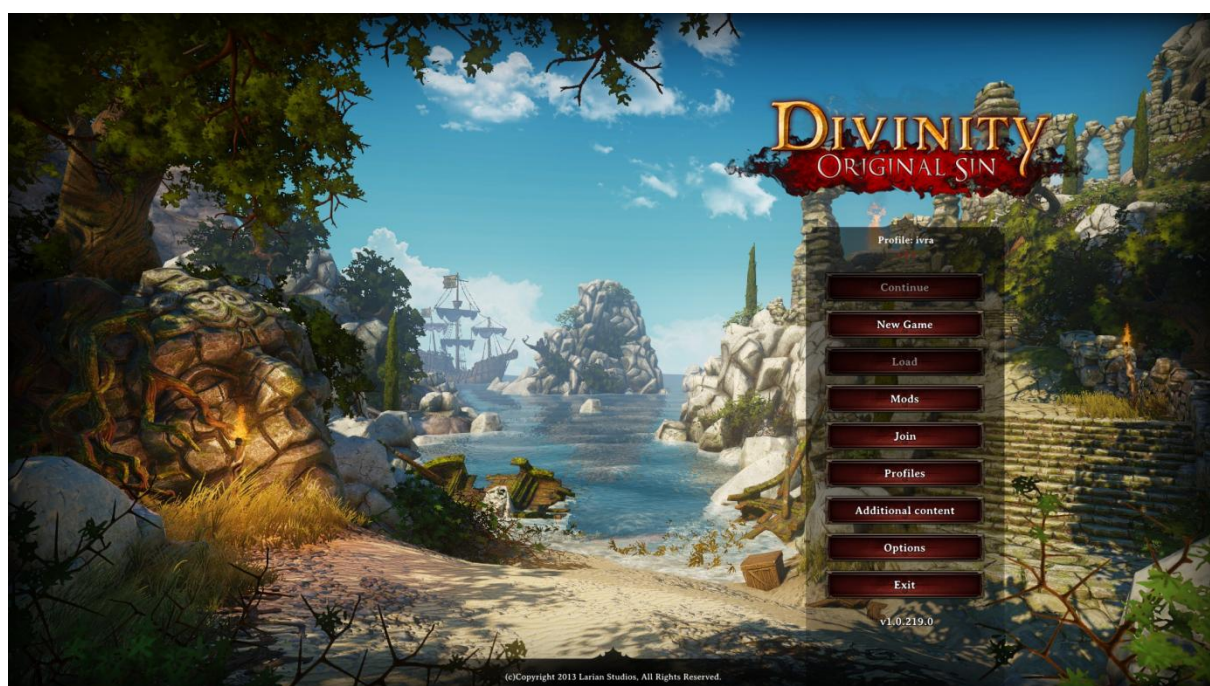


Divinity Original Sin Walkthrough

Version 1.1
By ivra

Introduction

This document is a walkthrough of Divinity - Original Sin developed by Larian Studios. It is based on **Divinity Original Sin Digital Collector's Edition** version 1.0.219.0 (on Steam). The main focus has been to create a document that is easy to use as a reference. All quests are included, as are all possible solutions of them. Important people, quest items, and solutions to puzzles are also included.



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Conventions

This chapter defines the terms and abbreviations used throughout the document. How it is organization is also described.

Terms & Abbreviations

Hero	The term 'hero' is used for the two Source Hunters you create before the game begins.
Companion	The term 'companion' is used for Jahan , Madora , Bairdotr and Wolgraff . It is also used for the pre-generated companions you can hire from John Smythn .
Quest	The term 'quest' is used for a regular quest in the game. It will show up in your journal and you will receive quest XP once it is done, and sometimes during the quest.
Task	The term 'task' is used for something you can do in the game that is not a quest. You will not get quest XP for doing it, but there might be other rewards.
(X, Y)	A coordinate used to identify a location. The coordinates are displayed below the mini map in the game.
NPC	A NPC (Non-Playing Character) is a person/creature in the game that you can talk to and/or trade with. Only those NPCs that are involved in quests/tasks are listed in this document.
CIR	A CIR (Charm / Intimidate / Reason) mini game is used to settle disputes or to persuade an NPC to do you a favor.
Sn	'Sn' is used in the header of a table, and it indicates that this table describes the steps necessary to solve the quest using solution 'n'. Many quests have only one solution in which case there will be only one table named S1. Other quests have more than one solution; in those cases there will be a table for S1, one for S2, and so on.
nc	'nc' is used in a table row or the header of a sub table, and it specifies that this is alternative 'c' of the solution 'n'. It is often used after a CIR, where one table row describes what happens if you win the CIR and the next describes what happens if you lose the CIR.
M	'M' is used in a table row; it specifies that this step is a mandatory step of a quest. Mandatory steps must be performed in order to complete the quest.
O	'O' is used in a table row; it specifies that this step is an optional step of a quest. It can be skipped, but it normally provides a bit of experience and hints towards solving the quest. Optional steps between two mandatory steps can be performed in any order.

Organization

The information is grouped primarily by the different maps in the game (Cyseal, Homestead, Luculla, Hiberheim, Dark Forest, and Rivellon). All quests and tasks related to the Cyseal map will come first, and then the other maps will follow one by one. Some quests and tasks are played out over several maps, and they will be located in the end of the document under the map name 'Rivellon'. Within each map quests will be described before tasks. Quests have the same name as in the game. The map it belongs to is added in parenthesis for convenience. Tasks have a name that describes what it is about. The map it belongs to plus the word 'Task' is added in parenthesis to separate them for regular quests.

Quests/tasks are described in a similar way throughout the document. First there is a general description of the quest/task, after that there is normally a table for each of the possible solutions. Each table may contain both optional and mandatory steps that may/must be taken. If a quest/task has many possible solutions, several tables are used to describe the flow of the quest/task. Below the table(s) some of the steps may be explained in more detail.

If a step activates a party dialog, you can see which options you have under the heading 'Miscellaneous'. Some solutions require that a certain choice has already been taken. In this case the hero talking to the NPC will get the trait that is underlined and bold. For instance, if you see '**Altruistic** / Egotistical' it means that the hero engaged in the conversation will get the Altruistic trait, while the other hero will have the option of getting both. There is even a possibility to override the selection of these two traits and settle for the 'Obedient' trait. To do that, make sure you select opposing statements for each hero. Then give in with the hero you want to give the 'Obedient' trait to. You may need to initiate the dialog with your other hero in order to get the result you like.

The XP listed in the tables are from three possible sources; quest XP, charisma XP when winning a CIR mini game, and XP for killing quest related enemies. Exploration XP is not included. The Total XP listed in the final row of the table is the sum of XP for the quest. If multiple alternatives are possible, the listed XP is for the alternative that gives the most XP.

Keys









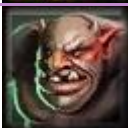

Generally where to find keys and where to use them is not described in this document. The reason is that most of them are easy to find using the ALT-key. Just hold it down and all the items on the ground near you will be labeled. If this is not the case, it will be included in the description of the quest/task.

Language

This document is written in American English, but it uses the exact names of items and quests as found in the game. The game uses British English as its language, so both spellings of some words will occur in this document. An example is the item **Armoury Key** and the associated quest The Armoury Key (Dark Forest). The British English spelling is used when writing about an explicit item or a specific quest/task while the American English spelling is used otherwise.














NPCs

This chapter lists all the NPCs involved in quests/tasks, and also in which quests/tasks they are involved in. Some information about the NPC can be found in the Info column.

Picture	Name	Quest	Info
	Aeolettet	Star Stones (Homestead Task)	The air elemental sells Aerotheurge and Scoundrel skill books.
	Alfie	An A-mount of Healing Magic (Luculla), The Escort Job (Luculla)	A heavily wounded mount.
	Alistair	The Fabulous Five (Cyseal), Alistair (Dark Forest Task)	A member of the Fabulous Five.
	Almina	The Lady in the Lake (Rivellon), Eternal Winter (Hiberheim)	The apprentice of the White Witch .
	Altar of Offerings	Star Stones (Homestead Task)	You can buy the strongest resistance potions here.
	Amadeus	Like Father Like Son (Luculla)	A troll in learning.
	Anna	The Fabulous Five (Cyseal), Anna (Luculla Task)	A member of the Fabulous Five.
	Antzigar	The Captives in the Crystals (Hiberheim)	A former treasure room guard.
	Archibald	Like Father Like Son (Luculla)	A proud father.
	Arhu	A Mysterious Murder (Cyseal), The Fabulous Five (Cyseal), Arhu's Failed Experiment (Cyseal), The Skeleton King's Summoner (Cyseal), The Quest for Braccus Rex (Cyseal), A Forge of Souls (Rivellon)	A powerful wizard. He sells Geomancer and Pyrokinetic skill books.
	Arroka	The Captives in the Crystals (Hiberheim)	An imprisoned earth elemental.














Picture	Name	Quest	Info
	Astarte	First Garden (Homestead Task)	She opened the God Box.
	Attenberah	Attenberah's Laboratory (Luculla Task), The Wild Woman and the Renegade (Luculla)	An unforgiving boss.
	Aureus	A Mysterious Murder (Cyseal), Elf-Orc Blood Feud (Cyseal), Legionnaires at the Church (Cyseal), The Councillor's Wife (Cyseal), The Lost Archaeologist (Cyseal), The Scaredy Pact (Cyseal), The Undead Scourge (Cyseal)	Captain of the Legion. He sells Man-at-Arms skill books.
	Bairdotr	Hire Bairdotr (Cyseal Task), The Wild Woman and the Renegade (Luculla)	One of four possible companions that can be hired in Cyseal.
	Balberith	Follow the Wizard (Dark Forest), The King's Dark Deal (Dark Forest)	A demon in disguise.
	Beggar	The Talking Statues (Cyseal)	A beggar in Cyseal who burnt down his own house.
	Bellegar	The Talking Statues (Cyseal), Bellegar's Barrels (Dark Forest), The Mad Mage's Maze (Dark Forest)	A great wizard.
	Bertia	Little Bo Bertia Lost Her Sheep (Cyseal)	An animal vendor at the Cyseal marketplace.
	Beth	Beth's Goods (Hiberheim Task)	An immaculate reluctant to let go of any of her goods.
	Bibius	Guards at the Bridge (Cyseal)	One of the two drunken legionnaires guarding the east bridge leading to Cyseal.
	Bicky	Bicky the Bomber (Luculla)	A different kind of guard.
	Billeh Gahr	Another Crazy Mage (Cyseal)	A ghost having a blast telling you that you are doomed.
	Bjorn	An A-mount of Healing Magic (Luculla), The Escort Job (Luculla)	A fleeing blacksmith travelling to Silverglen.

Picture	Name	Quest	Info
	Blossius	Legionnaires at the Church (Cyseal), The Undead Scourge (Cyseal), The Legionnaire's Will (Rivellon)	A former legionnaire.
	Bonnie	Bicky the Bomber (Luculla)	An entertainer in Silverglen.
	Braccus Rex	The Quest for Braccus Rex (Cyseal), The Undead Scourge (Cyseal), Star Stones (Homestead Task)	An ancient king.
	Brandon	The Troll's Bounty (Luculla), The Naked Truth (Luculla)	The overseer in Silverglen.
	Broggnar	The Grieving Orc (Cyseal)	A grieving orc who has just buried his brother.
	Bruil	War of the Stones (Dark Forest)	An orc guarding the entrance to the Knight's Tomb.
	Bruthor	Free the Prisoners (Luculla Task)	A prisoner in the Luculla Prison.
	Captain Jack	The Shipless Sailors (Cyseal)	A crewless captain.
	Cassandra	A Forge of Souls (Rivellon)	The queen of the Phantom Forest.
	Cecil	Cecil's Mighty Staff (Cyseal), The Fabulous Five (Cyseal)	The mayor of Cyseal. He is in the Town Hall.
	Cecilia	The Teleporter Pyramids (Homestead)	The wife of Cecil . She is taking a bath in the Town Hall Bathroom.
	Cedric	Warming the Crowd (Cyseal)	An entertainer at the Cyseal fair.
	Charlene	Tom, the Wannabe Adventurer (Cyseal)	A maid working in the Town Hall of Cyseal.

Picture	Name	Quest	Info
	Conrad	Cecil's Mighty Staff (Cyseal)	Captain of a trade ship currently anchored at the Cyseal harbor. Decent amount of cash and stuff.
	Cook Morris	Taste Like Chicken (Cyseal Task)	The cook of the legion in Cyseal.
	Cowering Rabbit	A Voice in the Wilderness (Rivellon)	A dumb rabbit.
	Daremos	Star Stones (Homestead Task)	The fire elemental sells Man-at-Arms and Pyrokinetic skill books.
	Dark Underlord	The Watch is Coming (Dark Forest)	An imp immigrating to Homestead.
	Deer	Follow the Wizard (Dark Forest)	A deer with some useful knowledge.
	Desdemona	Lost Love at the Lighthouse (Cyseal)	A ghost in the Black Cove.
	Dhruin	Find the Witch! (Rivellon)	A prisoner in the Hiberheim prison, who is obviously quite mad.
	Diederik, Baron of Bones	The Skeleton King's Summoner (Cyseal)	The ruler of the withered garden.
	Dietmar	A Mysterious Murder (Cyseal), Cecil's Mighty Staff (Cyseal)	A party animal at the north beach.
	Door	Inside the Source Temple (Dark Forest)	The door leading to the Trial of Ascension part of the Source Temple.
	Doreen	Roy's Menagerie (Luculla)	A cow with a grim future.
	Downcast Dog	A Voice in the Wilderness (Rivellon)	A dumb dog.














Picture	Name	Quest	Info
	Doxy	Vargo and Doxy (Cyseal Task)	A helpful dog.
	Dreksis	Goblin Trouble (Luculla)	The goblin that was in charge of the Luculla Mines a short time ago.
	Duke of Ferol	The Councillor's Wife (Cyseal)	A customer in the King Crab Inn.
	Eastern Stranger	Revenge of the Source Hunter (Dark Forest)	A prisoner in the Luculla Prison.
	Ebenezer	The Preacher of Earthly Delights (Cyseal)	A ghost afraid of dying.
	Eglandaer	Elf-Orc Blood Feud (Cyseal)	An elf out for blood.
	Elemental Staff	Eternal Winter (Hiberheim)	A staff of three seasons.
	Elemental Statue	Star Stones (Homestead Task)	The statue in the middle of the Homestead Hall.
	Elisa	Beth's Goods (Hiberheim Task)	An immaculate taking care of business.
	Elizabeth	Goblin Trouble (Luculla), Rogue Dread Lords (Luculla)	A hiding prison guard in the Luculla Mines.
	Enchanted Miner	Miner Control (Luculla)	One of many miners in the Luculla Mines.
	Enlightened Teacher	Roy's Menagerie (Luculla), Imprisoned (Luculla Task)	A teacher at the Immaculate Academy in Sacred Stone.
	Esmeralda	A Mysterious Murder (Cyseal), The Councillor's Wife (Cyseal)	The owner of Esmeralda's Shop in Cyseal.

Picture	Name	Quest	Info
	Evelyn	A Mysterious Murder (Cyseal), The Apprentice and the Stone (Cyseal), The Quest for Braccus Rex (Cyseal), Star Stones (Homestead Task)	The healer apprentice of Thelyron .
	Fabrizio	Fabrizio's Knowledge (Hiberheim Task)	An immaculate with a bit of knowledge.
	Fish Vendor	The Fish Thief (Cyseal)	A fish vendor at the Cyseal marketplace.
	Florius	Looting the Warehouse (Cyseal Task)	A guard in the Harbor Warehouse.
	Forest Victim	A Forge of Souls (Rivellon)	A victim of the Phantom Forest.
	Frederick	Frederick's Blood Stone (Luculla), Slaves and Masters (Luculla)	An injured immaculate in the Luculla desert.
	Frustrated Boar	A Voice in the Wilderness (Rivellon)	A dumb boar.
	Fumble	Beauty and the Beast (Luculla)	A lonely troll.
	Funder	The Troll's Bounty (Luculla)	A small troll on guard duty.
	Gallagher	Warming the Crowd (Cyseal)	A crowd warmer at the Cyseal fair.
	Gerome	Treasure Maps (Rivellon Task)	A painter in Cyseal who also sells Treasure Maps .
	Goblin Grunt	Goblin Village (Luculla Task)	One of the goblin village guards.
	Goblin Totem	Goblin Village (Luculla Task), Star Stones (Homestead Task)	The totem in the middle of the goblin village.










Picture	Name	Quest	Info
	Goblin Trapper	Goblin Village (Luculla Task)	One of the goblin village guards.
	Granite Guardian	The Undead Scourge (Cyseal)	A guardian of the old church.
	Graveyard Madman	Graveyard Madness (Cyseal Task)	A rather creative scientist...
	Greal	Follow the Wizard (Dark Forest), The King's Dark Deal (Dark Forest)	The apprentice of the forest spirit Shearah .
	Grumble	The Angry Troll (Luculla)	An angry troll guarding a broken bridge.
	Grutilda	The Armoury Key (Dark Forest), The Back-Alley Trader (Dark Forest), The Hunt in Hunter's Edge (Dark Forest), The Star-crossed Lovers (Dark Forest), War of the Stones (Dark Forest), Grutilda's Treasures (Dark Forest Task)	The leader of the orcs in Hunter's Edge.
	Gural	The Armoury Key (Dark Forest)	An orc in a desperate search a certain armory key.
	Haizea	The Captives in the Crystals (Hiberheim)	A captive brute.
	Headless Nick	Headless Nick (Cyseal)	A headless ghost at the pier in the Black Cove.
	Hershel	Distill My Heart (Dark Forest), The Armoury Key (Dark Forest)	The bartender of the Orcish Tavern.
	Hilda	Hilda's Pet (Hiberheim Task)	An immaculate with a big pet.
	Hooded Man	The Undead Scourge (Cyseal)	A churchgoer descending to a lower level...
	Hopper	Eternal Winter (Hiberheim)	A hunted rabbit.











Picture	Name	Quest	Info
	Horatius	Looting the Warehouse (Cyseal Task)	A guard in the Harbor Warehouse.
	Hornless Gorag	War of the Stones (Dark Forest)	An orc with only one horn.
	Hortun	Infiltrating Hunter's Edge (Dark Forest)	A trader with an excellent selection of legendary items.
	Icara	Find the Witch! (Rivellon), The Witch at Home (Rivellon), Infiltrating the Immaculates (Luculla), Investigating the Mines (Luculla), Follow the Wizard (Dark Forest), A Forge of Souls (Rivellon)	Also known as the White Witch .
	Imal the Squealer	A Voice in the Wilderness (Rivellon)	A dumb immaculate that is able to speak for a short time now and then.
	Immaculate Duelist	The Initiation (Luculla)	A guard at the checkpoint between Silverglen and the Immaculate Trial Dungeon.
	Immaculate Flameweaver	Closing the Rift (Luculla)	An immaculate standing in your way.
	Immaculate Guard	Infiltrating the Immaculates (Luculla)	A guard at the main entrance of the Sacred Stone.
	Immaculate Spirit	Maradino's Library (Luculla Task)	A spirit guarding knowledge.
	Immaculate Summoner	Barrier Checkpoint (Luculla Task)	A guard at the checkpoint guarding the barrier around the house of the White Witch.
	Inter-dimensional Trader	Star Stones (Homestead Task)	A trader with a good selection of goods.
	Iron Maiden	Find the Witch! (Rivellon), Star Stones (Homestead Task)	A conscious iron maiden with a secret.
	Ishmashell	A Shell on the Beach (Cyseal)	A stranded shell.


Picture	Name	Quest	Info
	Jagor	Rock-Paper-Scissors (Dark Forest Task)	The orc in charge of the quartet. Whoops make that trio.
	Jahan	Hire Jahan (Cyseal Task), The King's Dark Deal (Dark Forest)	One of four possible companions that can be hired in Cyseal.
	Jahl	The Hunt in Hunter's Edge (Dark Forest), War of the Stones (Dark Forest)	The leader of the tribesmen in Hunter's Edge.
	Jaline	Miner Control (Luculla), Rogue Dread Lords (Luculla)	The immaculate in charge of guarding the Necromantic Bone Totem.
	Jareth of Homeforest	The Wild Woman and the Renegade (Luculla)	The mentor of Bairdotr .
	Jinxika	The Hunt in Hunter's Edge (Dark Forest)	A protective cat.
	John Smythn	Star Stones (Homestead Task)	A companion recruiter in the Hall of Heroes in Homestead.
	Julian	Playing Cards (Dark Forest Task)	One of the three card players in the Tribesmen's Warehouse in Hunter's Edge.
	Junius	Guards at the Bridge (Cyseal)	One of the two drunken legionnaires guarding the east bridge leading to Cyseal.
	Kaden	Rogue Dread Lords (Luculla)	An immaculate craftsman in the Luculla Mines.
	Kadraskaz	The Travelling Salesman (Luculla Task)	A travelling salesman, of the goblin variety.
	Kansada	The Hunt in Hunter's Edge (Dark Forest)	The assistant of Lorr .
	Kelvania	Afraid of Strange Men (Cyseal Task)	A customer at the Cyseal marketplace.

Picture	Name	Quest	Info
	King Boreas	Eternal Winter (Hiberheim)	The king of Hiberheim.
	Kromkromkis	Goblin Village (Luculla Task)	The village shaman.
	Last Chest	The Four Sister Chests (Rivellon Task)	The last chest contains a pleasant surprise.
	Lawrence	Goblin Trouble (Luculla), The Naked Truth (Luculla)	The representative of the Mining Guild in Silverglen.
	Leandra	A Dark Matter (Hiberheim), Eternal Winter (Hiberheim), Investigating the Mines (Luculla), A Forge of Souls (Rivellon), First Garden (Homestead Task)	A sister looking for vengeance. Also known as The Conduit .
	Lemy	Playing Cards (Dark Forest Task)	One of the three card players in the Tribesmen's Warehouse in Hunter's Edge.
	Lillian	Headless Nick (Cyseal)	A ghost at the pier in the Black Cove.
	Livia	Legionnaires at the Church (Cyseal), The Undead Scourge (Cyseal)	A former legionnaire.
	Loic	The Initiation (Luculla), Star Stones (Homestead Task)	A priest in Silverglen.
	Lorr	The Hunt in Hunter's Edge (Dark Forest)	A zealous torturer.
	Louis	The Shipless Sailors (Cyseal)	One of the three guys without a job due to the sunken ship.
	Lucia	The Scaredy Pact (Cyseal)	One of the two legionnaires close to the lighthouse.
	Lurrean	Eternal Winter (Hiberheim)	This earth elemental is King Lurrean of the Autumn Realm of Lapiterra.







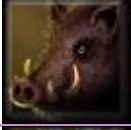




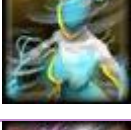

Picture	Name	Quest	Info
	Madam Loenestra	Treasure Maps (Rivellon Task)	A fortuneteller in Luculla.
	Madora	Hire Madora (Cyseal Task), Revenge of the Source Hunter (Dark Forest)	One of four possible companions that can be hired in Cyseal.
	Mallius	The Scaredy Pact (Cyseal)	One of the two legionnaires close to the lighthouse.
	Mangoth	Infiltrating the Immaculates (Luculla)	A priest sacrificing humans.
	Mara	An A-mount of Healing Magic (Luculla), The Escort Job (Luculla)	Bjorn's wife.
	Marisa	The Legionnaire's Will (Rivellon)	A waitress in The Pickaxe Tavern.
	Marius	Charmed, I'm Sure (Cyseal)	One of the two legionnaires quarreling over a captive and charmed female orc.
	Marv	Cecil's Mighty Staff (Cyseal)	One of Conrad's sailors.
	Max	The Shipless Sailors (Cyseal)	One of the three guys without a job due to the sunken ship.
	Maxine	Kitty Love (Cyseal)	Cecil's dog... ..too bad, he always wanted a cat... ..oh, wait...
	Madius	The Fabulous Five (Cyseal), The Shipless Sailors (Cyseal)	A member of the Fabulous Five. He is the recruiter of the group.
	Michaelis	To Be, or Not to Be (Dark Forest)	A skeleton pondering on one of life's mystery.
	Mikas	Hide-And-Mikas (Luculla), Rogue Dread Lords (Luculla), Revenge of the Source Hunter (Dark Forest)	A hiding miner in the Luculla Mines.














Picture	Name	Quest	Info
	Mittix	Goblin Trouble (Luculla)	An imp imprisoned in the same cell as Dreksis in the Luculla Mines.
	Moira	Charmed, I'm Sure (Cyseal)	A civilian working in the Harbor Warehouse.
	Moloch	Star Stones (Homestead Task)	This is a devil you want to make a deal with.
	Moriendor	The Watch is Coming (Dark Forest)	A watcher all the way from Nemesis.
	Mother	The Hunt in Hunter's Edge (Dark Forest)	The mother of the hidden family.
	Mountain Warrior	Infiltrating Hunter's Edge (Dark Forest)	A guard outside the gate to Hunter's Edge.
	Mountain Warrior	War of the Stones (Dark Forest)	A guard inside the Tribesmen's Warehouse.
	Murphy	A Mysterious Murder (Cyseal)	A dog at the graveyard, near Jake's grave.
	Mushroom Icari	Fun with Fungi (Luculla)	A couple of talking mushrooms.
	Myrthos	The Watch is Coming (Dark Forest)	A watcher all the way from Nemesis.
	Nadia	The Naked Truth (Luculla)	A shop owner in Silverglen.
	Nemris	The Philosopher (Cyseal)	A dug up ghost claiming to be a philosopher.
	Ninnius	Charmed, I'm Sure (Cyseal)	One of the two legionnaires quarreling over a captive and charmed female orc.

Picture	Name	Quest	Info
	Nolan	The Hunt in Hunter's Edge (Dark Forest)	A prisoner being tortured.
	Norok	Revenge of the Source Hunter (Dark Forest)	Grutilda's child.
	Novak	The Fabulous Five (Cyseal), Novak (Luculla Task)	A member of the Fabulous Five.
	Nurt	The Back-Alley Trader (Dark Forest)	A black-market trader.
	Olfrig	The Star-crossed Lovers (Dark Forest)	A human in love.
	Orc Warrior	A Mysterious Murder (Cyseal)	An orc with an urgent message to Evelyn .
	Pavilion of Death	Pavilion of Death (Luculla Task)	A beautiful pavilion with a deadly trap.
	Pavilion of Life	Pavilion of Life (Luculla Task)	A beautiful pavilion with a small gift.
	Peat	Star Stones (Homestead Task)	The earth elemental sells Geomancer and Witchcraft skill books.
	Philip	The Shipless Sailors (Cyseal)	One of the three guys without a job due to the sunken ship.
	Pincer	The Talking Statues (Cyseal)	A talking crab.
	Pontius Pirate	Crabs Versus Skeletons (Cyseal), Star Stones (Homestead Task)	A pirate in the Black Cove.
	Prison Demon	Imprisoned (Cyseal Task), Imprisoned (Luculla Task)	Your get-out-of-jail card. Comes with a price.

Picture	Name	Quest	Info
	Ralfie	The Travelling Salesman (Luculla Task)	A beast of burden.
	Ramon	Quality Time with Ramon (Luculla Task)	An entertainer in Silverglen.
	Rat King	The Hunt in Hunter's Edge (Dark Forest)	The king of rats.
	Ratcatcher	The Hunt in Hunter's Edge (Dark Forest)	The employer of the Rat King , or was it the other way around?
	Reginald	Warming the Crowd (Cyseal)	An entertainer at the Cyseal fair.
	Rhoa	The Fish Thief (Cyseal)	A fish shop owner.
	Richard	Playing Cards (Dark Forest Task)	One of the three card players in the Tribesmen's Warehouse in Hunter's Edge.
	Roberts	A Mysterious Murder (Cyseal), Little Bo Bertia Lost Her Sheep (Cyseal)	The mortician in Cyseal.
	Robin	The Fish Thief (Cyseal)	A fish thief.
	Roy	Roy's Menagerie (Luculla)	A lost animal trader.
	Ruby	Beauty and the Beast (Luculla)	An entertainer in Silverglen.
	Rumble	For Whom the Troll Tolls (Dark Forest)	A troll guarding the bridge on the road to Hunters Edge.
	Sad Deer	A Voice in the Wilderness (Rivellon)	A dumb deer.

Picture	Name	Quest	Info
	Samid	Infiltrating the Immaculates (Luculla), The Wild Woman and the Renegade (Luculla)	An escaped cult member.
	Samson	Lost Love at the Lighthouse (Cyseal), The Scaredy Pact (Cyseal)	A ghost in the basement of the lighthouse.
	Sergeant Curtius	Looting the Warehouse (Cyseal Task)	A sergeant guarding the treasure room in the Harbor Warehouse.
	Shearah	Follow the Wizard (Dark Forest)	The spirit of the Phantom Forest.
	Slave	Revenge of the Source Hunter (Dark Forest)	A slave being transported through Luculla by some orcs.
	Slave Master	For Whom the Troll Tolls (Dark Forest)	A slave master bringing some new slaves to the Luculla Mines.
	Snorri	The Strongman (Cyseal)	A ghost and a former fair performer.
	Snow Warden	The Captives in the Crystals (Hiberheim)	A run of the mill Hiberheim prison guard.
	Spider Cult Initiate	Spider Cult (Luculla Task)	The leader of the Spider Cult.
	Spider Queen	Spider Queen (Luculla Task)	A huge spider living in the middle of the desert.
	Stardet	Star Stones (Homestead Task)	The ice elemental sells Expert Marksman and Hydrosophist skill books.
	Sua	Eternal Winter (Hiberheim), Find the Witch! (Rivellon)	This fire elemental is King Sua of the Summer Kingdom of Caldia.
	Talking Head	Headless Nick (Cyseal)	A talking head at the fair in Cyseal.












Picture	Name	Quest	Info
	Teller of Secrets	Star Stones (Homestead Task), Treasure Maps (Rivellon Task)	A saleswoman in the Hall of Secrets.
	Temple Door	Investigating the Mines (Luculla)	A talking door.
	The Conduit	A Dark Matter (Hiberheim), Eternal Winter (Hiberheim), Investigating the Mines (Luculla), A Forge of Souls (Rivellon), First Garden (Homestead Task)	A sister looking for vengeance. Also known as Leandra .
	The Trife	First Garden (Homestead Task)	A servant of the Void.
	The Weaver of Time	The Teleporter Pyramids (Homestead)	A woman trying to repair the Tapestry of time.
	Thelyron	A Mysterious Murder (Cyseal), The Skeleton King's Summoner (Cyseal), The Undead Scourge (Cyseal)	The healer in Cyseal.
	Thuringer	Treasure Hunting with Thuringer (Luculla Task)	A boar fighting some immaculates in the Witch's Grotto.
	Timfred	Roy's Menagerie (Luculla), The Troll's Bounty (Luculla)	A rabbit with a grim future.
	Titan Head	A Forge of Souls (Rivellon)	A talking head.
	Trial Statue	The Initiation (Luculla)	Talking statues in the Immaculate Trial Dungeon.
	Tyler	Find the Witch! (Rivellon)	An overly ambitious rat.
	Tximista	Eternal Winter (Hiberheim)	This air elemental is Queen Tximista, ruler of the Spring Realm of Vernivia.
	Ulor	The Star-crossed Lovers (Dark Forest)	An orc in love.






Picture	Name	Quest	Info
	Unsinkable Sam	Kitty Love (Cyseal), The Preacher of Earthly Delights (Cyseal)	A cat in the King Crab Inn, madly in love with Maxine .
	Vargo	Vargo and Doxy (Cyseal Task)	A helpful dog.
	Victoria	Elf-Orc Blood Feud (Cyseal), Royal Treasures (Hiberheim Task), The Philosopher (Cyseal)	The librarian in the Cyseal library.
	Visco	Arhu's Failed Experiment (Cyseal)	A Fabulous Five novice on his first mission.
	Viscous	Arhu's Failed Experiment (Cyseal)	One of the surviving Fabulous Five novices.
	Walter McWishing Well	The Wishing Brother (Rivellon)	A talking well in Cyseal, missing its brother.
	Warrior	The Hunt in Hunter's Edge (Dark Forest)	A warrior guarding the hatch to the cellar in the Tribesmen's Warehouse.
	Watchful Guardian	War of the Stones (Dark Forest)	A guardian in the Knight's Tomb.
	Weresheep	The Legend of the Weresheep (Rivellon)	The infamous Weresheep.
	White Witch	Find the Witch! (Rivellon), The Witch at Home (Rivellon), Infiltrating the Immaculates (Luculla), Investigating the Mines (Luculla), Follow the Wizard (Dark Forest), A Forge of Souls (Rivellon)	Also known as Icara .
	William McWishing Well	The Wishing Brother (Rivellon)	A talking well in Hiberheim, missing its brother.
	Wolgraff	Hire Wolgraff (Cyseal Task), A Voice in the Wilderness (Rivellon)	One of four possible companions that can be hired in Cyseal.
	Wulfram	The Lost Archaeologist (Cyseal)	A forlorn archaeologist hiding in a ruin outside Cyseal.

Picture	Name	Quest	Info
	Yox	Slaves and Masters (Luculla)	A remorseful imp hiding in Maradino's Lair.
	Zandalor	Follow the Wizard (Dark Forest), Star Stones (Homestead Task)	The male part of a love triangle with dire consequences.
	Zixzax	The Teleporter Pyramids (Homestead), Closing the Rift (Luculla), Distill My Heart (Dark Forest), First Garden (Homestead Task)	A historian in Homestead.
	Zombie Jake	A Mysterious Murder (Cyseal), The Undead Scourge (Cyseal)	Also known as Councilor Jake.


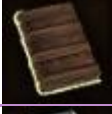


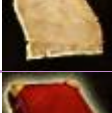
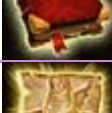









Quest Items

This chapter lists all items involved in quests/tasks, and also in which quests/tasks the items are used in. Make sure you do not sell or discard these quest items until the associated quests/tasks are all solved. Note that the game does not separate quest items from normal items. The Info column contains some information about the quest item.

Picture	Name	Quest	Info
	30-year old Whisky	Distill My Heart (Dark Forest)	Finally done, after 30 years of waiting...
	A Guide to Elegant Torture, Volume I	The Hunt in Hunter's Edge (Dark Forest)	The first volume of the infamous encyclopedia on torture.
	A Guide to Elegant Torture, Volume II	The Hunt in Hunter's Edge (Dark Forest)	The second volume of the infamous encyclopedia on torture.
	A Guide to Elegant Torture, Volume III	The Back-Alley Trader (Dark Forest), The Hunt in Hunter's Edge (Dark Forest)	The third volume of the infamous encyclopedia on torture.
	A Guide to Elegant Torture, Volume IV	The Hunt in Hunter's Edge (Dark Forest)	The last volume of the infamous encyclopedia on torture.
	Ancient Tome of Body Mastery	Star Stones (Homestead Task), The Four Sister Chests (Rivellon Task)	The reader gets an additional Primary Attribute.
	Arhu SparkMaster 5000 Universal Controller	Arhu's Failed Experiment (Cyseal)	The controller to the SparkMaster 5000 robot.
	Armoury Key	The Armoury Key (Dark Forest)	A key that went missing.
	Barrier Removal Spell	Fun with Fungi (Luculla)	A scroll with a powerful spell.
	Blood Amulet	Elf-Orc Blood Feud (Cyseal)	Eglandaer's amulet. You need it if you want to get him arrested.
	Blood Stone	Star Stones (Homestead Task), The Apprentice and the Stone (Cyseal), Crabs Versus Skeletons (Cyseal), Find the Witch! (Rivellon), The Initiation (Luculla), Goblin Village (Luculla Task), Maradino's Lair (Luculla Task), Infiltrating the Immaculates (Luculla), A Forge of Souls (Rivellon), An A-mount of Healing Magic (Luculla), Frederick's Blood Stone (Luculla)	A magically enchanted Star Stone with healing powers. Use it to activate a new room in Homestead.

Picture	Name	Quest	Info
	Blood Stone Cage	The Troll's Bounty (Luculla)	Until you learn the Tenebrium ability, this is the only save way of handling raw tenebrium and tenebrium items.
	Bloody Dagger	The Councillor's Wife (Cyseal)	One of the three pieces of evidence. Once picked up the item is not needed any more.
	Blossius's Will	The Legionnaire's Will (Rivellon)	The will is to be delivered to the wife of Blossius .
	Book	Maradino's Lair (Luculla Task)	A book not like any other book.
	Book of the Immaculates I	The Initiation (Luculla)	The first volume of the sacred tome of the Immaculate cult.
	Book of the Immaculates II	The Initiation (Luculla)	The second volume of the sacred tome of the Immaculate cult.
	Bottled Voice	A Voice in the Wilderness (Rivellon)	One of the ingredients for the Vocalisation Potion potion.
	Broken-off Horn	War of the Stones (Dark Forest)	Belongs to an orc with only one horn.
	Charlene's Letter	Tom, the Wannabe Adventurer (Cyseal)	A letter from his sister. The letter is not needed anymore once read.
	Chicken Corpse	The Initiation (Luculla)	This chicken will not produce any more fried eggs with the sunny-side up.
	Compendium of Mortal Techniques	Star Stones (Homestead Task), The Four Sister Chests (Rivellon Task)	The reader gets three extra Ability Points.
	Cultist Spell	The Lady in the Lake (Rivellon), The Captives in the Crystals (Hiberheim)	The spell is needed to get to Hiberheim.
	Death Knight Bane Skillbook	Investigating the Mines (Luculla), Infiltrating the Immaculates (Luculla)	A skill that will remove the Invulnerable state from an enemy.
	Diary	Man's Best Friend (Cyseal Task)	The book is not needed any more once read.

Picture	Name	Quest	Info
	Dreksis' Head	Goblin Trouble (Luculla)	The head of Dreksis , the former ruler of the Luculla Mines.
	Dusty Parchment	The Four Sister Chests (Rivellon Task)	Save them until you are ready to open the fifth chest, you might forget the answer to the riddles.
	Elemental Staff	Eternal Winter (Hiberheim)	A staff of three captured elements.
	Empty Vial	The Initiation (Luculla)	An empty vial located on the altar in the Immaculate Trial Dungeon.
	Enlightened Amulet	A Mysterious Murder (Cyseal), The Undead Scourge (Cyseal), The Initiation (Luculla), Barrier Checkpoint (Luculla Task), The Lady in the Lake (Rivellon), Infiltrating the Immaculates (Luculla), For Whom the Troll Tolls (Dark Forest), Infiltrating Hunter's Edge (Dark Forest)	An amulet for the elite of the cult.
	Evelyn's Diary	A Mysterious Murder (Cyseal)	A diary with a dark secret.
	Filter of the Fearless Imp	Slaves and Masters (Luculla)	A potion full of courage.
	Fire Rune	Find the Witch! (Rivellon)	Use it to summon Sua .
	Forgotten Language of Faery	Royal Treasures (Hiberheim Task)	A dictionary of the Faery language.
	Heartseeker	Heartseeker (Luculla Task)	This unique bow is quite powerful.
	Hot Topics in Pyramid How-to	The Teleporter Pyramids (Homestead)	The parchment is not needed anymore once read.
	How to Handle Tenebrium	Attenberah's Laboratory (Luculla Task)	This book gives the reader +1 to the Tenebrium ability.
	How to Speak Troll, Zombie Edition	Graveyard Madness (Cyseal Task), Zombie Troll (Cyseal Task)	A dictionary...

Picture	Name	Quest	Info
	Icara's Blessing	Follow the Wizard (Dark Forest), The Hunt in Hunter's Edge (Dark Forest)	This ring identifies you as allies of Icara .
	Imal's Research	A Voice in the Wilderness (Rivellon)	A recipe with a cure for dumbness.
	Inert Stone	Star Stones (Homestead Task)	A drained Star Stone or Blood Stone .
	Key Found in Beehive	The Hunt in Hunter's Edge (Dark Forest)	A key sought after by many.
	Latest Research	Slaves and Masters (Luculla), Maradino's Lair (Luculla Task)	A recipe for the Filter of the Fearless Imp potion.
	Leandra's Diary	Infiltrating the Immaculates (Luculla)	A diary with some important knowledge on the Death Knights.
	Leandra's Spell	Investigating the Mines (Luculla)	A useful spell if you want to defeat Death Knights.
	Letter from the Duke of Ferol	The Councillor's Wife (Cyseal)	One of the three pieces of evidence. Once picked up the item is not needed any more.
	Magic Rune Stone	Follow the Wizard (Dark Forest), The King's Dark Deal (Dark Forest)	The key to the Source Temple.
	Magical Unlock Scroll	Star Stones (Homestead Task), The Undead Scourge (Cyseal)	A scroll to unlock magically locked chests.
	Maradino's Secret Files	The Troll's Bounty (Luculla), Maradino's Lair (Luculla Task)	Turns stone to gold. Must be an alchemist's best friend.
	Mining Office's Letter	The Naked Truth (Luculla), The Troll's Bounty (Luculla)	An order to continue to mine tenebrium ore despite the Rot.
	Mystical Tome	The Watch is Coming (Dark Forest)	The reader gets an additional Primary Attribute.
	Nick's Head	Headless Nick (Cyseal)	The Talking Head as an item in you inventory.
	Notes About Temple Door	Miner Control (Luculla)	A note with a password.

