Travel to Aleroth

Solution A

Prerequisite

- 'On the Road Again' Quest.
- You have to complete the tutorial or you can write 'oe sepp' in the console to trigger it.

Sequence

- Go to the Champion Harbour and speak to Sepp.
- Ask to take the Zeppelin to Aleroth City.
- He will only agree if you have completed 'On the Road Again' Quest.
- You arrive in Aleroth city.

Consequences/Rewards

- You travel to Aleroth city.

Quests in BrokenValley3

Revelation

In order to reveal the entrance to the Hall of Echoes, the player must find the spell Maxos created and stored in the Battle Tower.

Prerequisite

- Hall of Echoes Bound.

Follow up Quest

- None.

Solution A

Sequence

- Go to your personal quarters in the Battle Tower after defeating Laiken.
- Pick up the Note from Maxos on the small table.

Dialogue changes

- Talana tells you that this is an important item.

Questlog

- Even when I know where to look for the entrance to the Hall of echoes, I shall still need to reveal it by using a spell Maxos fabricated and which he stores in the private chambers of his Battle Tower.
- Even when I know where to look for the entrance to the Hall of echoes, I shall still need to reveal it by using a spell Maxos fabricated and which he stores in the private chambers of his Battle Tower. Even my silver Slayer eyes will not suffice to see the gate leading to my goal, so it looks like I will have to conquer Maxos' one time home to find that spell.
- The spell that shall reveal to me the entrance to the Hall of Echoes is in my possession!
- The spell that shall reveal to me the entrance to the Hall of Echoes is in my possession! I have had to do great battle to get it, but it's good to know not only the spell but the entire tower now is mine to command.

Consequences/Rewards

- The player can reveal the gate of the Hall of Echoes.

Booster: Needleman's mindread

This quest is a simple mindread booster. Mindreading this npc gives you the password to his secret stash.

- Doctor Needleman (found on top of Lovis' tower in BrokenValley3)
Cave from mindreading him can be found at 29 -190 -87

Quests at HOE

Hall of Echoes Bound

Prerequisite

- Collect the Book of the Dragon in Maxos Temple

Follow up Quest

-

Follow up Sub Quest

- Lock and Key, X marks the Spot, Come to no Harm, Revelation.

Solution A

Sequence

- Complete all sub-quests.

Dialogue changes

-

Questlog

- Maxos' book on the Hall of Echoes stipulates that I shall need to find four things to be able to enter the realm of the dead.
- Maxos' book on the Hall of Echoes stipulates that I shall need to find four things to be able to enter the realm of the dead. These are the location, the spell to reveal it, the sigil to open it and the shield to protect me once I am inside.
- I have found all I needed to enter the Hall of Echoes!
- I have found all I needed to enter the Hall of Echoes! I can now proceed to travel to the entrance in the Orobas Fjords and there proceed to take the next step in the downfall of Damian.
- I am here at last: the Hall of Echoes...
- I am here at last: the Hall of Echoes... Soon I will find Ygerna's soul, bring her back to life and so fulfill Talana's quest and eradicate the great threat that plagues Rivellon.

Consequences/Rewards

- You can enter the Hall of Echoes.

X Marks the Spot

Prerequisite

- Hall of Echoes Bound.

Follow up Quest

-

Solution A

Sequence

- Go to the Patriarch Cave.
- Talk to the 3 statues and gather the seeds they want
- Give them the seeds so the door opens
- Find a lever part in the maze to fix the broken lever and pull it
- Walk to the wooden platform and talk to the dragon.

Dialogue changes

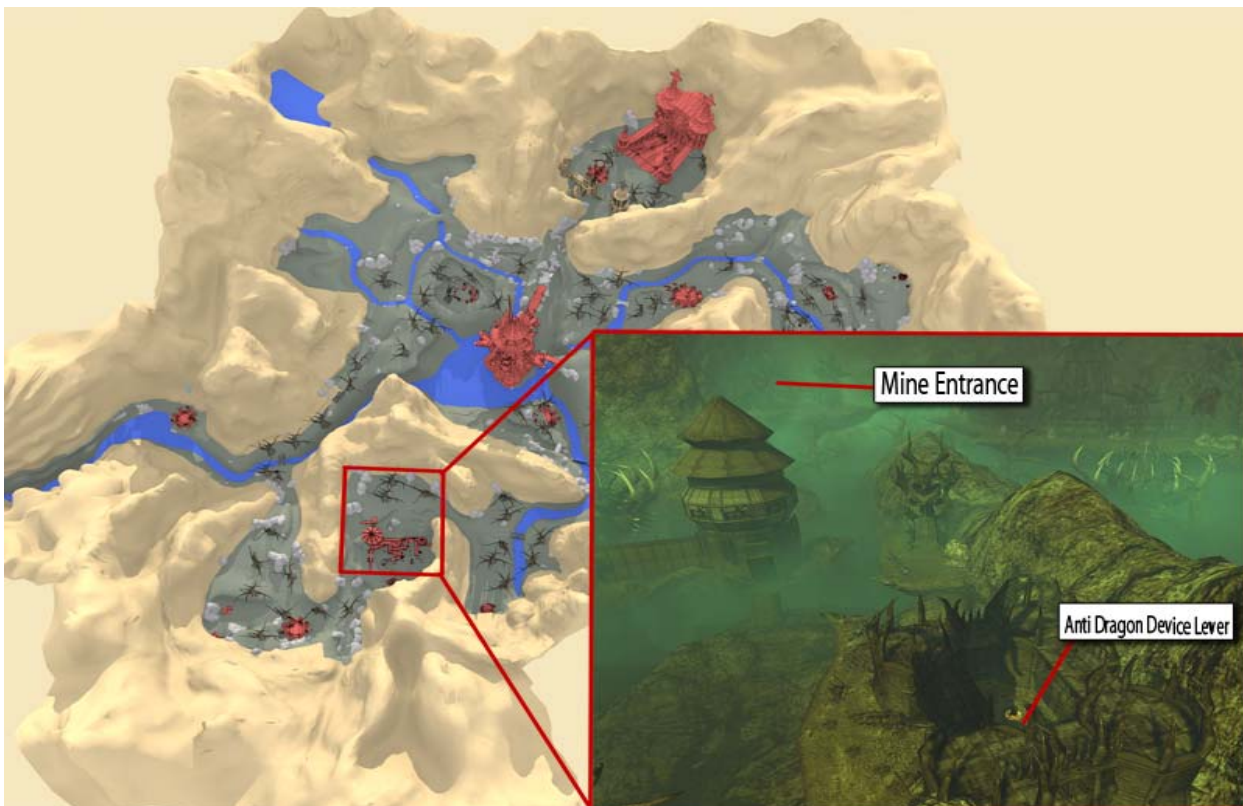
- None

Questlog

- To find the location of the entrance I should find one of the the rarest and most elusive of creatures: a real Dragon.
- To find the location of the entrance I should find one of the the rarest and most elusive of creatures: a real Dragon. Maxos found one, but forwent to note who or where because he knew very well that merely finding one of the Ancient Race would prove to be too great a challenge for most.
- I found a Dragon - the Patriarch - who created an entrance to the Hall of Echoes for me beneath the roots of Irminsul, the riddle tree.
- I found a Dragon - the Patriarch - who created an entrance to the Hall of Echoes for me beneath the roots of Irminsul, the riddle tree. As it would turn out there is no such thing as one single and everlasting gate that leads there, but Dragons, blessed with their unfathomable knowledge, can open portals to it.

Consequences/Rewards

- The Patriarch opens the portal to the Hall of Echoes.



Lock & Key

Prerequisite

- Hall of Echoes Bound.

Follow up Quest

- None

Solution A

Sequence

- Go to the mine cave in Broken Valley.
- The entrance is protected by an anti dragon device.
- Find a switch protected by 4 walls on a ledge nearby
- Flick the switch to disable the forcefield and enter the mine.
- Find and kill the black ring general to get his key.
- Use the key to open up a locked door in the cave.
- Kill the demon in the elevator room.
- Get the Sigil.

Dialogue changes

-

Questlog

- To open the gate to the Hall of Echoes I shall have to obtain a special sigil which Maxos hid away deep inside a mountain in Broken Valley.
- To open the gate to the Hall of Echoes I shall have to obtain a special sigil which Maxos hid away deep inside a mountain in Broken Valley. To delve into a mountain sounds difficult enough, but then again, perhaps the miners may have done much of the work for me already.
- Ba'al is dead and the sigil is mine.
- Ba'al is dead and the sigil is mine. The great Demon was no match for the Dragon and by achieving such a victory I am confident I will make it to the Hall of Echoes in the end.

Consequences/Rewards

- You have the sigil to open the gate to the Hall of Echoes.

Come to no Harm

Prerequisite

- Quest "On the road again" so you can enter Aleroth City.

Follow up Quest

- None

Solution A

Sequence

- Keep continuing down the city till you reach an angry mob
- Use the teleporter to go to 'the waiting room'
- Follow Zandalor and Deodatus and protect them from the spawning monsters while they close the rifts, till all rifts are closed
- Zandalor will give you the shield.

Dialogue changes

-

Questlog

- To withstand the forces inside the Hall of Echoes I will need a shield crafted from the same metal as the sigil that will open it. Maxos crafted an amulet that shrouds the wearer from harm and hid it in somewhere beneath Aleroth.
- To withstand the forces inside the Hall of Echoes I will need a shield crafted from the same metal as the sigil that will open it. Maxos crafted an amulet that shrouds the wearer from harm and hid it in somewhere beneath Aleroth. I should note that even though the amulet protects against the atmosphere of death inside the Hall of Echoes, its inhabitants will still pose a significant threat.
- Zandalor, Deodatus and I were able to close the rifts that posed such grave danger to Aleroth and now the shield is ours.
- Zandalor, Deodatus and I were able to close the rifts that posed such grave danger to Aleroth and now the shield is ours. With it I can enter the Hall of Echoes without having to fear almost instantaneous death.

Consequences/Rewards

- You have the shield to protect you when you enter the Hall of Echoes.

Close to the Bone

Prerequisite

- You need your dragon form.

Follow up Quest

- None

Solution A

Sequence

- Mindread Keara when you enter her maze to reveal that the statues lie.
- Accept the quest from the ghost of Velanir
- Solve the puzzle with the statues
- Enter Keara's room
- Insist on killing her before you talk about Velanir
- Kill her and get an xp reward.

Dialogue changes

- Velanir will be furious for not helping him.

Questlog

- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate.
- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate. To escape he needs that body and I will help him to get it back.
- During the confrontation with Keara, I conveniently forgot all about Velanir: no way I was going to help a Black Ring General's husband.
- During the confrontation with Keara, I conveniently forgot all about Velanir: no way I was going to help a Black Ring General's husband. Now they are united again. Dead, certainly, but reunited.

Consequences/Rewards

- XP/money

Solution B

Sequence

- Mindread Keara when you enter her maze to reveal that the statues lie.
- Accept the quest from the ghost of Velanir
- Solve the puzzle with the statues
- Enter Keara's room
- Talk to her about Velanir
- Tell her that he was in love with Damian.
- She will attack the skeleton Velanir
- Kill her
- Dialogue changes
- Keara will be furious when you tell her about the "affair".

Questlog

- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate.
- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate. To escape he needs that body and I will help him to get it back.
- During the confrontation with Keara, I told her Velanir had an infatuation with Damian. She did not take the news well.
- During the confrontation with Keara, I told her Velanir had an infatuation with Damian. She did not take the news well and Velanir and I had to fight her, but at least he got what he wanted: his body back.

Consequences/Rewards

- XP/gold

Solution C

Sequence

- Mindread Keara when you enter her maze to reveal that the statues lie.
- Accept the quest from the ghost of Velanir
- Solve the puzzle with the statues
- Enter Keara's room
- Talk to her about Velanir
- Tell her that he wants to wait for her in the Hall of Echoes.
- She will release him, and attack you.
- Kill her

Dialogue changes

- Velanir will be grateful when he hears Keara will release him.