Picture	Name	Quest	Info
	Orders	The Scaredy Pact (Cyseal)	Found on a dead legionnaire. It is not needed anymore once read.
	Orders	A Dark Matter (Hiberheim), Eternal Winter (Hiberheim)	Dropped by a demon, needed to enter the main entrance of the Hiberheim Castle.
	Phantom Protection Amulet	The Hunt in Hunter's Edge (Dark Forest), Follow the Wizard (Dark Forest)	This amulet lets you enter the Phantom Forest.
	Philosophy of Death	The Philosopher (Cyseal)	One of many books in the Cyseal library. The book is not needed anymore once read.
	Portal Activation Crystal	The Hunt in Hunter's Edge (Dark Forest)	Needed to activate the Portal in the Hidden Cellar. Once, use it is not needed anymore.
	Rat Extermination	The Hunt in Hunter's Edge (Dark Forest)	A book on rat extermination found in the Cyseal Library.
	Reveal Spell	A Mysterious Murder (Cyseal)	Needed to find Evelyn's secret lab.
	Roberts' Ledger	A Mysterious Murder (Cyseal), Little Bo Bertia Lost Her Sheep (Cyseal)	The book is not needed anymore once read.
	Round Pendant	Dual Dungeon (Cyseal Task)	A pendant found in one of the dual dungeons.
	Royal Guard Talisman	The Fortress (Hiberheim Task)	A ticket to riches.
	Sack of Barley	Distill My Heart (Dark Forest)	Useful ingredient when making whiskey.
	Sack of Grist	Distill My Heart (Dark Forest)	Useful ingredient when making whiskey.
	Sam's Collar	Kitty Love (Cyseal)	A cat collar fit for courting a princess.
	Scribbled Notes	Maradino's Library (Luculla Task)	Maradino's note to self.

Picture	Name	Quest	Info
	Secrets of the Source Temple	The Hunt in Hunter's Edge (Dark Forest)	A book with some useful information about the Source Temple.
	Shambling Oak Death Wand	Hilda's Pet (Hiberheim Task)	A staff containing tenebrium.
	Sheep's Corpse	A Mysterious Murder (Cyseal), Little Bo Bertia Lost Her Sheep (Cyseal)	A former sheep. Deliver it to Bertia .
	Square Pendant	Dual Dungeon (Cyseal Task)	A pendant found in one of the dual dungeons.
	Smelly Coat	A Mysterious Murder (Cyseal)	A smelly coat belonging to Evelyn . Can be found in the closet (283, 141) in the sick room in Thelyron's House of Healing.
	Smelly Scarf	A Mysterious Murder (Cyseal)	A smelly coat belonging to Evelyn . Use pickpocket on her to get it.
	Soulforge Repair Ritual	A Forge of Souls (Rivellon)	A ritual to repair a soul-forge.
	Spirit	Distill My Heart (Dark Forest)	Almost there...
	Staff of Pergamon	Cecil's Mighty Staff (Cyseal)	Cecil's missing staff.
	Star Stone	Star Stones (Homestead Task), A Mysterious Murder (Cyseal), The Undead Scourge (Cyseal), The Initiation (Luculla), Infiltrating the Immaculates (Luculla), Maradino's Lair (Luculla Task), Royal Treasures (Hiberheim Task), War of the Stones (Dark Forest), Follow the Wizard (Dark Forest), Inside the Source Temple (Dark Forest)	You cannot pick up a Star Stone. When you come close you will absorb its energy.
	Stardust Herb	The Legend of the Weresheep (Rivellon)	The favorite dish of the Weresheep .
	Tattered Diary	Treasure Hunting with Thuringer (Luculla Task)	Once read it is not needed anymore.

Picture	Name	Quest	Info
	Teleporter Pyramid	The Teleporter Pyramids (Homestead)	The first teleporter pyramid.
	Teleporter Pyramid	The Teleporter Pyramids (Homestead)	The second teleporter pyramid.
	The Art of Whisky	Distill My Heart (Dark Forest)	Whiskey for Dummies.
	The Last Weresheep	The Legend of the Weresheep (Rivellon)	A note on where the soul of the last weresheep is located.
	The Legend of the Weresheep	The Legend of the Weresheep (Rivellon)	A book on the last weresheep.
	The Necronomicon of Cooking	Infiltrating the Immaculates (Luculla)	A book written by E.N.S. West.
	The Perfect Murder	The Councillor's Wife (Cyseal)	One of the three pieces of evidence. Once picked up the item is not needed any more.
	The Ritual of Devotion	Inside the Source Temple (Dark Forest)	One of the four books with hints of how to get past the library in the Source Temple.
	The Three Aspects of Man: Body	Inside the Source Temple (Dark Forest)	One of the four books with hints of how to get past the library in the Source Temple.
	The Three Aspects of Man: Mind	Inside the Source Temple (Dark Forest)	One of the four books with hints of how to get past the library in the Source Temple.
	The Three Aspects of Man: Soul	Inside the Source Temple (Dark Forest)	One of the four books with hints of how to get past the library in the Source Temple.
	Thelyron's Diary	The Skeleton King's Summoner (Cyseal)	A disturbing read. The book is not needed anymore once read.
	Titan Dictionary	The Hunt in Hunter's Edge (Dark Forest), War of the Stones (Dark Forest), A Forge of Souls (Rivellon)	A titanic dictionary.
	Traveler's Journal	The Talking Statues (Cyseal)	The book is not needed anymore once read.

Picture	Name	Quest	Info
	Treasure Map	Treasure Maps (Rivellon Task)	An example of a treasure map.
	Universal Controller Instruction Manual	Arhu's Failed Experiment (Cyseal)	The manual to the Arhu SparkMaster 5000 Universal Controller .
	Vial of Chicken Blood	The Initiation (Luculla)	A vial of chicken blood from the sacrificed chicken.
	Vial of Leandra's Blood	Infiltrating the Immaculates (Luculla), Investigating the Mines (Luculla)	A most useful ingredient.
	Victoria's Amulet	Elf-Orc Blood Feud (Cyseal)	The amulet can be given to Eglandaer...
	Vocalisation Potion	A Voice in the Wilderness (Rivellon)	A potion to cure dumbness.
	Voxwood	A Voice in the Wilderness (Rivellon)	One of the ingredients for the Vocalisation Potion potion.
	Well Teleportation Scroll	The Wishing Brother (Rivellon)	A scroll for teleportation of wells.
	Weresheep Recipe	The Legend of the Weresheep (Rivellon), Maradino's Lair (Luculla Task)	A recipe for weresheep armor.
	Weresheep Wool	The Legend of the Weresheep (Rivellon)	Legendary wool with remarkable crafting applications.
	Winter Ring	Royal Treasures (Hiberheim Task)	One of the many treasures in the treasure room in the Hiberheim castle.
	Wort	Distill My Heart (Dark Forest)	Useful ingredient when making whiskey.
	Zandalor's Scroll	The Hunt in Hunter's Edge (Dark Forest)	A scroll needed to get into the cellar.

A Source Hunter's Journey

This quest is already started when the game begins. It is the longest quest in the game as it is active the entire game. Actually, it is more like a journal of what you have experienced so far than a quest that can be solved. Entries will be added to it during the entire game. For instance, when you fight the very first battle in the game against the three undead summoned by an unidentified mage, an entry is added to this quest after the battle.



A Mysterious Murder (Cyseal)

This quest is already started when the game begins. It is a long quest and it is intermingled with the following quests: Little Bo Bertia Lost Her Sheep (Cyseal) and The Councillor's Wife (Cyseal).

S1 - The Smelly Approach - Part 1	Miscellaneous	CIR	XP
M - Talk to Arhu at the Harbor Gate			1 000
O - Talk to Arhu at his home			
O - Talk to Roberts			180
O - Talk to Aureus			900
O - Enter the crime scene			900
M - Dig up the dead sheep			300
M - Talk to Murphy			100
O - The suspects			
1a - Make Roberts confess			
1b - Reveal Roberts' involvement			

1a - Make Roberts confess	Miscellaneous	CIR	XP
M - Confront Roberts		Yes	
M - Convince Roberts to tell the truth		Win	250
O - Get Roberts' Ledger			

1b - Reveal Roberts' involvement	Miscellaneous	CIR	XP
O - Confront Roberts		Yes	
O - Roberts is telling us nothing	Roberts: Attitude -50	Lose	
M - Get Roberts' Ledger			100

S1 - The Smelly Approach - Part 2	Miscellaneous	CIR	XP
M - Let Murphy smell it			360
O - Talk to Thelyron			600
M - Get the reveal scroll			300
O - Read Evelyn's Diary			900
M - Defeat Dietmar			6750
M - Use the reveal scroll			1050
M - Deal with the orcs		Yes	
1c - Persuade the orcs to leave		Win	790
1d - Fight the orcs		Lose	3600
M- Fight Evelyn and talk to Jake			13935
		Total XP	31125

S2 - Esmeralda Knows - Part 1	Miscellaneous	CIR	XP
M - Talk to Arhu at the Harbor Gate			1 000
O - Talk to Arhu at his home			
O - Talk to Roberts			180
M - Talk to Aureus			900
M - Enter the crime scene			900
O - Dig up the dead sheep			300

O - Talk to Murphy			100
O - The suspects			
1a - Make Roberts confess			
1b - Reveal Roberts' involvement			
2a - Make Roberts confess	Miscellaneous	CIR	XP
O - Confront Roberts		Yes	
O - Convince Roberts to tell the truth		Win	250
O - Get Roberts' Ledger			
2b - Reveal Roberts' involvement	Miscellaneous	CIR	XP
O - Confront Roberts		Yes	
O - Roberts is telling us nothing	Roberts: Attitude -50	Lose	
O - Get Roberts' Ledger			100
S2 - Esmeralda Knows - Part 2	Miscellaneous	CIR	XP
M - Get info from Esmeralda			
O - Talk to Thelyron			600
M - Get the reveal scroll			300
O - Read Evelyn's Diary			900
M - Defeat Dietmar			6750
M - Use the reveal scroll			1050
M - Deal with the orcs		Yes	
2c - Persuade the orcs to leave		Win	790
2d - Fight the orcs		Lose	3600
M- Fight Evelyn and talk to Jake			13935
		Total XP	30765

Talk to Arhu at the Harbor Gate

Once you have finished the quest Orc Fight on the Beach (Cyseal), you can head toward the harbor gate (273, 60). The doors will open and **Arhu** will greet you. Talk to him to learn that he wants to give you a briefing on Jake's Murder at his home in the Legion headquarters. He also asks you to talk to **Aureus**, captain of the Legion, who is also in the Legion headquarters.



Talk to Arhu at his home

Enter the Legion headquarters and head up to the top floor where **Arhu** lives (754, 257). Talk to him about source hunter business, then Jake's murder, and finally ask him what happened on the night of the murder. Your journal will be updated.



Talk to Roberts

Go inside Mortician's Morgue and up the stairs. Talk to **Roberts** (747,122) and ask him about Jake's body. He is nervous and will tell you that the body is buried in graveyard to the north.



Talk to Aureus

Enter the Legion headquarters and go inside Aureus' Office (355, 250) and talk to **Aureus**. Discuss Jake's murder with him to get access to the crime scene. You can now head over to the crime scene (220, 154) to continue the investigation. Talk to the legionnaire guarding the crime scene and ask him to unlock the door.



Enter the crime scene

The log will update immediately once you enter the crime scene.

Note! If you have not visited Homestead yet, you will be teleported there now. Once you teleport back you can continue searching the crime scene. For details, see the task [Star Stones \(Homestead Task\)](#) and the quest [The Teleporter Pyramids \(Homestead\)](#).

Dig up the dead sheep

Go to the graveyard and dig up Jake's grave (215, 243). Open the coffin to find the **Sheep's Corpse**. Notice that you can open it to find items inside the corpse. This step will also add 90 XP and an entry to the quest [Little Bo Bertia Lost Her Sheep \(Cyseal\)](#). In addition, this step will make it impossible to do the step 'Talk to Roberts'. If you want to get that XP make sure you do it before you open the coffin.



Talk to Murphy

You need the talent 'Pet Pal' in order to perform this step. Talk to **Murphy** and tell him that the dug up corpse is not his master. He tells you to bring him smelly items and he will be able to smell if Jake's scent is on them.



The suspects

There are two ways to find out who the murder suspects are. You can either convince **Roberts** to tell the truth, or you can steal his ledger.

Convince Roberts to tell the truth

Confront **Roberts** with the missing body in the coffin by asking him about Jake's body. If you win the CIR, **Roberts** confess and tell you about his 4 suspects. You can skip the step 'Get Roberts' Ledger'. This step will also add 130 XP and an entry to the quest [Little Bo Bertia Lost Her Sheep \(Cyseal\)](#).

Roberts is telling us nothing

Confront **Roberts** with the missing body in the coffin by asking him about Jake's body. If you lose the CIR, you have to do the step 'Get Roberts' Ledger' to be able to continue this quest.

Get Roberts' Ledger

Go to the Mortician's Morgue and enter the inner room on the ground floor. Inside you will find **Roberts' Ledger** (191, 191). Pick it up and read it. In addition, this step will make it impossible to do the step 'Convince Roberts to tell the truth'. If you want to get that XP make sure you do that step before you read **Roberts' Ledger**.



Let Murphy smell it

You need the talent 'Pet Pal' in order to perform this step. Bring the **Smelly Coat** or the **Smelly Scarf** to **Murphy** and let him smell it. He will smell Jake's scent on both of these two items, confirming that **Evelyn** is involved somehow. Once this step is done, the **Smelly Coat** and the **Smelly Scarf** is not needed anymore. This step will cause **Evelyn** to disappear from Thelyron's House of Healing.



*Warning! If you got to this step without doing the quest [The Apprentice and the Stone \(Cyseal\)](#), you will have to wait longer in order to collect the **Blood Stone** owned by **Evelyn**. The game can still be won, but it will be harder since you will be able to unlock rooms in Homestead at a slower pace.*

Get info from Esmeralda

Play through the steps of the quest The Councillor's Wife (Cyseal) including the step 'Confront Esmeralda'. When **Esmeralda** is confronted with the pieces of evidence, she will tell you about **Evelyn**'s involvement. This step will cause **Evelyn** to disappear from Thelyron's House of Healing.



*Warning! If you got to this step without doing the quest The Apprentice and the Stone (Cyseal), you will have to wait longer in order to collect the **Blood Stone** owned by Evelyn. The game can still be won, but it will be harder since you will be able to unlock rooms in Homestead at a slower pace.*

Talk to Thelyron

If you talk to **Thelyron** at this time, he will mention that **Evelyn** has fled and left her poach behind. In it you can find the key to her house. You can also take the pouch itself, it works just like a regular backpack.



Get the reveal scroll

Go to **Evelyn**'s house (234, 119) and open the chest in the corner (239, 117) to find the **Reveal Spell**. This spell must be used outside the entrance of her secret lab.



Read Evelyn's Diary

Search the shelf on the wall (237, 120) to find **Evelyn's Diary**. Read it to complete this step. After reading the book a marker will show up on the map where her secret lab is located.



Defeat Dietmar

At the north beach you will find **Dietmar** (52, 333) and his two friends having a beach party. If you ask them about the **Staff of Pergamon** (see the quest Cecil's Mighty Staff (Cyseal)), they will attack you. They will also attack you if **Evelyn** has disappeared from Cyseal. This fight starts against **Dietmar** and two of his thugs, but four more will join when **Dietmar** takes his turn or if he is killed before that.

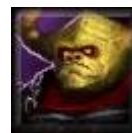


Use the reveal scroll

Go to the west beach marked on your map (62, 289). Use the **Reveal Spell** to reveal the entrance of the cave.

Deal with the orcs

Inside the cave you will come across four orcs in front of a locked door (701, 411). A conversation with an **Orc Warrior** will automatically start once you are close enough. It will result in a CIR mini game. If you win they leave, if not you have to fight them. If you want as much XP as possible, win the CIR and then attack them when they are leaving.



Fight Evelyn and talk to Jake

You will meet **Evelyn** in the stairs (710, 437) down to her lab and a conversation with her will start once you get close enough. At the end of the conversation **Evelyn** will mention **Braccus Rex** thus starting the quest The Quest for Braccus Rex (Cyseal). After the fight **Zombie Jake** will address you and give you an **Enlightened Amulet**. He can tell you who murdered him and will return to the graveyard in Cyseal when the conversation is over. This quest will be finished and a new quest, Find the Witch! (Rivellon) will start.



A Shell on the Beach (Cyseal)

Go to the beach (457, 72) between the 'Cyseal Beach South' Portal and the place where the game started. Talk to **Ishmashell** about being doomed and then about longing for the sea's embrace to start the quest. Make a decision and select one of the following two possible outcomes:



S1 - Save Ishmashell	Miscellaneous	CIR	XP
M - Throw it back in the sea	<u>Altruistic</u> / Egotistical		100
Total XP			100

S2 - Keep Ishmashell for yourself	Miscellaneous	CIR	XP
M - Keep the shell	Altruistic / <u>Egotistical</u>		100
Total XP			100

Throw it back in the sea

If you decide to save **Ishmashell**, you will throw it back in the sea. After a while it will throw back a chest containing loot. The further you throw the shell the better loot you will get, so use your strongest guy. The different strength ranges are: 0-4, 5-9, 10-14, and 15+¹.

Keep the shell

If you decide to keep the shell it will end up in your inventory. It can be sold for quite a bit of money, or used to get a permanently +10% Water Resistance boost. Alternatively, it can be cooked, but I don't recommend it. The cooked shell is quite poisonous.



¹ I have only tested this with a hero with Strength 5 and a hero with Strength 10, and the shell was indeed thrown farther into the sea and the reward was greater in the latter case. The information is taken from Larian's design document Quest_Design_Documentation.docx.

Another Crazy Mage (Cyseal)

In the upper level of the Black Cove there is a trapped room (155, 164) that will explode if you trigger the trap. To start the quest, you have to step on the trap and talk to **Billeh Gahr**.



S1 - Avoid the Trap	Miscellaneous	CIR	XP
M - Detect the trap			
O - Disable the trap			1680
Total XP			1680

S2 - Activate and Disable the Trap	Miscellaneous	CIR	XP
M - Step on the trap			
M - Disable the trap			1680
Total XP			1680

Detect the trap

If your Perception is high enough you will detect the trap. You will see a pressure plate (155, 161) on the other side of the door. If you do detect it, it is just a matter of avoiding the pressure plate. You can loot the room and leave. This solution will actually not create a quest in your journal. You need to talk to **Billeh Gahr** in order to start the quest.



Step on the trap

If you step on the pressure plate **Billeh Gahr** will appear and warn you that leaving the pressure plate will cause the room to explode. At this point you need to unchain that hero/companion from the rest of your party and not move him/her.

Disable the trap

Pick another hero/companion and move into the room. Move the wooden crate to reveal a switch. Activate the switch to disarm the trap and close the quest. Now you can move your trapped hero/companion out of the room.



Arhu's Failed Experiment (Cyseal)

This quest can be started using two approaches. The first approach is to become a member of the Fabulous Five and ask for your first assignment (See the quest [The Fabulous Five \(Cyseal\)](#)). This will make you able to ask **Arhu** about his failed experiment and start the quest. Alternatively, you can enter the Rank Tunnel to the northeast of Cyseal and talk to **Visco**. He will tell you about **Arhu's** robot and get the quest started.



S1 - All or Some Men Survived	Miscellaneous	CIR	XP
O - Talk to Arhu			100
M - Talk to Visco			
M - Defeat the Robot; All/some survived			4410
M - Talk to Viscous			
Total XP			4510

S2 - All Men Died	Miscellaneous	CIR	XP
O - Talk to Arhu			100
M - Talk to Visco			
M - Defeat the Robot; All died			3960
Total XP			4060

Talk to Arhu

Go to the top floor of the Legion Headquarters (358, 235) and talk to **Arhu**. Talk to him about his failed experiment and he will give you the **Arhu SparkMaster 5000 Universal Controller**. You may also pick up the **Universal Controller Instruction Manual** lying on the desk (746, 266). Read it to get some help in the upcoming battle.



Talk to Visco

Enter the Rank Tunnel from the tunnel entrance northeast of Cyseal (272, 373). When you get close to **Visco** (587, 43) he will automatically address you. When the conversation is over, the three men will join you. Notice, if you have not done the first optional step you can do this now. Leave the tunnel and go talk to **Arhu**. The three men will remain in the tunnel until you return.



Defeat the Robot

Move further into the tunnel to start the fight against SparkMaster 5000. You can use the **Arhu SparkMaster 5000 Universal Controller** to self-destruct the robot (Angry, Angry, Sleepy) if you manage to place it somewhere away from your team members. Note that you will not get the 1575 XP for killing the robot if you use the self-destruct command. The XP for killing the robot is included in the XP listed in the tables. The quest will end if none of the three men survived the fight. If at least one survived, you can find one of them in the prison guarding the treasure room. You get the largest amount of XP if all three men survive the fight; it is



this 900 XP that is included in the first table.

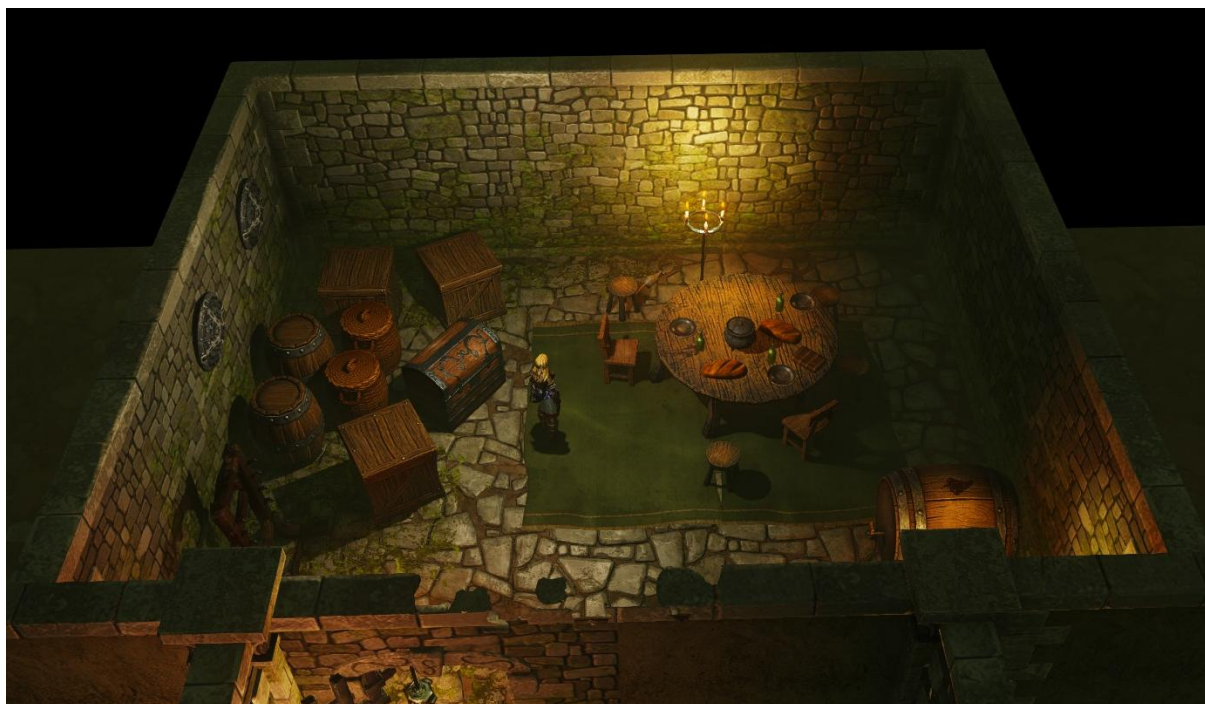
Talk to Viscous

Go to the prison in the basement of the Legion Headquarters. In front of the locked door to the treasure room (761, 354), you will find **Viscous**. Talk to him to finish the quest.



Bonus - Loot the treasure room

When you talk to **Viscous** you can try to convince him to unlock the treasure room door. If you win you will earn 790 Charisma XP and he will open the door. You can now move inside and loot the treasure room.



Cecil's Mighty Staff (Cyseal)

Enter the Town Hall (275, 192) and talk to **Cecil**. Talk to him about issues in Cyseal and then ask him about the **Staff of Pergamon** to start the quest. Speaking to **Cecil** is, strictly speaking, not necessary. You will be notified when you get your hands on the **Staff of Pergamon**, but it is more 'proper' to talk to him first. This also allows you to do all the optional steps of this quest.



S1 - The Staff of Pergamon	Miscellaneous	CIR	XP
O - Talk to Conrad			
O - Talk to Marv			90
O - Inform Conrad about Dietmar			100
M - Get the Staff			500
M - Inform Cecil about the staff			
1a - Return the staff	Spiritual / Materialistic Reputation: +1 Cecil: Attitude +10		4500
1b - Keep the staff	Spiritual / Materialistic Reputation: -1 Cecil: Attitude -10		4500
Total XP			5190

Talk to Conrad

You can find **Conrad** on board his ship (240, -6) in the Cyseal harbor. Talk to him about the **Staff of Pergamon**. It turns out he does not know anything about its disappearance, but he asks you to talk to his crew.



Talk to Marv

You can find **Marv** on the pier (247, 2) next to **Conrad's** Ship. Talk to him and ask him about the **Staff of Pergamon**. He informs you that he noticed **Dietmar** leaving with a sealed box. He also tells you that **Conrad** might know where he is.



Inform Conrad about Dietmar

Return to **Conrad** and inform him that one of his sailors saw **Dietmar** take off with a package. **Conrad** is certain he is the thief and tells you to look for him on an out-of-sight beach.

Get the Staff

To get the **Staff of Pergamon** you have to defeat **Dietmar**. He will drop it when he is killed. For details, see the step 'Defeat Dietmar' of the quest A Mysterious Murder (Cyseal). After the fight, pick up the **Staff of Pergamon** to complete this step. Notice the XP for the fight is not included in the table above to avoid including it twice.



Inform Cecil about the staff

Head back to **Cecil** and tell him that you have found the **Staff of Pergamon**. You can either give it to him or keep it for yourself. Notice that the log is wrong; it shows a change of attitude towards **Cecil** by ± 5 . The change is actually ± 10 .



Charmed, I'm Sure (Cyseal)

In the backyard (271, 77) of the Harbor Warehouse you will see **Marius** and **Ninnius** quarreling over a captive charmed female orc. Talk to any one of them to start the quest. When you have heard their story and have made up your mind, let them know what you think.



S1 - Spare the Female Orc	Miscellaneous	CIR	XP
M - Decide to spare the female orc	Pragmatic / <u>Romantic</u>		225
Total XP			225

S2 - Kill the Female Orc	Miscellaneous	CIR	XP
M - Decide to kill the female orc	<u>Pragmatic</u> / Romantic		225
Total XP			225

Decide to spare the female orc

If you decide to spare the female orc, both of them remain to guard her. After you move to another map and back again, both of them will have been killed by the female orc. The female orc is nowhere to be found. The heroes exchange a comment about being wrong, and the quest is completed. Talk to **Moira** for information of what happened.



Decide to kill the female orc

If you decide to kill the female orc, **Marius** will kill her in one swift blow. The two of them will argue for a while before **Marius** runs off to guard the South West Gate (193, 57). **Ninnius** remains and mourns over the killed female orc.



Crabs Versus Skeletons (Cyseal)

To start this quest you first need to enter the Black Cove. Follow the shore west of Cyseal and move as close to the lighthouse as you can. There you will find the entrance to the Black Cove (51, 49). Once inside, move along the path until you meet the dying orc. To get to the dying orc, you will have to get through a huge static field. Just place one of the nearby barrels on the vent in the middle of the field to remove it. The dying orc will say his final words and die, thus starting the quest.



S1 - Kill the Pirate	Miscellaneous	CIR	XP
M - Join the battle			10695
M - Discover the hatch			840
M - Push the correct switch			840
M - Defeat Pontius Pirate	Reputation: +1		7230
Total XP			19605

Join the battle

A bit further away from the dying orc you will come across a big battle between 6 orcs and 6 skeletons. Join it as soon as possible to get as much XP as possible. If you wait too long some of them might die before you join and you will miss out on that XP.



Discover the hatch

In the central office of the cave you will find a lever (144, 161). Use it to move a nearby picture. Behind the picture there is a button you can press to uncover the hatch. Move through the hatch to get to the lower level of the cave.



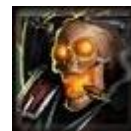
Push the correct switch

Continue along the path in the lower level of the cave until you come to a large cove with a lot of switches. Push them all if you like. To remove the giant stone head blocking the way, push the switch located in a small area southeast of the large cove (473, 143).



Defeat Pontius Pirate

Walk through the now open portal and into the hiding place of **Pontius Pirate**. Kill him to complete this quest.



***Note:** Pontius Pirate drops two keys when he dies. One of the keys opens his chest onboard his ship. Inside you will find a Blood Stone. The other key opens the locked door on the top level of this cave. You need to go through this door to complete the quests Kitty Love (Cyseal) and Lost Love at the Lighthouse (Cyseal).*



Elf-Orc Blood Feud (Cyseal)

Behind the Mortician's Morgue you can find **Eglandaer** standing at the benches on the city wall (208,205). Talk to him and ask him about the assistance he seeks from you to start the quest. He asks you to continue the conversation inside, in this room at the top floor of the King Crab Inn.



S1 - Fool Eglandaer	Miscellaneous	CIR	XP
M - Get the details	Forgiving / Vindictive		
O - Ask Aureus to arrest Eglandaer	Righteous / Renegade		
M - Ask for Victoria's amulet		Yes	
M - Obtain Victoria's amulet		Win	600
M - Give the amulet to Eglandaer			1800
Total XP			2400

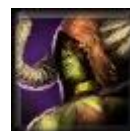
S2 - Kill Victoria	Miscellaneous	CIR	XP
M - Get the details	Forgiving / Vindictive		
O - Ask Aureus to arrest Eglandaer	Righteous / Renegade		
M - Kill Victoria's and take the amulet			945
M - Give the amulet to Eglandaer			1800
Total XP			2745

S3 - Arrest Eglandaer	Miscellaneous	CIR	XP
M - Get the details	Forgiving / Vindictive		
O - Ask Aureus to arrest Eglandaer	Righteous / Renegade		
M - Get Eglandaer arrested	Reputation: +1		300
M - Tell Victoria that Eglandaer is arrested			1800
Total XP			2100

S4 - Kill Eglandaer	Miscellaneous	CIR	XP
M - Get the details	Forgiving / Vindictive		
O - Ask Aureus to arrest Eglandaer	Righteous / Renegade		
M - Kill Eglandaer			750
M - Inform Victoria that Eglandaer is dead			1800
Total XP			2550

Get the details

Go to **Eglandaer's** room (694, 193) on the top floor of the King Crab Inn and talk to him to continue the conversation. He will tell you about how some orcs slaughtered his tribe many years ago, about his hunt for them, and that the last member of the orc tribe, **Victoria**, is here in Cyseal. He wants you to kill her and return with her amulet.



Victoria's amulet

Go to the library (750, 200) on the top floor of the Town Hall and talk to **Victoria**. You can either kill her or use pickpocket to get **Victoria's Amulet**, or you can convince her to give it to you. If you lose the CIR, the only option left is to kill her or use pickpocket (or reload).



*Warning! Killing **Victoria** will prevent you from completing the quest **Cecil's Mighty Staff (Cyseal)** as Cecil will be grieving if he finds out, and will not talk to you anymore.*

Give the amulet to Eglandaer

If you give **Victoria's Amulet** to **Eglandaer**, he will reward you with a treasure chest and disappear from Cyseal.

Ask Aureus to arrest Eglandaer

If you do not have the **Blood Amulet**, **Aureus** will tell you he needs proof before he can arrest **Eglandaer**.

Get Eglandaer arrested

Go to **Eglandaer** and use pickpocket on him to steal the **Blood Amulet**. Return to **Aureus** and ask him to arrest **Eglandaer**. You need to have the **Blood Amulet** in your inventory when you talk to **Aureus**.



Tell Victoria that Eglandaer is arrested

Return to **Eglandaer** and see him being arrested. Then go to **Victoria** and tell her that **Eglandaer** is arrested to close the quest. If you like you can go to the prison and see him behind bars.



Fire! Fire! Fire! (Cyseal)

When the orcs invaded the beach (see the quest [Orc Fight on the Beach \(Cyseal\)](#)) they also set one of the ships (261, 28) on fire. When you move close enough to the ship, the quest starts. When this quest is completed you will have access to the quest [The Shipless Sailors \(Cyseal\)](#).

S1 - Put out the Fire	Miscellaneous	CIR	XP
M - Make it rain	Reputation: +1		900
Total XP			900

S2 - Let the Ship Burn	Miscellaneous	CIR	XP
M - Move away or wait too long			0
Total XP			0

Make it rain

Use a Rain Scroll or the Rain Skill to put out the fire. Notice, that you only have a certain amount of time until the ship sinks.

Move away or wait too long

If you move away too far or you wait too long, the ship will sink. This happens when the health bar of the ship reaches 0. The workers will be disappointed in you.



Guards at the Bridge (Cyseal)

At the bridge (358, 87) connecting east shore to Cyseal there are two drunken legionnaires, **Bibius** and **Junius**, guarding the bridge. When you get close enough to them they address you and a conversation starts. You can either follow their orders or resist them.



S1 - Take us to the Wizard	Miscellaneous	CIR	XP
M - Accept the orders	Independent / Obedient		900
Total XP			900

S2 - Don't need no Escort	Miscellaneous	CIR	XP
M - Resist Order	Independent / Obedient		180
M - Kill the legionnaires	Compassionate / Heartless		900
Total XP			1 080

Accept the orders

The legionnaires will follow the heroes towards the wizard. If you cross back over the bridge they will throw a few comments and resume guarding the bridge. They will follow you again once you cross the bridge, but when they see the battle with the orcs they will get afraid and return to the bridge.



Headless Nick (Cyseal)

At the end of the pier (100, 97) in the upper level of the Black Cove you can meet **Lillian** and her father **Headless Nick**. Talk to **Lillian** about her father's missing head to start the quest. She asks you to look out for it.



S1 - Bring back the Head	Miscellaneous	CIR	XP
M - Talk to the talking head	Altruistic / Egotistical		935
M - Bring the head to Lillian	Treasure Chest		2100
Total XP			3035

S2 - Let the Head Remain in Cyseal	Miscellaneous	CIR	XP
M - Talk to the talking head	Altruistic / Egotistical		935
M - Inform Lillian that the head remains			3390
Total XP			4325

Talk to the talking head

Go to the fair and talk to the **Talking Head** (315, 126) and comment on it calling itself Stefan. You can pick up **Nick's Head** and deliver it to **Lillian**, or you can let it remain at the fair.



Notice: You need to complete the quest Warming the Crowd (Cyseal) in order to be able to talk to the Talking Head.

Bring the head to Lillian

Head back to **Lillian** and give her **Nick's Head**. You need to have **Nick's Head** in your inventory when you talk to her. As a reward they will leave behind a treasure chest and then disappear.

Inform Lillian that the head remains

Head back to **Lillian** and inform her that her father's head didn't want to come. She decides to stay with her father's body. But after a short while she gets tired of waiting and attacks you. After the fight, the quest is completed.



Kitty Love (Cyseal)

Inside the King Crab Inn (239, 190) you will find **Unsinkable Sam**, the patron cat of the inn. Talk to him and ask him about himself. He will admit after a while that he wants a companion, thus starting the quest. Notice that you need the talent 'Pet Pal' in order to talk to **Unsinkable Sam**.



S1 - Matchmaking	Miscellaneous	CIR	XP
M - Talk to Maxine			90
M - Return to Sam			90
M - Open the locked door			
M - Kill the enormous crab			2100
M - Give the collar to Sam			1400
M - Talk to Sam and Maxine	Pragmatic / Romantic		
Total XP			3680

Talk to Maxine

Go to the Town Hall (276, 190) and talk to **Maxine**, **Cecil's** cat. Talk to her about **Unsinkable Sam**, and you will learn that even if she is indeed in love with **Unsinkable Sam**, she is an upper-class high-maintenance girl. Naturally, she needs a man with a certain standards.



If you have not talked to **Cecil** about his cat, you should do so. Then talk to **Maxine** about what **Cecil** told you. It's one of those memorable moments, and this game has a lot of them.

Return to Sam

Return to **Unsinkable Sam** and tell him why **Maxine** is reluctant to marry to him. He tells you about his lost collar, and is even spot on with his remark: 'Among the waves it remains I imagine, *worn perhaps by a crab who fancies himself a Caesar with it.*'

Open the locked door

You need to get through the locked door (191, 103) in the Black Cove to be able to continue this quest. The door can only be opened by a key. To find the key, complete the quest Crabs Versus Skeletons (Cyseal). As noted in the step 'Defeat Pontius Pirate', **Pontius Pirate** will drop the key when he is killed.



Kill the enormous crab

At the end of the path you will have to fight an enormous crab. Kill it and take the loot. Among the items you will find **Sam's Collar**. Pick it up to update the quest log. All you have to do now is to deliver it to **Unsinkable Sam**.



Give the collar to Sam

Return to King Crab Inn and talk to **Unsinkable Sam** about **Maxine**. You need to have **Sam's Collar** in your inventory for this to work. He will be very happy and head over to the Town Hall.

Talk to Sam and Maxine

Head over to the Town Hall and watch the couple. Eventually, they head back to the King Crab Inn and the quest is finished.



Legionnaires at the Church (Cyseal)

Go to **Aureus** in his office (355, 250) in the Legion Headquarters and talk to him about matters concerning the legion, about the expeditions, and then the expedition to the old church to start this quest.



S1 - The Failed Expedition to the Church	Miscellaneous	CIR	XP
M - Talk to Blossius or Livia			
M - Inform Aureus			600
Total XP			600

Talk to Blossius or Livia

At the waterwheel (330, 298) northeast of Cyseal you will find two skeletons that you can talk to. They are the former legionnaires **Blossius** and **Livia**. Talk to any one of them and ask them about themselves.



Inform Aureus

Head back to **Aureus** and inform him about the fate of **Blossius** and **Livia**.



Little Bo Bertia Lost Her Sheep (Cyseal)

This quest is interlinked with the quest [A Mysterious Murder \(Cyseal\)](#).

S1 - Find the Sheep	Miscellaneous	CIR	XP
O - Ask Bertia about the stolen sheep			
M - Dig up the dead sheep			90
1a - Get Roberts to confess			130
1b - Get Roberts' ledger			
O - Try to get compensation		Yes	
1a - Roberts accepted	+150 gold	Win	115
1b - Roberts rejected	Roberts: -50 Attitude	Lose	
M - Inform Bertia about your findings	Bertia: +50 Attitude		300
O - Tell Bertia about the compensation			
1a - Give Bertia the compensation	Altruistic / Egotistical Bertia: +25 Attitude -150 gold		
1b - Keep the compensation	Altruistic / <u>Egotistical</u> Bertia: -25 Attitude		
Total XP			635

Ask Bertia about the stolen sheep

At the marketplace you will find **Bertia** (283, 153). Talk to her about her stolen sheep to start the quest. This step is optional but I recommend doing it to get the quest started. It is easier later on to track the quest if you start it like this. The reason is that this quest can only be started by talking to her. If you have done some of the other steps you will not see the log entries to this quest until you talk to her.



Dig up the dead sheep

Go to the graveyard and dig up Jake's grave (215, 243). Open the coffin to find the **Sheep's Corpse**. Notice that you can open it to find items inside the corpse. This step will also add 300 XP and an entry to the quest A Mysterious Murder (Cyseal). In addition, this step will make it impossible to do the step 'Talk to Roberts' of the quest A Mysterious Murder (Cyseal). If you want to get that XP make sure you do that step before you open the coffin.



Get Roberts to confess

This is the first of two alternative steps you can do to find out that **Roberts** is guilty of stealing the sheep. Get a confession from **Roberts** by performing the step 'Convince Roberts to tell the truth' of the quest A Mysterious Murder (Cyseal).



Get Roberts' ledger

This is the second of two alternative steps you can do to find out that **Roberts** is guilty of stealing the sheep. Get a proof by performing the step 'Get Roberts' Ledger' of the quest A Mysterious Murder (Cyseal).



Try to get compensation

If you have performed the step 'Convince Roberts to tell the truth' of the quest A Mysterious Murder (Cyseal), you have managed to get **Roberts** to confess. You can now try to convince him to pay compensations for the dead sheep. If you win you get 150 gold coins as a compensation for the dead sheep.