Questlog

- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate.
- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate. To escape he needs that body and I will help him to get it back.
- During the confrontation with Keara, I told her about Velanir's wish and she agreed to release him.
- During the confrontation with Keara, I told her about Velanir's wish and she agreed to release him. Friendly as she was she wanted to send me to the Hall of Echoes with him, but I have to get there alive, not dead.

Consequences/Rewards

- XP/gold

Solution D

Sequence

- Mindread Keara when you enter her maze to reveal that the statues lie.
- Accept the quest from the ghost of Velanir
- Solve the puzzle with the statues
- Enter Keara's room
- Talk to her about Velanir
- Tell her that he wants to be soulforged with her.
- Velanir will be angry and attack you.
- Kill both Velanir and Keara

Dialogue changes

- Velanir will be angry when he hears about the soulforge
- Keara will be happy to hear Velanir still loves her, but will still kill you.

Questlog

- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate.

- I agreed to help the ghost of Velanir, a dead Black Ring warrior who wants to escape from his crazy wife who keeps his skeleton animate. To escape he needs that body and I will help him to get it back.
- During the confrontation with Keara, I told her Velanir was more in love with him than ever and that he wanted to be Soul Forged with her, but Velanir didn't appreciate my sense of humour.
- During the confrontation with Keara, I told her Velanir was more in love with her than ever and wanted to be Soul Forged with her, but Velanir didn't appreciate my sense of humour. They both attacked and I had to defend myself. It was worth the joke though.

Consequences/Rewards

- XP/gold

Quests that can happen in any area of game

Killer Bunny Quest

After killing 30 bunnies, the killer bunny appears!! The player will fight the bunny.

Prerequisite

- None.

Follow up Quest

- None.

Solution A

Sequence

- Kill 30 bunnies.
- The bunny will appear near a player.
- Camera shot shows the bunny.
- Dramatic bunny sequence.
- Kill the killer bunny.

Dialogue changes

- Bunny will be very vengeful.

Questlog

Consequences/Rewards

- The player gets an achievement.
-

Note: *Bunny is extremely hard to kill.*

Achievements

All Aboard!	You finished Farglow. Happy hunting!
Path of the Pious	You have gained entry to the Maxos Temple.
The Great Escape	You have made it out of the Maxos Temple.
The Dragon Roars	You have destroyed Damian's armada and successfully protected your Battle Tower.
The Feral Fjords	You have discovered the Orobas Fjords.
Dim Lights, Dark City	You have discovered Aleroth.
Past the Gates	You have reached the Hall of Echoes.
The Damned One	You met Damian.
Hold the Key	You have obtained the key to the Maxos Temple.
The Maxos Baedeker	You have found the book that will lead you to the Hall of Echoes.
Spell-Struck	You have found the spell that will reveal the Hall of Echoes.
Dragon Ho!	You have found a true Dragon: the Patriarch.
The Sigil, the Seal	You have found the seal that will open the gate to the Hall of Echoes.
Shielded	You have obtained the shield that will protect you in the Hall of Echoes.
Dragon Knight	You have finished the game.
Chicken Out	You have killed Caspar.
Bunny Bagger	You have killed the Killer Bunny.
She Never Saw It Coming	You scared away the fortune teller.
Castle Thrasher	You have destroyed all of Damian's Flying Fortresses.
Lovis Lore-Master	You correctly answered all of the questions about Lord Lovis.
Family Fortune	You have read the mind of the three Gremory siblings.
You're Going to Die Charlie	You have killed Charlie the goblin.
Adrift	You have found Michael's raft.
Saint or Satan	You have shown you are either utterly good or evil in Bellegar's cave.
Bounty Hunter	You have brought to justice all of Rivellon's most wanted criminals.
Cave In	You have found Adah and Mahalath's secret cave.
Turn a Blind Eye	You have cured blindness.
Pillar of Strength	You have upgraded all your Battle Tower platforms to their maximal potential.
On the Run	You have sent one of your runners on a mission.
Peeping Tom	You have read someone's mind.
Off the Leash	You have summoned your creature.
Gaining Power	You have leveled up. Congratulations!
Divinity	You have reached an epic level.
Prince Charming	You have charmed an item.
Enchanté	You have enchanted an item.
Master Brewer	You have created a potion.
Mater Studiorum	You have made use of your skill trainer.
Shop Till You Drop	You have traded with someone.
Shape of the Dragon	You have morphed into a Dragon.
Mirror, Mirror	You have made use of an illusionist's services.
A Dragon Stone's Throw Away	You have used the Dragon Stone.

Mindreads in Divinity II

Farglow

Lore

Morgana; Toral; Sarah; Isobel; Aravir; Alberic; Gawain; Sonja; Tiresias; Rhode; Marius; Sepp

Gerald

Gerald is a trader. Mindread leads to a new dialogue option in his dialogue. When used it results in a price decrease.

Barbara

Mindread leads to a new dialogue option in Gerald's dialogue. When used he gives you an item.

Edmund

Edmund has a locked chest at position -66,7904; -16,1477; -9,35461. When you mindread him a key will appear at position -54,8077; 107,678; -1,31811. The key opens the chest.

Broken Valley

Lore

Rhode; Joris; Paul; Marius; Wellesly; Keane; Elisabeth; Stan; Ollie; Folo; Peggy; Sue; Phoebe; Sean; Rose; Palmer; Captain Rodney; Louis; Jailer Cessnock; Anthony; Merrill; Barmaid Elsa; Doctor Needleman; Locke; Jack; Jake; Mouse; Carl Jackson; Marius; Zandalor; Rothman; Kagar; Sosostra; Casper; Fenton; Eugene

Lamotte

Mindreading him lowers his prices.

Locke's Cart

Mindreading the cart will reveal the password you need to open it.

Arnold

Mindreading him will spawn a belt in the barracks at position -1,53151333; -0,8710729; 0,01578731.

Derk

Mindreading him will spawn the key to his cellar in Tim's barn next to the Black Boar at position 141,787; 531,063; -14,8579.

Richard

Mindreading him will open a new dialogue option if you have accepted the “Hearttaker” quest: when you bring him a goblin heart you can say it is worth more in Aleroth. From now on he pays you more for the goblin hearts you bring him.

When you decline the “Hearttaker” quest, Richard runs away into the woods. When you see him again in a little goblin village you can mindread him again. Mindreading him will spawn a chest in a bush close to the nearby teleporter statue at position 25,5487; 110,124; -96,903.

Winthrop

Mindreading him will spawn a mace behind Jackson’s farm at position -29,5186; 339,236; -47,8327.

Linda

Mindreading her will spawn her coin purse in the Broken Valley village chapel at position -8,52655; 11,1414; 0,114631.

Miller Upton

Mindreading him will reveal the location of his key that opens the gate to the storage in the mill. It does not spawn the key! The key is always there, but is hard to find.

Abanayabar

Mindreading him will reveal the password needed to enter the storage place of Miller Upton in Broken Valley. The storage entrance can be found at position -339,947; -388,532; -71,2738.
(IT_Door_Mindread_1_Cellar_O)

Martis

Mindreading him will reveal the password needed to enter the bandit camp and solve the “Into the Bandit's Den” quest.

Arben Ghost

Mindreading him will spawn a shield in the Orobas dungeon at position -17,4688; 60,7726; -11,9311.

Tim

Mindreading him will spawn a coin purse in a bush on the left side of the Broken Valley chapel at position 190,868; 501,948; -11,7608.

David

Mindreading him starts “The Fugitive” quest.

Robin

Mindreading him will reveal the password needed to enter his storage in Broken Valley. The storage entrance can be found at position -248,146; -271,602; -120,982.

(IT_Door_Mindread_2_Cellar_O)

Mara

Mindreading her lowers her prices. (WIP)

Quincy

“You have gained new insights!” Skill point(s) earned.

Peavey

At first Peavey has a lore mindread, but that changes after playing the “High and Dry” quest. Mindreading him will spawn a treasure box behind the Broken Valley teleported at position 21,2491; 571,213; -19,8556.

Naberius

Mindreading him will reveal the password needed to enter his storage in Broken Valley. The storage entrance can be found at position -314,546; 353,808; -35,4166.

Lomax

Mindreading him reveals his infatuation with Elisabeth. This information can be used to lure the Seekers away during the “Feast or Famine” quest.

Dana

Mindreading her will reveal the location of a key that opens Jackson’s cellar. It does not spawn the key! The key is always there, but is hard to find.

Talana

Mindreading her will spawn a cleaver called Slayerbane at position -284.448; 10.0795; 111.101.

Willy

Mindreading him will spawn a coin purse in the little goblin village behind the mines at position 394.486; -281.128; -82.1957.

Christopher

“You have gained new insights!” Skill point(s) earned.

Rory

Mindreading him will reveal there is a secret space in the office inside the Broken Valley mine proper. It does not spawn the wall! The wall is always there, but is hard to find.

Viper

Mindreading him will spawn extra treasure to be looted from his body when he is dead.

George Gremory

Mindreading him will spawn a chest in the Orobas Fjords at position 8,36593; -619,297; 274,376.

First of the three Gremory mindreads.

Filip

“You have gained new insights!” Skill point(s) earned.

Jenae

“You have gained new insights!” Skill point(s) earned.

Dreavan

Mindreading him will reveal the password needed to enter his storage in Broken Valley. The storage entrance can be found at position -473,652; -178,509; -77,4138, inside his cabin.
(IT_Door_Mindread_3_Cave_O)

ZixZax

Skill point(s) earned.

Lord Lovis

Mindreading him will unlock a chest next to his throne.

Carlin

Mindreading him lowers his prices.

Toshan

“You have gained new insights!” Skill point(s) earned.

Hallorn

Mindreading him will spawn a chest at position 45,6531; -91,0136; -7,73554 and a loot bag at position 41,92; -87,8882; -8,44479, both in the dungeon he is in.

Seth

Mindreading him will spawn the sword Brightblade in his inventory for you to loot. Only after mindreading him, is the sword in his inventory.

Bandit Camp

Lore

Jagon; Laiken

Christopher

His mindread reveals he wants Rimmer Rum, which is needed to solve the “Couple Trouble” quest.

Tagos

“You have gained new insights!” Skill point(s) earned.

Ragnar

Mindreading him will spawn a key on top of the Dragon statue's head at position -53.271; -60.8186; 25.2131.

The gate it opens is at location -26.1459; -30.8929; 10.7476.

Leda

Her mindread is a clue for what is to follow in the temple: you have to walk in the trail of corpses.

Emily

Her mindread is a clue for what is to follow in the temple: you have to walk in the trail of corpses.

Maxos Temple

Lore

Abalam

Evil Sassan

Hint how to solve the Eternal Maze.

The Librarian

Mindreading him will reveal teach you a new alphabet needed to read a special book on a pedestal at position -96,0347; -185,917; -36,9354. After reading the book stat points are added.

Amdusias

Mindreading him will reveal the password needed to open the chest in his old room at position -149,984; -222,075; -28,7286. In it is an armour piece.

Sentinel Island

Lore

Turgoyn; Evil Sassan; Grimm; Sassan

The Island

Greeting: the Island grants you some stat points.

In elevator cave: the Island grants you some stat points.

The Hermit

Mindreading him will spawn an item in the mouth of a ballista statue at position 8,36593; -619,297; 274,376.

Jonah

Mindreading him will spawn an item in Vacca's cave at position -16,7246; -58,6228; 2,00527.

Vacca

Mindreading him will spawn a bow in the hermit's chest at position -227,453; 139,902; -91,4706.

Wesson

His mindread concerns "The Prophecy" quest and describes his strength as an enchanter.

Radcliff

His mindread concerns "The Prophecy" quest and describes his strength as an enchanter.

Jonelath

His mindread concerns "The Prophecy" quest and describes his strength as a necromancer.

Igor

His mindread concerns "The Prophecy" quest and describes his strength as a necromancer.

Allan

His mindread concerns "The Prophecy" quest and describes his strength as an alchemist.

Barbatos

His mindread concerns "The Prophecy" quest and describes his strength as an alchemist.

Hermosa

Her mindread concerns "The Prophecy" quest and describes her strength as a skill trainer.