Inform Bertia about your findings

Talk to **Bertia** about the stolen sheep. If you have the **Sheep's Corpse** in your inventory she will take it from you. Then **Bertia** will take actions to get **Roberts** arrested. In order to see **Roberts** end up in jail, you first have to go to Aureus' Headquarter (355, 248) and watch **Bertia** asking him to arrest **Roberts**. Then you have to go to the Mortician's Morgue (202, 187) to see him get arrested. Finally you can go to the prison and see him behind bars (758, 355). Feel free to loot the entire Mortician's Morgue building...

Tell Bertia about the compensation

After **Bertia** returns, you can talk to her again and tell her about the compensation you got from **Roberts**. You can decide to give it to her or keep it for yourself.



Lost Love at the Lighthouse (Cyseal)

Go to the basement (723, 178) of the lighthouse (23, 23) and talk to **Samson**. Ask him about himself and then why he called himself a murderer to start this quest. He will tell you his tale; the essence being killing his wife in jealousy.



S1 - Samson and Desdemona	Miscellaneous	CIR	XP
M - Talk to Samson	Forgiving / Vindictive		
M - Open the locked door			
M - Talk to Desdemona			1050
M - Talk to the couple			
1a - Forgive Samson	<u>Compassionate</u> / Heartless		2100
1b - Do not forgive Samson	Compassionate / <u>Heartless</u>		2100
Total XP			3150

Open the locked door

You need to get through the locked door (191, 103) in the Black Cove to be able to continue this quest. The door can only be opened by a key. To find the key, complete the quest Crabs Versus Skeletons (Cyseal). As noted in the step 'Defeat Pontius Pirate', **Pontius Pirate** will drop the key when he is killed.



Talk to Desdemona

Go as far as possible along the path. In the end you will see **Desdemona** in front of a shipwreck. First talk to her about how she died and then about **Samson**.



Afterwards she will immediately head off to the lighthouse.

Talk to the couple

A conversation with them will start immediately once you return to the basement of the lighthouse. You can advise **Desdemona** to forgive **Samson** or not. In either case the quest is finished.



Orc Fight on the Beach (Cyseal)

When you reach the top of the cliff (307, 40) before the east harbor entrance an orc war ship will arrive and land troops. They will start fighting the legionnaires on the beach. To join the fight, walk down the slope towards the beach.

S1 - Stop the Orc Invasion	Miscellaneous	CIR	XP
M - Kill the orcs			670
Total XP			670

Kill the orcs

If at least one of the legionnaires survived the battle, one of them runs off to check the bridge. If **Bibius** and **Junius** guarding the bridge are still alive they get reprimanded. If not, the legionnaire comments on their death and wonder what beast could have slaughtered these men...



The Apprentice and the Stone (Cyseal)

Enter the sick room of Thelyron's House of Healing (277, 138). When you enter the room **Evelyn** addresses you and a conversation with her starts. You will see two sick persons, Boris and Steven, each lying on a bed. **Evelyn** wants you to decide which one of them to save.



S1 - Save Boris	Miscellaneous	CIR	XP
M - Tell Evelyn to save Boris	<u>Pragmatic</u> / Romantic		300
Total XP			300

S2 - Save Steven	Miscellaneous	CIR	XP
M - Tell Evelyn to save Steven	Pragmatic / <u>Romantic</u>		300
Total XP			300

S3 - Let both of the die	Miscellaneous	CIR	XP
M - Leave the room			
Total XP			0

Save Boris or Steven

If you decide to save Boris or Steven, **Evelyn** will use the **Blood Stone** and your heroes will absorb its energy. Afterwards you can find an **Inert Stone** on the floor.

Note! If you have not visited Homestead yet, you will be teleported there now. Once you teleport back you can pick up the Inert Stone. For details, see the task [Star Stones \(Homestead Task\)](#) and the quest [The Teleporter Pyramids \(Homestead\)](#).

Leave the room

If you try to leave the room **Evelyn** will warn you that they may die soon. At this point you can still select to save one of them. If you leave the room and the house, both of them will die. Also, by leaving, **Evelyn** will not use the **Blood Stone** and you will end up unlocking rooms in Homestead at a slower pace. You can still get the **Blood Stone** if you kill **Evelyn**.



The Councillor's Wife (Cyseal)

This quest is intermingled with the quest [A Mysterious Murder \(Cyseal\)](#). To start this quest you need to find one of the three pieces of evidence. The first three mandatory steps (finding the three pieces of evidence) of this quest can be taken in any order. The optional step of confronting **Esmeralda** can be done before showing the evidence to **Aureus**.

S1 - Innocent until proven guilty	Miscellaneous	CIR	XP
M - Find the letter			260
M - Find the book			260
M - Find the dagger			260
M - Show evidence to Aureus			
M - Do not arrest Esmeralda	Righteous / Renegade		1800
O - Confront Esmeralda			200
Total XP			2780

S2 - Convict Esmeralda	Miscellaneous	CIR	XP
M - Find the letter			260
M - Find the book			260
M - Find the dagger			260
M - Show evidence to Aureus			
M - Arrest Esmeralda	Righteous / Renegade Esmeralda: -50 Attitude		1800
O - Confront Esmeralda			200
M - Release Esmeralda from prison	Reputation: +1		900
Total XP			3680

Find the letter

At the crime scene (see the quest [A Mysterious Murder \(Cyseal\)](#)) you will find a locked chest (219, 146). Unlock it or blow it open to get to the items inside. Among other loot, you should find the **Letter from the Duke of Ferol**. Picking it up is enough to complete this step, but you should read it to confirm that **Duke of Ferol** is indeed the worst poet in Rivellon. The **Letter from the Duke of Ferol** is not needed anymore.



Find the book

Go to the back of Esmeralda's Shop and enter her house using the back door (302, 196). You can pick the lock, destroy the door, or use the key to open the door. The key can be found on the top floor of Esmeralda's Shop. It is on the table (712, 152). The book **The Perfect Murder** is on the table (298, 196) in **Esmeralda's** bedroom. Picking up the book is enough to complete this step. After that the book is not needed anymore.



Find the dagger

To find the **Bloody Dagger** you need to go down to the basement of Esmeralda's Shop. Close by the ladder you will see a shelf with two hams. Take one of them and the other one will fall down, revealing a button. Push the button to open the door to the secret storage. The **Bloody Dagger** is on the table (664, 261). Picking up the dagger is enough to complete this step. After that the dagger is not needed any more.





Show evidence to Aureus

After you have found all three pieces of evidence, talk to **Aureus**. He is in the Legion headquarters inside Aureus' Office (355, 250). Show him the pieces of evidence, one after another. Afterwards you will have an option to ask **Aureus** to arrest **Esmeralda**. If you select to arrest her you can head over to Esmeralda's Shop and see her get arrested. The two guards will leave as well, making it easy to loot her shop. **Esmeralda** can now be found in one of the cells (757,344) in the prison. The prison is in the basement of the Legion Headquarters.



Confront Esmeralda

After you have found all three pieces of evidence, talk to **Esmeralda**. She is located inside her own shop, Esmeralda's Shop (319,193). That is, of course, unless you have sent her to jail. Show her the pieces of evidence, one after another. The log will update for each one. Then ask her to confess. Instead of confessing **Esmeralda** points her finger on **Evelyn**. Note that this step is not optional if you cannot or don't want to do the step 'Let Murphy smell it' of the quest A Mysterious Murder (Cyseal).



Warning! If you got to this step without doing the quest The Apprentice and the Stone (Cyseal), you will have to wait longer in order to collect the Blood Stone owned by Evelyn. The game can still be won, but it will be harder since you will be able to unlock room in Homestead at a slower pace.

Release Esmeralda from prison

After you have completed the quest A Mysterious Murder (Cyseal), talk to **Aureus**. Tell him that you want him to release **Esmeralda** from prison. He reprimands you for imprisoning her in the first place, and runs off to release her; you are now free to loot his office. **Esmeralda** will move back to her shop which she reopens.

The Fabulous Five (Cyseal)

Outside the King Crab Inn (242, 176) you will find **Mendius**. He is one of the five members of the Fabulous Five. Three of the other members, **Alistair**, **Anna** and, **Novak**, can be found inside the King Crab Inn. The last member, **Yoran**, was edited out of the game... As you come closer **Mendius** starts to talk to you.



S1 - Join the Fabulous Five	Miscellaneous	CIR	XP
M - Ask about opportunity	Bold / Cautious Altruistic / Egotistical Independent / Obedient		
M - Tell him you like to enlist	Bold / Cautious		
M - Ask about assignment			
M - Complete the assignment			900
M - Talk to Cecil			4500
		Total XP	5400

S2 - Do not join the Fabulous Five	Miscellaneous	CIR	XP
M - Ask about opportunity	Bold / Cautious Altruistic / Egotistical Independent / Obedient		
M - Refuse the offer to enlist	Bold / Cautious		
		Total XP	0

Ask about assignment

When you ask **Mendius** about your assignment he tells you that one of the experiments of **Arhu** failed. You can talk to **Arhu** about it to start the quest Arhu's Failed Experiment (Cyseal).

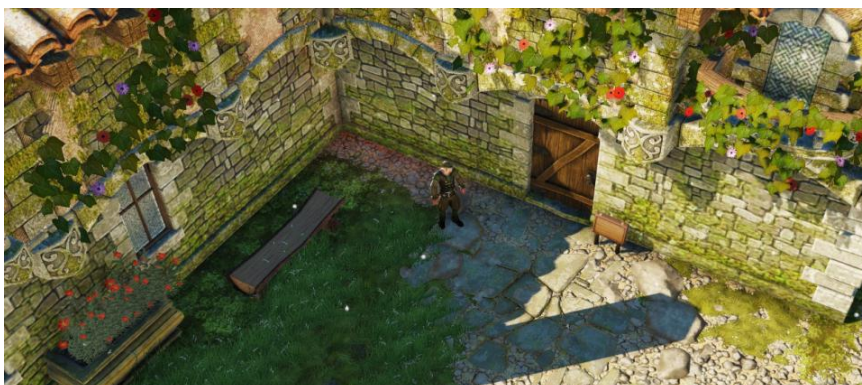


Complete the assignment

Complete the assignment by completing the quest Arhu's Failed Experiment (Cyseal).

Talk to Cecil

Talk to **Cecil** to learn that it was all a scam. The members of the Fabulous Five have left the town with the reward.



The Fish Thief (Cyseal)

At the far left of the marketplace in Cyseal **Rhoa** has set up her fish shop (249, 151). **Robin** is close by trying to steal a fish but you caught him in the act. A conversation with him and **Rhoa** will start. Fun fact: You can steal her fish without any consequences (the mouse pointer does not turn red when hovering over her fish).



S1 - Prevent the Theft	Miscellaneous	CIR	XP
M - Tell Robin to leave the fish alone	<u>Righteous</u> / Renegade Fish Vendor: +50 Attitude		180
Total XP			180

S2 - Show Mercy to Robin	Miscellaneous	CIR	XP
M - Allow Robin to steal the fish	Righteous / <u>Renegade</u> Fish Vendor: -25 Attitude		
M - Lie to the legionnaire	Blunt / <u>Considerate</u>		180
Total XP			180

S3 - Get Robin Arrested	Miscellaneous	CIR	XP
M - Allow Robin to steal the fish	Righteous / <u>Renegade</u> Fish Vendor: -25 Attitude		
M - Tell the truth to the legionnaire	<u>Blunt</u> / Considerate		180
Total XP			180

Tell Robin to leave the fish alone

If you tell **Robin** to leave the fish alone, he will walk away. You will get a +50 Attitude bonus towards the **Fish Vendor** nearby (256, 159) (note: not towards **Rhoa**). Both **Rhoa** and the **Fish Vendor** will praise your behavior.

Lie to the legionnaire

If you allow **Robin** to keep the fish and cover up his theft when you talk to the legionnaire, he will walk away. You will get a -25 Attitude penalty towards the **Fish Vendor** nearby (256, 159) (note: not towards **Rhoa**). Both **Rhoa** and the **Fish Vendor** will condemn your behavior.

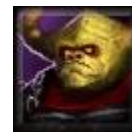
Tell the truth to the legionnaire

If you allow Robin to keep the fish but then inform the legionnaire that he stole it, he will be arrested. You can visit him in the prison (750, 345). You will get a -25 Attitude penalty towards the **Fish Vendor** nearby (256, 159) (note: not towards **Rhoa**). Both **Rhoa** and the **Fish Vendor** will comment on your treacherous behavior.



The Grieving Orc (Cyseal)

At the beach west of Cyseal you will meet a grieving orc (128, 78), named **Broggnar**. He has just buried his brother. To start the quest, talk to him about himself and about the traditional way.



S1 - Respect the Dead	Miscellaneous	CIR	XP
M - Do not ask for the location	<u>Spiritual</u> / Materialistic		300
Total XP			300

S2 - Ask for the Location of the Grave	Miscellaneous	CIR	XP
M - Ask for the location	Spiritual / <u>Materialistic</u>		
M - Ask for the location again		Yes	
2a - Broggnar shows you the location		Win	825
2b - Broggnar refuses	Broggnar: -30 Attitude	Lose	
Total XP			825

Do not ask for the location

If you decide against robbing the grave of his fallen brother the quest is over. Note that there is nothing that prevents you from spotting the graves in the area and digging them afterwards. **Broggnar** will attack you if you do so, though.

Ask for the location again

If you decide to ask for the location of the grave, the conversation ends. You have to talk to **Broggnar** again and then ask for the location of his brother's grave to start the CIR mini game. If you win he will walk over to his brother's grave and the quest is over. If you lose he will disclose nothing. Again, you can spot the graves in the area and dig them after the quest is closed, causing **Broggnar** to attack you.



The Lost Archaeologist (Cyseal)

Go to **Aureus** in his office (355, 250) in the Legion Headquarters and talk to him about matters concerning the legion, about the expeditions, and then the expedition to the burial mounds to start this quest.



S1 - Save Wulfram	Miscellaneous	CIR	XP
M - Talk to Wulfram	Compassionate / Heartless		335
M - Escort Wulfram and Succeed			1380
M - Inform Aureus about Wulfram	Reputation: +1		3000
Total XP			4715

S2 - Failed to Save Wulfram	Miscellaneous	CIR	XP
M - Talk to Wulfram	Compassionate / Heartless		335
M - Escort Wulfram and Fail			
M - Inform Aureus about Wulfram	Reputation: -1		335
Total XP			670

S3 - Abandon Wulfram	Miscellaneous	CIR	XP
M - Talk to Wulfram	Compassionate / Heartless Wulfram: -15 Attitude		
M - Inform Aureus about Wulfram	Reputation: -1		
Total XP			0

Talk to Wulfram

Go to the ruined house (145, 255) west of Cyseal. Inside you will find **Wulfram** who will ask you to escort him back to Cyseal. You can either help him or abandon him. If you abandon him and come back later he will be dead. Notice that **Wulfram** can give you some useful information about zombies and skeletons.



Escort Wulfram

Immediately after you decide to escort **Wulfram** to Cyseal, he starts running. You need to keep up and ideally cover him from the two attacks that will come. If you succeed, **Wulfram** will head to the King Crab Inn.

Inform Aureus about Wulfram

If you abandon **Wulfram** or got him killed trying to escort him and inform **Aureus** about it, the quest will be closed, but you will lose one point of Reputation. Probably not the best solution... If you managed to save him and tell **Aureus** about it, the quest will be closed and you will get a lot of XP and one point of Reputation. A much better solution...



The Philosopher (Cyseal)

To start this quest, go to the graveyard in Cyseal and dig up **Nemris'** grave (221, 249), then talk to him about being an author. Ask him about his book **Philosophy of Death** and he will tell you that every library has a copy.



S1 - Answer Correctly	Miscellaneous	CIR	XP
O - Read his book			
M - Take the test and succeed	Nemris: +100 Attitude		600
Total XP			600

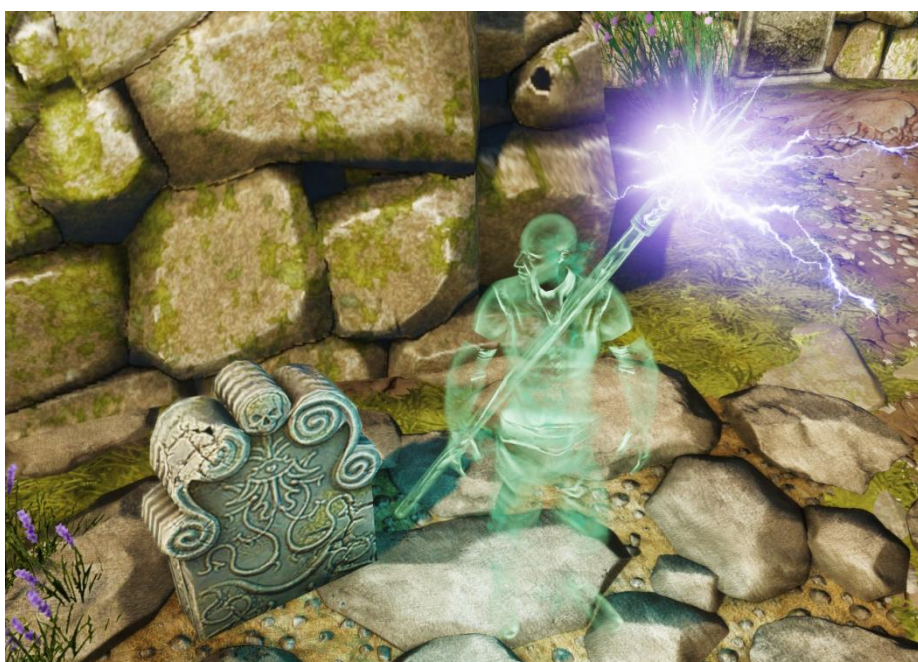
S1 - Answer Incorrectly	Miscellaneous	CIR	XP
O - Read his book			
M - Take the test and fail			
Total XP			0

Read his book

Ask **Nemris** about his book **Philosophy of Death** and he will tell you that every library has a copy. Go to the library on the top floor of the Town Hall. The book lies on the desk (756, 192) farthest away from the stairs. Notice that you need to steal the book since the mouse pointer is red. Or, you can talk to **Victoria** to get a permission to take books from the library. The mouse pointer will now become white, indicating that you can take the book. Read the book to prepare for the upcoming test.

Take the test

Talk to **Nemris** and state that you are ready to take the test. The correct answers are: 2, 2, and 1. If you succeed **Nemris** will give you XP and a treasure chest before he disappears. If you fail he simply disappears.



The Preacher of Earthly Delights (Cyseal)

East of the old church you will see five ghosts wandering about (478, 423). To start the quest, talk to **Ebenezer**. Ask him about his buddy after he has told his tale. If you have paid attention to what **Unsinkable Sam** told you about himself, you will know that he is in fact the cat **Ebenezer** is talking about.



S1 - Judgment Day	Miscellaneous	CIR	XP
M - Talk to Sam			1080
M - To the Hall of Echoes	<u>Spiritual</u> / Materialistic		7725
Total XP			8805

S2 - Let Ebenezer Remain	Miscellaneous	CIR	XP
M - Talk to Sam			1080
M - Let them remain	Spiritual / <u>Materialistic</u>		2160
Total XP			3240

Talk to Sam

Go to the King Crab Inn and talk to **Unsinkable Sam** and ask him if he used to be called Oscar. Then ask him about **Ebenezer**. You will be told about a much darker side of **Ebenezer**. So dark you might want him to pay for his crimes. Note that you need the Pet Pal talent to talk to animals.



To the Hall of Echoes

If you tell **Ebenezer** to move on to the Hall of Echoes and face judgment, he becomes enraged and you have to kill him and his four fellow ghosts. Mission accomplished, I guess...

Let them remain

If you allow **Ebenezer** to remain at the graveyard the quest will be over and the five of them will remain where they are. **Ebenezer** will even reward you with a treasure chest. If you feel bad about the decision you can always kill them later...



The Quest for Braccus Rex (Cyseal)

At the end of the quest A Mysterious Murder (Cyseal) you will encounter Evelyn in her lab. For details see the step 'Fight Evelyn and talk to Jake' of that quest. This quest starts as Evelyn mentions Braccus Rex in her ending remark before the battle starts.



S1 - Braccus Rex	Miscellaneous	CIR	XP
M - Talk to Arhu			
Total XP			0

Talk to Arhu

Enter the Legion headquarters and head up to the top floor where Arhu lives (754, 257). Talk to him about source hunter business and ask him about Braccus Rex. Your journal will be updated and the quest will be completed.



The Scaredy Pact (Cyseal)

Go to **Aureus** in his office (355, 250) in the Legion Headquarters and talk to him about matters concerning the legion, about the expeditions, and then the expedition to the lighthouse to start this quest.



S1 - Tell Them About the Lighthouse	Miscellaneous	CIR	XP
O - Examine legionnaire corpse			180
M - Talk to Mallius and Lucia			180
M - Talk to Samson			200
M - Inform Lucia and Mallius	<u>Altruistic</u> / Egotistical		
M - Debriefing			
1a - Tell the truth	<u>Blunt</u> / Considerate Reputation: +1		3000
1b - Cover for them	Blunt / <u>Considerate</u> Reputation: +1		6300
Total XP			6860

S2 - Don't Tell Them Anything	Miscellaneous	CIR	XP
O - Examine legionnaire corpse			180
M - Talk to Lucia and Mallius			180
M - Talk to Samson			200
M - Do not inform Lucia and Mallius	Altruistic / <u>Egotistical</u>		
Total XP			560

Examine legionnaire corpse

Go straight ahead as you leave the West Gate of Cyseal. Eventually you will find a ruin on your right hand side. Inside you will find a corpse of a dead legionnaire (103, 195). Examine the corpse and pick up and read the **Orders** you find.



Talk to Lucia and Mallius

Go to the cliff (25, 107) close to the lighthouse and talk to either **Lucia** or **Mallius**. Ask them about the ghost in the lighthouse. They want you to report back to them once you have found out what is going on in the lighthouse.



Talk to Samson

Go to the basement (723, 178) of the lighthouse (23, 23) and talk to **Samson**. Ask him about an undead lair, and he will inform you that there is no undead lair around.



Inform Lucia and Mallius

If you return to **Lucia** and **Mallius** after talking to **Samson**, and decide to tell them what you found, they will run off to tell **Aureus** about their feat, expecting a ticket home.

Do not inform Lucia and Mallius

If you return to **Lucia** and **Mallius** after talking to **Samson**, and decide to not tell them what you found, they will run off towards the lighthouse. The quest will be finished. You can return to the lighthouse to see they run away in fear from the ghost.

Debriefing

Return to **Aureus** in his office. You will find **Lucia** and **Mallius** already there boosting about their feat at the lighthouse. You can either tell **Aureus** the truth about what happened at the lighthouse, or you can cover for **Lucia** and **Mallius** allowing them to return home.



The Shipless Sailors (Cyseal)

This quest cannot be started before the quest [Fire! Fire! Fire! \(Cyseal\)](#) is finished. At the Cyseal harbor you can find **Louis**, **Max**, and **Philip** in front of a sunken ship (266, 6). Talk to one of them about their ship and lack of work to start the quest.



S1 - Recruiting Sailors	Miscellaneous	CIR	XP
O - Talk to Mendius			
M - Talk to Captain Jack			
M - New sailors	(*) <u>Altruistic</u> / Egotistical		180
Total XP			180

S2 - Recruiting Adventurers	Miscellaneous	CIR	XP
O - Talk to Captain Jack			
M - Talk to Mendius			
M - New adventurers	(*) Altruistic / <u>Egotistical</u>		180
Total XP			180

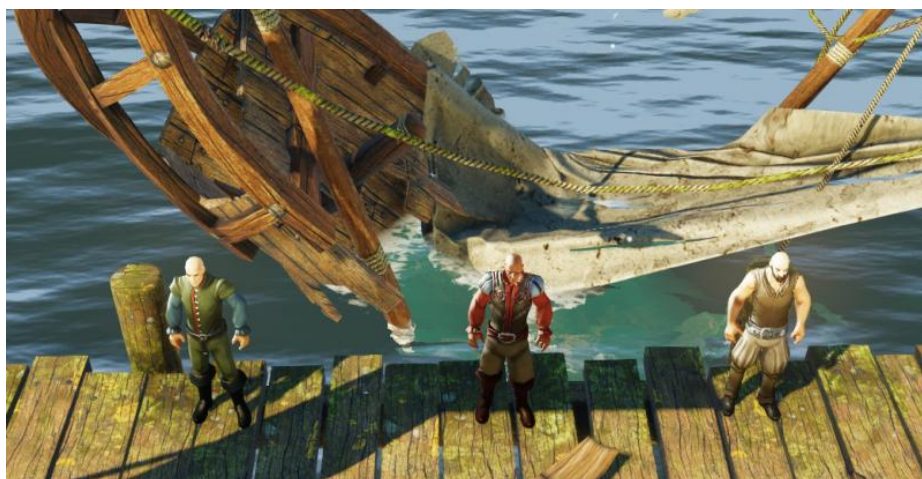
New sailors

To be able to offer the trio work as sailors, you must first talk to **Captain Jack** at the market place (265, 162) and ask him about work for a trio. If you have talked to **Mendius** outside the King Crab Inn (242, 176) and asked him about work for the trio too, you get to select what kind of work the trio should take. When you talk to **Louis**, **Max**, or **Philip** tell them to sign on with **Captain Jack**. The trio will run away and meet up with **Captain Jack** at his ship in the harbor (190, 4).



New adventurers

To be able to offer the trio work as adventurers, you must first talk to **Mendius** outside the King Crab Inn (242, 176) and ask him about work for a trio. But before you can do that you need to become a member of the Fabulous Five yourself, see the quest [The Fabulous Five \(Cyseal\)](#). If you have talked to **Captain Jack** at the market place (265, 162) and asked him about work for the trio too, you get to select what kind of work the trio should take. When you talk to **Louis**, **Max**, or **Philip** tell them to talk to **Mendius** to join the Fabulous Five. The trio run away and will immediately be sent on their first assignment.



(*) You must have talked to both **Captain Jack** and **Mendius** in order to get a trait.

The Skeleton King's Summoner (Cyseal)

To start this quest you first need to kill **Diederik, Baron of Bones**. You can find him north of the withered gardens (470, 248). Then go to **Arhu** and tell him what **Diederik, Baron of Bones** told you. Your task is to find out who is responsible for raising the dead around Cyseal.



S1 - Reveal the Summoner	Miscellaneous	CIR	XP
M - Examine the hut			
M - Talk to Thelyron	Forgiving / Vindictive		840
M - Talk to Arhu	Reputation: +1		4200
Total XP			5040

Examine the hut

Go to the Undertaker's Abandoned Hut (482, 325) south of the old church. The door is locked, but you can break it open or pick the lock to get in. Alternatively, you can get the key by killing the young cultists in the old church; for details see [The Undead Scourge \(Cyseal\)](#). Notice that the hut is trapped. The pressure plate at the door will create a static cloud, and will keep you stunned if you trigger it. Use your **Teleporter Pyramids** to jump over it. There is also a vent in the middle of the room that you can cover to prevent the water from covering the floor. If you trigger the trap, it can be reset by using the lever (green circle in the picture). Once you have the trap under control, examine the hut. The book shelf at (478, 331) contains **Thelyron's Diary** that gives you a hint of who is responsible. When you read his diary, **Thelyron** will disappear from his house in Cyseal.



Talk to Thelyron

To be able to get **Thelyron** to confess, you will need to find him first. He will be located in the basement of the old church. Perform the step 'Talk to Thelyron and Jake' of the quest [The Undead Scourge \(Cyseal\)](#) in order to complete this step.



Talk to Arhu

Return to Cyseal and talk to **Arhu**. Tell him about what **Thelyron** did to finish the quest.



The Strongman (Cyseal)

Directly west of the 'Cyseal West' Portal you will find a ruin. Inside the ruin there is a hatch (47, 133) covered by a straw mat. Move the straw mat and get down to the Forgotten Crypt. Pull away the lid of the crypt (751, 297) to start the quest. **Snorri** will appear and start talking to you.

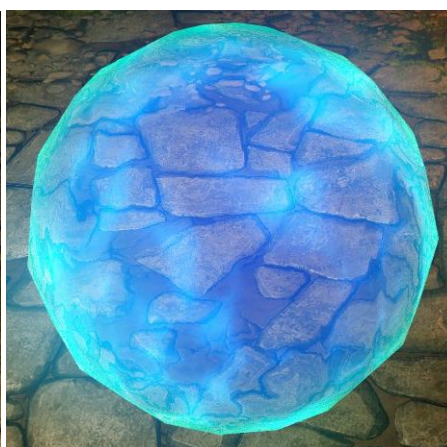


S1 - Win Strength Contest	Miscellaneous	CIR	XP
M - Talk to Snorri			
M - Destroy the Ball			600
Total XP			600

S2 - Lose Strength Contest	Miscellaneous	CIR	XP
M - Talk to Snorri			
M - Fail to destroy the Ball			
M - Defeat Snorri			645
Total XP			645

Talk to Snorri

Talk to **Snorri** and ask him about his past, then challenge him for a fight. He will summon a ball that you need to destroy within a time limit of 35 seconds. Notice that you can trade with **Snorri** before you challenge him. He might have some nice magical items. If you do not manage to destroy his ball in time, he will attack you.



The Talking Statues (Cyseal)

This quest must be completed before the two quests Bellegar's Barrels (Dark Forest) and The Mad Mage's Maze (Dark Forest) can happen. When completed you will gain access to the Primordial Cave where **Bellegar** is captured.



S1 - Get Access to the Primordial Cave	Miscellaneous	CIR	XP
O - Fly like an eagle	Pragmatic / Romantic		300
O - Talk to the beggar	Spiritual / Materialistic		100
O - Talk to Pincer	Bold / Cautious		
O - Talk to the watcher statues			
M - Elements away			6300
Total XP			6700

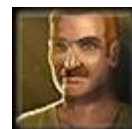
Fly like an eagle

Close to where the game starts you will find a body of a dead man (479,136). Loot the body and take the book **Traveler's Journal**. Read it to complete this step and activate a party dialog.



Talk to the beggar

Talk to the **Beggar** outside the burnt down house (346, 174) and ask him about himself. He will tell you his story about how he lost it all. Ask him about the Watcher Statues to complete this step and activate a party dialog.



Talk to Pincer

At the north beach you will find a crab called **Pincer** (20, 355). Talk to it to learn that yet another poor soul has been fooled by the talking statues.



Talk to the watcher statues

Close to the 'Cyseal Statues' Portal you will find four statues surrounding a stone paved circular area (36, 400). Talk to each of the watcher statues. They will give you some hints of how to free them from their duty.



Fun fact: The prediction of your future made by the earth statue is very accurate, at least if you complete the game. Larian Studio is actually showing you how the game will end...

Elements away

To free the talking statues from their duty you have to use a scroll or skill of their own element type on them. For instance, use a Rain scroll on the water statue, use the Magical Poison Dart skill on the earth statue, shoot the fire statue with a bow dealing fire damage, and use the Blitz Bolt skill on the air statue. You can activate one at a time or all at once. The elemental demons will fight each other as well as you. Once the fight is over you will have access to the Primordial Cave.



The Undead Scourge (Cyseal)

Go to **Aureus** in his office (355, 250) in the Legion Headquarters and talk to him about the undead problem in order to start this quest. Strictly speaking, this step is not necessary, but it is a nice and orderly way of starting the quest.



S1 - Defeat Braccus	Miscellaneous	CIR	XP
O - Talk to Blossius or Livia			840
M - Open the church door		Yes	
1a - Convince the statue		Win	2100
1b - Lose the argument		Lose	6435
M - Fight the young cultists			5880
M - Enter the basement			
M - Pass the force field			
M - Talk to Thelyron and Jake			1080
M - Defeat the king			15045
M - Report to Aureus	Reputation: +1		13500
Total XP			42780

Talk to Blossius or Livia

At the waterwheel (330, 298) northeast of Cyseal you will find two skeletons that you can talk to. They are the former legionnaires **Blossius** and **Livia**. Talk to any one of them and ask them about the church.



Open the church door

Go to the entrance of the old church (440, 346). Try to open the door to start a conversation with **Granite Guardian**. If you win the CIR the door will be opened, if not you have to fight the 4 guardians. This is a CIR contest you want to lose since this fight will give you a lot of XP and some nice loot. Also, if you win the CIR you cannot fight the statues.



Fight the young cultists

Once you enter the church and walk towards the center of it, a **Hooded Man** will give a speech and enter the basement, leaving the four young cultists to fight you. You will have to defeat the four young cultists before you can try to find out how to enter the basement.



Note: One of the young cultists will drop the key to open the Mortician's Abandoned Hut. For details see [The Skeleton King's Summoner \(Cyseal\)](#).

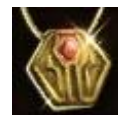
Enter the basement

To enter the basement you have to find four buttons hidden behind four paintings. The positions of the paintings are: (434, 389), (423, 387), (447, 389), and (459, 386). After pressing these four buttons, the altar in the middle of the church moves and you can enter the basement.



Pass the force field

To pass the force field, place the **Enlightened Amulet** on the pedestal (576, 279). Both the force field and the **Enlightened Amulet** will disappear, and you can continue to go further into the basement. Notice that you need to complete the quest A Mysterious Murder (Cyseal) to get your hands on the **Enlightened Amulet**.



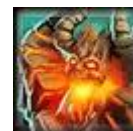
Talk to Thelyron and Jake

Once past the force field, you will meet **Thelyron** and **Zombie Jake**. Talk to any of them to learn a lot of what has been going on in Cyseal. Asking **Thelyron** if it was him that raised the undead around Cyseal will cause him to admit doing it. This will give you some XP and add an entry to the quest The Skeleton King's Summoner (Cyseal).



Defeat the king

Go through the door and enter the throne of **Braccus Rex**. When you come close enough he will start talking to you. After the conversation a hard battle will begin. The key dropped by **Braccus Rex** fits his chest located at (563, 338). Inside you will find a **Star Stone**, which will enable you to open a new portal in Homestead (see the task Star Stones (Homestead Task) for details). At (588, 338) you will find a locked chest called 'Chest of the Source King'. You will not find a key to this chest for a very long while (see the quest A Forge of Souls (Rivellon) for details). It cannot be unlocked by force or by picking the lock, but you can open it with a **Magical Unlock Scroll**. I recommend you do that, since the items may be very useful right now.





Report to Aureus

Head back to **Aureus** and tell him about **Braccus Rex**. This will result in XP, reputation, and an end to the quest. **Aureus** urges you to inform **Arhu** as well, but talking to him will not give you any additional rewards.

Tom, the Wannabe Adventurer (Cyseal)

In the Town Hall in Cyseal (275, 192) you will find the maid **Charlene**. If you don't see her on the ground floor, head up to the library on the top floor. She is responsible for cleaning both places and wanders back and forth between them. Talk to her to start the quest. She will tell you that Tom, her brother is gone missing after joining the Fabulous Five.



S1 - Tom is dead	Miscellaneous	CIR	XP
M - Examine Tom's corpse			450
M- Tell Charlene the truth	<u>Blunt</u> / Considerate		900
Total XP			1350

S2 - Tom is doing Fine	Miscellaneous	CIR	XP
M - Examine Tom's corpse			450
M- Lie to Charlene	Blunt / <u>Considerate</u>		1050
Total XP			1500

Examine Tom's corpse

In the Rank Tunnel you will find a corpse (580, 76) with **Charlene's Letter**. Pick it up and read it to learn that the corpse is Tom, **Charlene's** brother. Go to her and talk to her about her brother. You can either lie to her or tell her the truth.



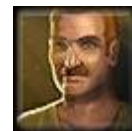
Warming the Crowd (Cyseal)

Go to the fair (333, 137) in Cyseal. There you will find a couple of entertainers and a crowd warmer. You need to complete this quest successfully to be able to talk to the **Talking Head**. Talking to it is necessary in order to complete the quest Headless Nick (Cyseal). To start this quest, talk to either **Cedric** or **Gallagher**.

S1 - Get Access to the Talking Head	Miscellaneous	CIR	XP
O - Talk to Cedric			
M - Talk to Gallagher			
M - Inform Cedric about the crowd warmer			
M - Try to persuade Gallagher		Yes	
1a - Convince Gallagher		Win	
1b - Gallagher remains loyal to Reginald		Lose	245
M - Talk to Reginald			90
Total XP			335

Talk to Cedric

Go to the empty stand and talk to **Cedric** (349, 152). Ask him about his competition and he will admit that he is not doing so well. He is desperate to attract a crowd.



Talk to Gallagher

Go to the other end of the fair (327, 131) and talk to **Gallagher**. Ask him about himself and how he manages to see the same show every day, and he will admit that he is a crowd warmer paid by **Reginald**.



Inform Cedric about the crowd warmer

Go back to **Cedric** and tell him about the crowd warmer, **Gallagher**. He asks you to hire **Gallagher** to work for him.

Try to persuade Gallagher

Go to **Gallagher** and try to convince him to work for **Cedric** instead of **Reginald**. If you lose, the quest is finished, and you lose the chance to talk to the **Talking Head**. If you win **Gallagher** will move over to **Cedric** and start attracting people to his show.

Talk to Reginald

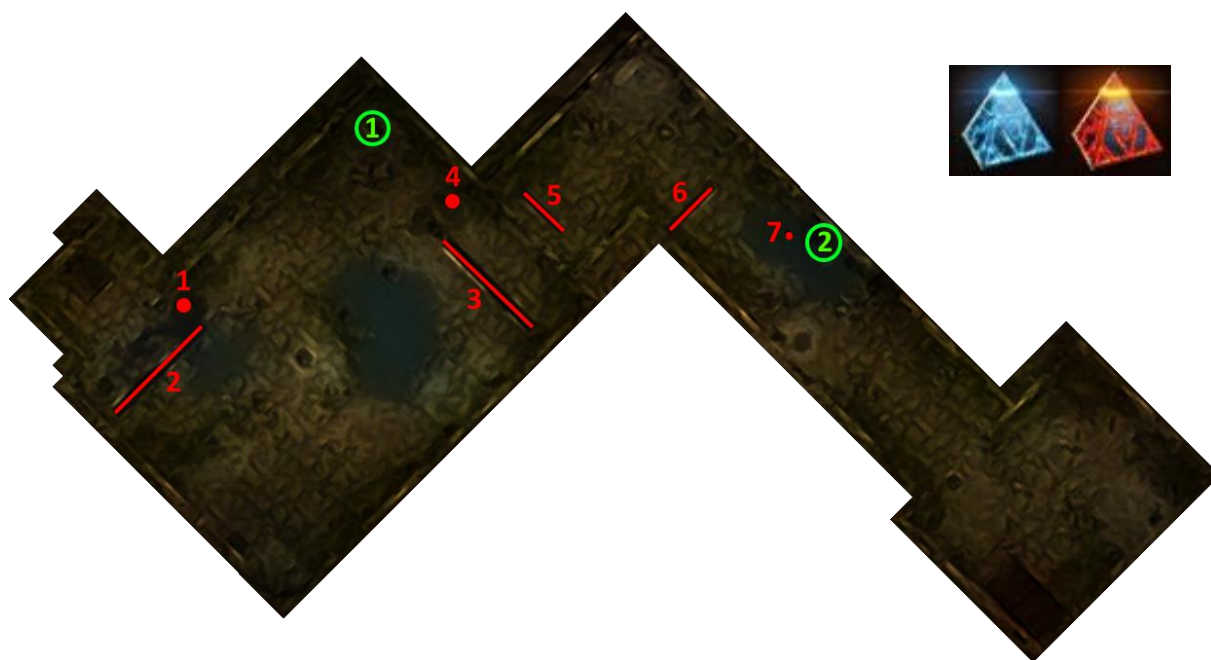
Notice that you must win the CIR mini game with **Gallagher** to be able to do this step. Talk to **Reginald** about the competition with **Cedric** and he will move over to **Cedric**. Now you can talk to the **Talking Head**.



Abandoned House (Cyseal Task)

There is another way inside the abandoned house in Cyseal (the one called 'General Store Closed Indefinitely') than picking the locks of the doors or breaking them down. To get inside you first need to enter a cave that runs below the city. It can be entered from the well (138, 237) west of Cyseal or from the graveyard (230, 245). To enter from the graveyard you first need to dig up the biggest mound found there. Once down there, get to the ladder (569, 184) and climb it. You will now enter the basement of the abandoned house, a heavily trapped basement.