Kenneth

His mindread concerns "The Prophecy" quest and describes his strength as a skill trainer.

Catherine

Mindreading her will the password to open a chest in the Orobas Fjords at position 8,36593; -619,297; -274,376.

Second of the three Gremory mindreads.

Sam

His mindread reveals he wants desert root. Bring him rotten ones and his prices go up; bring him good ones and his prices drop.

Elfrith

Mindreading him will spawn an item atop a whale skeleton's skull at position 22,7441; 333,715; -78,2025.

Elijah

Hints at a secret switch in another cell.

Sassan

Mindreading her in the elevator cave before the Razakel summoning will spawn a book at position 9,94117; 15,5481; 4,44496536.

Dialogue before summoning: “You have gained new insights!” Skillpoint(s) earned.

Dialogue after summoning: “You have gained new insights!” Skillpoint(s) earned.

Erlking

His mindread reveals the book you need to select in the bookcase to get to the Razakel book.

Razakel

Mindreading him will spawn Razakel’s Hammer in Barnabus’ inventory. Barnabus is the necromancer in DZ_Necromancer_Cave.

Adah

Her mindread concerns the “Sibling Rivalry” quest.

Mahalath

Her mindread concerns the “Sibling Rivalry” quest.

Laiken

Mindreading him will spawn a weapon in a chest in the Throne Room.

Orobas Fjords

Lore

Cadby; Simeon; Olivia; Zeppelin Master Page; Mullet; Saul; Tibus; Jedediah; Quintus; Simeon; Ghost in Highhall; Brutus; Morgan; Aurelius

Crabbe

Mindreading him will improve your odds to find red ore.

Laura

“You have gained new insights!” Skill point(s) earned.

Abram

Mindreading him will open a new dialogue option which will lead to a price drop.

Beird

Mindreading him reveals there’s a Champion locked up and opens a new dialogue option.

Lister

“You have gained new insights!” Skill point(s) earned.

Seppe

“You have gained new insights!” Skill point(s) earned.

Moor

Mindreading him reveals that there is a key in a nearby wyvern nest.

Gwyn

Mindreading him reveals the password to open his chest in Highvale.

Montague

Mindreading him reveals that he deals in Drudanae and opens up a new dialogue option.

Tilian

Mindreading him reveals that the other slayers do not treat the chalice respectful and will open a new dialogue option.

Artemas

Mindreading him reveals some lore and makes him lower his prices.

Mundus

Mindreading him reveals that a friendship rune is allowing him to control the trolls and opens up a new quest solution in the dialogue.

Nicolas

Mindreading him reveals that he is hiding a key for his cellar under his pillow and lowers his prices.

Abram

Mindreading him reveals that he wants to kill you, and opens up a new dialogue option that makes him lower his prices.

Beird

Mindreading him reveals that he wants to kill you, and opens up a new dialogue option that makes him lower his prices.

Eamon

Mindreading him reveals that he is a fake, and gives a new dialogue option.

Mona

Mindreading her reveals that she is a fraud, and gives a new dialogue option.

Beatrice

Mindreading her reveals that she is sending you to fight Zagan, and opens up a new dialogue option to get a bigger reward.

Charlie

Mindreading him spawns a malachite gem in his chest (-846.952; -354.743; 73.551) in the tree Yggdrasil.

Arthur Gremory

Mindreading him tells you to flick a switch behind the Gremory chest to prevent getting blasted by a fireball.

Third of the three Gremory mindreads.

Patriarch

When you mindread the patriarch, you read a mind so complex, but your understanding of a fraction of it makes your dragon form stronger. You get 3 Dragon Skill Points.

Ragon

Mindreading him spawns a container underneath the stairs behind him at (-39.08 , 79.29 , -29.31)

Timpuk (the Svadilfari trader)

Mindreading him reveals lore and makes him lower his prices.

Svadilfari

Mindreading him spawns a piece of dragon armor in a chest nearby (-94.8215; 17.4384; -4.46854).

Sejanus

Mindreading him spawns his stash near the big mushrooms in the corner (-45.1608; -11.0123; 2.29666).

Leon

Mindreading him gives you some lore, and lowers his prices.

Xanlosch

Mindreading him spawns the Ulthring's Gauntlets in his inventory.

Stone

Mindreading him spawns Ulthring's Cuirass in his inventory.

Keara

Mindreading her gives you a hint on how to solve the puzzle in her dungeon.

Velanir

Mindreading his ghost spawns an axe behind the ice wall in the dungeon (-64.3003; -50.9446; -21.4025).

General Raze

Mindreading him spawns Ulthring's Boots in his inventory.

Kali

Mindreading her spawns Ulthring's Helmet in her inventory.

Broken Valley (after Damians Invasion)

Doctor Needleman

Mindreading him reveals the password to his safe house in Broken Valley.

Rayhun

Mindreading him spawns a chest with rare ingredients in his dungeon.

Geshniz

Mindreading her spawns a chest near her with rare recipes.

Aleroth

Pilcher

Mindreading him reveals some lore and lowers his prices.

Zarniyar

Mindreading him reveals some lore and lowers his prices.

Augustus

"You have gained new insights!" Skill point(s) earned.

Zandalor

Mindreading him after closing the first rift boosts gives you some skill points.

Deodatus

Mindreading him will enable trading after a new dialogue option.

Hall of Echoes

Charon

"You have gained new insights!" Skill point(s) earned.

Marius

"You have gained new insights!" Skill point(s) earned.

Evil Sassan

“You have gained new insights!” Skill point(s) earned.

Amdusias

“You have gained new insights!” Skill point(s) earned.

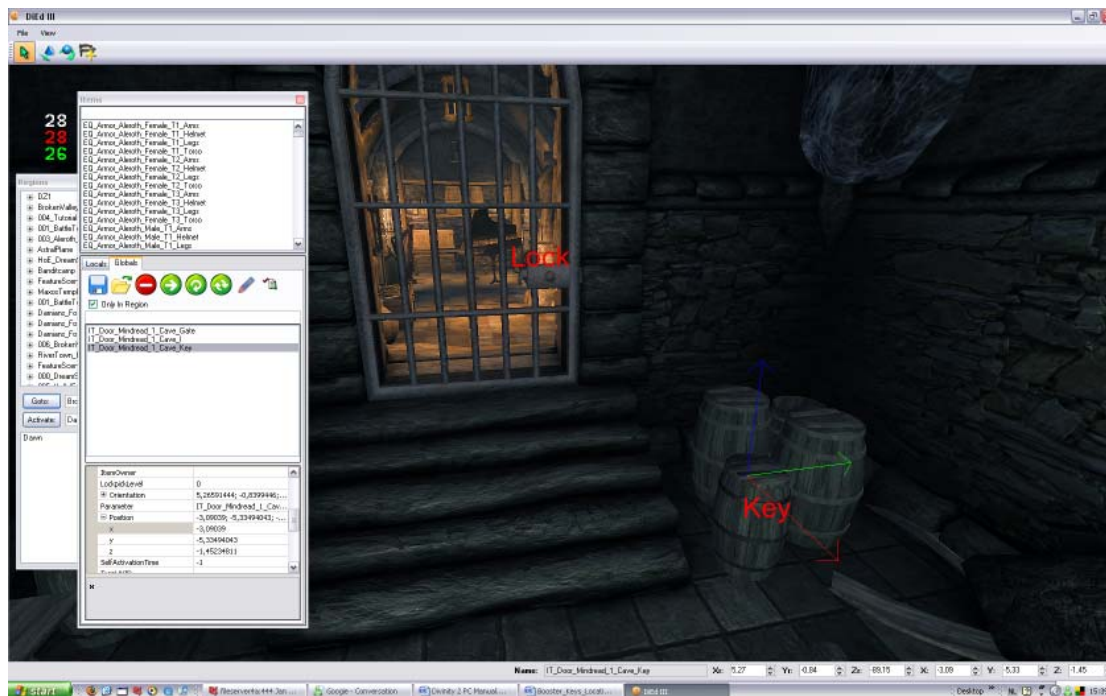
Ba'al

“You have gained new insights!” Skill point(s) earned.