The red bars numbered 2, 3, 5, and 6 will trigger fire bolt traps when you step on them. The green lever at 1 turns off the fire bolts caused by the red bars 2 and 3, while the green lever at 2 turns off the fire bolts caused by the red bars 5 and 6. The trap at 1 will create a poison cloud if the crate located on top of it is removed (or destroyed). Likewise, the trap at 4 will create a poison cloud if the chest located there is removed. If you step on the bar at 2 you will be in big trouble since the crate located at 1 will be destroyed by the fire bolt and the emerging poison cloud will react with the fire bolt and explode. One way to avoid this is to use your **Teleporter Pyramids** and lead one of your heroes through the trapped basement. Note that the bars will trigger if you place a **Teleporter Pyramid** on the other side of it. Instead place it on the other side of the crate at 1 to use it to jump over the crate. The chest at 4 is not blocking the path and you can walk behind it to avoid crossing bar 3. At bar 5 there is space on your right side to drop one of your **Teleporter Pyramid** and jump to a safe space. The bar at 6 and the mine at 7 can be easily avoided.



In the other end of the basement you will find a flight of stairs leading up to the abandoned house. Now is a good time to use the **Teleporter Pyramids** to gather your party. Just drop one on the ground and send the other one to the hero you left behind. Make sure all of your companions are linked to the left behind hero and then use the **Teleporter Pyramid**. Gather the party and move up the stairs. Loot the abandoned house. You should find some pretty good loot here. To get out, activate the picture close to the north door (195, 146) to reveal a hidden button then push the button. The nearby door will open.



Afraid of Strange Men (Cyseal Task)

At the Cyseal marketplace you can run into **Kelvania** (263, 157). Talk to her to find out that she is afraid of strange men. After talking to her a party dialog becomes available.

S1 - Talk to Kelvania	Miscellaneous	CIR	XP
M - Talk to Kelvania			
M - Comment on the sad fact	Blunt / Considerate Bold / Cautious		
Total XP			0

S2 - Talk to Kelvania	Miscellaneous	CIR	XP
M - Talk to Kelvania			
M - Comment on her stereotype	Blunt / Considerate Bold / Cautious		
Total XP			0

Talk to Kelvania

You need to talk to **Kelvania** with your female hero, since is upset if talked to by your male hero. She will welcome your female hero, though.



Ballista (Cyseal Task)

You can use the Ballistae mounted on the city wall in your fight against the undead. Keep one of your heroes (or companions) close to a ballista and lure the enemy closer to it. Then you can use the ballista to fire it. It will automatically target the closest enemy and will create a burning area where it hits.



Burning Platform (Cyseal Task)

In the Withered Gardens east of Cyseal you will come across a burning platform (500, 182). Among other items you will notice a key in the middle of the burning platform. If your Telekinesis skill is high enough you may be able to grab all the items without getting too close to the fire. If not, use a couple of washing tubs to cover the vents. Washing tubs are fire resistant and will not burn like crates and barrels.



Digging a Grave for Yourself (Cyseal Task)

In the back yard of Thelyron's house of healing you will see two fenced in areas where there are two sheep and a cow. In the larger one there is a tomb stone (256, 115). Move close to it to discover an area you can dig up (if your Perception is high enough).

S1 - Dig up the grave	Miscellaneous	CIR	XP
M - Dig up the grave	Compassionate / Heartless		
Total XP			0

Dig up the grave

When you start digging a conversation starts. If you heed the warning the first time you get Compassionate +1, if not you get Heartless +1. If you heed the second warning you get Compassionate +1 (effectively cancelling out the Heartless +1 you just got), if not the grave explodes. If you heeded the warning at some point you cannot dig here anymore.



Dual Dungeon (Cyseal Task)

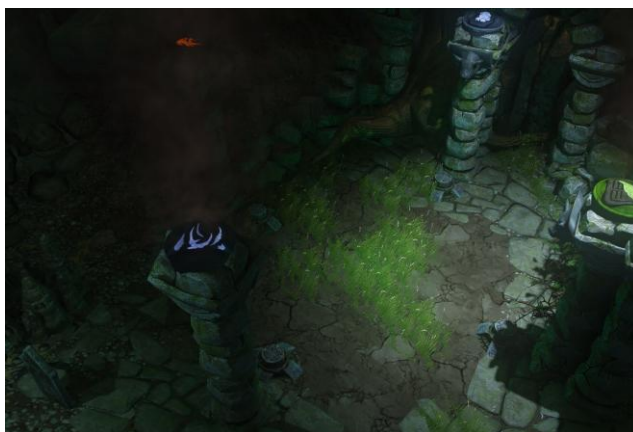
North of Cyseal there are two hatches, each leading down to a similar dungeon. The first is located at the five obelisks (150, 289) closest to the city, and the other is located at the five obelisks (112, 293) farthest away from the city. Each dungeon contains four pillars, each marked with one of the four elements. In front of each pillar is a trigger that you can activate. Lastly, each dungeon contains a tombstone with the code to use in the other dungeon.



S1 - Get Access to the Treasure Room	Miscellaneous	CIR	XP
M - Activate the pillars			
M - Enter the hatches			
M - Enter the treasure room			
Total XP			0

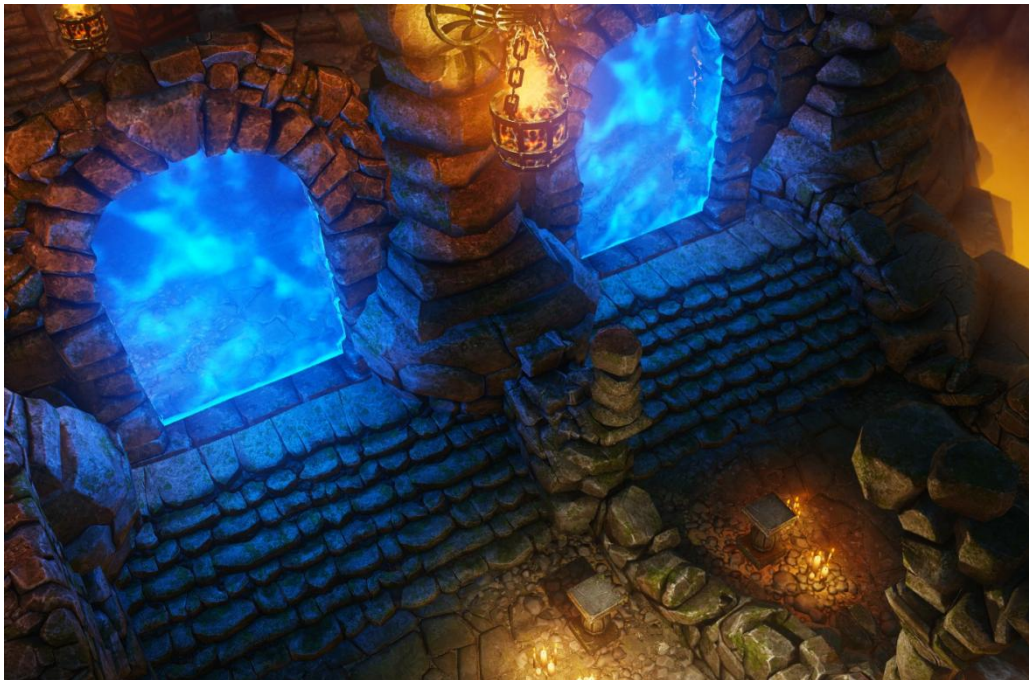
Activate the pillars

Enter the dungeon closest to the city (left picture below) and activate the pillars in the following order. Earth, Water, Air, Fire. Go to the other dungeon (right picture below) and fight the mysterious stranger you encounter there. A hatch will appear after you kill the mysterious stranger. Pick up the **Round Pendant**. Activate the pillars in this dungeon in the following order: Water, Earth, Air, and Fire. Head over to the first dungeon and fight the mysterious stranger that you will now encounter there. A hatch will appear here as well after you kill the mysterious stranger. Pick up the **Square Pendant**.



Enter the hatches

If you followed the instructions of the following step, you will be in the dungeon closest to the city. Activate the hatch to move down to the cave with the treasure room. At the end of the path you will find a pedestal and a barrier blocking your way into the treasure room (see picture below). Click on the pedestal to learn that you need the **Square Pendant** here. Place the **Square Pendant** on the pedestal; it will light up. Move to the other dungeon and enter that hatch. At the end of the path you will end up on the other side. Again there is a pedestal and a barrier blocking your way. Click on the pedestal to learn that you need the **Round Pendant** here. Place the **Round Pendant** on the pedestal. It will light up and both of the barriers will disappear. Once the barriers are down you can pick up both of the pendants, but they will not be needed anymore in the game.



Enter the treasure room

Enter the treasure room and loot the four chests found here. You should find some nice items here.



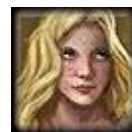
Graveyard Madness (Cyseal Task)

West of the old church in Cyseal there is a graveyard. A rather unauthorized experiment has been conducted here by the **Graveyard Madman**. When you get close enough he starts to talk to you, and when the conversation is over a very large battle starts. After the battle you will find a book called **How to Speak Troll, Zombie Edition**. It is needed in the task Zombie Troll (Cyseal Task). Fun fact: The exploskeletons have a very contagious laughter.



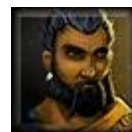
Hire Bairdotr (Cyseal Task)

Bairdotr is one of the four companions you can hire in Cyseal. She is in a cage (343, 227) outside the Legion Headquarters. Talk to the guards and agree to take her under your wings. **Bairdotr** is a competent ranger. She is also involved in the quest The Wild Woman and the Renegade (Luculla) that you cannot get unless she is a member of your party.



Hire Jahan (Cyseal Task)

Jahan is one of the four companions you can hire in Cyseal. He is in the library (750, 200) on the top floor of the town hall walking to and fro studying books. Talk to him and ask him to join you. **Jahan** is a competent healer and magic user. He is also involved in the quest The King's Dark Deal (Dark Forest) that you cannot get unless he is a member of your party.



Hire Madora (Cyseal Task)

Madora is one of the four companions you can hire in Cyseal. She is inside the King Crab Inn walking to and fro and disturbing two of the inn customers (240, 182). Talk to her and ask her to join you. **Madora** is a competent fighter with two-handed weapons. She is also involved in the quest Revenge of the Source Hunter (Dark Forest) that you cannot get unless she is a member of your party.



Hire Wolgraff (Cyseal Task)

You can find **Wolgraff** in the cave running underneath Cyseal. He is at the bottom of the well (535, 250) just west of Cyseal. Talk to him and ask him to join you. **Wolgraff** is a competent rogue. He is also involved in the quest A Voice in the Wilderness (Rivellon) that you cannot get unless he is a member of your party.



Imprisoned (Cyseal Task)

Stealing can be risky. If you are caught you suffer an Attitude penalty towards the person who discovered your theft. Eventually, his or her Attitude gets too low and he/she calls out for the legionnaires. They come in force and you have two options; fight them all or accept being imprisoned. Only the hero/companion doing the theft is imprisoned. Even if you are in prison there are other ways out than reloading the game.

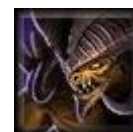
S1 - Getting out of Jail - Demon Style	Miscellaneous	CIR	XP
M - Examine the cell	Reputation: -1		
Total XP			0

S2 - Unlocking the Jail Door	Miscellaneous	CIR	XP
M - Unlock the jail door			
O - Get your things			
Total XP			0

S3 - Teleport Away	Miscellaneous	CIR	XP
M - The easy way out			
O - Get your things			
Total XP			0

Examine the cell

In the cell you will see a skeleton. Examine it to get access to the **Prison Demon**. A conversation with the **Prison Demon** starts. He can let you out of jail for a cost; you have to give up a point in Strength, Dexterity, Intelligence, or Constitution permanently. You will get all of your items back in your inventory; the only thing left to do is to get dressed.



Unlock the jail door

You can get the key to the prison door by using pickpocket on the guard (749, 354) in front of the cell. Notice that you may have to use a couple of invisibility potions to pull this off since it is hard to make everyone look the other way. Sneak does not work if somebody sees you. Your imprisoned hero/companion also needs to move out of the cell undetected.

The easy way out

The easiest way to get out is to give your imprisoned hero/companion one of the **Teleporter Pyramids**, and just teleport out. You can even use the Rune Stone to teleport to a Portal.



Get your things

Your items can be found in the evidence chest (366, 236) on the ground floor of the Legion Headquarters.

Jumping Chest (Cyseal Task)

Northeast of Cyseal at the top of a hill, you will see a burning chest (228, 355). If you try to open it, you will get a message saying that the chest is too hot to touch.

S1 - Open the Jumping Chest	Miscellaneous	CIR	XP
M - Cool it down			
M - Open the chest			200
Total XP			200

Cool it down

Cool down the burning chest by using a water effect on it. A water arrow or a rain scroll/skill will work nicely. Follow the chest as it starts to jump down the hill.

Open the chest

Once down of the hill (189, 328) it stops jumping around. You can now try to open it. An exploskeleton will appear and you have to fight it. Once it is defeated you can open the chest.

Here is a tip when fighting the exploskeleton: If you have the Teleportation skill (**Jahan** has it) you can use it to teleport the exploskeleton away from you. It will then explode without doing any damage to any of your heroes or companions.



King Crab Inn Cellar (Cyseal Task)

In the cellar of the King Crab Inn you will see a room (675, 120) filled with a poison cloud. At the entrance there is a pressure plate that will be activated if pressed down and released. If you carelessly move in to put something on the poison vent to stop the poison cloud, you will activate the trap. A fire bolt will shoot out and cause the poison cloud to explode.

A lot of the traps in the game can be avoided using your **Teleporter Pyramids**, and this one is no exception. But there are normally many possible solutions to a problem. The picture below shows one of the alternative solutions to circumvent the trap. First place something on the pressure plate; a barrel is used in the picture. You will hear a click, but that is ok as long as you do not remove the item. Now you can move into the room without triggering the pressure plate. Place another item on the poison vent to stop the poison cloud; a washing tub is used in the picture. Using a washing tub is a good idea since it will not be destroyed by a fire bolt; just a precaution if something goes wrong. With a few points in the Teleportation ability, you can cover the poison vent without even entering the room.



Looting the Warehouse (Cyseal Task)

There are two locked off rooms in the Harbor Warehouse. The treasure room is located at (234, 82) and the storage room is located at (250, 79). To get into them follow one of the solutions specified below.

S1 - Enter the Treasure Room Peacefully	Miscellaneous	CIR	XP
M - Try to open the treasure room door		Yes	
R - Door is opened	Captain Curtius: -10 Attitude	Win	260
Total XP			260

S2 - Enter the Treasure Room by Force	Miscellaneous	CIR	XP
M - Try to open the treasure room door		Yes	
R - Fight the guards		Lose	2050
Total XP			2050

Try to open the treasure room door

Try to open the door to the treasure room. **Sergeant Curtius** will stop you and a conversation starts. Ask him what he is doing here and get access to a CIR mini game.



Door is opened

If you win the CIR, **Sergeant Curtius** will open the door, but you will get a -10 Attitude penalty towards him. Don't forget to close the door before you start looting the room.

Fight the guards

If you lose the CIR, you will have to fight the 3 guards in the warehouse. Be aware that more guards can join the fight if they detect it. The XP listed above is for defeating **Sergeant Curtius**, **Horatius**, and **Florius**. After the fight, however, you will find that **Sergeant Curtius** had no key to the treasure room door. It is magically locked, and can only be unlocked by a **Magical Unlock Scroll**.



S1 - Enter the Storage Room Peacefully	Miscellaneous	CIR	XP
M - Talk to Horatius			
M - Talk to Florius			
M - Sneak inside			
Total XP			0

S2 - Enter the Storage by Force	Miscellaneous	CIR	XP
M - Try to open the storage room door			
M - Ignore warning			
M - Fight the guards			2050
Total XP			2050

Talk to Horatius

Talk to **Horatius** and ask him about himself and then comment on his strong opinions about **Florius**.

Talk to Florius

Talk to **Florius** and tell him that **Horatius** just called him 'Loose-lips McGhee'. **Florius** gets angry, runs to **Horatius**, and starts to argue with him. Eventually, **Sergeant Curtius** heads over and orders a stop to the argument.



Sneak inside

When the three of them are arguing none of them can see you entering the storage room. Enter sneak mode, open the door, move inside, and then close the door. Loot to your heart's content.



Man's Best Friend (Cyseal Task)

North of the West Gate you will find a ruin (155, 227) with 3 beehives outside. There are two dogs on the outside as well. Go inside the ruin and pick up the **Diary** lying on the ground. After reading it a party dialog becomes available.



S1 - The Infected Dogs	Miscellaneous	CIR	XP
M - Read the Diary	Compassionate / Heartless		
Total XP			0



Poison Pool (Cyseal Task)

Southwest of Cyseal you will come across a poison pool (420, 145). To cross it, use fire on the poison. The result will be a huge explosion, so keep your distance. Afterwards, when the fire has burnt out you can cross the area. Just keep clear of the poison-spitting fish statues.



Taste Like Chicken (Cyseal Task)

Go to the Cook's House (320, 233). Go inside to find **Cook Morris** chasing a chicken. A dialog starts and you have to decide whether to save the chicken or not. If you save the chicken called, Jack, it will deliver a funny remark and leave. You need the talent 'Pet Pal' to understand the chicken.



S1 - Chicken vs. Cook Morris	Miscellaneous	CIR	XP
M - Talk to Cook Morris	Compassionate / Heartless		
Total XP			0



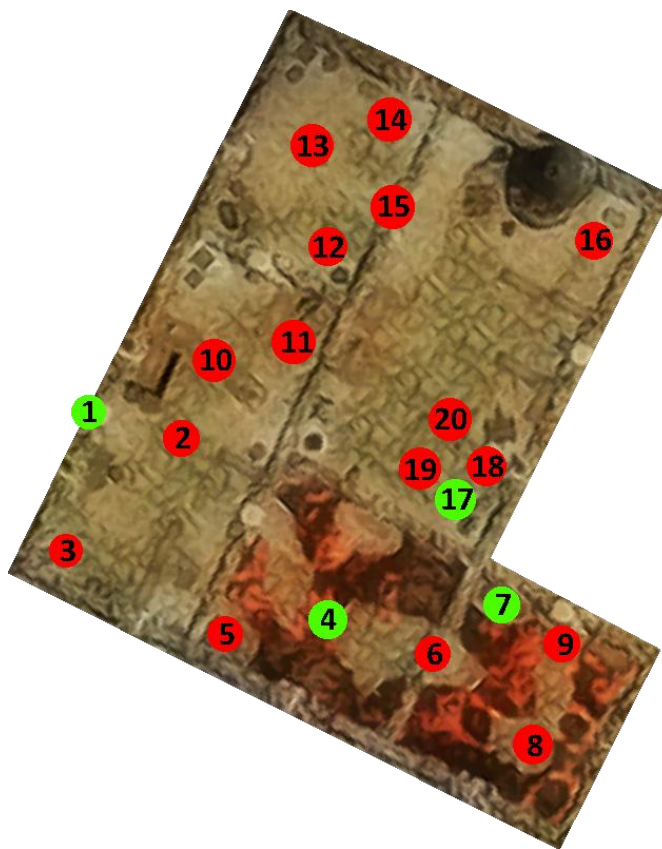
The Old Church Backyard (Cyseal Task)

There is an inaccessible backyard (427, 356) west of the old church. If your Perception is high enough, though, you can find a hatch (423, 378) inside the old church that will give you access to it. You may find some good loot there since the secret location identified by one of the **Treasure Maps** sold by **Gerome**, is in this backyard.



Trapped House (Cyseal Task)

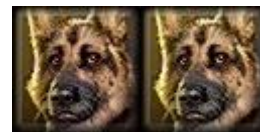
In the withered gardens there is a heavily trapped house. The only unlocked entrance is from the west side of the house (450, 172). The picture to the right shows a map of the house. All traps are marked in red while other information is marked in green. One way to get through the trapped house is given below. Notice that you should use the hero/companion with the highest Perception as discovered traps are avoided if possible when walking. If you do not discover the traps it is much harder to navigate inside the house without triggering them. Unchain the hero/companion from the rest of your team and let the rest wait outside. It is also very helpful if you have a few points in Telekinesis as you can reach longer when grabbing items.



1. Entrance
2. Poison gas trap. Cover it with a barrel.
3. Mine. Just avoid it when you open the barrel in the corner.
4. Use the **Teleporter Pyramids** to jump over areas with lava.
5. Mine. Place the **Teleporter Pyramid** to the side of the mine and you can jump to it and open the chest.
6. Static cloud trap. Use the **Teleporter Pyramids** to jump through the door rather than walking through it.
7. Save before teleporting to this lava free area. Sometimes you will end up in the lava. If that happens, try to place the **Teleporter Pyramid** in another spot. Pick up the key.
8. Mine. Just avoid it.
9. Mine. You need to destroy or disarm this mine if you want to get to the door.
10. Pressure Plate trap. The trap is triggered when the pressure plate is pressed and released. On the table nearby you will see an anvil. Drag it over the pressure plate to disable the trap.
11. Mine. Just avoid it when opening the chest.
12. Mine. Just avoid it.
13. Static cloud trap. Put a barrel or something to cover the vent.
14. Mine. Just avoid it.
15. Pressure plate trap. Use the **Teleporter Pyramids** to jump through the door rather than walking through it.
16. Mine. Just avoid it when you open the chest in the corner.
17. Lever that disables the fire bolt traps caused by walking over the trap at 15.
18. Mine. Just avoid it.
19. Mine. Just avoid it.
20. Mine. Just avoid it.

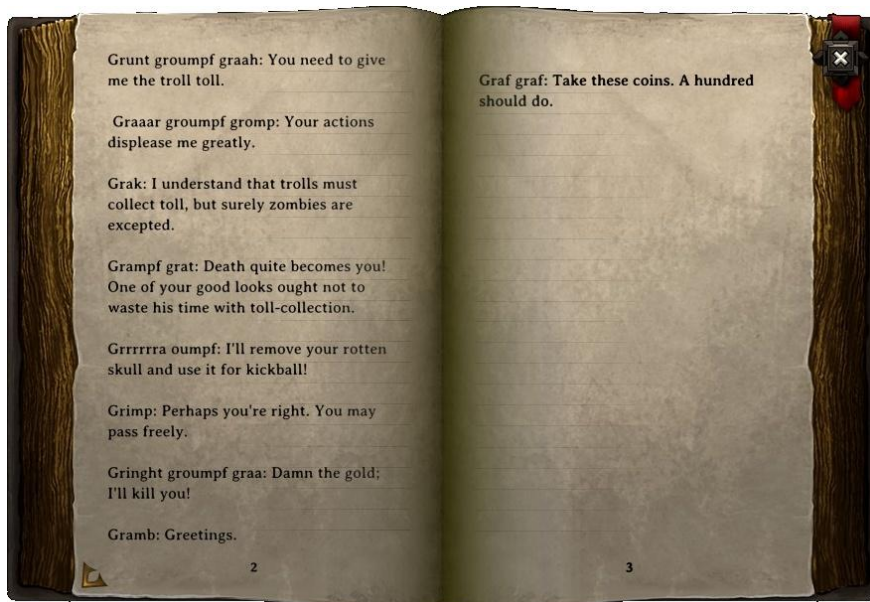
Vargo and Doxy (Cyseal Task)

Southeast of Cyseal you will meet a dog named **Vargo** (424, 205). You can talk to him if you like. Follow him and he will lead you to a battle against some wolves. **Vargo** will assist you in this battle. After the battle is over, he runs off. Alternatively, you can go east of Cyseal and meet a dog named **Doxy** (445, 290). He too will lead you to the battle against the wolves, participate in it, and run off once the battle is over.



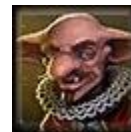
Zombie Troll (Cyseal Task)

North of the old church there is a bridge patrolled by a zombie troll (372, 443). If you have finished the task Graveyard Madness (Cyseal Task) you will have acquired a copy of **How to Speak Troll, Zombie Edition**. This book can be used to understand the zombie troll. It is possible to resolve the conversation peacefully by selecting 'Grak' as your opening statement. Nothing prevents you from changing your mind later if you want to kill the zombie troll for the XP.



The Teleporter Pyramids (Homestead)

When you are first teleported to Homestead, you will meet **Zixzax** for the first time. He will start a conversation with you immediately when you arrive at the Observatory. Follow the steps below to start and end this quest.



S1 - Teleporter Pyramids	Miscellaneous	CIR	XP
M - Talk to Zixzax			
M - Use the telescope			
M - Enter the portal to Homestead Hall			
M - Speak to the Weaver of Time			
M - Tell Zixzax what the weaver told you			
M - Teleport back to Cyseal			
M - Use the teleport stone		Yes	
1a - Win the argument		Win	130
1b - Lose the argument		Lose	
Total XP			130

Speak to the Weaver of Time

Move to the end of the hall where the Tapestry of Time is (632, 207) to find **The Weaver of Time**. Talk to her to get some information of what is going on. Every time you unlock a new room in Homestead you should talk to her and she will tell you something about that room and the encounters you had there.



Tell Zixzax what the weaver told you

Talk to **Zixzax** and tell him what **The Weaver of Time** told you. He will give you a **Teleporter Pyramid**, instructions in form of a parchment called **Hot Topics in Pyramid How-to**, and a Rune Stone. The Rune Stone is not a normal item, but you can access it by clicking on the Rift Travel button. This step will both start and finish the quest, but you need to do the next steps to find the second **Teleporter Pyramid**. I don't think the game can be completed without both of them.



Use the teleport stone

When you use the **Teleporter Pyramid** you will teleport to where the other one is located. In this case the Town Hall Bathroom. **Cecilia** is taking a bath and starts to yell at you when you arrive. Except for the Charisma XP, winning or losing the argument makes no difference: You are ordered out! Remember to grab the second **Teleporter Pyramid** on your way out. When you return later (you may need to go to a different map and then return) she will be dressed and you can talk to her.



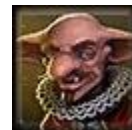
First Garden (Homestead Task)

You need to complete the quest Follow the Wizard (Dark Forest) before you can start this task. This task describes the very last events that will happen in the game.

S1 - Defeat the Void Dragon	Miscellaneous	CIR	XP
M - Enter the Portal to the First Garden			
M - Enter the First Garden			
M - What shall we do with Leandra?			
1a - Defeat The Trife alone			9000
1b - Defeat The Trife and Leandra			40500
M - Defeat the Void Dragon			72000
Total XP			112500

Enter the Portal to the First Garden

Teleport to Homestead and then head up the long stairway leading to the Portal of the First Garden (557, 155). **Zixzax** will address you once you come close enough and warn you that this is a one-way-trip. Once you go through the Portal you cannot return, so make sure you have done everything you want to do before going through the Portal.

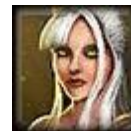


Enter the First Garden

To open the gate to the First Garden, you have to place one hero on each of the two pressure plates in front of the gate. This is a job your companions cannot do.

What shall we do with Leandra?

When the gate opens, **Leandra** will appear and a conversation starts. If you have completed the quest A Forge of Souls (Rivellon), you can repair the soul forge between **Leandra** and **Icara**. This will save **Leandra** and you do not need to fight her in the battle against **The Trife**. Alternatively, you can decide to fight her anyway. You also have to fight her if you have not completed the quest A Forge of Souls (Rivellon).



Defeat The Trife

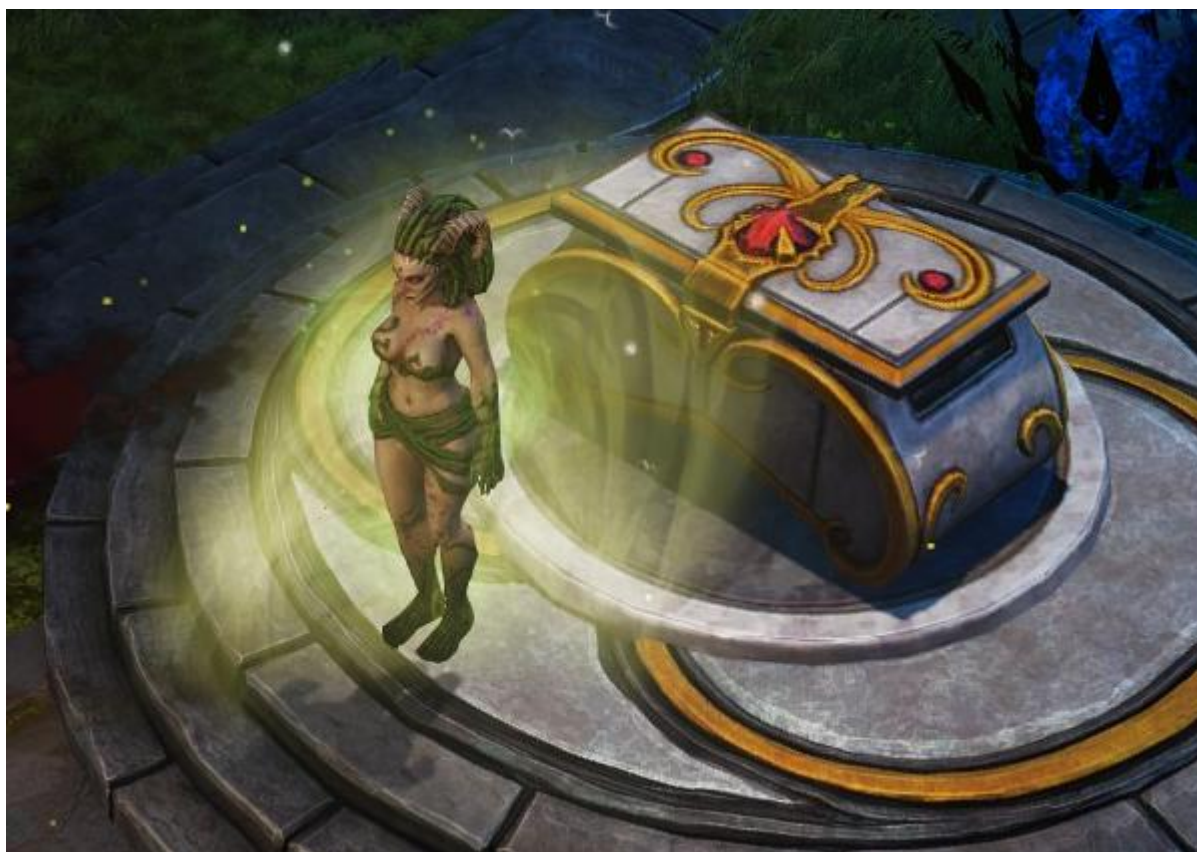
Move through the gate and follow the path downwards to the garden. When you come down you will find **The Trife** in front of the God Box. No matter what you say, this is a situation that can only result in violence. You have to kill **The Trife**. If you did not rescue **Leandra** you have to fight her and 2 Death Princes as well. **Astarte** will participate in this and the next battle. It is important to keep her alive since you will lose the game if she dies.



Defeat the Void Dragon

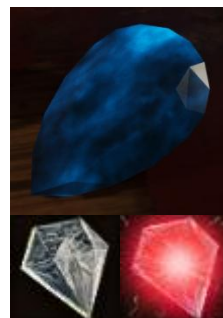
Once **The Trife** is defeated you will have to fight the Void Dragon. After that it is:

The End!



Star Stones (Homestead Task)

From time to time you will encounter a **Star Stone**. When you get close to one you will automatically absorb its energy. The **Star Stone** will be drained and turn into an **Inert Stone**. The first time this happens, you will be teleported to Homestead. Thereafter, a new room will unlock in Homestead. You can teleport to Homestead to enter the unlocked room whenever you like. A **Blood Stone** is a magically enchanted **Star Stone** that you can use to heal yourself or NPCs when needed. When you use a **Blood Stone** it will, in addition to its healing effect, have the same effect as getting close to a **Star Stone**. You will absorb the energy stored in the **Blood Stone**, it will turn into an **Inert Stone**, and another room in Homestead will be unlocked. You need to drain the energy from 12 stones in order to unlock all the rooms in Homestead.



No.	Unlocked Room in Homestead	Miscellaneous
1	Automatically teleported to the Observatory. Unlocks Homestead Hall.	
2	The Hall of Heroes	
3	The Inner Chamber	
4	Elemental Room (Your choice)	
5	Hall of Secrets	
6	Elemental Room (Your choice)	Bold / Cautious
7	Hall of Darkness	
8	Elemental Room (Your choice)	Altruistic / Egotistical
9	The Armory	
10	The Trader's Emporium	Forgiving / Vindictive
11	Elemental Room (Your choice)	Forgiving / Vindictive
12	The Chapel	Independent / Obedient

Blood/Star Stones in the World	See Quest/Task	Map
Star Stone at the Crime Scene	A Mysterious Murder (Cyseal)	Cyseal
Blood Stone owned by Evelyn	The Apprentice and the Stone (Cyseal)	Cyseal
Star Stone on the ground (331, 421) close to the 'Cyseal-Silverglen Road' Portal	-	Cyseal
Star Stone in Braccus Rex's chest	The Undead Scourge (Cyseal)	Cyseal
Blood Stone owned by Pontius Pirate	Crabs Versus Skeletons (Cyseal)	Cyseal
Star Stone in the Immaculate Trial Dungeon	The Initiation (Luculla)	Luculla
2 Blood Stones in the Loic's cellar	The Initiation (Luculla)	Luculla
Star Stone in the Cathedral	Infiltrating the Immaculates (Luculla)	Luculla
Star Stone in Maradino's Lair	Maradino's Lair (Luculla Task)	Luculla
Blood Stone in the Goblin Totem	Goblin Village (Luculla Task)	Luculla
Star Stone in the treasure room in the castle	Royal Treasures (Hiberheim Task)	Hiberheim
Blood Stone inside the Iron Maiden	Find the Witch! (Rivellon)	Hiberheim
Star Stone in the Knight's Tomb	War of the Stones (Dark Forest)	Dark Forest
Blood Stone in the Temple of the Dead	A Forge of Souls (Rivellon)	Dark Forest
Star Stone in the Source Temple	Inside the Source Temple (Dark Forest)	Dark Forest
Zandalor's Star Stone amulet	Follow the Wizard (Dark Forest)	Dark Forest

The Hall of Heroes

In the Hall of Heroes you will meet **John Smythn**. He will let you hire companions for a fee. There are a lot of pre-generated companions to hire from, of any level from 1 to 20. You can hire any companion as long as his/her level is no more than one level higher than your own. Another restriction is that you need to dismiss a companion first if your party is full. Dismissed companions remain in the Hall of Heroes until you join up with them again.



The Inner Chamber

You will find your personal chest here. There is one for each of the two heroes. You can send items to your personal chest at any time from your inventory; just right-click on the item and select 'Send to Homestead'. You will also find a mirror that you can use to change the appearance of your heroes (but not your companions).



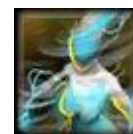
Elemental Room

In the middle of the Homestead Hall you will see an **Elemental Statue** (633, 183). When it is time to unlock an elemental room, move close to it to start a conversation. There is a portal for each of the four elements. You decide in which order you want to activate them. During the game you will be able to open all four of them.



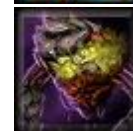
Air Elemental Room

You will meet **Aeolettet** if you go through the air portal. She sells Aerotheurge and Scoundrel skill books, and sometimes you can find an air essence for sale too.



Earth Elemental Room

You will meet **Peat** if you go through the earth portal. He sells Geomancer and Witchcraft skill books, and sometimes you can find an earth essence for sale too.



Fire Elemental Room

You will meet **Daremos** if you go through the fire portal. He sells Pyrokinetic and Man-at-Arms skill books, and sometimes you can find a fire essence for sale too.



Ice Elemental Room

You will meet **Stardet** if you go through the ice portal. He sells Expert Marksman and Hydrosophist skill books, and sometimes you can find a water essence for sale too.



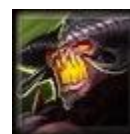
Hall of Secrets

In the Hall of Secrets you will find the **Teller of Secrets** (65, 205). She sells **Treasure Maps** and two special books. The first book is called **Ancient Tome of Body Mastery** and gives a +1 to a primary attribute. The second book is called **Compendium of Mortal Techniques** and gives +3 ability points.



Hall of Darkness

Before you can enter the Hall of Darkness you will find that you have got yourself a small supporter group of imps. They are quite light-spirited and good fun to listen to. In the Hall of Darkness you will find **Moloch**. He can redo you if you dare to make a deal with him. More specifically, he can:



- Give you +2 Reputation points at the cost of 2 Primary Attribute points in a Primary Attribute of your choosing.
- Give you +1 Primary Attribute point at a cost of 5 Ability points.
- Give you +10 Ability points at the cost of 1 Talent point.
- Give you a chance to create your hero from scratch at the cost of 1000 gold. Notice that you will lose all your skills, so be careful with this option. Also notice that it is easier to redo magic-user heroes since you can craft magical skill books. Skill books for Man-at-Arms, Expert Marksman, and Scoundrel, however, must be purchased from merchants in the game and they may be hard to come by.



The Armory

In The Armory you will find everything you need to craft weapons and items. There is a huge forge, a few anvils, and a whetstone wheel. You will also find three locked chests that can only be unlocked by a **Magical Unlock Scroll**. If you do not have any **Magical Unlock Scroll**, you can craft them. Tip: Use a hero/companion with Crafting skill of 2 to minimize the number of possible spells you can get when crafting a Witchcraft scroll. For specific information on how to craft Witchcraft scrolls, see the crafting recipes posted in this forum post:



<http://www.larian.com/forums/ubbthreads.php?ubb=showflat&Number=526585#Post526585>

The Trader's Emporium

In the Trader's Emporium you will meet the **Interdimensional Trader**. He sells a lot of nice items.



The Chapel

This is the last room that you will unlock in Homestead. It contains an **Altar of Offerings** that sells you the strongest resistance potions. You will also find two chests behind a fence. If your Telekinesis ability is high enough you can move them closer to the fence and then open them.



A Long Fuse (Luculla)

To start this quest you need to enter the barricaded room southeast of the entrance of the Luculla Mines. See the step 'Talk to Elizabeth' of the quest [Goblin Trouble \(Luculla\)](#) for details on how to get there. Once inside, go to the detonator (89, 31) to start this quest.

S1 - Shall, Shall Not, Shall, Shall Not	Miscellaneous	CIR	XP
O - Follow the fuse			
M - Play with the detonator			
1a - Trigger the explosion	Bold / Cautious Compassionate / Heartless		2730
1b - Leave the detonator alone	Bold / Cautious		2730
Total XP			2730

Follow the fuse

Follow the fuse to see that it leads to a cave of goblins, and to get another entry to the log.

Play with the detonator

Use the detonator. You can leave it alone or trigger the explosion. In the latter case the entire goblin population in the nearby cave and the imp will all die as a result of the explosion. If you enter the cell to take a look at the mess you've made, a party dialog becomes available. Notice that you have to fight the group of immaculates if you touch the detonator, no matter what you decide to do. Also notice that the XP for killing this group of immaculates is not listed in the table above since it is already listed in the quest [Goblin Trouble \(Luculla\)](#).



An A-mount of Healing Magic (Luculla)

Just northeast of the 'Luculla-Cyseal' Portal you will come across a corpse (182, 54) and a blood trail. Follow the blood trail across the stream and you will meet a couple, **Bjorn** and **Mara**, and their mount **Alfie**. **Bjorn** will start talking to you when you get close enough. You cannot start the quest The Escort Job (Luculla) before this quest is finished.



S1 - Heal Alfie	Miscellaneous	CIR	XP
O - Initial escorting talk	<u>Altruistic</u> / Egotistical		
M - Talk to Alfie			
M - Heal Alfie	<u>Altruistic</u> / Egotistical		1500
Total XP			1500

S2 - Kill Alfie	Miscellaneous	CIR	XP
O - Initial escorting talk	<u>Altruistic</u> / Egotistical		
M - Talk to Alfie			
M - Kill Alfie	Altruistic / <u>Egotistical</u>		
Total XP			0

S3 - Leave Alfie Behind	Miscellaneous	CIR	XP
M - We go now	Altruistic / <u>Egotistical</u>		
Total XP			0

Initial escorting talk

If you like you can talk to **Bjorn** about escorting them to Silverglen before healing **Alfie**. He will tell you he is reluctant to leave **Alfie** behind. Agree with him and say that you will try to find a way to heal **Alfie**.

Talk to Alfie

Make sure you have a **Blood Stone** in your inventory, then talk to **Alfie** and inform him that you have a **Blood Stone**. You can decide to use the **Blood Stone** to heal him or you can save it for later use. If you heal **Alfie** he will regain full health and will follow **Bjorn** and **Mara** when you decide to escort them to Silverglen (for details, see the quest The Escort Job (Luculla)). If you do the latter, you will put **Alfie** out of his misery, effectively killing him. The quest will be finished regardless of your choice. Notice that you need the 'Pet Pal' talent to be able to talk to **Alfie**.



We go now

Talk to **Bjorn** about escorting them to Silverglen and tell him to leave now. This will cause **Alfie** to die. The quest will be completed but not in the most civilized way...



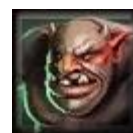
Beauty and the Beast (Luculla)

East of Silverglen you will see **Fumble** guarding a broken bridge (163, 139). When you get close enough he will address you and a conversation begins.

S1 - Cure for Loneliness	Miscellaneous	CIR	XP
M - Talk to Fumble			
1a - Pay toll	Independent / Obedient -1000 gold		
1b - Refuse to pay toll	Independent / Obedient		
M - Talk to Ruby about Fumble	Blunt / Considerate -2050 gold		
M - Check up on Fumble	+2050 gold		1930
		Total XP	1930

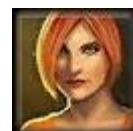
Talk to Fumble

To start the quest, talk to **Fumble** about being lonely. This will make you able to talk to **Ruby** about him. Before you can end the conversation with **Fumble**, you have to decide if you are going to pay him the troll toll or not.



Talk to Ruby about Fumble

Talk to **Ruby** and ask her to entertain **Fumble**. She will ask you to pay 2050 gold for her services. If you accept, she runs away to **Fumble** and start her new job.



Note: You should really talk to Ruby about her having a bedroom at the ready and pay her 250 gold. It is good fun. And by the way, you need to do this before you send her off to Fumble. Another advantage is that she unlocks a locked door on the top floor of The Pickaxe Tavern.

Check up on Fumble

Return to **Fumble** and watch him and **Ruby** having a good time. **Fumble** will pay you back the fee you paid to **Ruby**.



Bicky the Bomber (Luculla)

Enter the top floor of The Pickaxe Tavern and head for the door (477, 33) closest to the stairs. Open the door to start the quest.

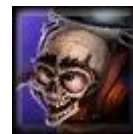
S1 - Bicky Boom	Miscellaneous	CIR	XP
M - Open the door	Bold / Cautious Reputation: -1		
Total XP			0

S2 - Save Bonnie	Miscellaneous	CIR	XP
M - Open the door	Bold / Cautious		
M - Rescue Bonnie	Reputation: +1		2130
Total XP			2130

S3 - Whoops	Miscellaneous	CIR	XP
M - Open the door	Bold / Cautious		
M - Fail to rescue Bonnie	Reputation: -1		200
Total XP			200

Open the door

When you open the door **Bicky** warns you to stay away. You can either try to calm him down or call his threat a bluff. Not believing his threat, will cause him to set off the bomb. The quest will be over as there is no longer anyone to rescue. Being cautious gives you another chance.



Rescue Bonnie

At this time **Bicky** is standing still. He will explode if you move closer to him, so that is not an option if you want to save **Bonnie**. There are a couple of tricks that will save the situation. The first one is to shoot him with a freezing arrow or a water arrow. Failing that, use the 'Teleportation' skill and teleport him to a location where he cannot harm **Bonnie** even if he blows up. After saving **Bonnie** you can find her on the ground floor sitting on a bench (59, 130). Talk to her about what happened and she will tell you that **Frederick** did it. This is the guy you will meet in the quest Frederick's Blood Stone (Luculla).



Closing the Rift (Luculla)

This quest will be started when one of two situations occur. The first situation is travelling close to the temple structure (96, 354) in the north of the Luculla map. The other situation is travelling to the Dark Forest map; which is done by crossing any of the bridges located at (393, 382) and (297, 245). In both cases, **Zixzax** will pop up and inform you that Homestead is under attack. He will inform you that there are three paths to the huge blood stone that you must destroy. One leads through a large group of immaculates, one through some demons, and the third through lava.



S1 - The Immaculate Path	Miscellaneous	CIR	XP
M - First Group		Yes	
1a - Peaceful coexistence		Win	13600
1b - Whoops		Lose	73725
M - Third Group			17145
M - Destroy the Blood Stone			7200
		Total XP	37945

S2 - The Demon Path	Miscellaneous	CIR	XP
M - Avoid the demons			
M - Destroy the Blood Stone			7200
		Total XP	7200

S3 - The Lava Path	Miscellaneous	CIR	XP
M - Watch your step			
M - Destroy the Blood Stone			7200
		Total XP	7200

First Group

The left path contains three groups of immaculates. When you come close enough to the first group, **Immaculate Flameweaver** speaks to you. You need to win the CIR mini game to avoid a fight. If you win, the first two groups will be friendly. Of course, you can start a fight after you won the CIR mini game for even more XP. Notice that the total XP in the first table is for the peaceful resolution.



Third Group

The third group is closer to the huge blood stone, after you have teleported through the mirror at (36, 432). This group is hostile no matter what. Among the third group there are six Void Rams. These creatures have the 'Void Aura' condition and cannot be harmed, even if you use the 'Death Knight Bane' skill on them. The huge blood stone is close by, so send one of your heroes/companions to take it out. All the creatures with the 'Void Aura' condition will disappear when the huge blood stone is destroyed.

Avoid the demons

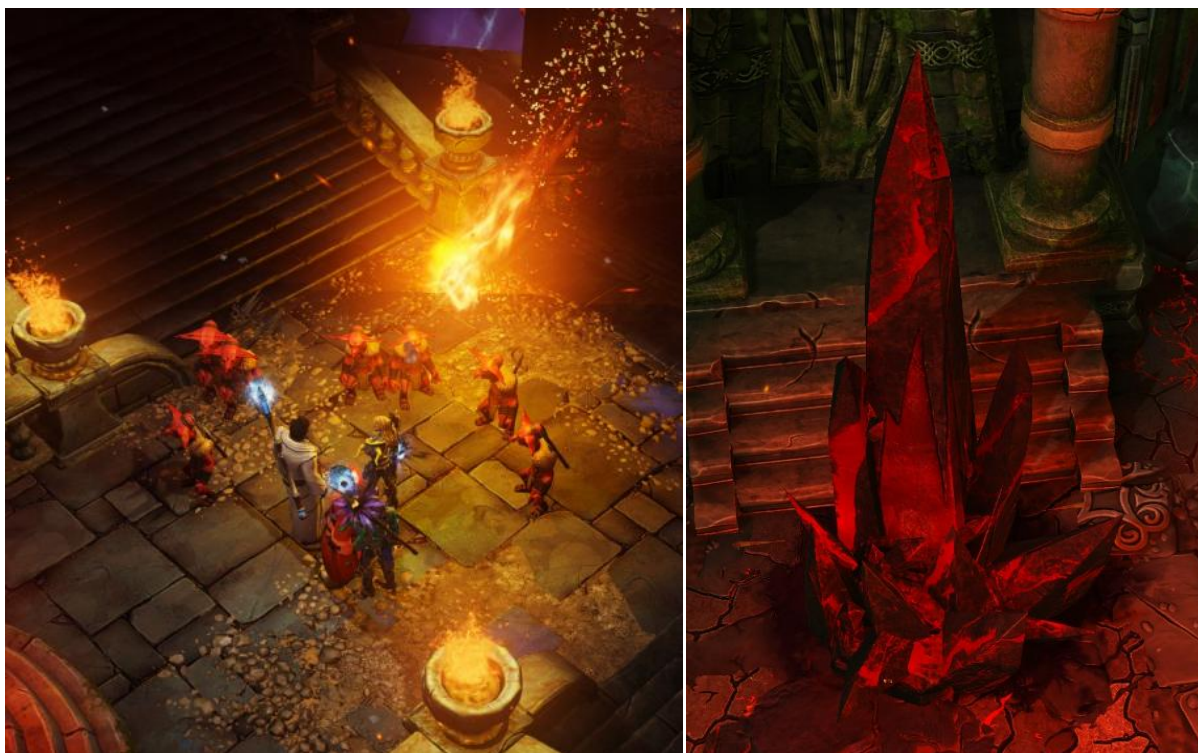
The middle path contains a lot of void demons. The void demons cannot be harmed, even if you use the 'Death Knight Bane' skill on them. You need to sneak around them, possibly engaging some in battle with another member of your party to be able to sneak around them.

Watch your step

The path to the right is filled with lava. If you have some points in the Telekinesis ability, you can use your **Teleporter Pyramids** to jump between safe areas and eventually to the stairs at (144, 454). From there you can walk to the huge blood stone.

Destroy the Blood Stone

You need a weapon that deals tenebrium damage in order to damage the huge blood stone found at the far end of the temple structure (98, 484). Make sure this weapon does not deal any elemental damage, since that will heal the huge blood stone. When the huge blood stone is destroyed all the demons and the void rams will disappear.



Frederick's Blood Stone (Luculla)

This quest can be started by talking to **Frederick**, or by picking up his **Blood Stone**. This quest is intermingled with the quest Slaves and Masters (Luculla). See the chapter 'Outcome' of that quest for outcomes of these two quests.

S1 - Heal Frederick	Miscellaneous	CIR	XP
O - Pick up Frederick's Blood Stone			3150
M - Talk to Frederick			
M - Heal Frederick	Forgiving / Vindictive		4500
1a - Allow Frederick to go for revenge			
1b - Spare the imp		Win	10800
	Total XP		18450

S2 - Let Frederick Suffer	Miscellaneous	CIR	XP
O - Pick up Frederick's Blood Stone			3150
M - Talk to Frederick			
M - Let Frederick suffer	Forgiving / Vindictive		3150
	Total XP		6300

Pick up Frederick's Blood Stone

In the inner room behind the laboratory in Maradino's Lair there is a **Blood Stone** lying on a table (492, 131). Apparently, it belongs to **Frederick**. Pick it up to complete this step. See the task Maradino's Lair (Luculla Task) for details on how to get into the inner room.



Talk to Frederick

You can find **Frederick** in the desert on a path below a cliff (145, 240). Talk to him about the **Blood Stone** to learn that he needs it to be healed from his injury. If you have a **Blood Stone** in your inventory when talking to him, you have to decide upon using it on him or not. Notice that if you move to another map **Frederick** will be dead when you come back later, and this quest will get stuck; it cannot be finished.



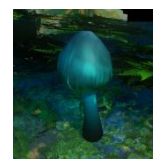
Heal Frederick

If you decide to heal **Frederick** you can tell him to leave his slave imp alone or allow him to take revenge upon his imp slave; his imp slave being **Yox**. In the latter case he will run off to meet **Yox** in Maradino's Lair. In the first case you have to win a CIR mini game in order to save **Yox**. This will also cause **Frederick** to attack you.



Fun with Fungi (Luculla)

There are two large mushrooms outside the Witch's Cabin, one north of (287, 78) and one south of (314, 60) the cabin. Talking to either one of them is a good way to start this quest. Notice that you do not need the 'Pet Pal' talent to talk to these mushrooms. Alternatively, you can skip the first step and go directly to the second step.



S1 - Use the Scroll	Miscellaneous	CIR	XP
O - Talk to the mushroom			
M - Find the scroll			1650
M - Use the scroll			5500
Total XP			7150

S2 - Kill the Mushrooms	Miscellaneous	CIR	XP
O - Talk to the mushroom			
O - Find the scroll			1650
M - Kill the Mushrooms			3860
Total XP			5510

Talk to the mushroom

Talk to **Mushroom Icari** and ask it about the barrier. This will start the quest, but you will have to solve three riddles in order to get any useful information. The correct answers to the three riddles are: An ear of corn, a Stone, and a butterfly. Now you can ask it about the barrier again. It will tell you quite a bit about it, but it is the log entry that is most useful in this case. It tells you to look for a scroll with a barrier-removal spell.



Find the scroll

Go to the entrance (220, 138) of the blind alley heading up a hill. There are some drunken goblins sleeping nearby. Unlink your trap spotter (the hero/companion with the highest Perception) from your party and move him/her carefully along the path up the hill. There are a few mines, but they can easily be avoided if you spot them.

The first real obstacle you will enter is the pressure plate laid across the path as shown on the picture to the right. You need quite a bit of Perception to



notice it (13 or 14). If you walk over it you will trigger a lot of traps. One way to pass it is to move to the green circle numbered 1, drop a **Teleporter Pyramid** at the green circle numbered 2, and then teleport to it. Notice that the trap will trigger if you throw a **Teleporter Pyramid** across the pressure plate. Further up you will come to an area with a lot of smoke. Put a barrel or crate on the vent to remove the smoke so that you can detect the nearby mines as shown on the picture to the left.



On the top of the hill there are a couple of traps that you need to avoid. The first one is marked with a red circle in the picture above, and the second is covered with a washing tub. The handle marked with a green ellipse can be used to disable the traps. The last thing to do is to dig up the mound (195, 127) marked with a green ellipse to find the **Barrier Removal Spell**.

Use the scroll

Return to the Witch's Cabin and read the **Barrier Removal Spell**. The barrier will disappear. Once the barrier is gone the **Barrier Removal Spell** is not needed anymore. Can't get enough XP? Just kill the two mushrooms after the barrier is down.



Kill the Mushrooms

If you do not want to find the **Barrier Removal Spell**, just kill the two mushrooms. That will do the trick as well.

Goblin Trouble (Luculla)

You will find **Lawrence** inside Lawrence's Office (107, 142) in Silverglen. Talk to him and ask about the trouble in the mine to start the quest. He tells you that the goblins have taken over the mine and wants you to check it out.



S1 - Blow up the Goblins	Miscellaneous	CIR	XP
M - Enter the Luculla Mines			
O - Talk to Dreksis			
M - Talk to Elizabeth		Yes	
1a - Peaceful Coexistence		Win	5460
1b - Fight the group		Lose	26000
M - Fire in the hall			26000
M - Pick up Dreksis' head			
M - Deliver the head to Lawrence			3500
Total XP			34960

S2 - Fight the Goblins	Miscellaneous	CIR	XP
M - Enter the Luculla Mines			
O - Talk to Dreksis			
O - Talk to Elizabeth		Yes	
1a - Peaceful Coexistence		Win	5460
1b - Fight the group		Lose	26000
M - Kill Dreksis			15600
O - Talk to Mittix			
M - Pick up Dreksis' head			
M - Deliver the head to Lawrence			3500
Total XP			24560

Enter the Luculla Mines

As soon as you enter the Luculla Mines an entry will be added to this quest.

Talk to Dreksis

Go to the prison cell (98, 49) and talk to **Dreksis**. You will find out that he is no longer in charge, obviously.



Talk to Elizabeth

Go southeast from the entrance of the Luculla Mines. After a short while there is a locked wooden door (79, 37). The key to this door is located on a table (103, 141) in Lawrence's Office in Silverglen. When you open the door, **Elizabeth** addresses you. You have to win the CIR mini game to avoid fighting them all. If you win, you can trade and talk to them. Talk to **Elizabeth** about the Night Knights to learn that the ground trembles when they come close. This will add an entry to the quest Rogue Dread Lords (Luculla).



Fire in the hall

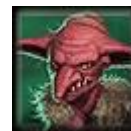
Play through the quest A Long Fuse (Luculla) and decide to trigger the explosive to perform this step. Notice that if **Elizabeth** and her companions are still alive they will turn hostile when you use the detonator. The XP for killing them is included in the table, but notice that you can only earn this XP once.

Kill Dreksis

Open the cell door by using the lever (97, 56) close by. This will cause the goblins to attack you.

Talk to Mittix

Talk to the imp, **Mittix**, to learn his story. He has quite a story to tell. He also confirms that the Death Knights cannot be harmed, and that the only way around them is to use sneak. You can free **Mittix** and send him to Homestead if you like.



Pick up Dreksis' head

After **Dreksis** is dead, pick up **Dreksis' Head** to get an entry to the log.



Deliver the head to Lawrence

Head back to Lawrence's Office in Silverglen and talk to **Lawrence**. Notice that you need to have **Dreksis' Head** in your inventory when you talk to him. He will not accept the head, but the quest will be finished.



Hide-And-Mikas (Luculla)

Just a couple steps away from the 'Luculla Mines - Entrance' Portal you will come across a talking wooden create. At least, that is what it seems to be. Move one of the wooden creates to discover that **Mikas** (41, 52) has been hiding there for a while. When you do, **Mikas** will start talking to you, thus starting this quest. This is a very short quest; it will end once the conversation is over.



S1 - The Future of Mikas	Miscellaneous	CIR	XP
M - Talk to Mikas			
M - I'll take my leave			
1a - Tell Mikas to stay	Bold / Cautious		3035
1b - Tell Mikas to run	Bold / Cautious		3035
O - Is that Madora?			
1c - Yes it is Madora	Blunt / Considerate		
1d - No you are mistaken	Blunt / Considerate		
Total XP			3035

Talk to Mikas

Talk to **Mikas** about Hell Lords and an entry will be added to the quest Rogue Dread Lords (Luculla).

I'll take my leave

When you are done talking to **Mikas** and are about to leave, he will ask your advice. Should he remain hidden here a little while longer or run for freedom. If you advice him to stay hidden, jump to another map, and then come back, he will be dead. So, that is probably not the best advice. If you tell him to run, he will run out of the mine to freedom.

Is that Madora?

If you have **Madora** in your party when you talked to **Mikas**, he will ask if it is her when you leave. You can confirm it or deny it as you see fit. After this incident you can talk to **Madora** to start the quest Revenge of the Source Hunter (Dark Forest).

Infiltrating the Immaculates (Luculla)

When you enter the Luculla forests for the first time, you will be close to the 'Luculla-Cyseal' Portal. A man will come running towards you and start talking to you. His name is **Samid**, and he tells you that he is on the run away from the cult. Ask him about the Sacred Stone village to learn that you need to become an immaculate yourself in order to enter it. He also mentioned that you need to talk to **Loic** to become a member.



S1 - The Blood Hunt	Miscellaneous	CIR	XP
O - Take the test			
O - Get the key to the chapel basement			
M - Go through the portal			
M - Enter Sacred Stone			
M - Enter the cathedral			9750
M - Let there be light			
M - Interrupt the sacrifice			19500
M - Move the altar			
M - Get access to the inner room			
M - Fight Mangoth			34125
M - Leandra's Secret			
M - Talk to Icara			
Total XP			63375

Take the test

Perform the step 'Take the test' of the quest [The Initiation \(Luculla\)](#) to complete this step.

Get the key to the chapel basement

Perform the step 'A chat with Loic' of the quest [The Initiation \(Luculla\)](#), and then pick up the key dropped by **Loic** to complete this step.

Go through the portal

Return to the Immaculate Church (103, 79) in Silverglen and enter the basement. In the basement you will find two **Blood Stones**. Remember that you must use a **Blood Stone** in order to unlock a room in Homestead. For details, see the task [Star Stones \(Homestead Task\)](#). Go through the portal you find there to complete this step.

Enter Sacred Stone

When you get close to the main entrance of the Sacred Stone one of the two **Immaculate Guards** will stop you and ask you to present your **Enlightened Amulet**. Notice that you need to have the **Enlightened Amulet** in your inventory when you talk to the **Immaculate Guard** in order to show it to him/her. After you have shown your **Enlightened Amulet** once, you are free to come and go as you please.



Enter the cathedral

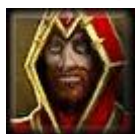
The entrance (208, 458) to the cathedral is located west of Sacred Stone. To get there you have to cross a heavily mined pavement and fight a couple of orc slave drivers. Finally, you can talk to the two guards outside the cathedral. There are three alternatives to get through the door. You can (a) kill them, or (b) show them the **Enlightened Amulet**, or (c) convince them to let you through by

winning the CIR. Notice that you will get no Charisma XP for winning the CIR this time. The XP listed is for the most violent approach by killing them. Enter the cathedral to complete this step and get an entry to the log.

Let there be light

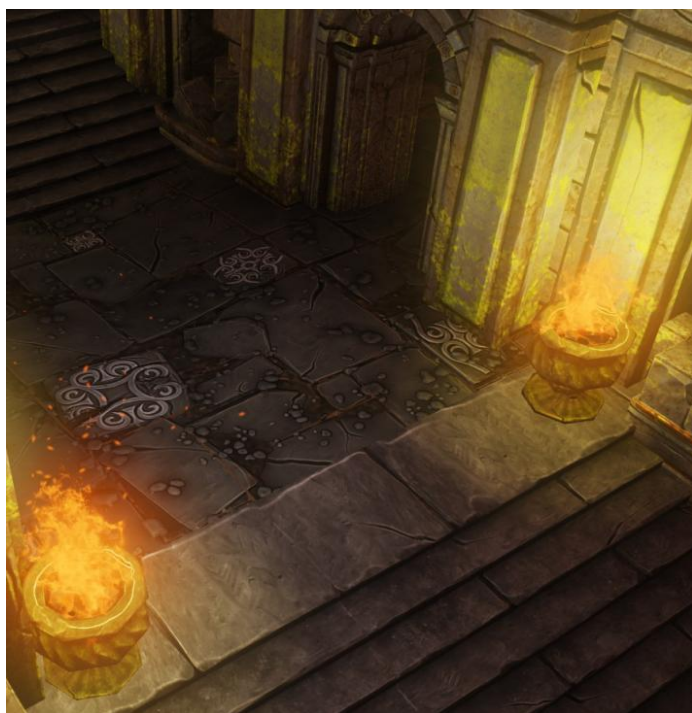
When you enter the cathedral, you will see that there is a path leading north behind the wall. Light all four Coal Baskets and the bricks in the doorframe will be removed and allow you access. Turn off one of the Coal Baskets and the bricks will reappear.

Interrupt the sacrifice



At the altar you will see **Mangoth** in the process of sacrificing four humans. When you interrupt him,

he escapes and summons a couple of demons that you have to kill. There are also a couple of immaculate marksmen in the mix. A **Star Stone** is lying on a pedestal in front of the altar, with the four humans about to be sacrificed in front of it. As usual, the **Star Stone** will turn into an **Inert Stone** and a new room will open in Homestead. Don't forget to examine it. For details, see the task [Star Stones \(Homestead Task\)](#).



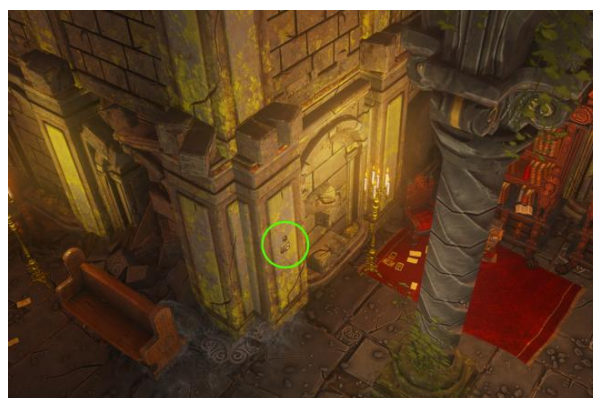
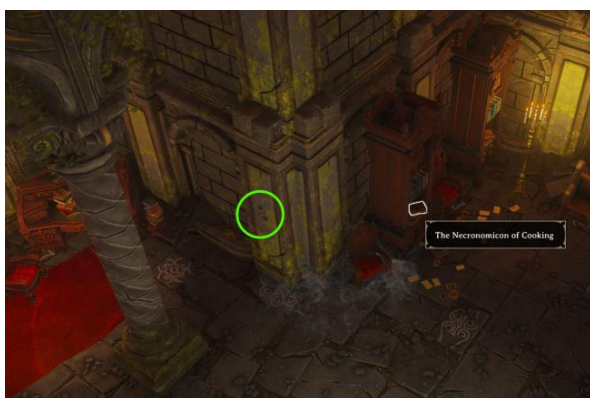
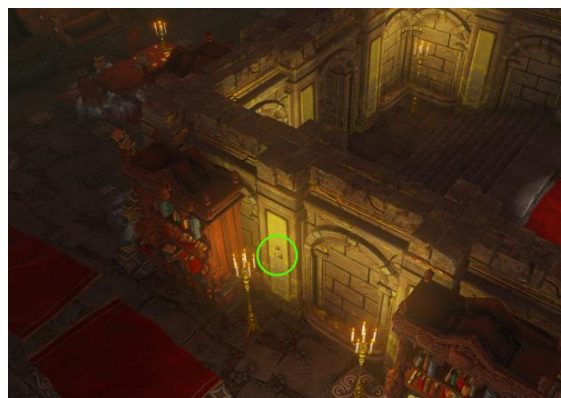
Move the altar

Behind a couple of pillars there is a lever (488, 326) that can be used to move the altar. Do it and enter the secret library.



Get access to the inner room

In the secret library there is a locked off room in the center that you need to get access to. There are a couple of hints that can help you. The first hint is the compass on the floor when you are halfway down the stairs. It specifies that north is not in the normal direction in this room, but instead it is pointing to what is normally east. See the picture below showing the location of the east button. The second hint is the book **The Necronomicon of Cooking**. It can be found in a bookshelf (459, 432) as shown in the picture specifying the location of the south button. Read it and notice the author, a certain 'E.N.S. West'. This is too close to the four compass directions to be a coincidence. There are four buttons spread out in this room, some of them might be hard to find. Put together the buttons should be pushed in the order shown by the picture to the right. Notice that it can be helpful to spread you heroes and companions and station one at each of the four locations.



Fight Mangoth

When you try to enter the inner room **Mangoth** will arrive and start talking to you. Not surprisingly, you have to fight him and his band of demons once the conversation is over.



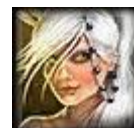
Leandra's Secret

Inside the secret room you will find the complete series of the Sacred Tome of the Immaculates, all six volumes. Read them to find out what the true purpose of the immaculates is. More importantly, there is a book called **Leandra's Diary** and a **Vial of Leandra's Blood**. Pick them up and read the book.

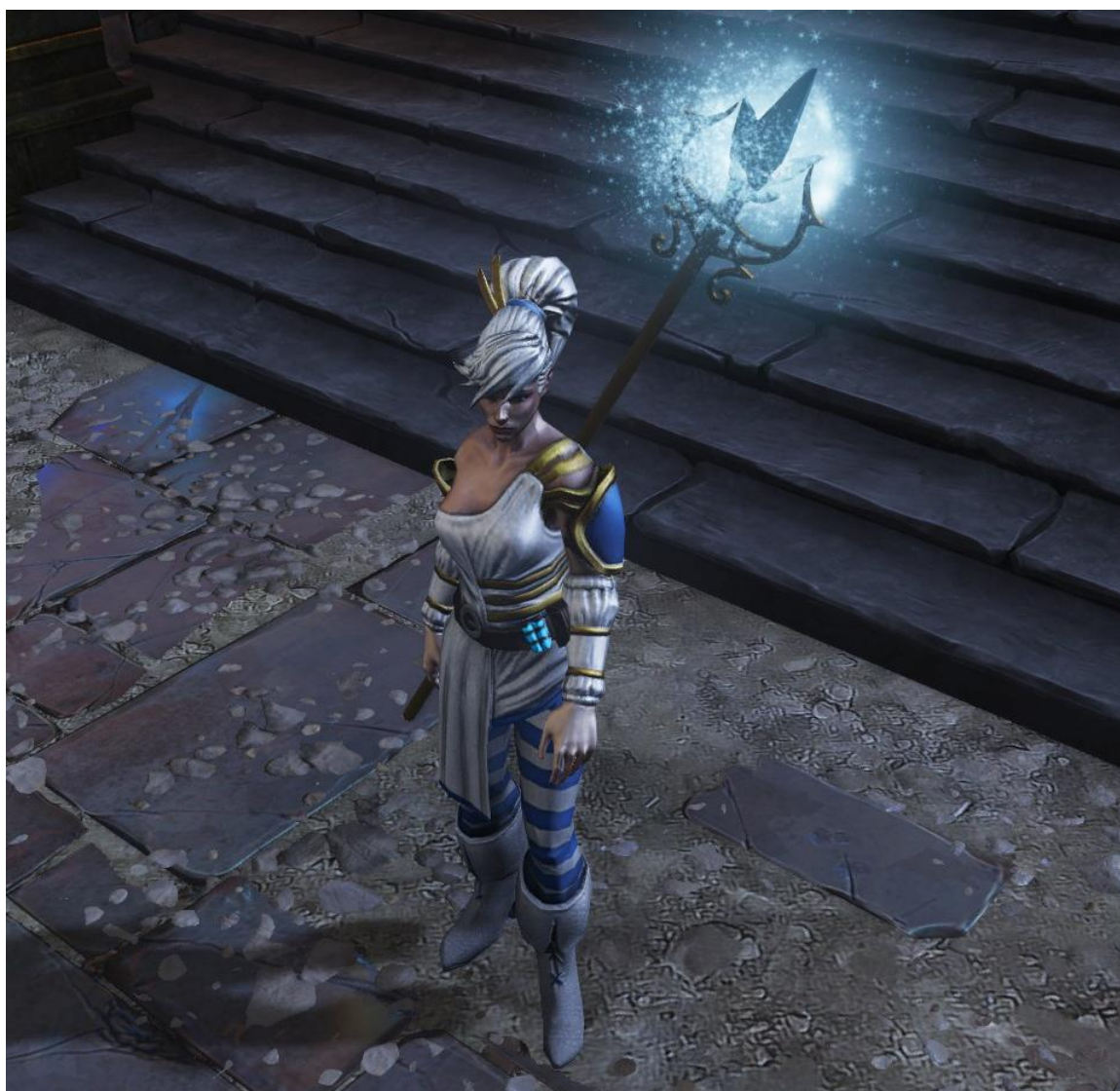


Talk to Icara

Go to Homestead and talk to **Icara** about the **Vial of Leandra's Blood** to end this quest. Notice that you need to finish the quest The Witch at Home (Rivellon) before you will find her there and can talk to her.



Notice: The quest will also be completed if you create the Death Knight Bane Skillbook.



Investigating the Mines (Luculla)

This quest starts when you enter the Luculla Mines. Alternatively, you can start it by talking to **Icara** about what to do next and she will tell you to investigate the Luculla Mines. Notice that you need to complete the quest The Witch at Home (Rivellon) before you can talk to **Icara**.



S1 - Much Ado for a Spell	Miscellaneous	CIR	XP
O - Teleport	Bold / Cautious		
M - Get the password			2730
M - Bypass the last Death Knight			
M - Open the Temple Door			2730
M - Meet Leandra			
M - Loot the office			
M - Escape			9100
Total XP			14560

Teleport

If you use your **Teleporter Pyramids** or the Rune Stone you will notice that they do not work in the Luculla Mines. After this discovery a party dialog will become available.

Get the password

To get the password, you need to complete the quest Miner Control (Luculla).

Bypass the last Death Knight

To reach the Death Knight Forge (180, 140) you need to go around the last Death Knight since you cannot sneak past the corridor it is patrolling. First you need to perform the step 'Talk to Kaden' of the quest Rogue Dread Lords (Luculla). After that you need to get through the barricaded path leading northeast from their camp. There are three overturned Coal Baskets along the path. Turn them upright and the fire will eventually burn out. You can put the fire out more quickly if you use the 'Rain' skill. There are also a few mines and some oil barrels that make the trip a bit more interesting. Notice that one of the oil barrels will trigger a huge explosion if moved. In the end of the path there is a palisade that you can destroy to get through. Sneak the rest of the way to the Temple Door (202, 119).



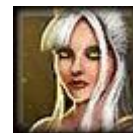
Open the Temple Door

Talk to the **Temple Door** and say the password, 'Sadakandras', to open it. Now you can enter the Death Knight Forge, a former temple.



Meet Leandra

When you try to head up the stairs (173, 136), you will be stopped by **Leandra**. Talk to her to learn quite a bit about her plan. When the conversation is over, she will summon three Death Knights and a battle will start. You cannot harm the Death Knights in any way, so the only option is to run. To give yourself some time to loot the area before you enter the portal (143, 159), you can summon some creature to occupy the Death Knights. Notice that the entire party teleports away when one of your heroes enter the portal; use that to your advantage. You can teleport to the library or the crypt, any location will do.

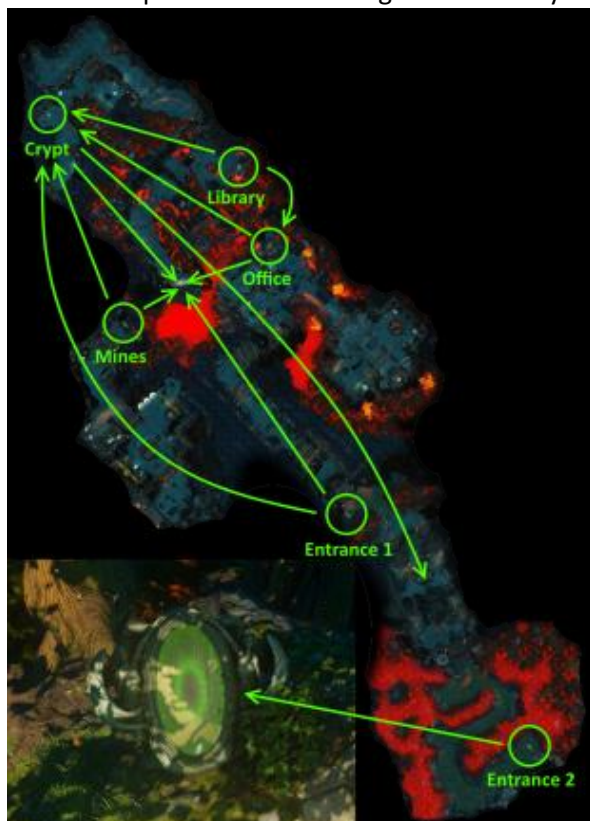


Warning: When you get to this step, the mines will be overflowed with lava and cannot be accessed anymore for the rest of the game. Make sure you have done everything you want to do in the mines before you head up those stairs.



Loot the office

Use the map to the left to navigate around by the teleporting mirrors.



Navigate to Leandra's Office and pick up the



Leandra's Spell lying on the table (233, 218). Read it, and then combine it with **Vial of Leandra's Blood** to create the **Death Knight Bane Skillbook**. For details of how to find the **Vial of Leandra's Blood**, see the step 'Leandra's Secret' of the quest Infiltrating the Immaculates (Luculla). All your party members can learn this skill. It will remove the 'Invulnerable' state of any enemy for three turns.

Escape

Use the map to the left to navigate around by the teleporting mirrors. Use the mirror called Entrance 2 to exit the Luculla Mines and end this quest.

Like Father Like Son (Luculla)

At the bridge (289, 242) east of the 'Luculla Forest-Goblin Village' Portal there are two trolls, **Archibald** and his son **Amadeus**. When you get close enough, **Archibald** will address you, thus starting this quest. If you take a close look at their portraits, you cannot miss the striking similarities between them. **Amadeus** is most definitely a chip of the old block, and you cannot deny it: he's got his father's eyes. ... and ears, and nose, and chins, and horns, and mouth, and teeth, and ...



S1 - Pay Troll Toll	Miscellaneous	CIR	XP
O - Talk to Archibald after the king is dead			
M - Pay troll toll	Independent / Obedient -1350 gold		
Total XP			0

S2 - Fight the Trolls	Miscellaneous	CIR	XP
O - Talk to Archibald after the king is dead			
M - Decline their demands	Independent / Obedient		7800
Total XP			7800

Talk to Archibald after the king is dead

If you have killed the Troll King and then tell **Archibald** about it, he will be pleased: It means he is now the king. For details, see the quest [The Troll's Bounty \(Luculla\)](#). **Archibald** and **Amadeus** will move on to a better future and leave behind an unguarded bridge and a treasure chest.

Pay troll toll

If you decide to pay the troll toll, they will move away and let you pass the bridge. This bridge leads to the Dark Forest map.

Decline their demands

If you decide not to pay the troll toll, you will have to fight them.



Miner Control (Luculla)

This quest starts as soon as you spot one of the **Enchanted Miners** in the Luculla Mines.

S1 - Destroy the Necromantic Bone Totem	Miscellaneous	CIR	XP
M - Clear the cave-in			
M - Talk to Jaline		Yes	
1a - Peaceful coexistence		Win	5460
1b - Fight the group		Lose	21150
M - Take out the Necromantic Bone Totem			21150
M - Talk to the Enchanted Miners			4550
Total XP			31160

S2 - Kill all the Miner Skeletons	Miscellaneous	CIR	XP
O - Clear the cave-in			
O - Talk to Jaline		Yes	
1a - Peaceful coexistence		Win	5460
1b - Fight the group		Lose	21150
M - Kill the Enchanted Miners			2730
M - Pick up the notes			2730
Total XP			10920

Clear the cave-in

Just north of the entrance of the Luculla Mine there is a cave-in (35, 52). The cave-in can be cleared by force as seen on the picture to the right. There is another cave-in further north (37, 98) that can be cleared in a similar way. The most effective way of destroying the cave-in is to use elemental damage against it.



Talk to Jaline



When you come close to the

group (40, 70) hiding behind the cave-in, **Jaline** addresses you. You have to win the CIR mini game to avoid fighting them all. If you win, you can trade and talk to them. Talk to **Jaline** about the expected visit from the Armored Death to learn that they are invincible. This will add an entry to the quest Rogue Dread Lords (Luculla). Of course, once you do not need them anymore you can kill them for the extra XP.

Take out the Necromantic Bone Totem

Destroy the Necromantic Bone Totem to free the **Enchanted Miner**. This will result in a battle against **Jaline** and her four companions. Notice that the XP listed for this step is for killing the group. If they are already dead, there will be no battle and no XP when you take out the totem.



Talk to the Enchanted Miners

Go to the entrance of the Luculla Mines. There you will see a gathering of **Enchanted Miners**. Talk to one of them and ask about what lies in the heart of these mines. For your effort you will be rewarded with the password to enter the heart of the mines. This will add an entry to the quest [Investigating the Mines \(Luculla\)](#).



Kill the Enchanted Miners

You can also kill all the **Enchanted Miners** to end the quest and learn the password needed for the quest [Investigating the Mines \(Luculla\)](#). There are a total of 14 **Enchanted Miners**. For details on where they are, see the map in the quest [Rogue Dread Lords \(Luculla\)](#).

Pick up the notes

When you have killed the last **Enchanted Miners** you will find a scroll called **Notes About Temple Door** on a table (25, 103) in the northwestern part of the mines. Pick it up and read it to get the password. This will add an entry to the quest [Investigating the Mines \(Luculla\)](#).



Rogue Dread Lords (Luculla)

This quest can be started by spotting any immaculate corpse in the Luculla Mines or by doing the first optional step. The map below shows the route of the Death Knights (red, pink, purple, and orange arrows) and the work area of the **Enchanted Miners** (green lines).



S1 - Death Knights 101	Miscellaneous	CIR	XP
O - Talk to Mikas			
O - Talk to Jaline			
O - Talk to Elizabeth			
O - Talk to Kaden		Yes	
1a - Peaceful Coexistence		Win	5460
2b - Fight the group		Lose	22100
Total XP			5460

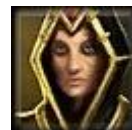
Talk to Mikas

Talk to **Mikas** about Hell Lords to learn that they are black knights causing destruction and death. See the quest [Hide-And-Mikas \(Luculla\)](#) for details on where to find **Mikas**.



Talk to Jaline

Talk to **Jaline** about expecting a visit from the Armored Death, to learn that the Death Knights are invincible. See the step 'Talk to Jaline' of the quest [Miner Control \(Luculla\)](#) for details on where to find **Jaline**.



Talk to Elizabeth

Talk to **Elizabeth** about the Night Knights, to learn that the ground trembles when they come close. See the step 'Talk to Elizabeth' of the quest [Goblin Trouble \(Luculla\)](#) for details on where to find **Elizabeth**.



Talk to Kaden

To find **Kaden** you have to cross the bridge (122, 105) and then continue southwest through the minefield. When you get close enough to their hiding place, **Kaden** addresses you. You have to win the CIR mini game to avoid fighting them all. If you win, you can trade and talk to them. Talk to **Kaden** about why the Death Knights are hostile to them to learn that they fumbled when they tried to create some while **The Conduit** was away. This will also close the quest. Once you have learned what you need you can always kill them for some extra XP.



Note: There are two ways to close this quest. The first is to talk to Kaden about why the Death Knights are hostile to them. If you don't do that this quest will automatically be finished when you meet Leandra in Death Knight Forge; see the step 'Meet Leandra' of the quest [Investigating the Mines \(Luculla\)](#) for details.



Roy's Menagerie (Luculla)

There is a prairie just north of the 'Luculla Forest-Goblin Village' Portal. Close to the campfire (240, 260) you will come across **Roy** and his animals. Talk to **Roy** about his nice animals to start this quest.



S1 - Save the Animals	Miscellaneous	CIR	XP
M - Talk to Doreen			3150
O - Talk to Timfred	Roy: Attitude -25		
M - Save the animals		Possibly	
1a - Convince Roy to let the animals go		Win	8295
1b - Buy the animals from Roy	<u>Altruistic</u> / Egotistical		3150
1c - Refuse to buy the animals from Roy	Altruistic / <u>Egotistical</u>		
1d - Kill Roy			6015
M - The future of the animals			
1e - Return to Cyseal	Bold / <u>Cautious</u>		
1f - Seek legendary pastures	<u>Bold</u> / Cautious		
Total XP			11445

S2 - Sacrificed	Miscellaneous	CIR	XP
M - Leave Luculla			
M - Sacrificed in Sacred Stone			
Total XP			0

Talk to Doreen

Talk to **Doreen** and tell her she and her husband are about to be slaughtered. Not liking the sound of that at all, she gets terrified and begs you to help her. Notice that you need the 'Pet Pal' talent to be able to talk to **Doreen**.