Keys and Boosters in Divinity II

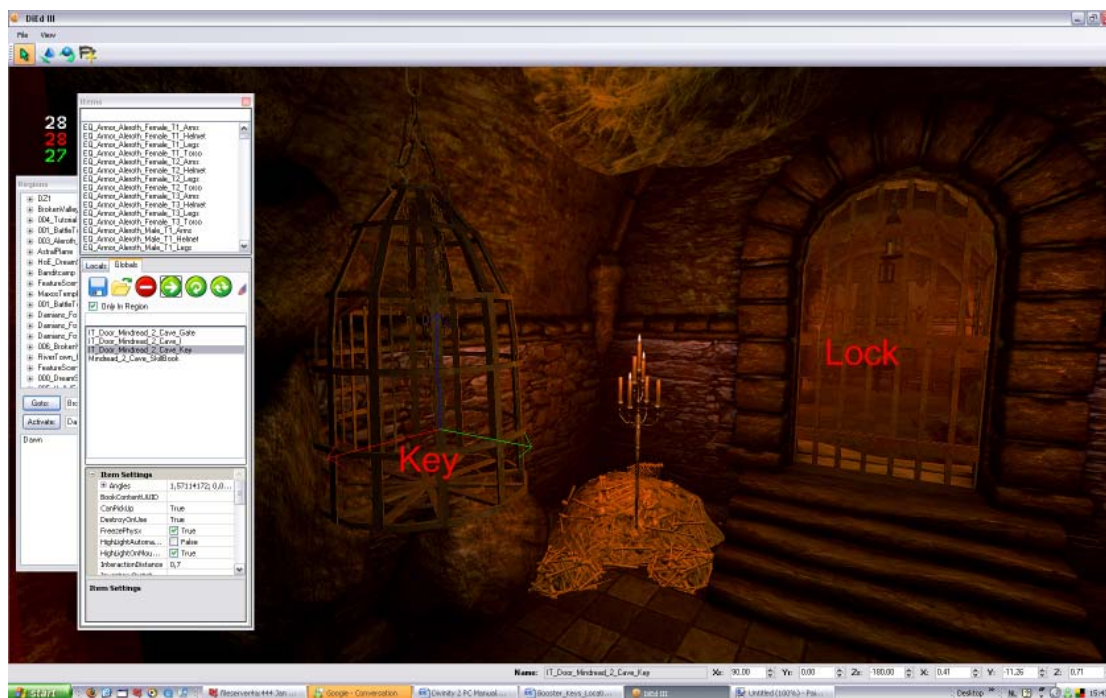
BV_Mindread_1_Cave

Key XYZ: -3,09039; -5,33494043; -1,45234811



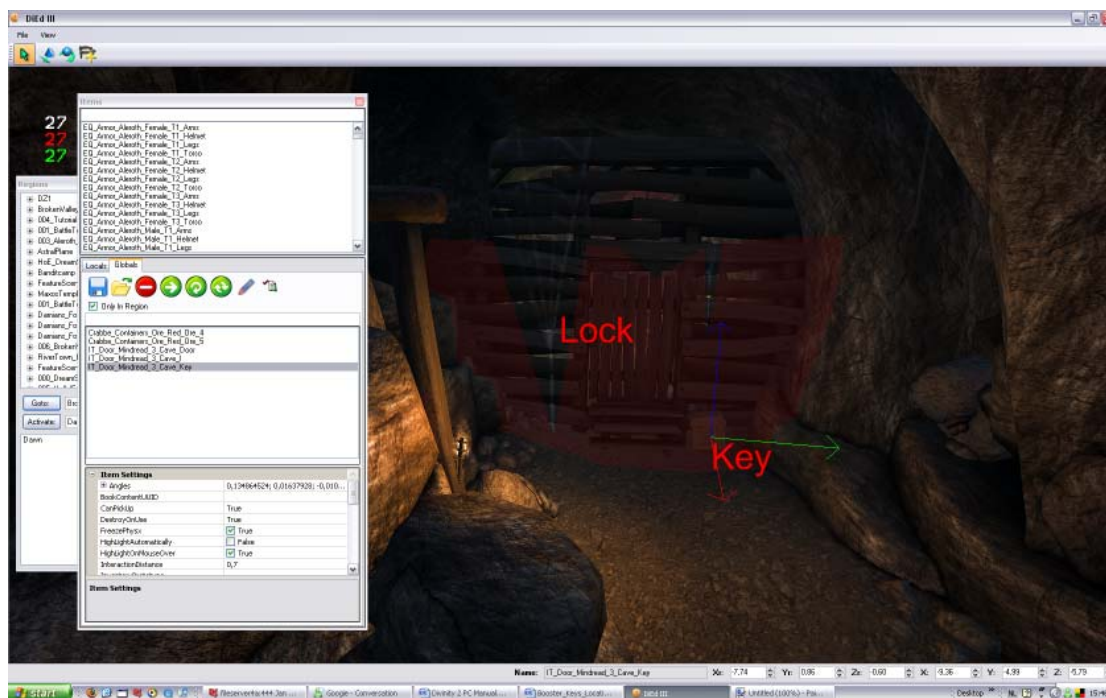
BV_Mindread_2_Cave

Key XYZ: 0,414842; -11,2626; 0,70716



BV_Mindread_3_Cave

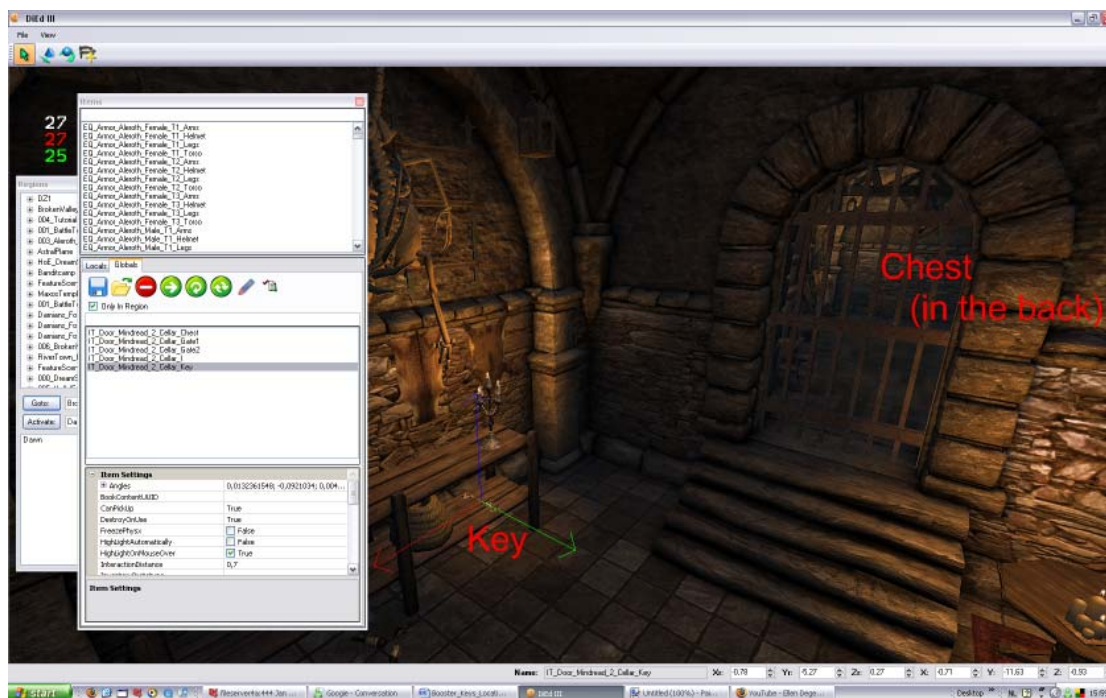
Key XYZ: -9,35602; -4,99266; -5,79458



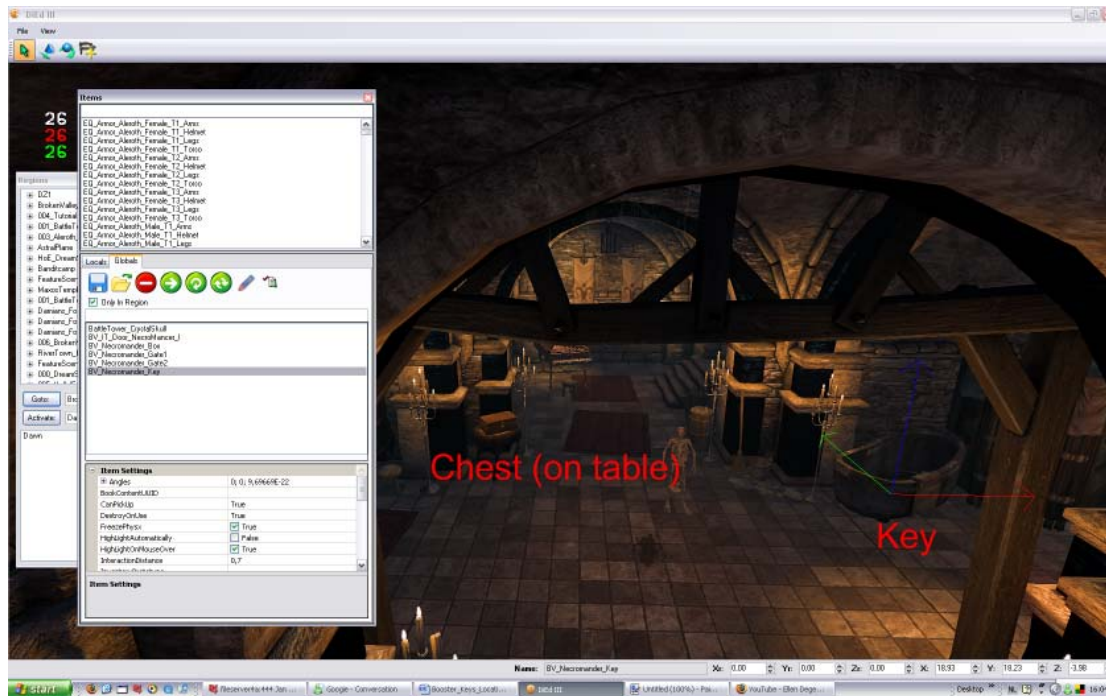
BV_Mindread_1_Cellar

Key XYZ: -10,4535; -10,5186; -0,641002

Key XYZ: -0,7081046; -11,6261005; -0,9349782



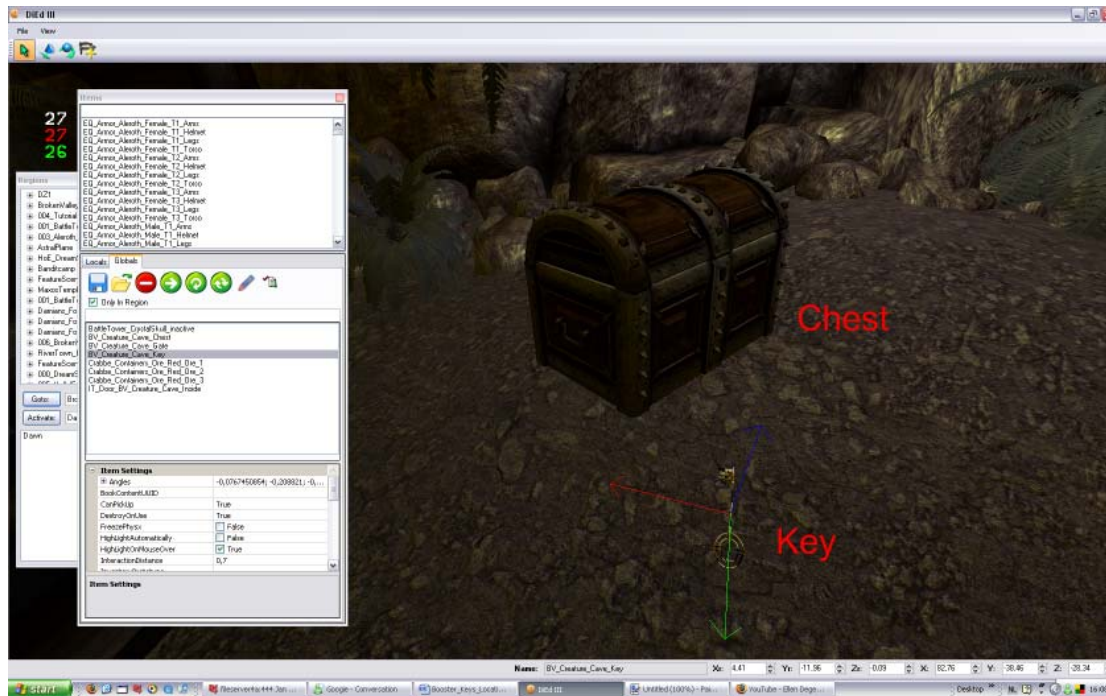
Key XYZ: 18,9257; 18,2296; -3,97908



BV_Creature_Cave

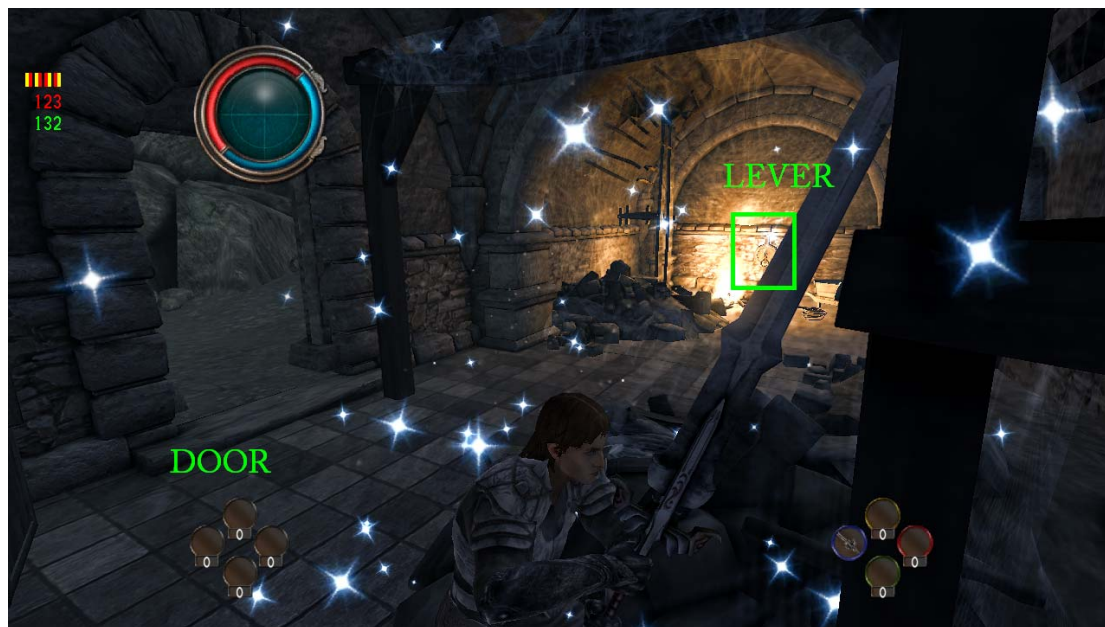
Chest XYZ: 83,3829; -39,8465; -28,2475

Key is moved to BV_Creature_Cave_Creature_Leader

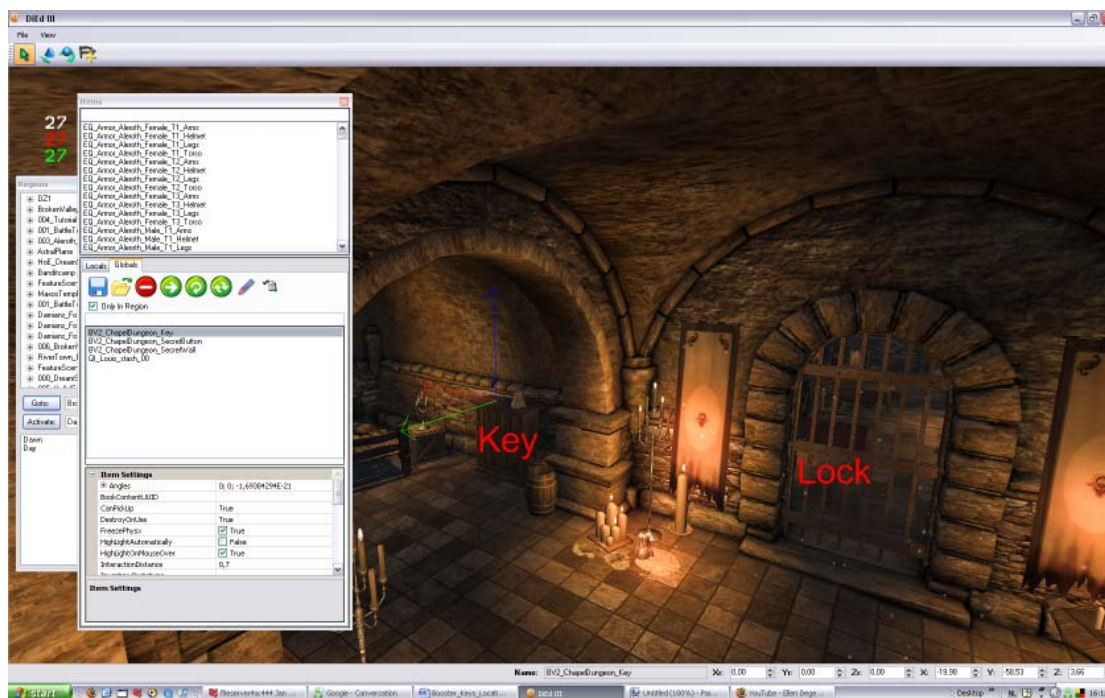


BV_Chapel

Lever to open the first door:

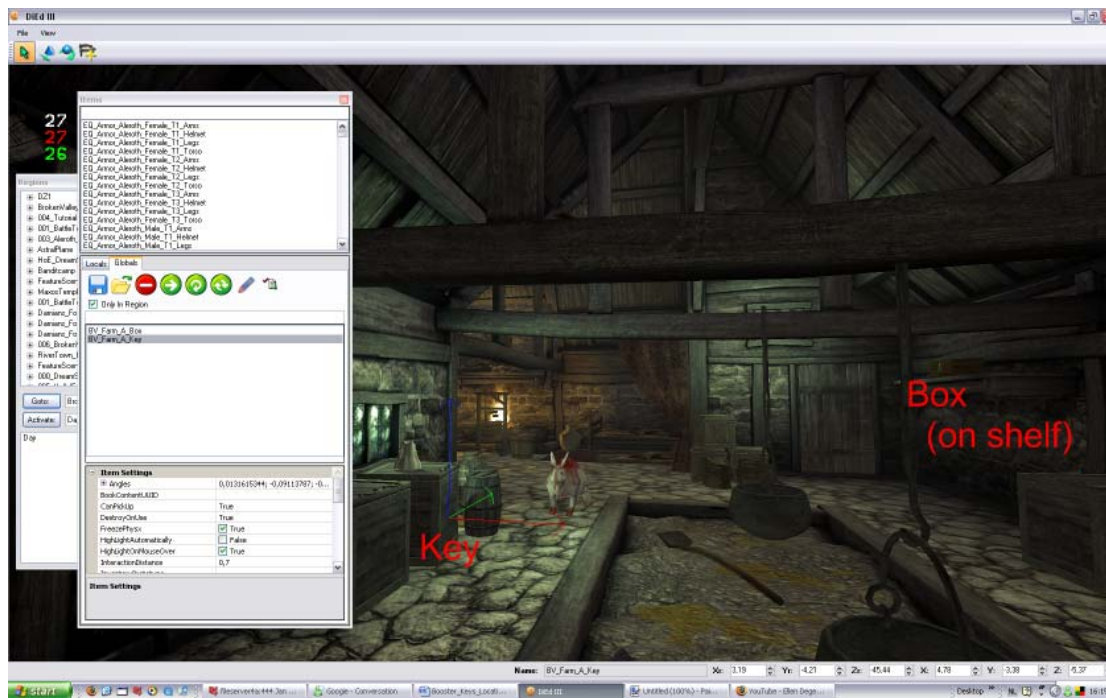


Key XYZ: -19,9819; -58,5266; 3,65546



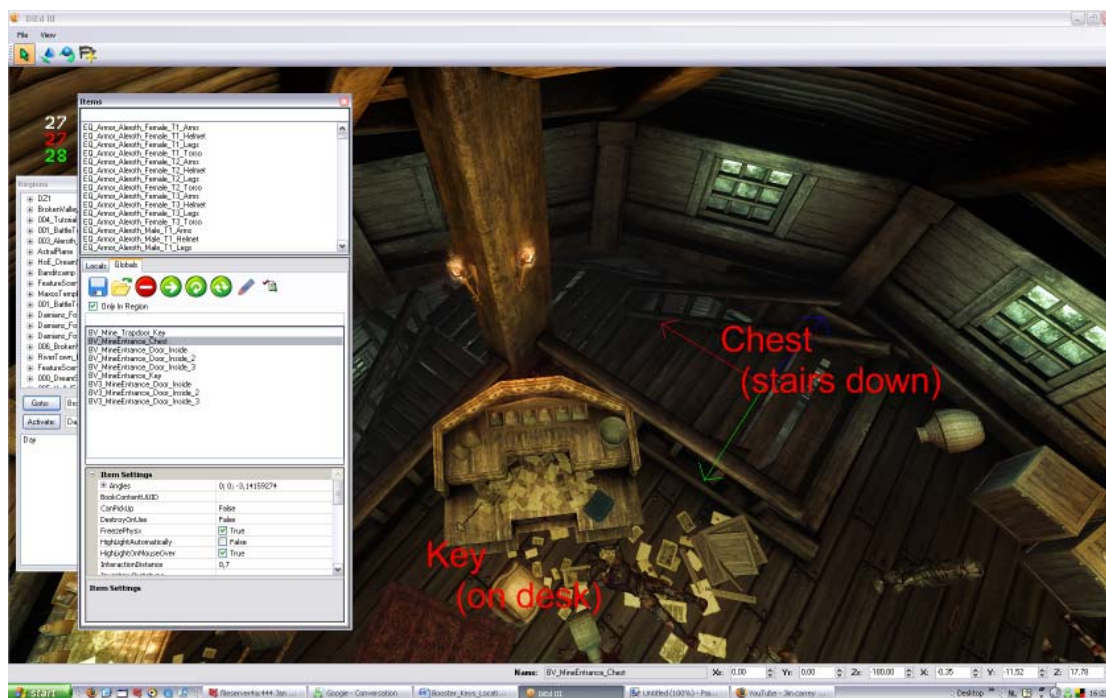
Farm_A

Key XYZ: 4,77724; -3,38147; -5,36751



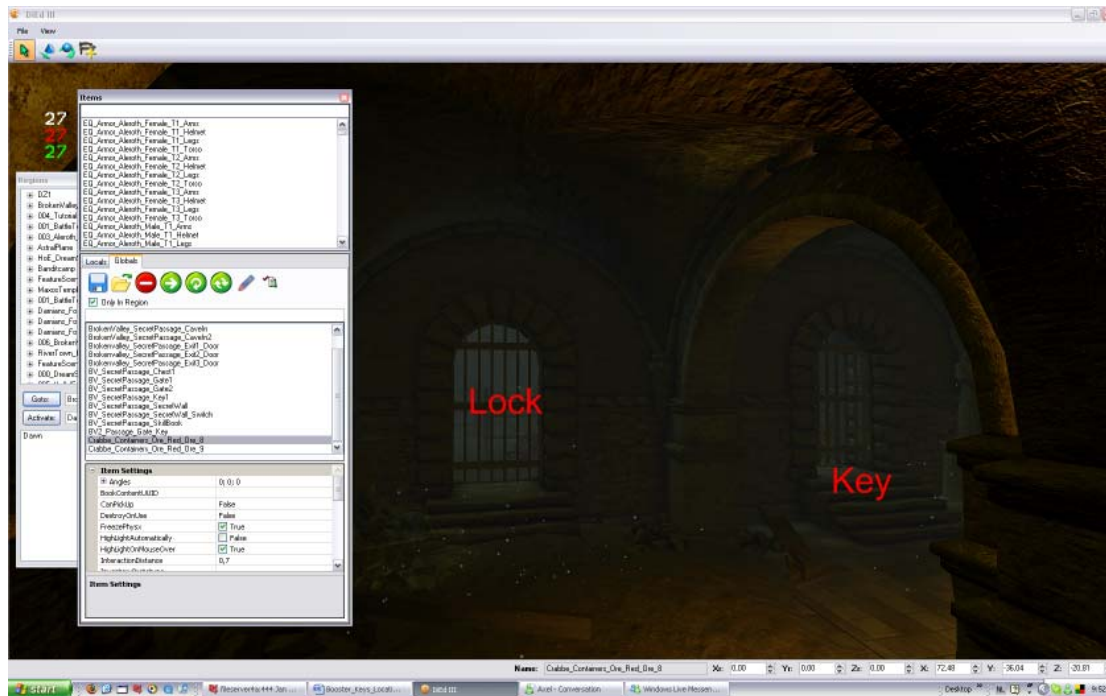
MineEntrance

Key XYZ: -0,345997; -11,524; 17,7838



BV_Cave_B_SecretPassage

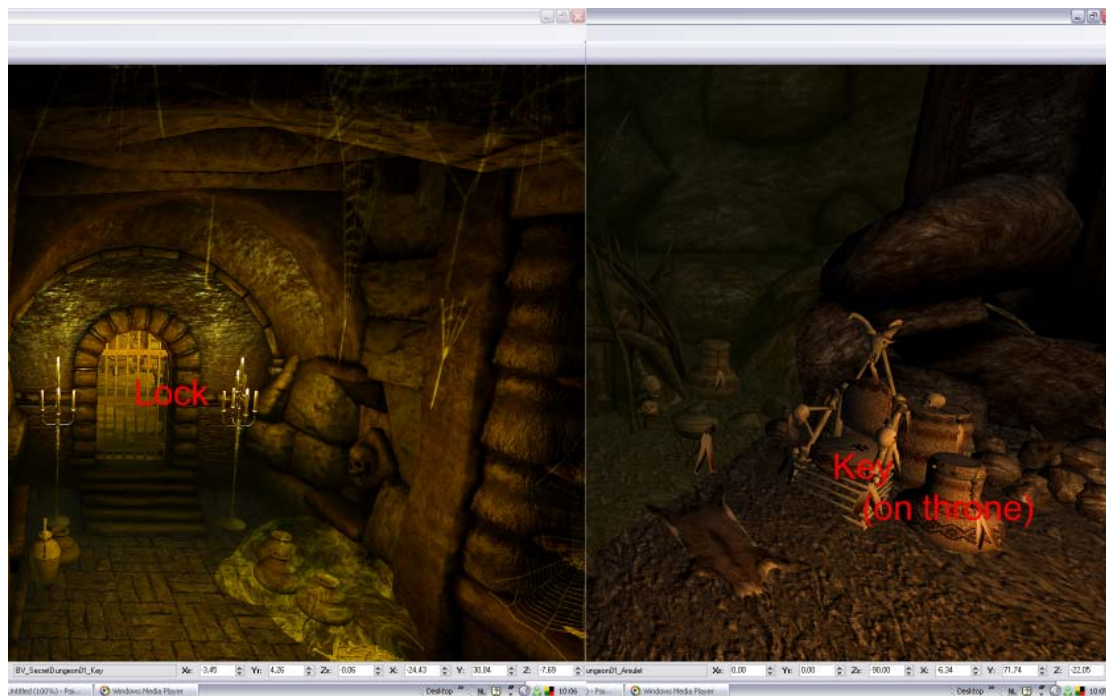
Key XYZ: 179,205; -55,2088; -20,1934



BV_SecretDungeon_01

Key XYZ: -24,4276047; 30,8441; -7,686725

Door XYZ: 10,0149; 62,6383; -22,5856

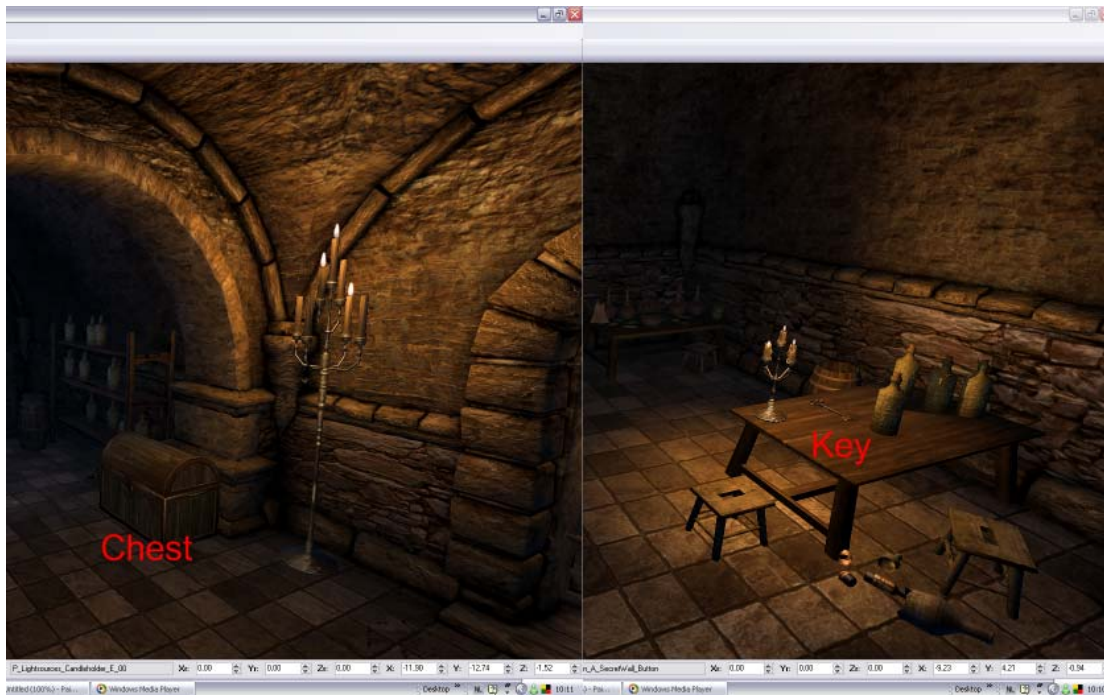


BV_Dungeon_A

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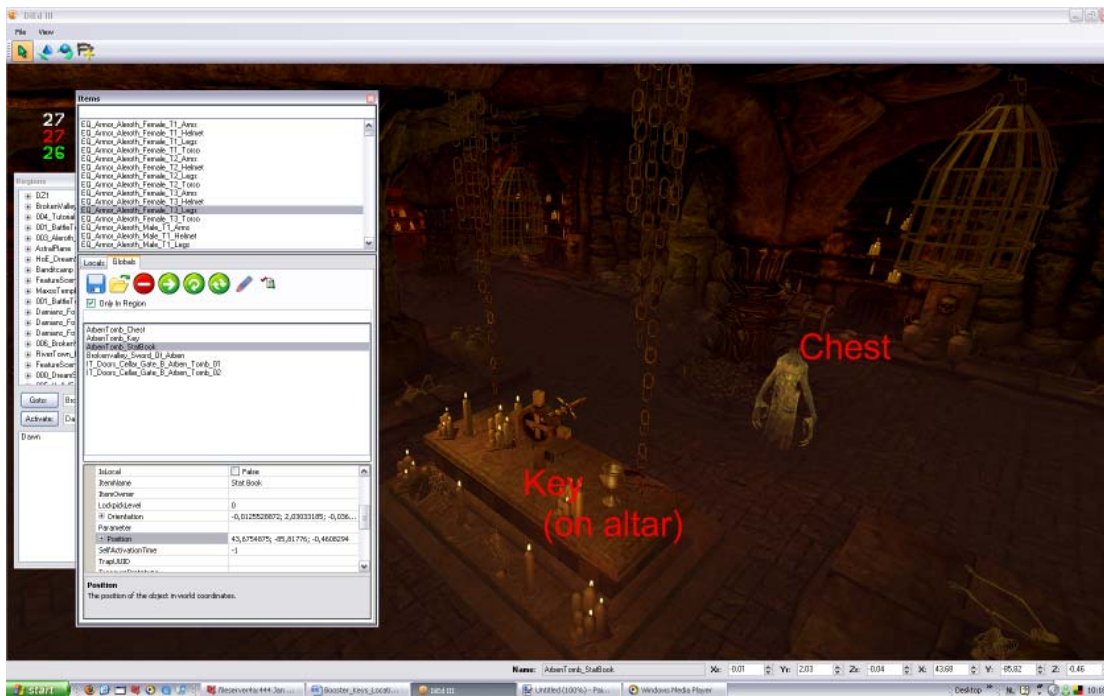
Key XYZ: 11,0308971; 16,1913; -0,712729037