Talk to Timfred

Talk to **Timfred** and tell him he is about to be slaughtered. Not liking the sound of that at all, he runs off. You can meet him again in the troll's cave; see the quest [The Troll's Bounty \(Luculla\)](#) for details. Notice that you need the 'Pet Pal' talent to be able to talk to **Timfred**.



Save the animals

Talk to **Roy** again and ask him to release them. You can either pay him or convince him to let the animals go free. If you fail at convincing him you can still pay him, and if you do not want to pay him you can still try to convince him to let the animals go. If you succeed, **Roy** will leave and the fate of the animals will be in your hands. If everything else fails, you can always kill him. Also notice that if you leave the Luculla map before settling things with **Roy**, he will take the animals to Sacred Stone where they will be slaughtered.

The future of the animals

After saving the animals talk to **Doreen** again and tell her she is free to leave. You must then decide whether to send them back to Cyseal or to the legendary pastures in the Dark Forest. No matter where you send them, you can talk to **Doreen** again at the marketplace in Cyseal (290, 150) or in the Dark Forest (155, 105). She will reveal the location of a buried treasure chest. Notice that this

treasure can be spotted, just like any other treasure chests. You just need to be close enough and have a decent Perception in order to spot the mound and dig it up.

Leave Luculla

After you have talked to **Roy**, leave the Luculla map without talking to the animals. Then return to find them all gone.

Sacrificed in Sacred Stone

Go to the Immaculate Academy (360, 460) in Sacred Stone and talk to the **Enlightened Teacher** about the cattle. He will tell you that they have already been sacrificed, but that the rabbit got away.



Slaves and Masters (Luculla)

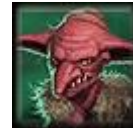
This quest can be started by talking to **Yox** or by talking to **Frederick** in the desert. This quest is intermingled with the quest Frederick's Blood Stone (Luculla). See the chapter 'Outcome' of this quest for outcomes of these two quests.

S1 - Pour Courage into Yox	Miscellaneous	CIR	XP
O - Talk to Yox			
M - Talk to Frederick			
O - Courage Recipe			
M - Talk to Yox again			
M - Tell Yox to stay	Independent / Obedient		3150
M - Use Potion			4500
		Total XP	7150

S2 - Talk Courage into Yox	Miscellaneous	CIR	XP
O - Talk to Yox			
M - Talk to Frederick			
O - Courage Recipe			
M - Talk to Yox again			
M - Tell Yox to return to Frederick	Independent / Obedient		4500
		Total XP	4500

Talk to Yox

A remorseful imp called **Yox** is standing by a campfire to the far north in Maradino's Lair (440, 168). Talking to him before talking to **Frederick** starts the quest, but you cannot do anything else until you have talked to **Frederick**.



Talk to Frederick

You can find **Frederick** in the desert on a path below a cliff (145, 240). Talk to him about his imp slave to start the quest and learn that his imp slave has pushed him off the cliff. Notice that if you move to another map **Frederick** will be dead when you come back.



Courage Recipe

In the laboratory in Maradino's Lair there is a note called **Latest Research** lying on a table (488, 112). Pick it up and read it to complete this step. See the task Maradino's Lair (Luculla Task) for details on how to get into the library.



Talk to Yox again

Return to **Yox** and ask him about his master. You can tell him to remain in the cave or face his master. If you do the latter he will run to his master **Frederick** in the desert.

Use Potion

After you have told **Yox** to stay in the cave, he will not move until you have poured some courage into him. The step 'Courage Recipe' describes how to get the recipe for such a potion. Create the potion **Filter of the Fearless Imp** by mixing an apple and a pumpkin, make sure it is in your inventory, and then talk to **Yox**. You will now have an option of giving it to him. If you do, **Yox** will run to his master, **Frederick**, in the desert.



Outcome

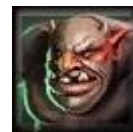
The outcome of this quest and the quest Frederick's Blood Stone (Luculla) depends on the order in which you performed the different steps.

Frederick's State	Yox's State	Outcome
Healed	Hiding in cave	Frederick runs to Yox and kills him, then starts fighting you. You get 6300 XP for killing Frederick . If you manage to save Yox by killing Frederick , you cannot talk to Yox afterwards and his quest will get stuck.
Healed	Running to Frederick	Yox runs to Frederick . If you heal Frederick in the mean time the battle will take place in the desert, and Yox will join the battle. You get 6300 XP for killing Frederick . Afterwards, though, you cannot talk to Yox and his quest will get stuck.
Wounded	Hiding in cave	Frederick wanders off and disappears. You need to give the Filter of the Fearless Imp to Yox to advance his quest.
Wounded	Running to Frederick	Frederick wanders off and disappears. Yox will arrive in the desert, say a few words to his master that he thinks is dead, and run happily to freedom.
Dead	Hiding in cave	You need to give the Filter of the Fearless Imp to Yox to advance his quest.
Dead	Running to Frederick	Yox will arrive in the desert, say a few words to his dead master, and run happily to freedom.



The Angry Troll (Luculla)

You will find **Grumble** guarding the broken bridge located at (260, 150), just southeast of the drunken goblins taking a nap. When you get close enough a conversation starts. Notice that you cannot end the conversation without taking a stand on whether or not to pay the troll toll. I guess **Grumble** has expanded his business to ask for troll toll from anybody passing him, not only from those crossing the bridge (since there are so few...). He is obviously a troll with a good sense for business.



S1 - Troll Toll: Expanded Version	Miscellaneous	CIR	XP
O - Ask about the troll king		Yes	
1a - Convince Grumble		Win	2065
M - Troll toll			
1c - Pay troll toll	Bold / <u>Cautious</u> -1000 gold		
1d - Refuse to pay	<u>Bold</u> / Cautious		2750
		Total XP	4815

S2 - Failed Persuasion	Miscellaneous	CIR	XP
M - Ask about the troll king		Yes	
1b - Fail to convince Grumble		Lose	2750
		Total XP	2750

Ask about the troll king

While talking to **Grumble** you can ask him about the troll king. If you succeed he tells you that you need magic to enter the real troll cave. Fun fact: Notice his response if you win the CIR; he starts by *grumble*. If you fail you have to fight him and the quest never starts.

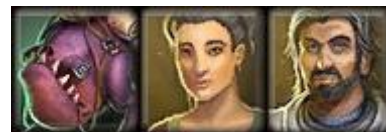
Troll toll

If you decide to pay troll toll you will lose 1000 gold and **Grumble** will move away from the bridge and ask you to cross it. He will leave you alone from now on, although he will not be happy he couldn't crush you. If you refuse to pay, you will make him happy since he may now fight you.



The Escort Job (Luculla)

After you have finished the quest An A-mount of Healing Magic (Luculla), you can start this quest. Talk to **Bjorn** about escorting them to Silverglen and tell him you are ready to escort them. **Alfie** will accompany **Bjorn** and **Mara** if you healed him in the quest An A-mount of Healing Magic (Luculla).



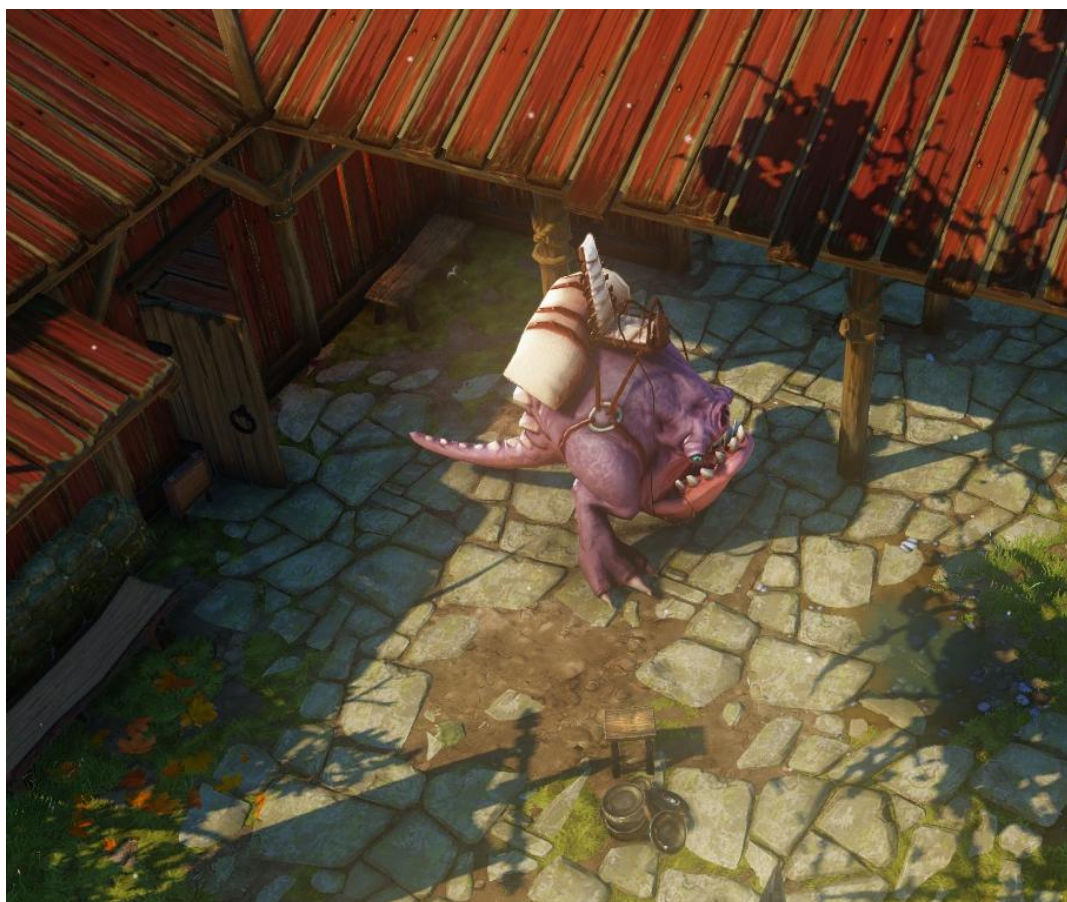
S1 - Escort Job	Miscellaneous	CIR	XP
M - Defeat the ambush			10610
M - Arrive at Silverglen	Reputation: +1 Bjorn: Attitude +100		2250
Total XP			12860

Defeat the ambush

Approximately halfway to Silverglen you will be ambushed by 5 thugs. You need to move your party ahead of or close to those you are to escort. Try to keep them all alive during the fight. Defeat the 5 thugs and move on to Silverglen. A log entry will be added to the quest if **Bjorn**, **Mara** or **Alfie** died.

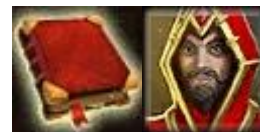
Arrive at Silverglen

Well, if you managed to get all three of them killed the quest will be over before you arrive at Silverglen. In any other case you will be rewarded when you reach Silverglen; with the highest reward if all three of them survived the journey. It is this reward that is listed in the table above.



The Initiation (Luculla)

When you enter the Immaculate Church (103, 79) in Silverglen, **Loic** will address you. To start the quest, talk to **Loic** about joining the Immaculates. He will give you the **Book of the Immaculates I** and ask you to read it plus the second volume of their sacred tome.



S1 - The Trial	Miscellaneous	CIR	XP
O - Find the second volume			
M - Take the test			3300
M - Pass the checkpoint			7875
M - Begin the trial			
M - Weight of knowledge			
M - Hall of Vigilance			
M - Cure for Rot			3035
M - A chat with Loic			28285
O - Chicken sacrifice	Compassionate / Heartless		
Total XP			42495

Find the second volume

A copy of the **Book of the Immaculates II** can be found in Nadia's Shop on the counter (61, 88), but you have to steal it to get your hands on it, unless you have completed the quest The Naked Truth (Luculla).



Take the test

When you are ready to take the test, return to **Loic** and get on with it. The correct answers are: Correct, incorrect, and correct. Afterwards, ask him about the 'true trial' to find out where to head next. A marker will be placed on your map showing the entrance to the Immaculate Trial Dungeon. Also, the ceremony will be over and the Immaculate Church will become empty. This step will also add an entry to the quest Infiltrating the Immaculates (Luculla).

Pass the checkpoint

Take the north road that lies west of Silverglen. You will see a checkpoint after you cross the first bridge. You will be stopped by an **Immaculate Duelist**. At this point you can either tell him that you have **Loic's** blessing to pass, or you can try to convince them to let you through by winning a CIR mini game. The first approach comes with no risk, but will earn you no XP either. The latter approach gives you a lot of XP if you win; it is this XP that is listed in the table. If you lose, however, you have to fight them.



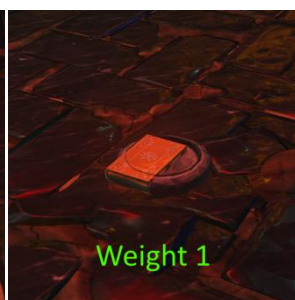
Begin the trial

Inside the Immaculate Trial Dungeon you will come across a **Trial Statue**. It will automatically talk to you once you come close enough and tell you to advance and accept the consequences. Note that the locked door to the northwest of the **Trial Statue** cannot be breached, but it can be opened from the other side using a nearby lever. For now, you have to enter through the open door to the northeast of the **Trial Statue**. Once through the door you will see a corridor with a green smoke. Before long you will be infected by the Rot. The Rot will slowly tap your health until you are cured or until you die. Notice that you can heal yourself to restore your health. This will not cure the Rot, but will allow you to continue on. An entry will be added and the door at the other end of the corridor will open.



Weight of knowledge

At the other side of the door you will see another **Trial Statue**. This time it says something about the weight of knowledge. You have to take that literally. In this area you will find four circular pressure plates of different sizes. You need to put an object with the correct weight on each of these four pressure plates. The problem is that you cannot immediately know if an item is of the correct weight or too heavy since the pressure plate will be pressed down in either case (it will say 'Click'). As a hint there are four items in this area that are a bit out of place. To enter the locked off room you need to push the button at (652, 324), as shown on the picture to the right. The four items are: 'Heavy Barrel' (636, 252), 'Vase' (648, 296), 'Bucket with Water' (630, 331), and 'Book of the Immaculates II' (632, 214). Notice that there are a few mines here and there, but if you spot them they can easily be avoided.



Hall of Vigilance

In this room the **Trial Statue** tells you to observe; bear witness or brave the biting shades of failure. There are three levers grouped together in a line, and a fourth closer to the middle of the room. You have to set the three levers in the correct position and then use the fourth to open the door at the other end of the room. The code is written on the wall, as shown on the picture to the right. If you press the fourth lever with the wrong code you will have to fight a Shadow Woebringer. This fight will not give you any XP, but you may get some good loot. Pressing the fourth lever again with the wrong code will not result in a new fight.

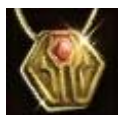


Cure for Rot

In this room you will see an altar in front of a statue (626, 218). When you come close enough you will absorb the energy of the **Star Stone** lying on the altar, healing you completely, including removing the Rot. As usual, the **Star Stone** will turn into an **Inert Stone** and a new room will open in Homestead. Don't forget to examine it. For details, see the task [Star Stones \(Homestead Task\)](#).



A chat with Loic



Once you are cured of the Rot it is time to have a chat with **Loic**. You will find him at the altar (626, 170) in the upper room where the sacrificial ritual takes place. After the conversation, he will run off through the locked door (649, 149) and come back with four companions with the intention of ending your journey. Fight him and his companion to complete this step. The XP listed for this step includes fighting all five enemies. Notice that **Loic** will drop an **Enlightened Amulet**. The quest is now completed.

There is an alternative solution to avoid fighting so many enemies. If you can somehow manage to steal **Loic's** key (you need high Dexterity and Pickpocket) he will not be able to run through the locked door and will have to fight you alone.

Chicken sacrifice

There is a chicken running around that you can sacrifice if you like. To get any of the traits, you have to talk to the chicken (you need 'Pet Pal') and then decide if you want to kill it or not. Just killing the chicken does not give you the Heartless trait, but it gives you a whopping 30 XP. Pick up the **Chicken Corpse** dropped by the dead chicken and the **Empty Vial** on the altar and mix them together. This will produce a **Vial of Chicken Blood** that you can combine with an **Inert Stone**, but nothing will happen except that the **Vial of Chicken Blood** will be used up and disappear. Since your heroes absorb the energy of a **Star Stone** as soon as they get close to one, the sacrifice ritual does not work on them.



The Naked Truth (Luculla)

You will find **Nadia** in Nadia's Shop in Silverglen (64, 87). Talk to her and ask her about her dead husband, Ben, to start the quest. She will tell you that she believes **Lawrence** is guilty of his death by forcing him to mine tenebrium ore even if he knew about the risks. She wants your help to prove that **Lawrence** is guilty.



S1 - Tell the Truth	Miscellaneous	CIR	XP
M - Get proof from Brandon			3600
O - Confront Lawrence			
1a - Do not accept any bribe	Spiritual / Materialistic Lawrence: Attitude -15		4500
1b - Take the bribe	Spiritual / Materialistic Lawrence: Attitude +15 +1000 gold		
M - Talk to Nadia once more			
M - Show the letter to Nadia	Compassionate / Heartless		
M - The Verdict			
M - Allow Nadia to have her revenge	Pragmatic / Romantic		
1c - Feed Lawrence to the crowd	Forgiving / Vindictive		9000
1d - Save Lawrence from the crowd	Forgiving / Vindictive		9000
Total XP			17100

S2 - Nadia is Compensated	Miscellaneous	CIR	XP
M - Get proof from Brandon			3600
O - Confront Lawrence			
1a - Do not accept any bribe	Spiritual / Materialistic Lawrence: Attitude -35		4500
1b - Take the bribe	Spiritual / Materialistic Lawrence: Attitude +15 +1000 gold		
M - Talk to Nadia once more			
M - Show the letter to Nadia	Compassionate / Heartless		
M - The Verdict			
M - Tell Nadia to accept the money	Pragmatic / Romantic		3600
Total XP			11700

S3 - Hide the Truth	Miscellaneous	CIR	XP
M - Get proof from Brandon			3600
O - Confront Lawrence			
1a - Do not accept any bribe	Spiritual / Materialistic Lawrence: Attitude -35		4500
1b - Take the bribe	Spiritual / Materialistic Lawrence: Attitude +15 +1000 gold		
M - Talk to Nadia once more			
M - Deny finding any evidence	Compassionate / Heartless		3600
Total XP			7200

Get proof from Brandon

To get the proof, **Mining Office's Letter**, from **Brandon**, you have to complete the quest The Troll's Bounty (Luculla) and give him some tenebrium ore. Alternatively, you can kill him, but that is kind of messy.



Confront Lawrence

You need to have the **Mining Office's Letter** in your inventory when you talk to **Lawrence** to be able to confront him. He offers you a bribe that you can accept or refuse. If you refuse you will get -15 Attitude towards him immediately and then -20 Attitude towards him every time you end a conversation with him.



Talk to Nadia once more

You need to have the **Mining Office's Letter** in your inventory when you talk to **Nadia** to be able to decide whether or not to show it to her. If you show her the letter, she will run off to Lawrence's Office to confront him. If you decide to deny showing her the evidence, the quest will be completed.

Warning: Showing the letter to Nadia will case the quest Goblin Trouble (Luculla) to get stuck since Lawrence will leave town or get killed. Make sure you complete that quest before doing this step.

The Verdict

Head over to Lawrence's Office to give your verdict. You can either tell **Nadia** to accept the bribe and end the quest right there. Or you can allow her to tell everybody what **Lawrence** has done. Follow **Lawrence** as he runs out of his office. Before long you have to decide if you will give him to the crowd or spare him. Note that if you do not follow **Lawrence**, he will be killed by the crowd and you just missed out on some XP and a trait. After all this is settled, talk to **Nadia** again. She will give you permission to take everything in her shop.



The Troll's Bounty (Luculla)

In front of The Pickaxe Tavern in Silverglen, you will find **Brandon** walking to and fro (92, 129). If this is the first time you enter Silverglen, you will find **Brandon** inside Lawrence's Office (107, 142) quarreling with **Lawrence**. Talk to **Brandon** and ask him about himself to get started.



*Warning: This is a quest you should do since you will learn a new ability called **Tenebrium** when you complete it. Without this ability you will get the Rot if you pick up raw tenebrium or tenebrium items. Towards the end of the game you will come across a lot of tenebrium weapons, so skipping this quest is a bad idea; as is not getting involved or breaking the deal you made with **Brandon**. Furthermore, you cannot complete the quest The Naked Truth (Luculla) if you do not complete this quest honestly.*

S1 - Do Not Get Involved	Miscellaneous	CIR	XP
M - Brandon's retirement plan	Bold / <u>Cautious</u>		
Total XP			0

S2 - Get the Tenebrium Ore	Miscellaneous	CIR	XP
M - Brandon's retirement plan	<u>Bold</u> / Cautious		
M - Get Maradino's Secret Files			
M - The troll king cave			
M - Talk to Funder		Yes	
1a - Convince Funder to tell you		Win	6000
1b - Whoops		Lose	1800
O - Talk to Timfred			
M - Bring tenebrium ore to Brandon			
1c - Give the tenebrium ore to Brandon	<u>Spiritual</u> / Materialistic		6000
1d - Keep the tenebrium ore for yourself	Spiritual / <u>Materialistic</u>		6000
Total XP			12000

Brandon's retirement plan

When you ask **Brandon** about himself, you have two options. You can either decide to not get involved or you can decide to hear the details of his plan. If you decide to not get involved this quest will in fact not start at all and you will not get a new chance to start it. This is not a smart move as mentioned above. Instead you should agree to hear the details, and then discuss his retirement plans. This is actually the point where the quest starts. **Brandon** gives you a **Blood Stone Cage** that you can keep raw tenebrium and tenebrium items inside.



Get Maradino's Secret Files

In the inner room behind the laboratory in Maradino's Lair there is a book called **Maradino's Secret Files** lying on a table (492, 131). Pick it up and read it to complete this step. See the task Maradino's Lair (Luculla Task) for details on how to get into the inner room.



The troll king cave

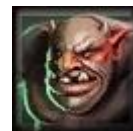
The entrance to the troll king cave (345, 205) is just beside the 'Luculla Forest-Troll King Cave' Portal. Try to enter the Troll Cave without using any magic. It will look grey and boring as shown on the

picture to the left below. You should loot it, though, before casting your magic. Leave the cave and position one of your heroes/companions in the middle of the mushroom circle as shown in the middle picture below. Then read **Maradino's Secret Files**. Notice that the mushrooms are not needed, it works even if you have picked them all. Now you can enter the cave again and this time it looks much more inviting (right picture below).



Talk to Funder

Once inside, you will see a small troll (735, 92) a bit further in. **Funder** is on guard duty guarding the entrance, and he will address you once you get closer. Ask him about what he means by being treated like Maradino. This will result in a CIR mini game. If you win, he will tell you a lot of the troll king, but you have to fight him if you lose.



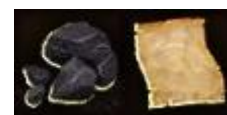
Talk to Timfred

If you have saved the animals in the quest Roy's Menagerie (Luculla), **Timfred** will be at the entrance as well. Talk to him to find out that he can distract the trolls. If you let him distract them, it is possible to sneak through the cave to the tenebrium vein, mine some ore, and then leave without fighting a single troll.



Bring tenebrium ore to Brandon

If you return to **Brandon** with tenebrium ore in your inventory, preferably inside the **Blood Stone Cage**, you will have a new option when talking to him. It does not matter where you have picked up the tenebrium ore. The default method is to go to the Troll King Cave and mine it there, but you can also pick it up in Sacred Stone or in the Luculla Mines. When you do talk to him, you can decide to give the tenebrium ore to him or you can keep it for yourself. Notice that **Brandon** takes all the tenebrium ore you have in your inventory, but it is enough to give him only one tenebrium ore. You can drop the rest on the ground before you talk to him and pick it up after the conversation. If you give the tenebrium ore to **Brandon**, you will also get +1 to a new ability called 'Tenebrium' for all members in your party. This stacks with the +1 from the book **How to Handle Tenebrium** found in Attenberah's Laboratory. For details, see the task Attenberah's Laboratory (Luculla Task). Finally, note that his step also adds XP to the quest The Naked Truth (Luculla), and gives you the **Mining Office's Letter**.



The Wild Woman and the Renegade (Luculla)

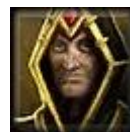
To start this quest, talk to **Bairdotr** about her past to learn that she is looking for her companion **Jareth of Homeforest** that has disappeared. She thinks someone called **Attenberah** is involved in his disappearance.



S1 - Meeting an old Friend	Miscellaneous	CIR	XP
O - Talk to Samid			
M - Enter Sacred Stone			
M - Reunion with Jareth			10500
Total XP			10500

Talk to Samid

When you enter the Luculla forests for the first time, you will be close to the 'Luculla-Cyseal' Portal. A man will come running towards you and start talking to you. His name is **Samid**, and he tells you that he is on the run away from the cult. Ask him about the immaculates and about the Sacred Stone village. He will tell you that **Attenberah** is a sorcerer living in Sacred Stone.



Enter Sacred Stone

An entry will be added to this quest once you enter Sacred Stone. You can also talk to **Bairdotr** and learn that she believes **Jareth of Homeforest** has been taken here. See the step 'Enter Sacred Stone' of the quest [Infiltrating the Immaculates \(Luculla\)](#) for details on how to enter Sacred Stone.

Reunion with Jareth

There is a hidden cave (302, 507) behind the waterfall in Sacred Stone. Enter it and follow the path until you encounter **Jareth of Homeforest**. He is searching through the pile of bodies (48, 80) at the waterfall inside the cave. During the conversation it becomes clear that **Jareth of Homeforest** is not as good a friend as **Bairdotr** believed. The result of the reunion is a battle with only one survivor. If you have treated **Bairdotr** badly during your conversations with her, you are in for a surprise since she will switch sides and fight against you.



Anna (Luculla Task)

Remember **Anna**? You met her in the King Crab Inn in Cyseal. She was one of the Fabulous Five members. Remember now? To find out what happened to her, search behind the smithy in Silverglen (58, 115). If your Perception is high enough you will find a mound that you can dig. Now you know what happened to **Anna**.



Attenberah's Laboratory (Luculla Task)

The house to the north in Sacred Stone belongs to **Attenberah**. When you go there for the first time you will see her killing her apprentice. You can enter her shop at your own risk.

S1 - Trading with Attenberah	Miscellaneous	CIR	XP
M - Say hello		Yes	
1a - More capable than a corpse		Win	5145
1b - Fight her		Lose	25800
M - Do you want to trade?		Yes	
1c - Ok, if you must		Win	4500
1d - Fight her		Lose	25800
M - Leaving already?		Yes	
1e - Ok, if you must		Win	4500
1f - Fight her		Lose	25800
O - The Tenebrium book			
Total XP			14145

Say hello

When you enter the shop, **Attenberah** will talk to you and demand that you prove yourself more capable than the corpse that was until recently her apprentice. If you win the CIR mini game, you can talk to her but not trade with her. If you lose, however, you have to fight her, the two elemental bodyguards, and the two apprentices that have yet to become corpses.



Do you want to trade?

When you talk to her you can ask her if she is interested in trading. If you convince her you can trade with her for now. If not, she attacks you.

Leaving already?

Same procedure when you attempt to leave. You must win the CIR mini game or fight her and her gang.

The Tenebrium book

On top of the bookshelf with all the **Star Stones**, there is a book called **How to Handle Tenebrium**. You should steal this book and read it; it will give you +1 to the 'Tenebrium' ability. If you do not know the skill yet, you do now. This allows you to handle tenebrium

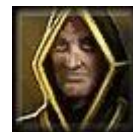


objects and weapons without getting the Rot. The book can be read by all of your heroes/companions. Notice that the quest The Troll's Bounty (Luculla) may give you +1 to the 'Tenebrium' ability for the entire party, and it stacks with the use of the book **How to Handle Tenebrium**. Probably a bug: If you read the book after you have gotten the +1 'Tenebrium' ability from the quest The Troll's Bounty (Luculla), nothing will happen.



Barrier Checkpoint (Luculla Task)

East of the 'Luculla-Cyseal' Portal there is a bridge (212, 56). When you get close to the bridge you will see a Shadow Walker on the other side. If you cross the bridge it will move further east and stop in front of the single guard at the checkpoint, an **Immaculate Summoner**. Moving closer will cause the Shadow Walker to disappear and the **Immaculate Summoner** to address you.



S1 - Pass the Checkpoint	Miscellaneous	CIR	XP
M - Talk to the Immaculate Summoner		Yes	
1a - Another silver tongue victory		Win	5500
1b - Defeat the summoned demons		Lose	20120
Total XP			20120

Talk to the Immaculate Summoner

You may convince the **Immaculate Summoner** to let you move on, in which case he disappears and you are free to go where you like. If you fail, the **Immaculate Summoner** warns you of getting closer and disappears. If you ignore his warning and move closer to the barrier, he will reappear and first summon four shadow demons that you have to fight. If you continue to move closer he will reappear again and summon five more shadow demons. Finally, you get to fight the **Immaculate Summoner** himself when you have removed the barrier and try to open the door. This is a situation where you probably should lose the CIR mini game, since fighting the demons and the **Immaculate Summoner** gives you more XP and maybe some good loot too. Note that you can trade with the **Immaculate Summoner** while you are talking to him, and that he will drop an **Enlightened Amulet** when killed.



Enter the Witch's Grotto (Luculla Task)

Once you have completed the quest Fun with Fungi (Luculla), you may enter the Witch's Cabin. Inside you will find a mirror leading to the other part of the Witch's Cabin. To leave the cabin and enter the grotto, you may either break the fence by force or you may push the button marked by a green circle in the picture below. Originally, there is a lot of smoke in the area making finding the button harder. Put something on the vent marked by the red circle and it should be easier to find. You will discover the button if your Perception is high enough. Push the button to open the fence.



Free the Prisoners (Luculla Task)

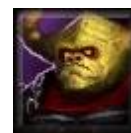
You can free the prisoners in the Luculla Prison if you like. The easiest way is to kill the prison guards, pick up the key and unlock the cell doors. There is only one problem, the orc **Bruthor**. He is too big to fit through the door.

S1 - Free Brutor	Miscellaneous	CIR	XP
O - Talk to Brutor			
M - Free Brutor			
Total XP			0

S2 - Trick Brutor	Miscellaneous	CIR	XP
O - Talk to Brutor			
M - Trick Brutor			4500
Total XP			4500

Talk to Brutor

When you open the cell door to **Bruthor's** cell (400, 445) he starts talking to you. He tells you he has been in jail since he was a child.

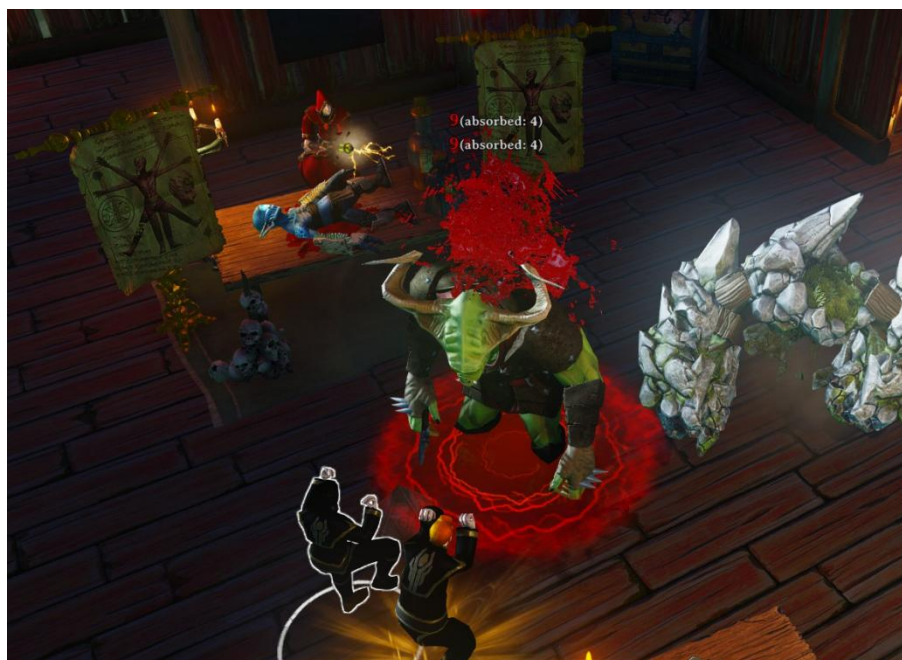


Free Brutor

To free **Bruthor's** you need to make sure one of the **Teleporter Pyramid** is on the ground outside his cell. Then throw the other one beside him. He will use the second one to jump to the first one to get free. Eventually, he will wander out of the prison and disappear.

Trick Brutor

If you like to be a bit evil and cause some chaos, you can throw the first **Teleporter Pyramid** in the Immaculate Academy of Sacred Stone, for instance. Then throw the second **Teleporter Pyramid** close to **Bruthor**. He will still use them and jump to the first one, only to get into a fight when he arrives. You can watch the fight if you like, or help the immaculates kill **Bruthor**, in which case



you will earn the XP listed in the second table. Then if you hunger for even more XP, kill the teacher and his students once **Bruthor** is killed.

Goblin Village (Luculla Task)

The Goblin Village is in the middle of the Luculla map. You can get access to the village, trade with them, and be allowed to leave again if you behave yourself.

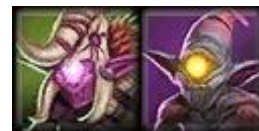
S1 - Permission Granted	Miscellaneous	CIR	XP
M - Talk to one of the guards		Yes	
M - You may enter		Win	9000
M - Talk to totem	Independent / Obedient Altruistic / Egotistical Righteous / Renegade		
O - Talk to Kromkromkis			
1a - Keep the secret	<u>Forgiving</u> / Vindictive		
1b - Reveal the secret	Forgiving / <u>Vindictive</u>		4500
O - Use the pipe			
O - Get the Blood Stone			43050
Total XP			56550

S2 - Permission Ordered	Miscellaneous	CIR	XP
M - Talk to one of the guards		Yes	
M - You may enter		Win	9000
M - Talk to Kromkromkis			
1a - Keep the secret	<u>Forgiving</u> / Vindictive		
1b - Reveal the secret	Forgiving / <u>Vindictive</u>		4500
M - Use the pipe			
O - Get the Blood Stone			43050
Total XP			56550

S3 - No Access	Miscellaneous	CIR	XP
M - Talk to one of the guards		Yes	
M - Fight the goblins		Lose	43050
O - Get the Blood Stone			
Total XP			43050

Talk to one of the guards

There are four entrances to the goblin village. Once you get close enough to one of them the guard, a **Goblin Trapper** or a **Goblin Grunt** will stop you and you have to win the CIR mini game to gain access to the village. If you fail, you have to fight them all. Notice that you do not have permission to leave. If you try to leave the village, they will fight you.



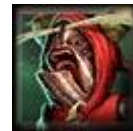
Talk to totem

Talk to the **Goblin Totem** in the middle of the village and tell him that you are ready for its questions. You have to answer truthfully to all the three questions it asks you. More specifically, you have to tell him what you did in the quests Guards at the Bridge (Cyseal), The Fish Thief (Cyseal), and An A-mount of Healing Magic (Luculla). You may trade with all the goblins and leave the village if you answer truthfully. If you do not answer truthfully, you have to fight the entire village.



Talk to Kromkromkis

Go to the northeastern part of the village. You should discover a trapdoor leading to the underground. Enter it and follow the tunnel until you get to **Kromkromkis**. He will start talking to you and tell you about the **Blood Stone** in the **Goblin Totem**. Before you end the conversation, you have to decide what to do next. You can tell the other goblins about his trickery, resulting in a fight with **Kromkromkis**, or you can agree to keep his secret. If you do the latter, you may trade with all the goblins and can come and go as you like. If you kill him you have to perform the next step in order to be able to trade with all of them and leave without a fight.



Use the pipe

Use the pipe to talk to the villagers through the totem. If you ask for gifts you will get it but you may still not trade with all of them or leave the village. To achieve that you need to tell them to be friends with you. Notice that you can agree to keep **Kromkromkis'** secret, then kill him to get access to the pipe, and then ask for gifts. This will give you an extra chest of loot.

Get the Blood Stone

If you destroy the **Goblin Totem** you can pick up the **Blood Stone** stored inside. This will cause the entire village to attack you, unless, of course, they are already dead.



Heartseeker (Luculla Task)

There are a couple of statues (277, 313) at the top of the mountain located west of the 'Luculla Forest-Sacred Stone' Portal. One of the statues has fallen, and on its head rests the unique bow called **Heartseeker**. To get your hands on it, attack and destroy the fallen statue. This will cause the **Heartseeker** to fall down on the path below; a much better solution than trying to jump and grab it on the way down... The bow is a potent weapon, and with a little crafting it can be even better.



Heartseeker Two-Handed Weapon	Heartseeker Two-Handed Weapon
Item Level 14 Piercing: 90-156 Water: 27-46 Maximum range: 26.0m Attack: 4 Action Point(s) Critical Damage: x1.5 Critical Chance: +8% Dexterity: +1 Perception: +1 Bow: +1 Durability 90/90 Requires Dexterity 10 Equip: 2 Action Point(s)	Item Level 14 Piercing: 108-188 Water: 33-56 Tenebrium: 33-56 Maximum range: 26.0m Attack: 4 Action Point(s) Critical Damage: x1.5 Critical Chance: +8% Strength: +2 Dexterity: +3 Perception: +3 Bow: +1 Durability 90/90 Requires Dexterity 10 Equip: 2 Action Point(s)
Unique18575	Unique111375

Imprisoned (Luculla Task)

Stealing can be risky. If you are caught you suffer Attitude penalty towards the person who discovered your theft. Eventually, their Attitude gets too low and they call out for the guards. They come in force and you have two options; fight them all or accept being imprisoned. You will end up in the prison in Sacred Stone no matter if you committed the crime in Silverglen or Sacred Stone. Only the hero/companion doing the theft is imprisoned. Even if you are in prison there are other ways out than reloading the game.

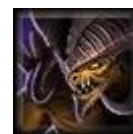
S1 - Getting out of Jail - Demon Style	Miscellaneous	CIR	XP
M - Examine the cell	Reputation: -1		
Total XP			0

S2 - Unlocking the Jail Door	Miscellaneous	CIR	XP
M - Unlock the jail door			
O- Get your things			
Total XP			0

S3 - Teleport Away	Miscellaneous	CIR	XP
M - The easy way out			
O- Get your things			
Total XP			0

Examine the cell

In the cell you will see a couple of demonic statues. Examine one of them to get access to the **Prison Demon**. A conversation with the **Prison Demon** starts. He can let you out of jail for a cost; you have to give up a point in Strength, Dexterity, Intelligence, or Constitution permanently. You will get all of your items back in your inventory; the only thing left to do is to get dressed.



Warning: You will be set free outside the Immaculate Academy in Sacred Stone no matter where you were arrested. If you have not yet been granted access to Sacred Stone you will be attacked.

Unlock the jail door

You can get the key to the prison door by using pickpocket on one of the guards or the **Enlightened Teacher** in the Immaculate Academy. Alternatively, you can get the key by killing any of them. You need to unlock the prison door undetected and you need to move the imprisoned hero/companion out of the cell without being detected; unless, of course, you killed the guards.



The easy way out

The easiest way to get out is to give your imprisoned hero/companion one of the **Teleporter Pyramids**, and just teleport out. You can even use the Rune Stone to teleport to a Portal.



Get your things

Your items can be found in the chest (406, 466) left of the table in the Luculla Prison.

Maradino's Lair (Luculla Task)

South of the desert you will come across some rocks (149, 256) that will disappear once you come close enough, revealing a stone slab. Use the stone slab to enter Maradino's Lair.

S1 - Audience with Maradino	Miscellaneous	CIR	XP
M - Enter the laboratory			
M - Enter the inner room			
M - Leave the inner room			39975
Total XP			39975

Enter the laboratory

As shown on the picture to the right, the door (484, 102) to the laboratory is locked by a magical lock. The door cannot be broken down, nor can the lock be picked open. You can open it by a **Magical Unlock Scroll** if you like, or you can find the buried key. To do the latter, go to the garden (500, 160) to the northeast and dig the mound located there. Notice that there is some much needed weeds clearing to do before you can pick up your shovel. Also notice that the **Weresheep Recipe** and the **Latest Research** are found in the library; for details see the step 'Find the weresheep recipe' of the quest The Legend of the Weresheep (Rivellon) respective the step 'Courage Recipe' of the quest Slaves and Masters (Luculla).



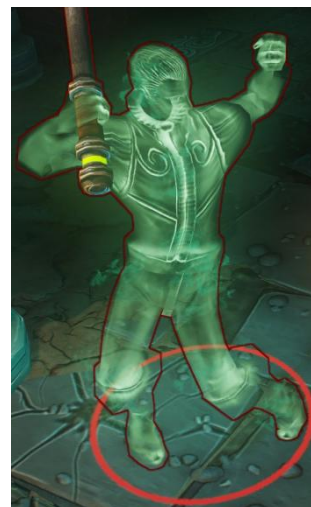
Enter the inner room

In one of the bookshelves there are a couple of books about to fall out of it (480, 116). One of them is called just **Book**. To enter the inner room you need to use the **Book**. Alternatively, you can pick it up and read it. When you do, the bricked-in door to the inner room will open. Notice that a **Blood Stone** and **Maradino's Secret Files** are stored in the inner room; for details see the quest Frederick's Blood Stone (Luculla), respective the step 'Get Maradino's Secret Files' of the quest The Troll's Bounty (Luculla).



Leave the inner room

If you picked up the **Blood Stone** lying on the table in the inner room, Maradino's Ghost will attack you when you try to leave. If you have not already killed them, the five undead bodies lying on the floor in the laboratory will join the battle, making it much harder. Maradino's Ghost will resurrect one of the undead each turn if possible. A good tactic is to make sure Maradino's Ghost always has someone to resurrect when it is his turn to act, since if he is free to do what he wants it is generally much worse. The XP in the table is for killing all the five undead twice, thus maximizing the XP you can get in this encounter.



Maradino's Library (Luculla Task)

The entrance (291, 304) to the cave is at the south side of the mountain located to the west of the 'Luculla Forest-Sacred Stone' Portal. Head through the first small cave and climb the ladder to enter the primary cave. There are four Teleporters in the primary cave. To each side there is a Teleporter, one surrounded by fire and one surrounded by ice. The Teleporter in the middle of the primary cave is for arrival only. The last Teleporter is to the north, behind a curtain. To the north you can also see a library, but it is inaccessible from the primary cave. There is a Teleporter there, though. Maybe you can find a way to get there through the Teleporters? Maradino has created a security system that allows access to the library only by entering the Teleporters in a specific order. If at any time a wrong Teleporter is entered, you will arrive at the Teleporter in the middle of the primary cave.

S1 - Loot the Library	Miscellaneous	CIR	XP
O - Find the Scribbled Notes			
M - Enter the secondary cave			
M - Search the library			
Total XP			0

Find the Scribbled Notes

Go to the south corner of the primary cave. The **Scribbled Notes** lies on the floor (587,351) next to a skeleton. The book contains a hint of the order the portals should be visited in. It says: "Brr! ; mountain ; *pant* ; waterfall ; mop ; bronze".

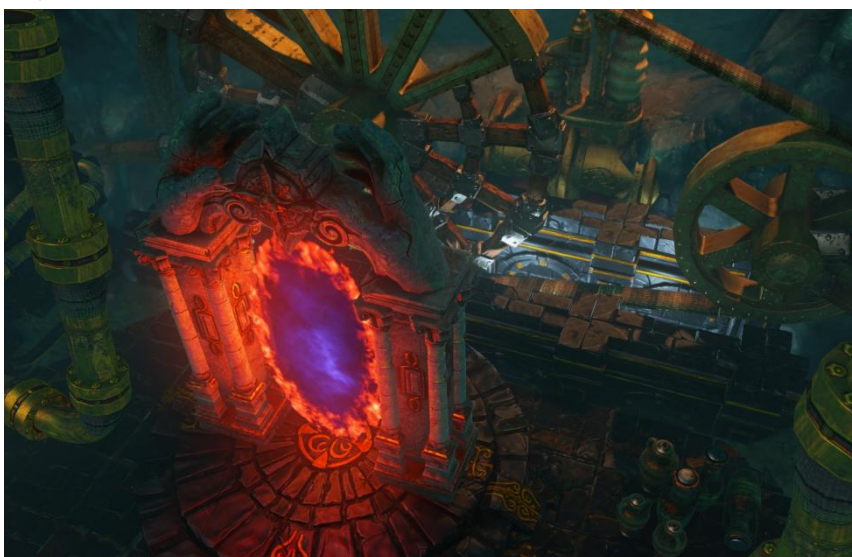


Enter the secondary cave

Go to the Teleporter surrounded by ice (548, 411) and enter it. The secondary cave has three Teleporters in addition to the one you arrived in. In clockwise order from the arrival Teleporter they are: A Teleporter by a waterfall, a Teleporter by a machine, and a Teleporter by a mountain. If you have the 'Pet Pal' talent you can talk to the resident rat there to learn that the order of the first four Teleporters are: "Ice, Earth, Fire, and Nature". Combined with the **Scribbled Notes** it becomes clear that the order is:

1. Teleporter surrounded by ice
2. Teleporter in front of the mountain
3. Teleporter surrounded by fire
4. Teleporter in front of the waterfall
5. Teleporter behind the curtain
6. Teleporter in front of the machine

Enter the Teleporters in the order listed above. Notice that when you



return to the primary cave and later to the secondary cave, the Teleporters that you have used emit green light instead of red light. Also notice that you will find a mound that you can dig near the arrival Teleporter. For more details see the step 'Talk to the weresheep ghost' of the quest [The Legend of the Weresheep \(Rivellon\)](#).

Search the library

There are a lot of shelves to search in the library. Most notable, however, is the three skill books displayed on the pedestals. Once you get close to them an **Immaculate Spirit** will address you and inform you that you can only take one of the three skill books. When you pick one of them, the two other skill books will disappear. It hurt, doesn't it that you cannot have all these three powerful skill books? Notice that there is a lever (578, 459) close by the Teleporter. If you pull it, the arrival Teleporter in the primary cave will be able to teleport you directly to the library. This will also cause all the other Teleporters in the primary cave to teleport you to the arrival Teleporter in the primary cave, so be sure you have done everything you want in the secondary cave where the remainders of the Teleports are.



Novak (Luculla Task)

Remember **Novak**? You met him in the King Crab Inn in Cyseal. He was one of the Fabulous Five members. Remember now? West of the 'Luculla Forest-Sacred Stone' Portal, and at the foot of the mountain, you will see a huge pile of troll droppings (287, 376). Search it. Now you know what happened to **Novak**.



Pavilion of Death (Luculla Task)

Just northeast of the 'Luculla-Cyseal' Portal you will find the **Pavilion of Death** (160, 53). Talk to it and it will ask you if you want to die. If you have no desire to die, the **Pavilion of Death** will be disappointed but will leave you alone. If, however, you wish to die, the **Pavilion of Death** gives you a choice of how; quickly or slowly. In the first case a rapid bombardment of fire starts to rain down from above, while a much slower bombardment happens in the latter case. However, a lot of oil pits appears in the latter case that will cause the ground to burn. If you manage to move back to the entrance (157, 72) the trap will be deactivated. Notice that while the trap is active, a button will appear on the rock (142, 63) you passed on the way up to the **Pavilion of Death**. Push the button and a treasure chest will appear. The **Pavilion of Death** cannot be activated again after you have pushed the button.



Pavilion of Life (Luculla Task)

The **Pavilion of Life** (220, 380) is located west of Sacred Stone. Talk to it and it will ask you if you want to live. If you answer no, you will die. If you answer yes, however, the **Pavilion of Life** will ask you if you wish to live slowly or quickly. In the first case you will receive a 'Midnight Oil Skillbook', and in the latter case you will receive a 'Wildfire Skillbook'. After you have received your gift, you cannot talk to it anymore.



Quality Time with Ramon (Luculla Task)

Ramon can be found outside The Pickaxe Tavern in Silverglen (80, 140). After talking to him for a while it is quite clear that he is for hire.

S1 - Conquer Ramon	Miscellaneous	CIR	XP
M - Hire Ramon	-250 gold		
M - Play the dirty game			2750
Total XP			2750

Hire Ramon

Talk to **Ramon** and ask him what he charges for a quality time with him, and then agree to his price. He will enter The Pickaxe Tavern and head upstairs. Follow him upstairs and into the room he enters. To get on with the show the rest of the party must leave the room, while your hero/companion agrees to undress.



Play the dirty game

At this point it becomes clear that **Ramon** is playing a dirty game. He is out to kill you. Why not return the favor? **Ramon** planned this to be a battle between him, armed with a knife, against your unarmed hero. Now, hopefully, you still have your two **Teleporter Pyramids**. If so, give one of them to your unarmed hero and use the other one to teleport the rest of your party inside the room. Surprise, surprise! Now the odds are much better. After the battle, you can find your equipment in the locked chest (467, 45) in the corner of the room.



Spider Cult (Luculla Task)

To the north in the desert (72, 316) there are a few devoted Spider Cult members.

S1 - Save These People	Miscellaneous	CIR	XP
M - Talk to the Spider Cult Initiate	<u>Righteous</u> / Renegade	Yes	
1a - Convince the people to leave		Win	3940
1b - The cult members remains		Lose	
Total XP			3940

S2 - Do not Intervene	Miscellaneous	CIR	XP
M - Talk to the Spider Cult Initiate	Righteous / <u>Renegade</u>		
Total XP			0

Talk to the Spider Cult Initiate

Talk to **Spider Cult Initiate** and comment on the strange group. You can either try to save these people, or you can decide to stay out of their business. If you convince the **Spider Cult Initiate** to leave, all four of them will run away. In any other cases they will remain. Notice that you have to fight eight hatched spiders if you convince the group to leave so maybe their worship had an effect after all...



Spider Queen (Luculla Task)

The **Spider Queen** lives in the middle of the desert (106, 264). When you come close enough, she will address you and you have three options. But no matter what you say, the conversation will turn sour and she will attack you. That is, unless you are excellent at sweet-talking.



S1 - Conversation with a Queen	Miscellaneous	CIR	XP
O - Dress up to meet a queen			36000
Total XP			36000

Dress up to meet a queen

When you met the goblin trader, **Kadraskaz**, he told you that the **Spider Queen** likes sweet-talk. See the task The Travelling Salesman (Luculla Task) for details. Equip one of your heroes with items to get the Charisma ability to 5, and then go talk to the **Spider Queen**. Apologize for your loathsome appearance and tell her that you have travelled days and nights in hopes of catching even the smallest glimpse of her fair face. She will not attack you and you get a huge amount of XP. Of course, you can always attack her later.



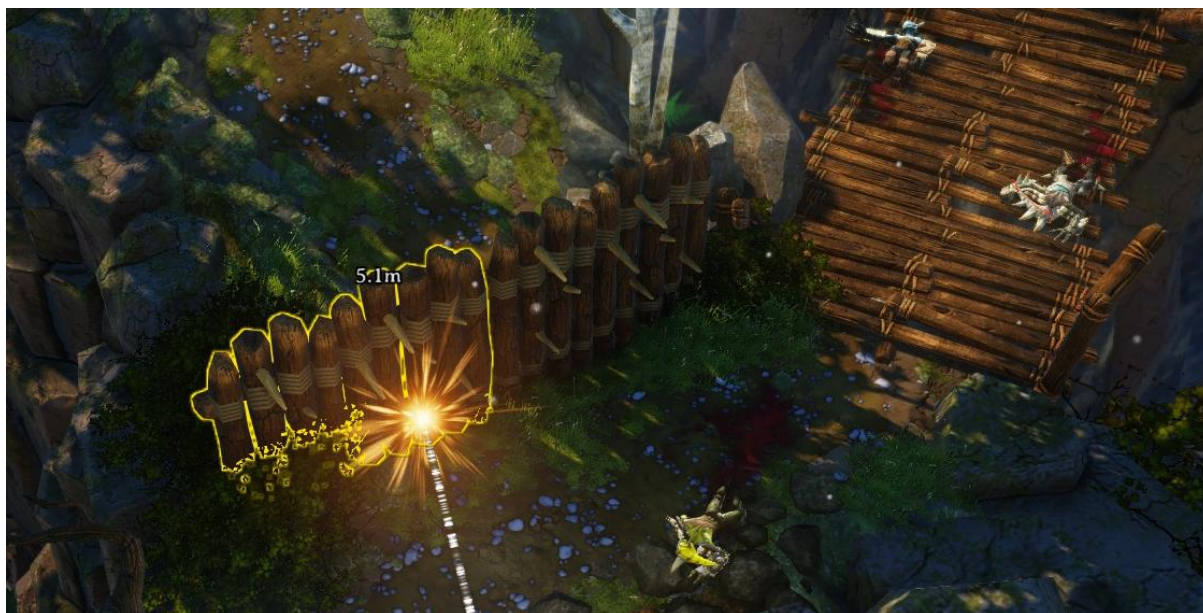
The Pickaxe Tavern Cellar (Luculla Task)

Go to The Pickaxe Tavern in Silverglen and head down to the cellar by using the hatch (71, 119) under the stairs. In the cellar you will notice that there are other rooms that you cannot access. Even though there is a hole in the wall, you cannot throw a **Teleporter Pyramid** through. Instead you need to push the button on the wall (383, 265) and then head back up to the ground floor. The button will cause another hatch to appear on the ground floor of the tavern. Head to the room behind the bar disk, and you will find a hatch beside the bed (58, 151). Enter it to get access to the rest of the cellar. Now you can have all the beer and wine you ever wanted.



The Road Less Travelled (Luculla Task)

When going to the Luculla Mines, there is another option than following the main road. This path has a lot of traps that need to be dealt with in order to travel safely. The entrance (212, 163) to the path is blocked by a palisade, but it can be destroyed as shown on the picture below.



There are quite a few mines along the path uphill to the next palisade. You can take them out as you discover them or just move around them. Behind the second palisade you will see a huge poison cloud. You need to cover up all the five vents to remove the poison cloud, as shown in the picture to the left. Now the area is safe to pass.

Continue over the bridge and towards the next palisade. A lot of poison bolts are being shot across the area behind the palisade, making it dangerous to cross. Stand on the pressure plate marked with a green circle in the picture to the right to make them stop. In fact you can stand on any of the pressure plates, and you only need to stand on one of them. Now you can cross the area and pull the lever (135, 156) behind the totems to disable the trap.



The Travelling Salesman (Luculla Task)

On the road leading north of Silverglen after crossing two bridges, just before you enter the desert (55, 196), you will meet **Kadraskaz** and **Ralfie**. They are travelling towards Silverglen. You can interrupt them and talk to both of them if you like. Notice that you need the 'Pet Pal' talent in order to talk to **Ralfie**.

S1 - Spider Queen Secret	Miscellaneous	CIR	XP
O - Talk to Kadraskaz about spiders		Possibly	
1a - Get the information for free		Win	4500
1b - Get no information		Lose	
1c - Buy the information	-1300 gold		
Total XP			4500

Talk to Kadraskaz about spiders

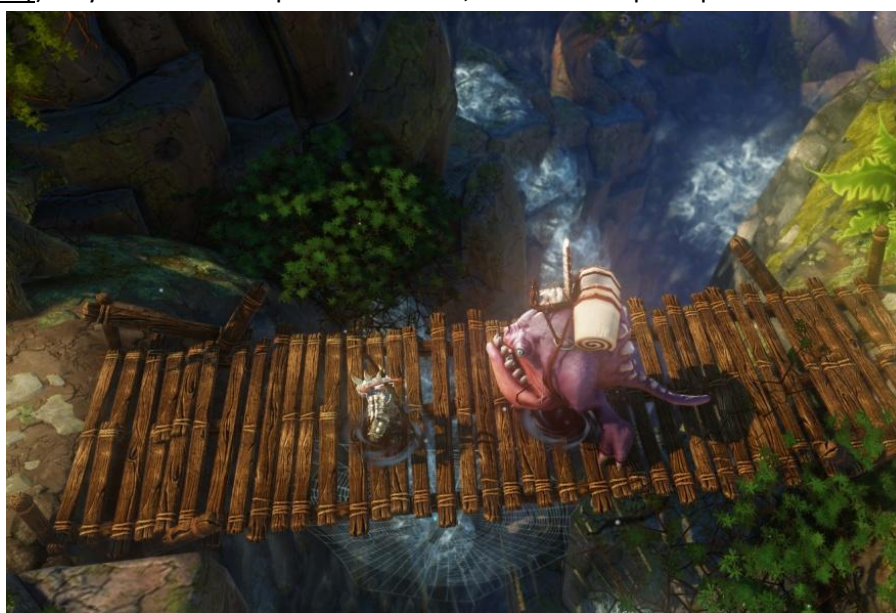
When talking to **Kadraskaz** you can talk to him about the spiders that live in the desert. You can either buy the information from him, or you can try to convince him to give it to you for free. If you lose the CIR, you will miss out of the information. If you win the CIR or you give him money, he will tell you that the **Spider Queen** likes sweet-talk. You may want to check up on his goods while you talk to him, as he often has some nice items for sale.



S1 - The Fate of Kadraskaz	Miscellaneous	CIR	XP
O - Talk to Ralfie			
1d - Let Kadraskaz live	<u>Blunt</u> / Considerate		
1e - Kill Kadraskaz	Blunt / <u>Considerate</u>		9000
Total XP			9000

Talk to Ralfie

Talk to **Ralfie** to learn that he is being mistreated by his master. He wants you to kill **Kadraskaz**. If you decide to kill **Kadraskaz**, **Ralfie** will tell you that the totem in the middle of the goblin village can be used to give them orders (for details, see the task [Goblin Village \(Luculla Task\)](#)). If you decide to spare **Kadraskaz**, he will set up shop in Silverglen at the wagon (85, 81) right outside the smithy. **Ralfie** might meet **Alfie** there, and if he does it is love at first sight.



Treasure Hunting with Thuringer (Luculla Task)

To start this task you first need to complete the quest [Fun with Fungi \(Luculla\)](#) to remove the barrier around the Witch's Cabin. Then you need to enter the cabin and the mirror you find inside.

S1 - Treasure Hunt	Miscellaneous	CIR	XP
M - Find the book			
M - Save Thuringer			7860
M - Treasure hunting			
Total XP			7860

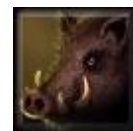
Find the book

When you are searching the second part of the Witch's Cabin, you will come across a **Tattered Diary** locked inside a cabinet (728, 310). Pick it up and read it to learn about the treasure hidden in the grotto.



Save Thuringer

Complete the task [Enter the Witch's Grotto \(Luculla Task\)](#) to enter the grotto. Follow the path leading north until you come across a camp (650, 400) where three immaculates are fighting the boar, **Thuringer**. Hurry to join the battle before **Thuringer** dies. After the battle **Thuringer** will address you, but you will only understand him if you have the 'Pet Pal' talent.



Treasure hunting

When you talk to him you can ask him about the chest hidden by the **White Witch**. He will ask you if you want him to show you the location of the treasure and start running towards it if you say so. When he stops he will tell you that this is the spot if you have not already dug up the treasure buried there. You can order him to run left or right to get to the next location.



He will lead you to four areas where there are some mushrooms buried. If you dig it up when he is around, he will eat them. The closer you get to the location of the real chest, the more mushrooms you will dig up. **Thuringer** will eventually lead you to the real chest (754, 372) of the **White Witch**. Notice that if you have already dug it up, **Thuringer** will not offer to show you any treasure locations; he will run nowhere.

A Dark Matter (Hiberheim)

Spread around Hiberheim you will find three groups of Immaculates. Talk to one of the unnamed Immaculates and ask him/her about what they are doing here to start this quest. For more information about the three groups, see the tasks [Beth's Goods \(Hiberheim Task\)](#), [Fabrizio's Knowledge \(Hiberheim Task\)](#), and [Hilda's Pet \(Hiberheim Task\)](#).

S1 - The first Info about the Void	Miscellaneous	CIR	XP
O - A big Blood Stone			
M - Talk to The Conduit			13200
Total XP			13200

A big Blood Stone

To finish this step, do the step 'Pump Fabrizio for information' of the quest [Fabrizio's Knowledge \(Hiberheim Task\)](#).

Talk to The Conduit

Go to the Elemental Forge (355, 480). When you get close enough you will see **The Conduit** and a big **Blood Stone** on the altar in front of the Elemental Forge. **The Conduit** will start talking to you. After the talk you will have to fight four Enlightened Initiates, turned into demons by the **Blood Stone**. **The Conduit** will grab the **Blood Stone** and leave. Once the battle is over, pick up the **Orders** dropped by one of the killed demons. It is needed in the quest [Eternal Winter \(Hiberheim\)](#).



Eternal Winter (Hiberheim)

Before you end the conversation with **Almina** (for details, see the step 'Talk to Almina' of the quest The Lady in the Lake (Rivellon)), talk to her about Hiberheim. She will tell you that the elements are not in balance and this quest will be started.



S1 - Restore the Three other Seasons	Miscellaneous	CIR	XP
O - King Boreas is responsible			
O - The Elemental Staff			1980
O - Save Hopper			4320
O - Get to the front door			17550
O - Get the password			
M - Get into the castle			2340
M - Talk to King Boreas			11700
M - Talk to the Elemental Staff			
M - Melt the staff			4680
Total XP			42570

King Boreas is responsible

There are a lot of people and creatures you can talk to in order to learn that **King Boreas** is responsible for the tumults in Hiberheim. You can for instance ask any of the unnamed Immaculates about Hiberheim and then about **King Boreas** to learn this information.

The Elemental Staff

To finish this step, do the step 'Pump Fabrizio for information' of the quest Fabrizio's Knowledge (Hiberheim Task).

Save Hopper

South of the 'Hiberheim Castle' Portal there is a plateau (350, 190) where you can see a



snowman chasing a rabbit. Quite understandable actually, since the rabbit **Hopper** stole his nose. You can save **Hopper** if you like by killing the snowman. After the battle **Hopper** will thank you and you can talk to him if you have the 'Pet Pal' talent. You can get a lot of information from the rabbit, but the most useful is a way to enter the castle. Ask him about it and he will show you a place where you can hop into the castle. Once there you can use your **Teleporter Pyramids** to jump from plateau to plateau until you reach the plateau that leads you to the back entrance of the castle (280, 122). Notice that it is the Strength of the hero/companion that determines how far you can throw the **Teleporter Pyramid**.



Get to the front door

The other way to enter the castle is through the front door (286, 230). The bridge is guarded by four Watchful Sentinels. You can use an invisibility potion to move to the barrier on the other side of the bridge if you don't want to be detected. You can also destroy them as specified in the step 'Get past the Watchful Sentinel' of the task Ambushed (Hiberheim Task). Lastly, you can just walk up to the bridge, be detected and kill the summoned guards. You have to fight 3 ice elementals twice. Ice elementals are a good source for water essence which is another reason to fight your way through the bridge. It is the XP for this brute force solution that is listed in the table above.

Get the password

Go to the front door (286, 230) of the castle and talk to the barrier, then use the password found on the **Orders**. Once the barrier is down, you don't need the **Orders** anymore. For details of how to acquire the **Orders**, see the step 'Talk to The Conduit' of the quest [A Dark Matter \(Hiberheim\)](#).

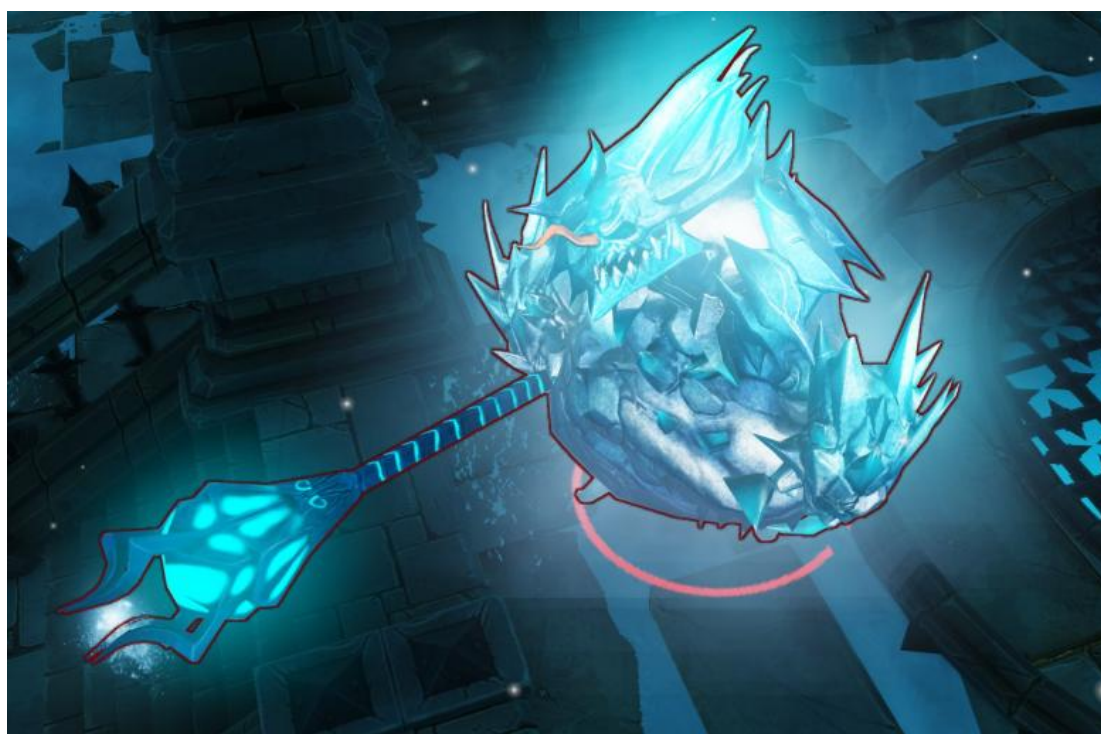


Get into the castle

To enter the castle you must either perform the step 'Save Hopper' or you must perform the two steps 'Get to the front door' and 'Get the password'. You can do all three of them if you like, but you cannot skip them all, so these three steps are not entirely optional.

Talk to King Boreas

You will find **King Boreas** in the middle of the castle (258, 226). Talk to him and he will reveal that he has captured the other three elements in his **Elemental Staff**. As expected this is a situation that cannot be solved by a good conversation: To battle!



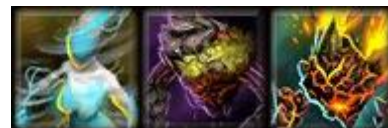
Talk to the Elemental Staff

After the battle you will find the **Elemental Staff** on the ground. Pick it up to start a conversation with it. You will learn that the three other elements are captured within it and that the only way to break them free is to destroy the staff in the Elemental Forge.



Melt the staff

Take the **Elemental Staff** to the Elemental Forge (355, 480) and use the staff on the Elemental Forge to free the three elements captured within it. This will result in the release of the three elements **Lurrean**, **Sua**, and **Tximista**. **Sua** will thank you and inform you that if you ever need assistance in this dimension you should come back and talk to him personally. Notice that the three of them may have some useful goods, so trade with them to check it out.



The Captives in the Crystals (Hiberheim)

There are three convicts imprisoned in ice crystals that you may run into in Hiberheim. You need to find them all and process them in order to complete this quest. This quest consists of three separate sub quests that can be done in any order. For each sub quest there are one or two tables, followed by descriptions of those steps.

S1 - Free Arroka	Miscellaneous	CIR	XP
M - Destroy Arroka's Prison			
M - Take Arroka's side	Righteous / Renegade		5940
M - Talk to Arroka		Yes	
1a - Get information of the prison hatch		Win	3300
1b - Get no information		Lose	
		Total XP	9240

S2 - Kill Arroka	Miscellaneous	CIR	XP
M - Destroy Arroka's Prison			
M - Oppose Arroka	Righteous / Renegade		2830
		Total XP	2830

Destroy Arroka's Prison

The ice crystals that **Arroka** is imprisoned in (439, 105) are located directly south of the 'Hiberheim Forest' Portal. To free him, just break the ice crystal. When you do three **Snow Wardens** will show up and start talking to you.



Take Arroka's side

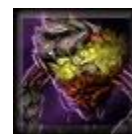
If you decide to defend **Arroka**, the three **Snow Wardens** will turn hostile and you have to fight them. Afterward, you can talk to **Arroka**.

Oppose Arroka

If you decide to oppose **Arroka**, the three **Snow Wardens** will try to undo your mistake of freeing **Arroka** by killing him, thus starting a battle against **Arroka**. This solution might not be so bad since the loot you get from killing **Arroka** tends to be very good.

Talk to Arroka

Immediately after the battle is over, **Arroka** will address you. When you are done talking to him he will take his leave, so make sure you ask him about everything you like before you let him go. If you ask him about Hiberheim he will tell you that **King Boreas** is the one responsible for the eternal winter. This will add an entry to the quest Eternal Winter (Hiberheim). You can also ask him about the **White Witch** and he will tell you that she has been taken to the prison fortress. This will also give you a chance to get him to tell you about the prison. If you win the CIR he will tell you about a tunnel leading to the prison, but if you lose the CIR he will tell you nothing. Note that you can find the entry to the tunnel without getting the information from **Arroka**. Asking about the **White Witch** and the prison will each add an entry to the quest Find the Witch! (Rivellon).



S1 - Free Antzigar	Miscellaneous	CIR	XP
M - Destroy Antzigar's Prison			
M - Take Antzigar's side	<u>Forgiving</u> / Vindictive		5940
Total XP			5940

S2 - Kill Antzigar	Miscellaneous	CIR	XP
M - Destroy Antzigar's Prison			
M - Oppose Antzigar	Forgiving / <u>Vindictive</u>		2830
Total XP			2830

Destroy Antzigar's Prison

The ice crystals that **Antzigar** is imprisoned in (321, 260) are located northeast of the 'Hiberheim Castle' Portal. To free him, just break the ice crystal. When you do three **Snow Wardens** will show up and start talking to you.



Take Antzigar's side

If you decide to defend **Antzigar**, the three **Snow Wardens** will turn hostile and you have to fight them. Afterward, **Antzigar** will talk to you. Ask him about the king's treasure room and he will tell you how to get your hands on the **Winter Ring**. He also tells you that you need the **Royal Guard Talisman** to do so. For details on how to get the **Royal Guard Talisman**, see the step 'Open the chest' of the task The Fortress (Hiberheim Task), and for details on how to get the **Winter Ring**, see the step 'Star Stone & Winter Ring' of the task Royal Treasures (Hiberheim Task).



Oppose Antzigar

If you decide to oppose **Antzigar**, the three **Snow Wardens** will try to undo your mistake of freeing **Antzigar** by killing him, thus starting a battle against **Antzigar**. This solution might not be so bad since the loot you get from killing **Antzigar** tends to be very good.

S1 - Free Haizea	Miscellaneous	CIR	XP
M - Destroy Haizea's Prison			3960
M - Talk to Haizea			
1a - Agree to let Haizea go free	Altruistic / <u>Egotistical</u>		
1b - Refuse to let Haizea go	<u>Altruistic</u> / Egotistical		3300
Total XP			7260

Destroy Haizea's Prison

The ice crystals that **Haizea** is imprisoned in (439, 212) are located directly south of the fortress where **William McWishing Well** is located. To free him, just break the ice crystal. When you do two **Snow Wardens** will show up and attack you.



Talk to Haizea

After the battle, **Haizea** will start talking to you. He will give you a lot of information, but it will become quite clear he is not a nice guy. You can ask him about the **White Witch** to learn that there is a tunnel to the prison. An entry will be added to the quest Find the Witch! (Rivellon). If you ask him about the prison he says he will tell you all he knows about it if you show him the **Cultist Spell**. You have to decide upon whether or not to let him loose on the world. If you let him go, he will leave if you have the **Cultist Spell** in your inventory. If not, he will ask you to show it to him. If you refuse to let him go he will fight you.



Ambushed (Hiberheim Task)

Take a look at the picture below. Doesn't that place just scream ambush? There is a treasure chest as bait, a few mines spread out on the way up to make retreat much harder, and the place looks way too pretty. The only thing missing is you walking into that carefully planned ambush. Can you resist the urge to open the treasure chest even if you know you are walking into an ambush?



S1 - I Want that Treasure	Miscellaneous	CIR	XP
M - Get past the Watchful Sentinel			
M - Open the chest			14455
Total XP			14455

Get past the Watchful Sentinel

You will soon encounter the first of many Watchful Sentinels stationed in Hiberheim. This one is just west of the double stairs that separates the snowy part from the temperate part (350, 19). These statues are Invulnerable and cannot be harmed as long as they are Invulnerable. Once you have completed the quest [Investigating the Mines \(Luculla\)](#) you will be able to remove the Invulnerable state not only from Death Knights, but from the Watchful Sentinels as well. Then you can destroy them easily enough. Until that, however, you need to deploy other methods of circumventing them. In this case keeping the pressure plate marked by a green ellipse down will stop the bombardment of icicles. There are a couple of wooden crates nearby that you can use.



Open the chest

Once past the Watchful Sentinel head up the hill. Be careful not to step on any of the mines. You just had to open that chest, didn't you? I hope what you find is worth it. An ambush? Here? No it cannot be! Notice that you only get XP for the ones you kill yourself. The XP listed in the table is for killing all of them.

Beth's Goods (Hiberheim Task)

Just southeast of the 'Hiberheim Castle' Portal there is a group of stranded immaculates (328, 199). **Beth** will address you when you get close enough.

S1 - Get Permission to Trade	Miscellaneous	CIR	XP
M - Talk to Beth		Yes	
M - Convinced Beth		Win	4125
O - Ask for permission to trade		Yes	
1a - Get permission to trade		Win	2360
1b - Fight Beth & Co		Lose	18390
Total XP			6485

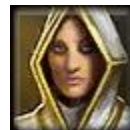
S2 - Whoops	Miscellaneous	CIR	XP
M - Talk to Beth		Yes	
M - Fight Beth & Co		Lose	18390
Total XP			18390

Talk to Beth

You need to convince **Beth** you have a very good reason to be here. If you succeed you can continue to talk to her. If you lose you have to fight them.

Ask for permission to trade

When you are talking to **Beth** you can ask her about their supplies and tell her that you are willing to buy if she is willing to sell. If you lose the CIR mini game you have to fight them. If you win, however, you will be able to trade with **Elisa**. The XP listed in the upper table is for the civilized outcome where nobody kills each other. If you like you can always kill them for the XP later.



Enter the Winter Domain (Hiberheim Task)

When you walk up the double stairs that separates the snowy part from the temperate part of Hiberheim, you will notice that the path is blocked by a set of stone pillars (378, 61).

S1 - Get Past the Gate	Miscellaneous	CIR	XP
M - Open the gate			
O - Make it stay open			21535
Total XP			21535

Open the gate

To the east you will see a dead alley heading up a hill, but being blocked by a few barrels and wooden crates. Be careful what you do here. Notice the oil barrel? If you remove the barrel marked with a red ellipse, you will trigger a trap, made much worse by the oil barrel that will explode and expand the burning area. As long as you do not move the barrel marked with red you are safe. At the top of the hill there is a pressure plate (391, 47) that you need to keep down in order to remove the stone pillars. In this case a barrel or a wooden create is not heavy enough to push it down, but the oil barrel will work.



Make it stay open

On the other side of the gate you will find a lever (375, 68) that you can activate. If you do the gate will stay open permanently, but you will have to fight some mechanical guards if you enter the temperate side of the gate again. If you placed something heavy on the pressure plate, this step is not necessary. The XP displayed in the table is for killing all of the enemy units yourself. Notice that you do not get any XP for units that manage to blow up themselves.

Fabrizio's Knowledge (Hiberheim Task)

A bit northwest of the 'Hiberheim Forest' Portal, there is a camp (353, 131) with four Immaculates and a couple of tamed wolves. **Fabrizio** will address you when you get close enough.

S1 - Get Fabrizio to Talk	Miscellaneous	CIR	XP
M - Talk to Fabrizio		Yes	
M - Convinced Fabrizio		Win	4125
O - Pump Fabrizio for information		Yes	
1a - Fabrizio blurts it all out		Win	2360
1b - Fight Fabrizio & Co		Lose	17680
		Total XP	6485

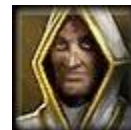
S2 - Whoops	Miscellaneous	CIR	XP
M - Talk to Fabrizio		Yes	
M - Fight Fabrizio & Co		Lose	17680
		Total XP	17680

Talk to Fabrizio

You need to convince **Fabrizio** that you are not a threat to them. If you succeed you can continue to talk to him. If you lose you have to fight them.

Pump Fabrizio for information

Talk to **Fabrizio** about high-level information to start the CIR. Ask him what they are doing in Hiberheim to get more information than the regular immaculates will give you. He will tell you that the immaculates are here to create a big **Blood Stone**. This will add an entry to the quest [A Dark Matter \(Hiberheim\)](#). Furthermore, you can ask him about the Elemental Forge and he will tell you that **King Boreas** had the imps create him an **Elemental Staff**. This will add an entry to the quest [Eternal Winter \(Hiberheim\)](#). The XP listed in the upper table is for the civilized outcome where nobody kills each other. If you like you can always kill them for the XP later.



Hilda's Pet (Hiberheim Task)

Just northeast of the 'Hiberheim Forest' Portal, you will see a couple of Immaculates and a Shambling Mound (416, 146). The two Immaculates, **Hilda** and an Immaculate Enchanter, are quarreling. When you come close **Hilda** addresses you.



S1 - Get Hilda to talk about her Wand	Miscellaneous	CIR	XP
M - Talk to Hilda		Yes	
M - Convinced Hilda		Win	4125
O - Ask about the Shambling Mound		Yes	
1a - Convince Hilda to tell you		Win	2360
1b - Fight Hilda & Co		Lose	9900
		Total XP	6485

S2 - Whoops	Miscellaneous	CIR	XP
M - Talk to Hilda		Yes	
M - Fight Hilda & Co		Lose	9900
		Total XP	9900

Talk to Hilda

You need to convince **Hilda** that you do not want to fight her trio. If you succeed you can continue to talk to her. If you lose you have to fight them.

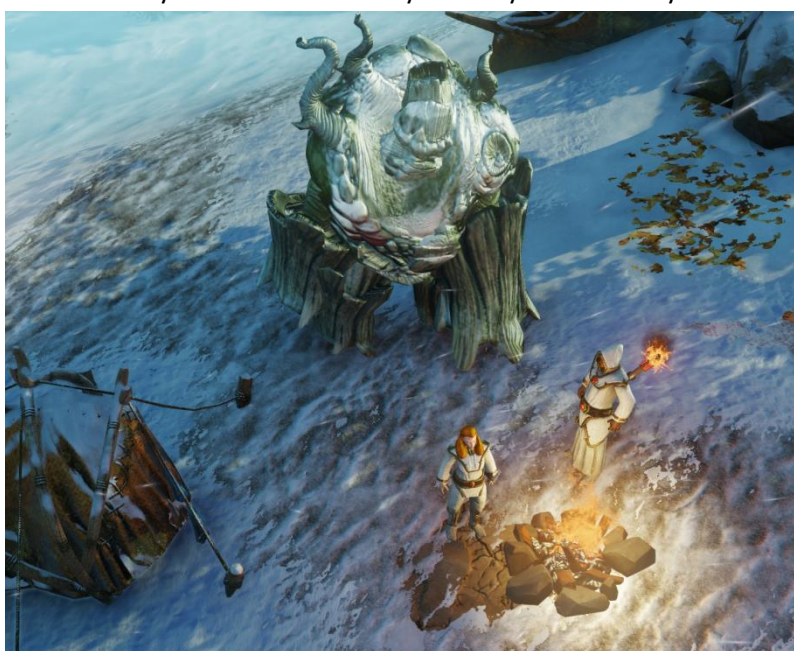
Ask about the Shambling Mound

When talking to **Hilda** you can ask her to tell you about how she managed to tame the Shambling Mound. If you win the CIR she will tell you that the **Shambling Oak Death Wand** can kill a Shambling Mound outright, that it is created by combining tenebrium ore with a branch and that it only works once but will kill any Shambling Mound within range. If you lose the CIR you will have to fight them. After the conversation is over and if everybody is still friendly, the trio moves to the nearby campfire (397, 157) and continue their quarrel. The XP listed in the upper table is for the civilized outcome where nobody kills each other. If you like you can always kill them for the XP later.



Fight Hilda & Co

If you kill **Hilda** the Shambling Mound is freed and turns hostile towards anybody, even the Immaculate Enchanter. Notice that the **Shambling Oak Death Wand** dropped by **Hilda** contains tenebrium and will give you the Rot if you do not have the Tenebrium ability. Even the **Blood Stone Cage**, if you have it, will not help you in this case.



Royal Treasures (Hiberheim Task)

It is time to loot the castle once you have killed **King Boreas** (see the quest [Eternal Winter \(Hiberheim\)](#) for details).

S1 - Looting the Castle	Miscellaneous	CIR	XP
M - Get through the barrier			
M - Get into the treasure room			
M - Star Stone & Winter Ring			5000
O - Stone chest with runes			
Total XP			5000

Get through the barrier

The door to the northwest of the throne room is blocked by a force shield (230, 229). To open it you need to talk to one of the statues along the wall of the throne room. The statue is located behind the Blooming Sentinel as shown on the picture to the right (241, 254). The statue will ask you for the name of the earthen brother of **King Boreas**. The correct answer is **Lurrean**, one of the elements trapped in the **Elemental Staff**. Notice that a wrong answer will most likely be fatal.