Chest XYZ: -7,03791; -4,71384; -1,52107



Arben_Tomb

Key XYZ: 43,6754875; -85,81776; -0,4608294



BTB_DragonElf_Cave

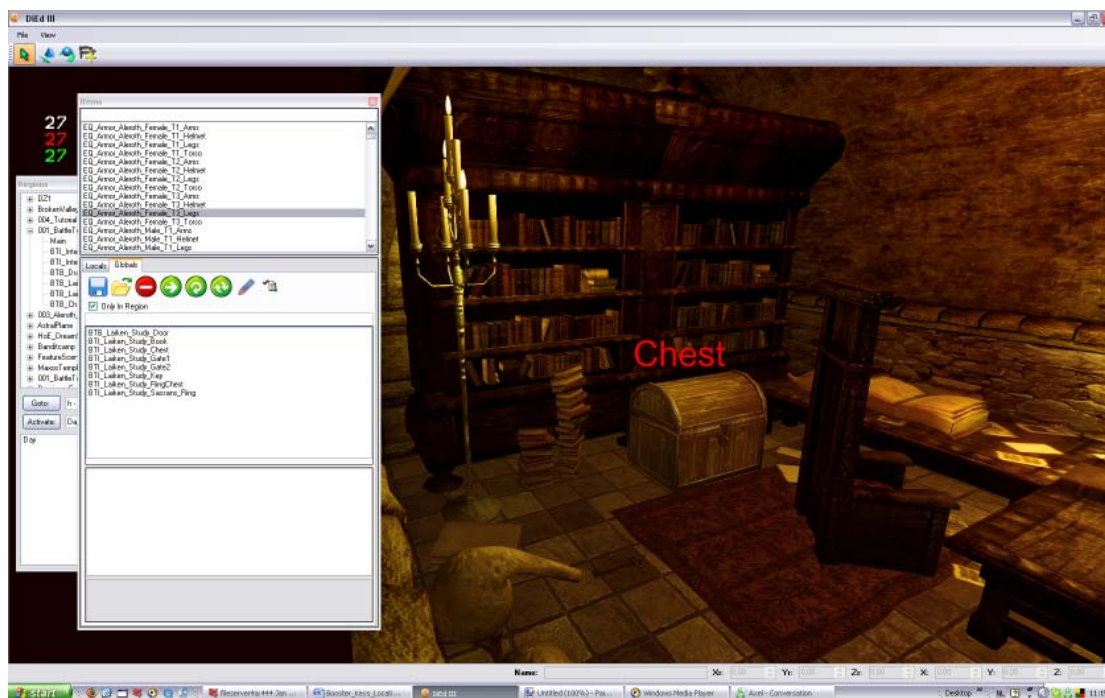
Key XYZ: -15.13 -46.19 2.58

Divinity 2 – Complete Quest Design Delivery



BTB_Laiken_Abandoned_Study_Cave

Key is moved to BTI_Laiken_Study_Evil_Sassan_Undead4



BTB_Laiken_Elevator_Cave

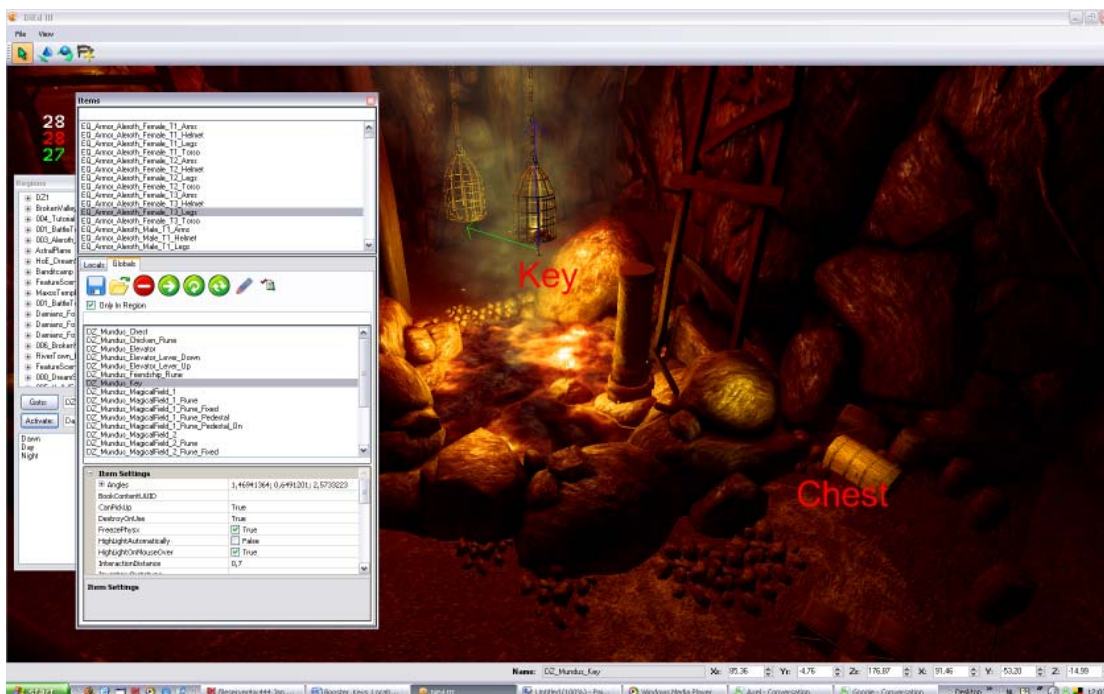
Key XYZ: -4,87122; 52,5912; -21,0777

Chest XYZ: 63,1255; -1,04171; 27,6282



DZ_Mundus_Cave

Key XYZ: 91,4612; -53,1959; -14,9923



DZ_Patriarch_Cave

Key XYZ: -73,8339; 202,384; 28,52902

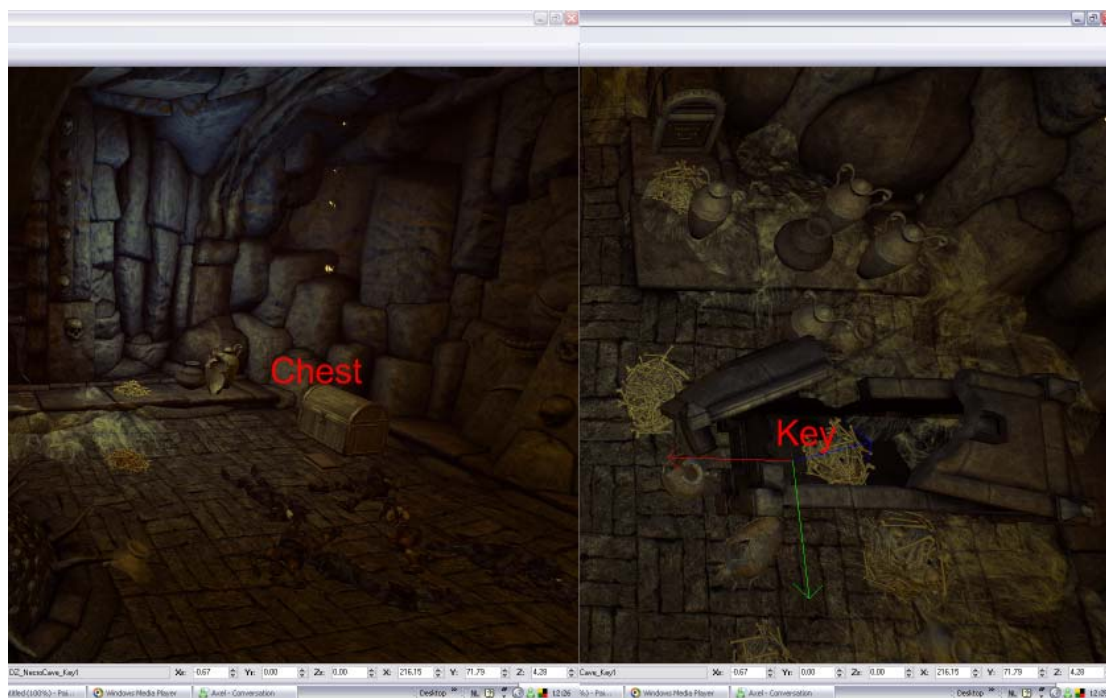
Chest XYZ: -78,2235; 263,829; 24,7983



DZ_Necromancer_Cave

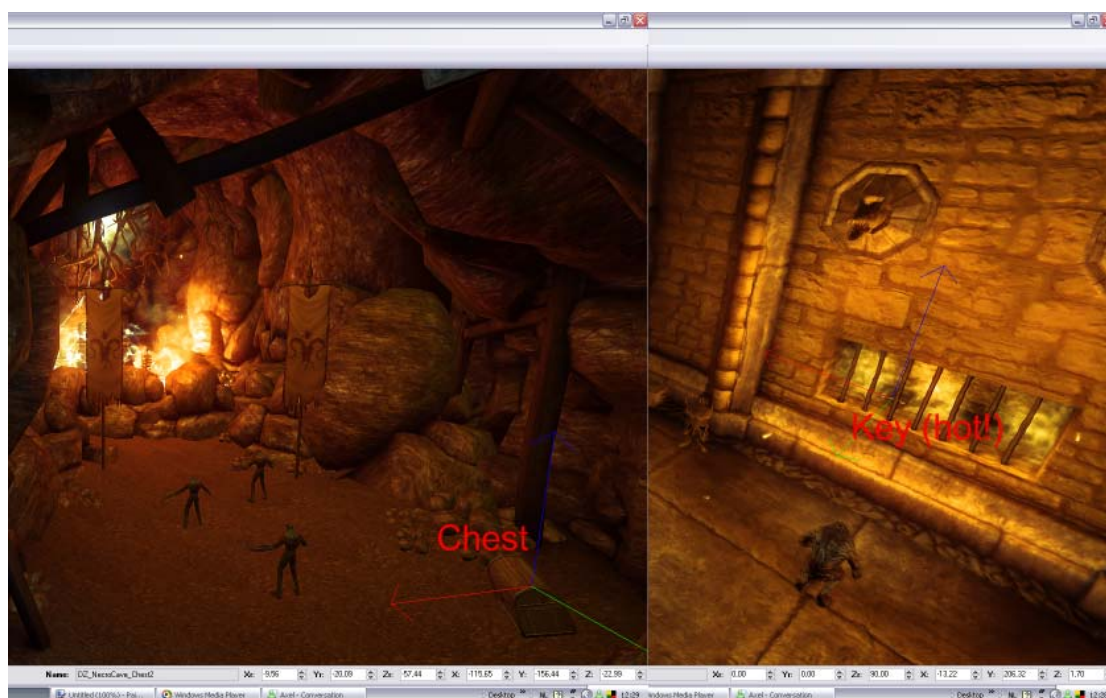
Key XYZ: 216,146; 71,7866; 4,278045

Chest XYZ: 195,44; 53,106; -4,16862



Key XYZ: -13,2239; 206,323; 1,70418

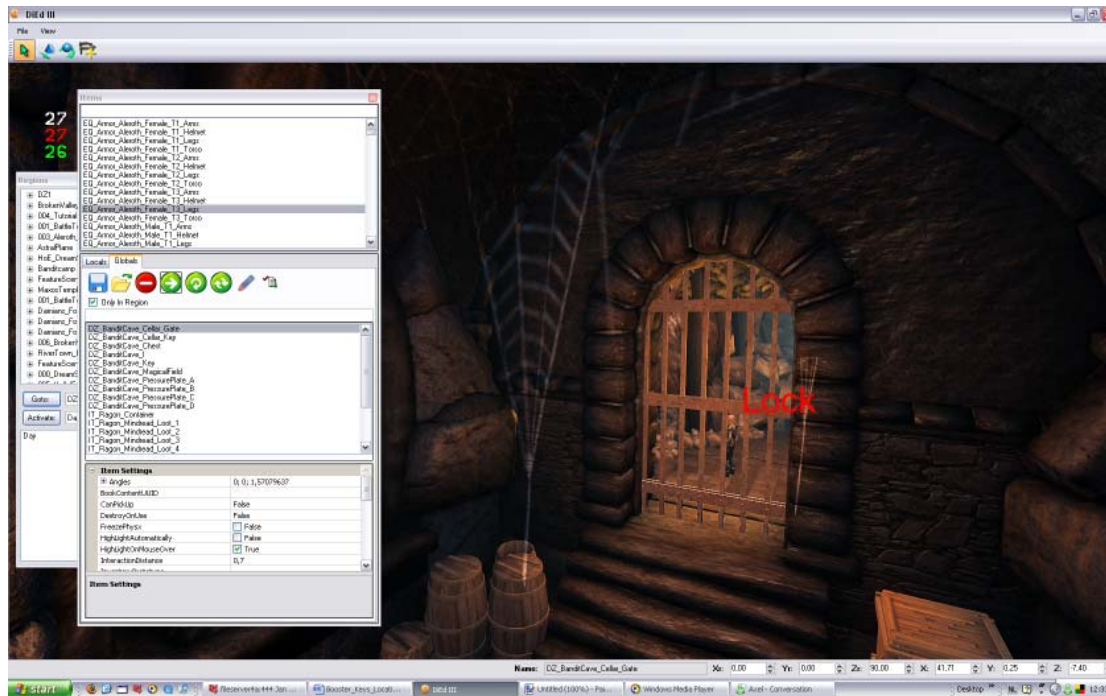
Chest XYZ: -115,649; -156,439; -22,9931



DZ_Bandit_Cave

Gate XYZ: 41,71; 0,253123; -7,40464

Key is moved to DZ_Bandit_Ragon_Bodyguard



Key XYZ: 8,682845; 78,320076; 10,4902687

Chest XYZ: 88,1616; -16,4495; -0,404643



DZ_Svafilari_Cave

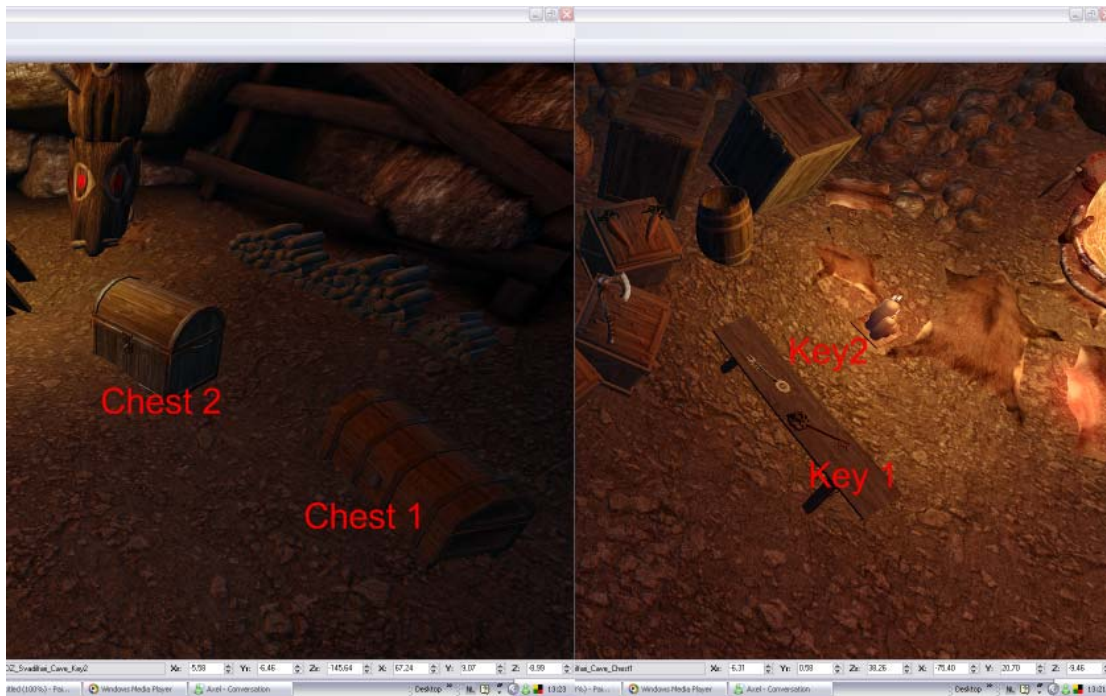
Key1 XYZ: 66,7668; 8,55775; -8,995215

Key2 XYZ: 67,2393; 9,066606; -8,989366

Chest1 XYZ: -75,4032; 20,7042; -9,45631

Divinity 2 – Complete Quest Design Delivery

Chest2 XYZ: -78,5671; 21,2115; -9,34686

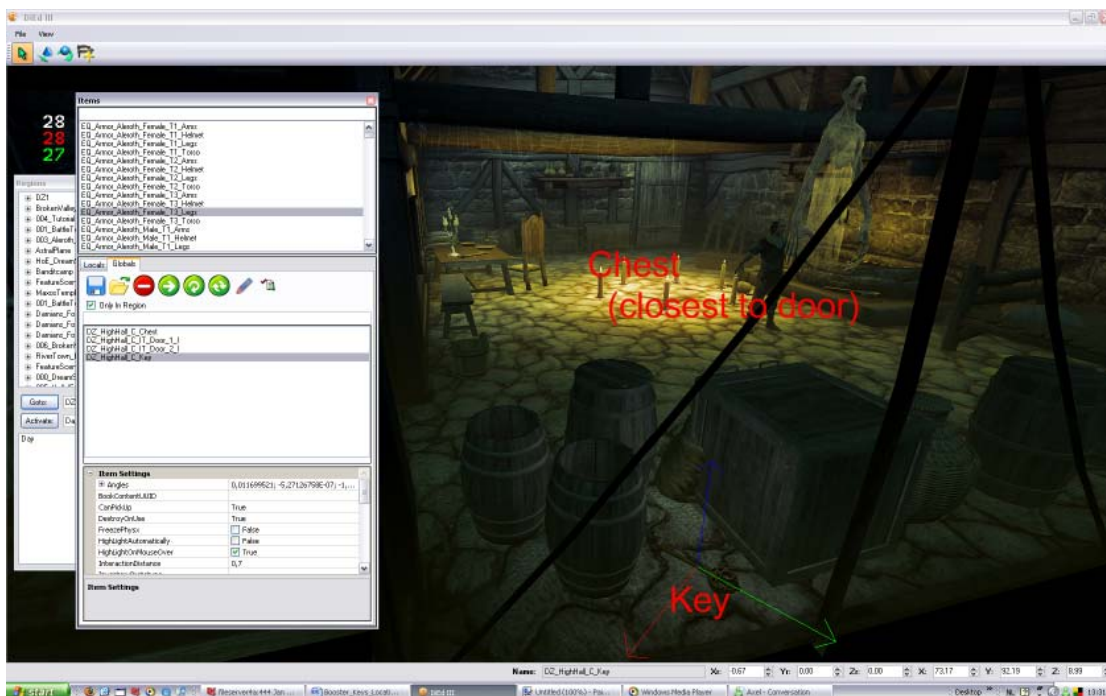


DZ_HighHall_A

Key XYZ: 13.8795; 0.31487; -2.97226

DZ_HighHall_C

Key XYZ: 73,169; 92,1948; 8,98655



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DZ_HighHall_D

Key XYZ: 13.8751; -12.0778; -5.36501

DZ_Harbour

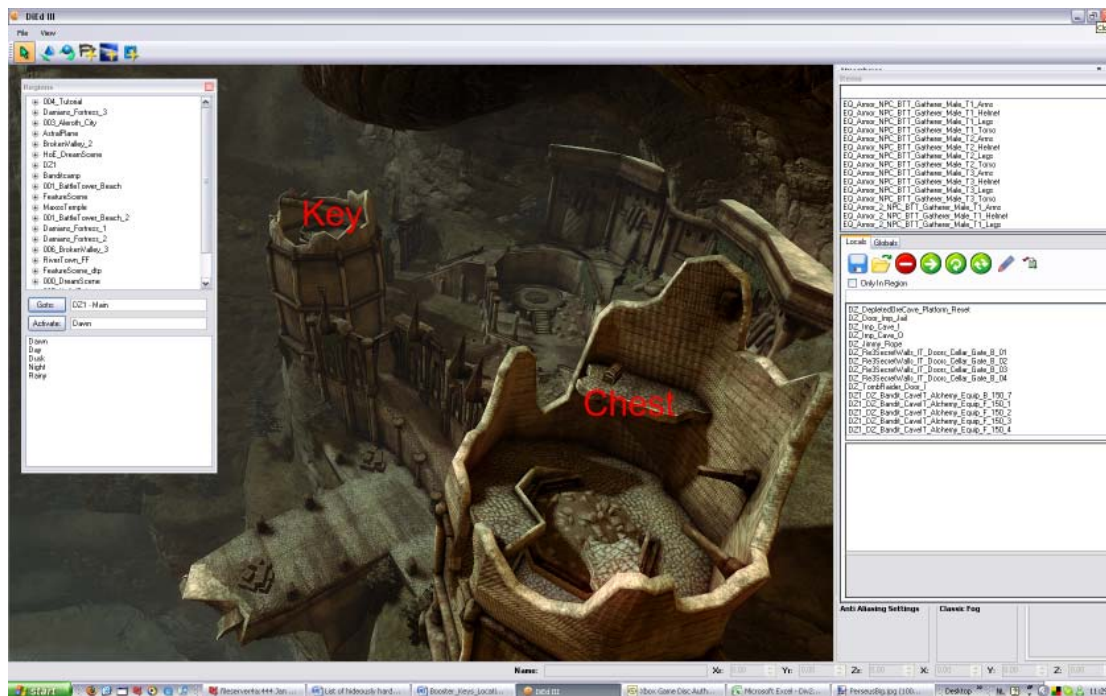
Key XYZ: 40.2438; 77.6264; 2.86785

Chest XYZ: -16,729; 77,5185; 1,9243

Orobas Fjords: Dragon Cliff Castle

Key XYZ: -562,293; -1,12547; 276,519

Chest XYZ: -510,608; 53,5813; 289,056

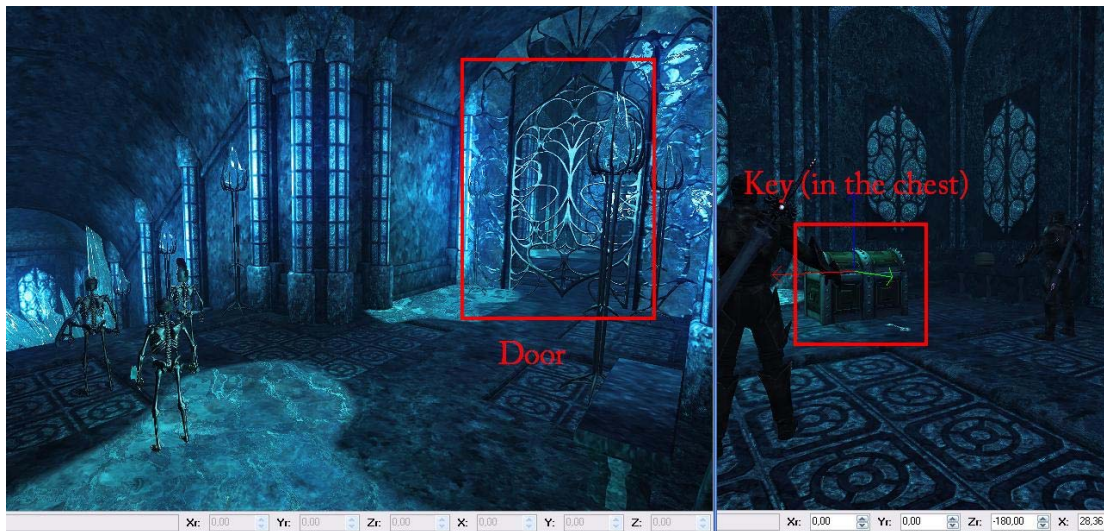


Rivertown Flying Fortress:

FF_Kali

Key XYZ: 28.36; -102.48; -21.40 (moved inside the chest)

Door XYZ: -43.03; -40.89; 2.60



Dragon Skill Books in Divinity

FF Bosses

Defeat Stone	Damians_Fortress_1 - DF1_Stone_Arena
Defeat Xanlosch	Damians_Fortress_1
Defeat Raze	Damians_Fortress_2 - FF_Damian2
Defeat Keara	Damians_Fortress_3 - FF_Damian3
Defeat Kali	RiverTown_FF - FF_Kali
Defeat Rayhun	006_BrokenValley_3 - BV3_Rayhun
Defeat Geshniz	006_BrokenValley_3 - BV3_Geshniz

Placed in the World

BTI_Interior_TrophyRoom	x="72.8836" y="0.308092" z="-23.0235"
DZ_Halphas_Catacomb	x="-14.9226" y="77.1235" z="-11.8654"
BTI_Interior_BattleTower	x="41.539" y="-57.9771" z="229.065"
BTI_Interior_BattleTower	x="-2.38507" y="88.0079" z="284.002"
BTI_Interior_BattleTower	x="-4.63078" y="-88.5773" z="327.408"
BTI_Interior_BattleTower	x="-65.2007" y="-13.2748" z="396.997"
DZ_Mundus_Cave	x="91.4862" y="-62.9548" z="-18.6492"
DZ_Highhall_Demon_Cave	x="28.3087" y="-110.814" z="-3.73773"
DZ_Patriarch_Cave	x="-145.491" y="215.127" z="4.62198"
DZ_Necromancer_Cave	x="464.854" y="-223.006" z="148.998"
DZ_Bandit_Cave	x="-38.2945" y="36.7167" z="-29.8708"
DZ_TombRaider_Cave	x="4.62591" y="-0.646325" z="-12.6869"
DZ_Svadilfari_Cave	x="69.3204" y="2.39092" z="-9.91359"
003_AL_Waitingroom_INT	x="13.9849" y="12.6141" z="19.4585"

001_BattleTower_Beach_2 x="108.409" y="131.971" z="3.84135"

DF1_Xanlosch_Passage x="34.8408" y="-41.8741" z="-8.4705"

DZ_Halphas_Catacomb x="-9.02493" y="60.2169" z="-11.2345"

DZ_Patriarch_Cave x="-49.909" y="-14.5663" z="-11.947"

Skill Books in Divinity

BTB_Laiken_Elevator_Cave x="0.816397" y="16.9035" z="4.43149"

BV_Cave_B_SecretPassage x="13.5647" y="-58.4797" z="-20.9017"

Lovis_Dungeon x="20.1001" y="-66.9049" z="7.23575"

BV_Mindread_2_Cave x="-20.7254" y="-6.67754" z="-0.977462"

Tavern x="-70.3752" y="0.0382608" z="14.4769"

DZ_Mundus_Cave x="133.159" y="-132.382" z="-18.4958"

DZ_Necromancer_Cave x="196.615" y="53.9503" z="-4.26676"

DZ_Svadilfari_Cave x="46.9615" y="4.83979" z="-8.63736"

Dragon Armor

Check the table on the next page...

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Zone	Item	Location	Coordinates	Comments
BrokenValley_2 - Lovis_Chambers	EQ_Dragonarmor_Bone_Claws	CHEST - BrokenValley_Lovis_Chambers_Armour_Chest	17.7334, 4.48719, 5.17584	
Maxos Temple Amdusias' corpse	EQ_Dragonarmor_Bone_Helmet	CHARACTER - MaxosTemple_Human_Amadusias		
Banditcamp - BanditCamp_Cave	EQ_Dragonarmor_Bone_Tail	CHEST - BanditCamp_Jagon_Chest	-60.8479576, 0.3940995, -6.27444648	
BTI_Interior_TrophyRoom	EQ_Dragonarmor_Bone_Body	BattleTower_TrophyRoom_Coffer	72.0375, 9.59955, -24.1121	
	EQ_Dragonarmor_Bone_Legs	BattleTower_TrophyRoom_Coffer	72.0375, 9.59955, -24.1121	
DZ1 - DZ_Highhall_Demon_Cave	EQ_Dragonarmor_Chainmail_Helmet	CHARACTER - DZ1_Zagan		Appears by mindreading Zagan
DZ1 - DZ_Necromancer_Cave	EQ_Dragonarmor_Chainmail_Claws	CHEST - DZ_Necromancer_Cave_DragonChest	15.3557558, 217.075546, 37.08832	
DZ1 - DZ_Svadilfari_Cave	EQ_Dragonarmor_Chainmail_Body	CHEST - Svadilfari_Armour_Chest	-94.8215, 17.4384, -4.46854	Appears by mindreading Svadilfari
DZ1 - DZ_Imp_Cave	EQ_Dragonarmor_Chainmail_Legs	CHEST - DZ_ImpCave_DragonChest	7.776291, 49.0183945, -9.631288	
DZ1 - DZ_Harbour	EQ_Dragonarmor_Chainmail_Tail	CHEST - DZ_Harbour_Chest	-16.729, 77.5185, 1.9243	
DZ1 - DZ_The_Morals_Cave	EQ_Dragonarmor_Crystal_Body	CHEST - DZ_MC_Dragonarmor_Chest1	168.237656, -107.073708, -30.5633354	
003_Aleroth_City - AL_Waitingroom_INT	EQ_Dragonarmor_Crystal_Claws	CHEST - AL_WaitingRoom_DragonChest	-1.17465, -12.0178, 18.2292	
DZ1 - DZ_Halphas_Catacomb	EQ_Dragonarmor_Crystal_Helmet	CHEST - DZ_Orobas_Magic_Chest	-8.82128, 59.0463, -11.2237	
Damians_Fortress_2 - FF_Damian2	EQ_Dragonarmor_Crystal_Legs	CHEST - Damian_FF_2_DragonChest	28.7804, 9.2634, -9.39891	
006_BrokenValley_3 - BV3_Rayhun	EQ_Dragonarmor_Crystal_Tail	CHEST - BV3_Rayhun_GoldenChest	117.543175, -39.61657, -2.702271	
DZ1 - DZ_The_Morals_Cave	EQ_Dragonarmor_Plate_Body	CHEST - DZ_MC_Dragonarmor_Chest2	-176.96579, -79.40833, 65.43666	
006_BrokenValley_3 - BV3_Geshniz	EQ_Dragonarmor_Plate_Claws	CHEST - BV3_Geshniz_GoldenChest	47.11991, -7.98659658, -8.24372	
RiverTown_FF - FF_Kali_Mini	EQ_Dragonarmor_Plate_Helmet	CHEST - FF_Kali_Mini_GoldenChest	33.13492, -36.8645935, -7.935898	
Damians_Fortress_1 - DF1_Bonus_Dungeon	EQ_Dragonarmor_Plate_Legs	CHEST - DF1_Bonus_Dungeon_GoldenChest	11.1602783, -98.07988, -26.5349083	
BrokenValley_2 - BV_Mine_Cave_v2	EQ_Dragonarmor_Plate_Tail	CHEST - BV_Mine_GoldenChest	-286.32, 30.632, -34.395	