Get into the treasure room

To get into the treasure room you need to get to the doorway (165, 230) at the end of the corridor without being detected by the Watchful Sentinels. If you are detected, the gate will close blocking your way. There is at least three ways to get through the doorway. The first is to use brute force and destroy the Watchful Sentinels; see the step 'Get past the Watchful Sentinel' of the task [Ambushed \(Hiberheim Task\)](#) for details. The second approach is to become invisible and move through the doorway. Notice that you will stop being invisible if you take any

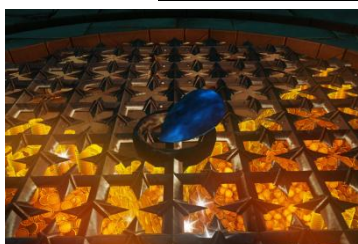


damage so make sure you do not get too close to the burning rocks falling from the sky at regular intervals. The third method is to deactivate the sentinels using the hidden switch located to the north of the beginning of the corridor. Notice that you need Perception to detect it and that it is quite hard to get it to light up, something that is necessary to be able to use it. Try to zoom in and rotation the camera if it will not lit up. Also there is a poison cloud vent in the middle of the two bombardment areas. If you are detected, poison will emit from it and

there will be a big explosion. To avoid that, use a washing tub and place it on the vent as shown in the picture above.

Star Stone & Winter Ring

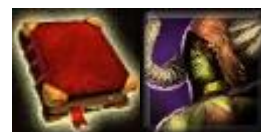
In the middle of the treasure room (107, 227) there is a grating over a pile of gold. In the center of the grating there is a **Star Stone** that you will drain once you come close enough. This will unlock a new room in Homestead that you should check out. For details, see the task [Star Stones \(Homestead Task\)](#). Furthermore, this is the exact spot you need to be in to



get your hands on the **Winter Ring**. Just stand where the drained **Star Stone**, now an **Inert Stone**, lies, equip the **Royal Guard Talisman**, and wait for about 10 seconds. Remember that **Antzigar** told you to be patient. Eventually the **Royal Guard Talisman** will disappear and the **Winter Ring** will appear in your inventory. For details on how to get the **Royal Guard Talisman**, see the step 'Open the chest' of the task [The Fortress \(Hiberheim Task\)](#).

Stone chest with runes

Back in Cyseal, when you talked to the librarian **Victoria**, you remembered to trade with her, right? You also noticed the unique book, **Forgotten Language of Faery** she had for sale and bought it in case it would come in handy later, right? Good! Now is the time to use it. Make sure you have it in your inventory when you interact with the stone chest that is covered with runes (74, 230). This will give you an option of translating the runes which will in turn open the stone chest. The book, **Forgotten Language of Faery**, is not needed anymore once the stone chest is opened.



The Fortress (Hiberheim Task)

Northeast of the 'Hiberheim Forest' Portal there is a fortress guarded by a Shambling Mound. You can fight the guardian normally or use a **Shambling Oak Death Wand** to kill it swiftly. With that taken care of you can head up the main stairs (430, 230).

S1 - Open the Chest	Miscellaneous	CIR	XP
M - Pass the lava vent			
M - Open the chest			
1a - Break it open			
1b - Deactivate the sentinels			
Total XP			0

Pass the lava vent

After the first flight of stairs you will come across a platform with a lava vent. The easiest way to pass it is to select the line formation and just walk in a straight line up the next flight of stairs. The vent will not spew out any lava if you do not activate any of the pressure plates. If you walk over one, however, the entrance will be blocked by lava. To make the lava go away you need to activate all four of the pressure plates at the same time. The last pressure plate has been covered by snow and can be dug up (green circle in the left picture below). Since you need one hero/companion to head up the stairs, you can put a chest on one of the pressure plates. Note that you need something heavy to activate them (a chest with a weight of 50 works). There are a couple of chests east of the fortress that you can use (just break the ice crystals to get to them). You can also ignore the pressure plate entirely and just throw a **Teleporter Pyramid** on the other side of the lava. To open the door at the top of the stairs, use the lever hidden in the bush (shown with a green circle on the right picture). This will actually also open the two other doors and deactivate the lava vent.



Open the chest

Once inside the fortress, you will see a well (410, 274) and a locked chest (398, 269). For more information about the well, see the quest [The Wishing Brother \(Rivellon\)](#). The chest cannot be picked open, but it is quite fragile and can be broken to pieces, making this the easiest method of getting to its contents. To unlock the chest you need to deactivate the four sentinels. At some point in the game you will be able to break them by force (for details, see the step 'Get past the Watchful Sentinel' of the task [Ambushed \(Hiberheim Task\)](#)) thus deactivating them. That is not the only way, though. You can also deactivate them by stepping on the four pressure plates located in the two wings of the fortress. The pressure plates must be activated in the following order: NE, NW, SE, and SW. Also, you must make sure not to be spotted by the Watchful Sentinels so use sneak. Inside the chest you will find the **Royal Guard Talisman**. Save it for later as it is needed in the task [Royal Treasures \(Hiberheim Task\)](#).

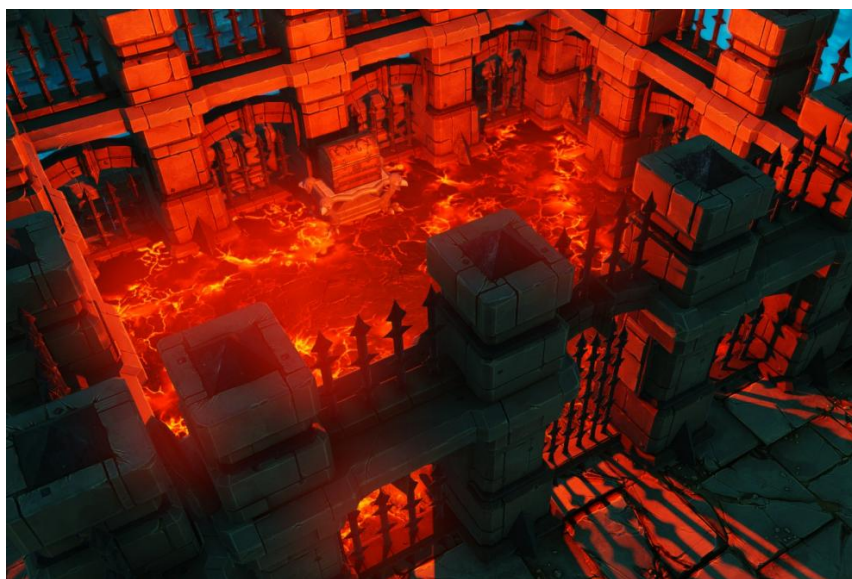


Walking on Lava (Hiberheim Task)

One of the walls to the southwest of the castle is covered with lava (250, 150) and there is a portal at the far end of it. The easiest way to cross it is to make one of your heroes/companions able to walk on lava. In order to do that, you need a fire resistance of at least 120%. A fire resistance of 100% gives you immunity to fire. If you start burning, however, you suffer a -20% fire resistance, which is why you need at least 120%. Also, notice that if the blizzard is still active you will be Freezing, which will give you a +10% fire resistance. When you start moving on lava you will not be Freezing anymore, so remember to compensate for it. In other words you need a fire resistance of 130% before you start the walk on lava. You can achieve this by equipping items to get the fire resistance up to 80%, and then drink a Large Fire Resistance Potion to boost it with +50%. When you do this you should see a fire resistance of 130% (140% if you are Freezing because of the blizzard) on your hero/companion. Now it is safe to walk on the lava to the portal. I suggest you enter the portal before you use the **Teleporter Pyramids** to bring along the rest of your party.



Once there you will see a dead imp by some crates and a barrel, a chest in a corner, and a Watchful Sentinel upstairs. There are at least three solutions to get to the chest and the dead imp. The first one is to destroy the Watchful Sentinel (see the step 'Get past the Watchful Sentinel' of the task Ambushed (Hiberheim Task) for details). The second is to become invisible and just walk to the imp and the chest. The third one is to walk up the stairs and then move along the edge of the wall to the chest. You will not be detected until you open the chest. Then use the **Teleporter Pyramids** to jump



to a safe area around the dead imp, loot the crates and the barrel before you use them again to get to safety.

On the other side of the room there is a chest (80, 28) behind bars in a cell filled with lava. There is no way to open the door, but you can throw a **Teleporter Pyramid** through. Combined with the method mentioned above for how to walk on lava, you should be able to jump in, loot the chest, and jump out again.

Bellegar's Barrels (Dark Forest)

Southeast of the Temple of the Dead there are three barrels (153, 169). When you come close enough **Bellegar** will start talking and then disappear, thus starting this quest. He warns you that you can only select one item in the three barrels. Notice that you must have completed the quest The Talking Statues (Cyseal) in order to get access to this one.



S1 - Choose Wisely	Miscellaneous	CIR	XP
M - Pick an item			6560
Total XP			6560

Pick an item

Open one barrel at a time and study its contents. Once you know what you want take it from the barrel. Notice that you will not get everything in a barrel by using the pick all button, only the first item.



Distill My Heart (Dark Forest)

Hershel is working as a bartender in the Orcish Tavern (407, 87). Talk to him about whiskey to start this quest. He will tell you that he is running low and that he is retrieving more from Glen's House.



S1 - I'll Rather Fight a Drunken Orc	Miscellaneous	CIR	XP
O - Read a book on whiskey			
M - Make some spirit			4080
M - Turn the spirit into whiskey			4080
M - Deliver the whiskey			8160
Total XP			16320

Read a book on whiskey

Take the hint offered by **Hershel** and head over to the cellar of Glen's House. Pick up the book **The Art of Whisky** lying on the table (19, 433) and read it. This will describe what you need to do to create your own most excellent single-malt whiskey.



Make some spirit

Follow the instructions in **The Art of Whisky** step by step. The first step is to pick some barley. Go to the outskirts of Hunter's Edge and pick a **Sack of Barley** from the barley growing there (252, 28). Go back into the village and enter the Mill. Drag the **Sack of Barley** over the mill (272, 72) to get a **Sack of Grist**. The next thing you need to do is to mix it with water. Use a 'Bucket with Water' and mix it with the **Sack of Grist** to create the **Wort**. You get a 'Bucket with Water' by using a 'Bucket' on a well, for instance the well (285, 78) outside the mill. Once that is done, head back to the cellar of Glen's House. Inside there is a Pot Sill (20, 431) that you can use to increase the alcoholic content. Drag the **Wort** over the Pot Sill to create a bucket of **Spirit**.



Turn the spirit into whiskey

Notice the comments of your heroes when you created the **Spirit**. Who indeed if not **Zixzax**. Go to Homestead and talk to him about the whiskey. As usual you need to have the **Spirit** in your inventory for this to work. He will come back drunk and give you the **30-year old Whisky**.



Deliver the whiskey

Return to the Orcish Tavern and talk to **Hershel** and give him the **30-year old Whisky**. From now on all the orcs stationed at the Orcish Tavern will be permanently drunk and much easier to fight.



Follow the Wizard (Dark Forest)

To start this quest you must have completed the quest Closing the Rift (Luculla). Go to Hiberheim and talk to **Icara** about what to do next, and then about the wizard. She will give you a ring called **Icara's Blessing**. It will identify you as her ally.



S1 - Zandalor	Miscellaneous	CIR	XP
O - Talk to the hidden family			4080
M - Enter the phantom forest			4080
O - Talk to Greal			4590
O - Talk to the deer			
O - Talk to Shearah			
M - Get the Magic Rune Stone			
M - Enter the Source Temple			
M - Move along	Spiritual / Materialistic		
M - Talk to Zandalor	Pragmatic / Romantic		57000
Total XP			69750

Talk to the hidden family

Perform the step 'Talk to the family' of the quest The Hunt in Hunter's Edge (Dark Forest) to complete this step. Notice that you do not get the XP listed in the table if you kill the family.

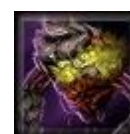
Enter the phantom forest

Go to the entrance to the Phantom Forest, the entrance being a log filled with poison (82, 70). Give the **Phantom Protection Amulet** to one of your heroes/companions and let the rest of the party wait in safety. You do not need to equip the **Phantom Protection Amulet**; it is enough to have it in your inventory. Move through the area covered by the deadly poison cloud and when you have cleared the area, you can teleport the rest of your party to the Phantom Forest.



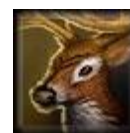
Talk to Greal

Just north of the waterfall you can find an earth elemental called **Greal** (169,104). Talk to him and ask him about his mentor to learn that **Shearah** has been captured by **Balberith**.



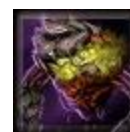
Talk to the deer

East of the 'Phantom Forest Swamp' Portal there is a **Deer** standing still in a clearing (312, 235). Talk to it to learn that you only strengthen **Balberith** if you kill the creatures in the swamp. The **Deer** also tells you that he is located in the Abandoned Shack. Try to get to the Abandoned Shack without killing too many creatures on your way.



Talk to Shearah

Enter the cellar of the Abandoned Shack. **Shearah** is imprisoned in a cell in the middle of the room. Talk to her to learn that **Balberith** has taken the **Magic Rune Stone** from her. She also tells you how to circumvent the trial in the Source Temple.



Get the Magic Rune Stone

To get the **Magic Rune Stone** you need to kill **Balberith** and pick it up or perform an errand for him. See the quest [The King's Dark Deal \(Dark Forest\)](#) for details. Notice that this is a quest dedicated to **Jahan**, but the individual steps can be taken without him in your party, and the information there is still relevant for how to get the **Magic Rune Stone**.



Enter the Source Temple

Go to the entrance of the Source Temple (212, 286) and make sure that you have the **Magic Rune Stone** in your inventory. Use the door one time to insert the **Magic Rune Stone** and another time to enter. Notice that this step starts the quest [Inside the Source Temple \(Dark Forest\)](#).

Move along

You need to complete the quest [Inside the Source Temple \(Dark Forest\)](#) before this step can be done. Move through the doorway that was just revealed by the moving book shelf as you completed the ritual. At the end of the path you will come to a flight of stairs leading upwards. **Zandalor** is lying on the ground on the top of the stairway. When you come close enough there is an outburst of energy and **Zandalor** stands up completely healed. Apparently **Zandalor's** amulet was made of **Star Stone**.



Talk to Zandalor

Talk to **Zandalor** to learn that there is another portal to the First Garden in Homestead. This will end the quest.



For Whom the Troll Tolls (Dark Forest)

When you get close to the bridge (120, 45) southeast of the 'Phantom Forest' Portal, you will come across a troll called **Rumble** quarreling with a **Slave Master** and his group.



S1 - Troll Toll Trouble	Miscellaneous	CIR	XP
M - Talk to Rumble and the Slave Master			
1a - Pay for all	<u>Spiritual</u> / Materialistic -800 gold		5100
1b - Let them sort it out	Spiritual / <u>Materialistic</u>		22100
Total XP			22100

Talk to Rumble and the Slave Master

Move closer to take part in the conversation. You can decide to pay for all present and end the quest peacefully. The **Slave Master** will give you an **Enlightened Amulet**. Alternatively, you can let them sort it out among themselves. The result will be fight where everyone (except the three slaves) becomes hostile to you. The three slaves run off to freedom. After the battle, you can pick up an **Enlightened Amulet** dropped by the **Slave Master**.



Infiltrating Hunter's Edge (Dark Forest)

When you enter the outskirts of Hunter's Edge you will see **Hortun** searching through a pile of corpses (251, 48) for goods to sell. He will address you when you come close enough, thus starting this quest. Check out his goods, he normally has an excellent selection of legendary items.



S1 - Enter Hunter's Edge	Miscellaneous	CIR	XP
M - Get through the gate		Possibly	
1a - Show the Enlightened Amulet			
1b - Persuasion succeeded		Win	8160
1c - Persuasion failed		Lose	15300
1d - I am a Source Hunter			15300
M - Enter the gate			4535
		Total XP	12695

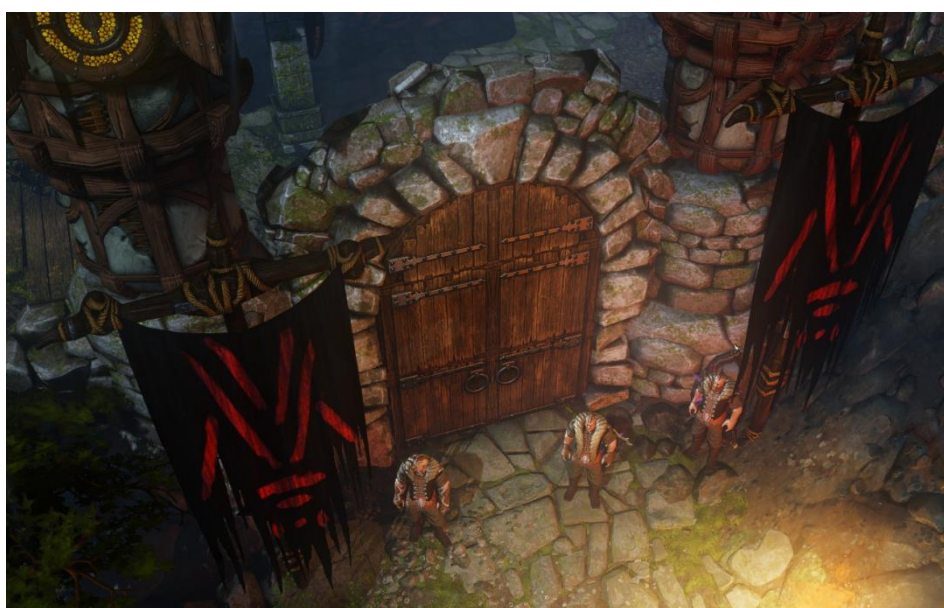
Get through the gate

When you get close to the gate (283, 50) to Hunter's Edge, a **Mountain Warrior** will ask you to identify yourself. You have three approaches to get the gate opened, although some of them may be more violent than others. The first approach is to have an **Enlightened Amulet** in your inventory when you talk to the **Mountain Warrior**. This will allow you to show it to him and he will open the gate for you. No risk, no mess, and no XP. The second approach is to successfully convince him to let you in by winning the CIR mini game. As a result the gate will be opened. The third approach is to say that you are a Source Hunter come to cleanse this place, which will result in a battle. Losing the CIR mini game will achieve the same thing, a battle. After the battle, you will find the key to the gate on the ground. The total XP in the table is for the peaceful approach by winning the CIR mini game. If you want even more XP you can close the gate to prevent any witnesses and then kill the three guards.



Enter the gate

Enter the gate to finish the quest.



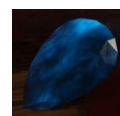
Inside the Source Temple (Dark Forest)

This quest starts once you enter the Source Temple. See the quest [Follow the Wizard \(Dark Forest\)](#) and [The King's Dark Deal \(Dark Forest\)](#) for details on how to enter it.

S1 - The Trial of Ascension	Miscellaneous	CIR	XP
O - Find the broken mirror	Bold / Cautious		
M - Remove the boulder			
M - Open the door			5700
M - Temple navigation			5700
M - Candle light			28500
Total XP			39900

Find the broken mirror

Go to the northeast chamber to find that the teleportation mirror located there (228, 113) has been destroyed. You cannot take the shortcut, but have to go through the Trial of Ascension. Notice that there is a **Star Stone** in this chamber. You should detect a mound (214, 107) beside a vase at the northern wall of the chamber. Use your shovel to uncover the **Star Stone** that you will immediately absorb the energy from, leaving only an **Inert Stone**. Remember to go to Homestead and check out the new unlocked room, unless you have already unlocked all the twelve rooms.



Remove the boulder

Go to the boulder blocking the way to the rest of the Source Temple. Press the button (181, 73) to the right of it to remove the boulder.



Open the door

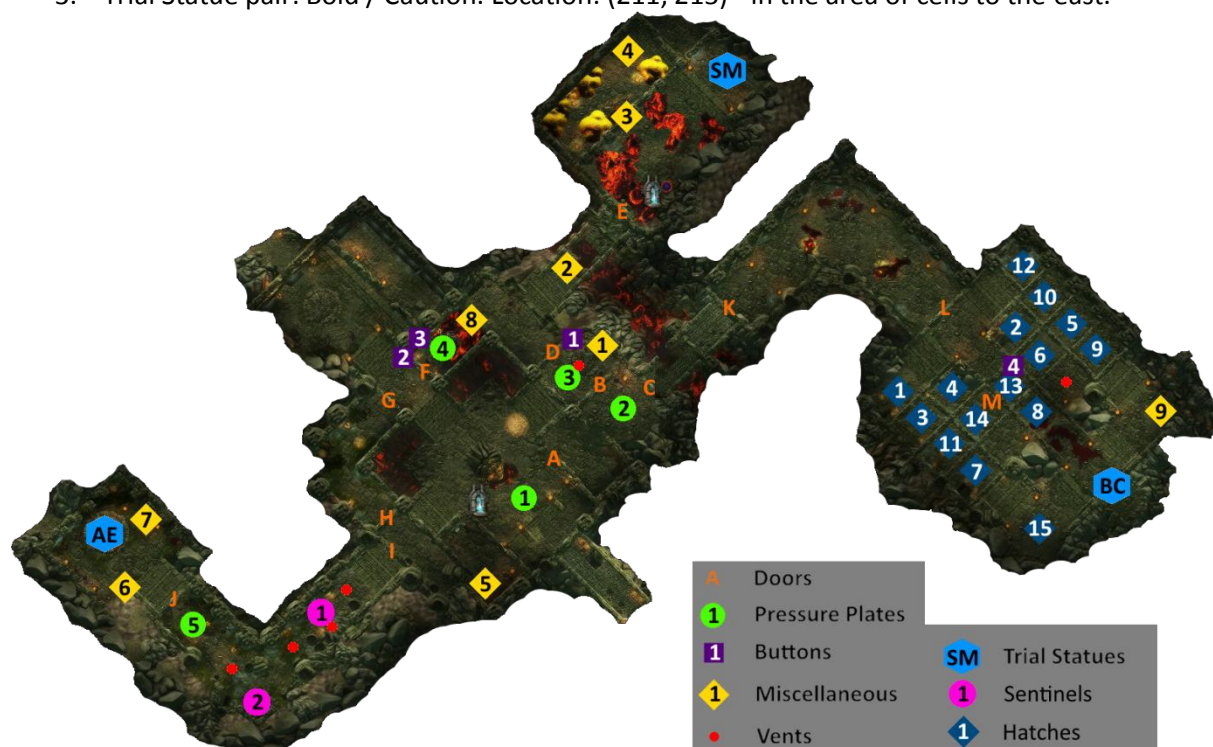
Follow the path until you come to a closed **Door**. You can only pass this **Door** if you have unlocked all the twelve rooms in Homestead. For details see the task [Star Stones \(Homestead Task\)](#).



Temple navigation

This is a long step with a lot of navigation and puzzles to solve. The aim is to activate the tree Pillars of Self-Awareness. There are three pairs of Trial Statues in the temple. You need to get to them and destroy the one representing the trait you do not have. If you do not have either of the traits, you can destroy any of the Trial Statues. If you destroy the correct Trial Statue one of the Pillars of Self-Awareness will be activated and will light up. If you destroy the wrong Trial Statue, however, you will be teleported back to the entrance and have to start all over again. The three Trial Statues are:

1. Trial Statue pair: Spiritual / Materialistic. Location: (84, 219) - in the vault to the northeast.
2. Trial Statue pair: Altruistic / Egotistical. Location: (60, 54) - in the tomb to the southwest.
3. Trial Statue pair: Bold / Caution. Location: (211, 215) - in the area of cells to the east.



Pressure Plates can have one event when you step on them and press them down, and another event when you step off them and release them. Below is a list of what the different pressure plates and buttons do.

- Pressure Plate 1 closes door C when pressed down and opens door A when released.
- Pressure Plate 2 closes door A when pressed down and opens door B when released.
- Pressure Plate 3 closes door B when pressed down and opens door C when released. Notice that it also fills the room with a poison cloud emitting from the vent close by when pressed down. The poison cloud can be removed by activating the lever at Miscellaneous 1.
- Pressure Plate 4 must be discovered first and when released it closes door F, G and H. In addition it causes the chest located in the room to disappear. It turned out to be a devious trap that locked you in and cheated you of the treasures inside that chest. To avoid that, make sure you loot the chest before you release Pressure Plate 4. To escape use Button 3 or throw a **Teleporter Pyramid** through the fence at Miscellaneous 8 to get to the bridge.
- Pressure Plate 5 opens door J when pressed down, but it also starts bombarding the corridor with fire bolts. Also note that you need a lot of weight (> 120) to press it down.
- Button 1 opens door D
- Button 2 opens door F, G, and H but you need to detect the button for it to appear on the wall.
- Button 3 opens door F, G and H.
- Button 4 must be detected before it appears. It opens door M.

Since there are some narrow areas it is easiest to use only one of your heroes/companions when moving around in the temple. Use the one with the highest Perception since there are quite a few hidden features. One way to navigate the Source Temple is given below:

1. Step on and off Pressure Plate 1 to open door A and go through it.
2. Step on and off Pressure Plate 2 to open door B and go through it.
3. Make sure you do not step on Pressure Plate 3. Push Button 1 to open door D and go through it.
4. Go down the stairs to the bridge at Miscellaneous 2 and throw a **Teleporter Pyramid** over the gap to get to the other side.
5. Destroy door E to get access to the 'Phantom Forest - Source Temple Vault' Portal and then teleport to it by Rift Travel.
6. Head to the Trial Statues SM. Use both of them and then destroy the one that does not match your trait. An entry will be added to the log.
7. Move to the middle fence at Miscellaneous 3 and throw a **Teleporter Pyramid** through it to get inside.
8. Go through the teleportation mirror located at Miscellaneous 4.
9. Pick up the Earth Gate Key found at Miscellaneous 5.
10. Use Rift Travel to teleport to the 'Phantom Forest - Source Temple Central Room' Portal. The west Pillar of Self-Awareness should now be lit up.
11. Push Button 2 to open door F, G and H. Go through door G and then door H. If you cannot detect Button 2 you can use Button 3 instead. To reach Button 3 from the other side, repeat steps 1 to 3 and then throw a **Teleporter Pyramid** through the fence at Miscellaneous 8 to get inside.
12. Use the Earth Gate Key to unlock and open door I, and then go through it.
13. The corridor ahead is guarded by sentinels so watch out. The four vents must be detected in order to show up. The first one emits smoke, the next lava, the third smoke, and the last lava. Move close to the first vent and destroy Sentinels 1 from there. Once you remove the 'Invulnerable' state the lava around it will destroy it. Then move to the third vent. From there you can take out Sentinel 2.
14. Do not step on Pressure Plate 5 since it will activate the fire bolt trap. Instead stand by a wall in the corridor and put items on it with a total weight of at least 120. One way to do this is to put some heavy items inside a backpack and then put the backpack on Pressure Plate 5. Throw a **Teleporter Pyramid** through door J and teleport to it. Then pull the lever at Miscellaneous 6 to stop the bombardment.
15. Pick up the Air Gate Key at Miscellaneous 7.
16. Head to the Trial Statues AE. Use both of them and then destroy the one that does not match your trait.
17. Use Rift Travel to teleport to the 'Phantom Forest - Source Temple Central Room' Portal. The north Pillar of Self-Awareness should now be lit up.
18. Get to the room with Pressure Plate 3, repeating steps 1 and 2 if necessary. Gather the rest of your party in the room where Pressure Plate 2 is. Step on and off Pressure Plate 3 to open door C and then head quickly over to the lever at Miscellaneous 1 and pull it to remove the poison cloud.
19. Use one of the other heroes/companions waiting outside and step on and off Pressure Plate 2 to open door B.
20. Move through door B and then C. Use the Air Gate Key to unlock door K and go through it.
21. Move through the corridor to door L. Surprise! Door L is not locked. Move through it into an area containing a lot of small cells.
22. Use Hatch 1 to move to the cell with Hatch 2. Use Hatch 2 to get to the cell with Hatch 3, and so on. Continue until you come to the cell with Hatch 6. Place something on the vent and then use your **Teleporter Pyramids** to get to the other side of the fence. Loot the chest,

teleport back and continue to the cell with Hatch 7. Using your **Teleporter Pyramids** you can get to the Lava Chest Key by teleporting to the safe area around the pedestal. Pick up the key and teleport back. Continue to teleport through the cells. When you come to the cell with Hatch 12 it will lead you back to the cell with Hatch 4, forming a loop. To break the loop, get to the cell with Hatch 8. Then use the **Teleporter Pyramids** to get to the cell with Hatch 13. Do not use Hatch 13 since it teleports you back to Hatch 1, forcing you to take another round. Instead use Button 4 to open the secret door M and then use Hatch 14 instead. It teleports you to Hatch 15 and you are through the maze. Do not use Hatch 15 since it too teleports you back to Hatch 1.

23. Head to the Trial Statues BC. Use both of them and then destroy the one that does not match your trait. An entry will be added to the log and you will get some XP. The teleportation mirror at Miscellaneous 9 leads to Miscellaneous 5, so there are two ways to reach that area.
24. Use Rift Travel to teleport to the 'Phantom Forest - Source Temple Central Room' Portal. The east Pillar of Self-Awareness should now be lit up. Gather your party in the central room.

Candle light

With the three Pillars of Self-Awareness lit up you should now find an open book in front of each one of them. Pick up the books **The Three Aspects of Man: Body**, **The Three Aspects of Man: Mind**, and **The Three Aspects of Man: Soul**, and read



them. A fourth book, **The Ritual of Devotion**, can be found in one of the book shelves (66, 141) in the library. Pick up this one too and read it. Each of the three first books specifies how many candles to light and the last book specifies the order. More specifically, you need to do the following steps to complete this step and thereby the quest:

1. Light all the candles except the one in the middle.
2. Wait 3 seconds for a lightning strike, and an entry to the log.
3. Light the candle in the middle.
4. Wait 3 seconds for a lightning strike.
5. Light any three candles.
6. Wait 3 seconds for a lightning strike, and an entry to the log.



Revenge of the Source Hunter (Dark Forest)

To start this quest you first need to (a) enter the Dark Forest map, (b) go to the Luculla Prison and talk to a prisoner called **Eastern Stranger** (409, 489), (c) talk to the **Slave** (273, 216) you rescued from the some orcs in Luculla, or (d) talk to **Mikas** (41, 52) in Luculla Mines. You need to have **Madora** in your party when doing this and then talk to her afterwards to start the quest.



S1 - A Big Child	Miscellaneous	CIR	XP
M - Talk to Norok			
1a - Fight him			13600
1b - Spare him			
Total XP			13600

Talk to Norok

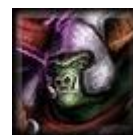
Norok is in the top floor of the Orcish Tavern. You need to have **Madora** in your party and then talk to him. Normally, this conversation will end in a fight, but if you have the 'Forgiving' trait and have taught **Madora** to be tolerant, you have the option of sparing the orc's life. Notice that killing **Norok** after you told **Madora** to forgive him and spare his life will cause **Madora** to leave the party for good.²



² The information about forgiving **Norok** is taken from Larian's design document called 'Quest_Design_Documentation.docx'. I have not been able to verify that this works and I do not know how much, if any, XP is rewarded for this option. I made sure I had the 'Forgiveness' trait, but I forgot to teach **Madora** to be tolerant during the conversations with her.

The Armoury Key (Dark Forest)

Inside Glen's House you will find the orc **Gural** searching for his missing key. Talk to him and ask him about his missing key to start this quest. Fun fact: Talk to him again after the first conversation to get an opening comment that is clearly inspired by the Harry Potter films.



S1 - The Missing Key	Miscellaneous	CIR	XP
O - Talk to Hershel		Yes	
1a - Hershel admits to taking the key		Win	9180
1b - Hershel tells you nothing		Lose	
M - Get the missing key			4080
O - Confront Hershel			
1c - Forgive Hershel	<u>Forgiving</u> / Vindicate Hershel: Attitude +25		
1d - Hershel must be mad	Forgiving / <u>Vindicate</u> Compassionate / Heartless		3150
O - What does it unlock			
O - Talk to Grutilda			
1e - Give her the key	Independent / <u>Obedient</u> Grutilda: Attitude +35		8160
1f - Keep the key for yourself	<u>Independent</u> / Obedient		
O - Talk to Gural			
1g - Give him the key	<u>Altruistic</u> / Egotistical Gural: Attitude +50		8160
1h - Keep the key for yourself	Altruistic / <u>Egotistical</u> Gural: Attitude -50		
Total XP			21420

Talk to Hershel

Talk to **Hershel**, the bartender of the Orcish Tavern (407, 87) about the armor key. If you win the CIR mini game he admits that it was he who took the key. He gives you the key to his chest in the cellar.



Get the missing key

Go down to the cellar to **Hershel's** chest (205, 500) and open it. It will explode as it opens, but you will survive. Confront **Hershel** about it if you like. Inside you will find the **Armoury Key**. There are at least two persons that are interested in this key. **Gural** will like it back so he can pretend he never lost it, and **Grutilda** will see it as a proof that one of her underlings is incompetent.



Confront Hershel

If you confront **Hershel** about the exploding chest you can forgive him in which case it is business as usual. Alternatively, you can call him mad and tip him over to start a fight against you. The total XP listed in the table uses the nice approach where you forgive **Hershel**.

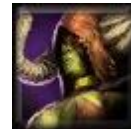
What does it unlock

Before you return the **Armoury Key** you should use it. Go to the cellar of the Tribesmen's Warehouse. For details on how to get into the cellar see the quest War of the Stones (Dark Forest).

Make sure nobody sees you, sneak to the locked door (477, 376), unlock it, sneak inside, close the door, loot the room, sneak outside, and close the door. Nobody will be any wiser. Notice that one of the guards regularly checks that the door is closed, but he will actually not be upset even if you left the door open. You just need to make sure you are not detected while entering and stealing.

Talk to Grutilda

You need to have the **Armoury Key** in your inventory and then talk to **Grutilda** about the missing armory key. You can decide to give her the key and get **Gural** killed. Sure enough, **Grutilda** will move out of her office to **Gural** and kill him. This will also bring the quest to an end. Alternatively, you can decide to keep quiet about the key. This will give you the trait, but nothing else will happen. Actually, you will have to keep quiet about the key twice as **Grutilda** will ask more or less the same question twice. This will also result in a +2 to the 'Independent' trait.



Talk to Gural

Return to **Gural** and talk to him about the missing key. You can give it to him to end this quest, or you can keep it for yourself.

Warning: If you decide to give the Armoury Key to neither Gural nor Grutilda this quest cannot be finished.



The Back-Alley Trader (Dark Forest)

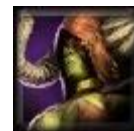
At the corner of the Tribesmen's Warehouse (351, 49), there is an orc trader called **Nurt**. Talk to him and ask him about his tenebrium wares to start the quest. Notice that he sells the book **A Guide to Elegant Torture, Volume III** that you might need in the quest The Hunt in Hunter's Edge (Dark Forest).



S1 - The Black-Market	Miscellaneous	CIR	XP
O - Talk to Grutilda			
1a - Nurt is selling tenebrium gear	<u>Righteous</u> / Renegade Grutilda: Attitude +35		6800
1b - Nothing out of the ordinary	Righteous / <u>Renegade</u>		
Total XP			6800

Talk to Grutilda

You can find **Grutilda** in Grutilda's Office (380, 90). First talk to her about being a leader, and then about the irregular trade goods you were offered by **Nurt**. Then you can tell **Grutilda** that **Nurt** is selling tenebrium weapons. If you do she will walk over to him and kill him; effectively closing this quest. While she is away you can search her office. Alternatively you can tell her that you did not see anything out of the ordinary.



Notice: If you do not tell Grutilda about Nurt this quest will end when the quest War of the Stones (Dark Forest) is completed.



The Hunt in Hunter's Edge (Dark Forest)

At the outskirts of Hunter's Edge there is a field of lettuce (246, 38). You will find a cat called **Jinxika** calling out to you when you come close. Talk to it to start this quest. Notice that you need the 'Pet Pal' talent to talk to it. After the conversation, **Jinxika** runs away and can be found again inside the village. This is the first possibility to start this quest, but not the only one. Notice that the three first solutions allows you to play through the second part of this quest, while the forth solution does not. Also notice that you can go directly to the second part of this quest without doing any of steps leading to it.



S1 - Kill the Ratcatcher	Miscellaneous	CIR	XP
O - Kill a rat			90
O - Mousetrap			4080
O - Talk to Jinxika		Possibly	
1b - Jinxika is not leaving		Lose	
1c - Do not ask Jinxika to leave			
M - Kill the Ratcatcher			5100
M - Inform Jinxika			
Continue with Part II			
		Total XP	9270

S2 - Kill the Rat King	Miscellaneous	CIR	XP
O - Kill a rat			90
M - Mousetrap			4080
O - Talk to Jinxika		Possibly	
1b - Jinxika is not leaving		Lose	
1c - Do not ask Jinxika to leave			
M - Kill the Rat King			10200
M - Inform Jinxika			
O - Talk to Grutilda			
1d - Ratcatcher has lost control	Blunt / Considerate Grutilda: Attitude +35		
1e - Keep quiet about the Ratcatcher	Blunt / Considerate		
Continue with Part II			
		Total XP	14370

S3 - Free the Prisoners	Miscellaneous	CIR	XP
O - Kill a rat			90
O - Mousetrap			4080
O - Talk to Jinxika		Possibly	
1a - Convince Jinxika to leave		Win	5100
1b - Jinxika is not leaving		Lose	
1c - Do not ask Jinxika to leave			
M - Talk to Jahrl			
M - Enter the cellar			
M - Talk to Lorr and Kansada		Possibly	
1d - Convince Lorr to take a break		Win	6800

1e - Lorr remains	Lose	10930
1f - Better at torture		
M - Talk to Nolan		
1g - Kill Nolan	Altruistic / <u>Egotistical</u>	
1h - Tell Nolan your true identity	<u>Altruistic</u> / Egotistical	31330
M - The secret tunnel		4080
Continue with Part II		
	Total XP	51480

Part II (Continued from S1, S2, and S3)	Miscellaneous	CIR	XP
O - Find the key			
M - Open the hatch			
M - Talk to the family			
1a - Kill them			255
1b - Tell them who you are			4080
M - Activate the portal			
M - Disable the traps			5100
M - Inform the family	Reputation: +1		10200
O - Loot the Wizard's House			
	Total XP		19380

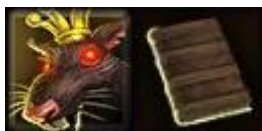
S4 - Betray Jinxika and the Family	Miscellaneous	CIR	XP
O - Kill a rat			90
M - Mousetrap			4080
O - Talk to Jinxika		Possibly	
1a - Convince Jinxika to leave		Win	5100
O - Kill Jinxika			
M - Talk to the Rat King			
M - Talk to the Ratcatcher			5100
M - Activate the portal			
M - Disable the traps			5100
O - Loot the Wizard's House			
	Total XP		19470

Kill a rat

Kill one of the rats. If an orc sees you doing it, you will get a warning to put a stop to your rat-killing. Also, the rats go into hiding making it much harder to kill them by brute force. If you kill another rat and are discovered, the orcs will attack you.

Mousetrap

Back in Cyseal, in the Library on the floor (754, 195), you could have picked up a book called **Rat Extermination**. In this book the last paragraph (shown in the picture to the right) is highly relevant. Create a poisonous cheese as described and place it in front of a Rat Hole. There are several Rat Holes in the



Cheese, delicious POISONOUS cheese placed near a rat's hideout will be taken by filthy teeth unquestioned. Should you lack a suitable poison, simply crush a Fly Agaric mushroom and work it into a piece of cheese to produce a most potent gift for your vermin friends.

Hunter's Edge, and the first you will encounter is located in the mill (278, 71). Sure enough, a rat appears and eats the poisonous cheese. When the rat dies the **Rat King** will arrive. You have only one chance to talk to the **Rat King** so make sure you select your hero with the 'Pet Pal' talent to do the talking. Ask it about the cat **Jinxika** and he will give you an offer: To kill the cat. Before the conversation is over the **Rat King** tells you that you can find him in the cellar of the Orcish Tavern if you want to talk to him again.

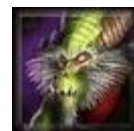


Talk to Jinxika

After you have entered Hunter's Edge, you will find **Jinxika** (320, 55) close by the village fountain. Talk to the cat after you have talked to the **Rat King** to learn that the rat problem can be solved by killing the **Rat King**. After that you can try to convince the cat to leave the village. You need to win the CIR mini game in order to do so.

Kill the Ratcatcher

The **Ratcatcher** is standing behind the gallows to the west Orcish Tavern, banging his drums (363, 85). You can kill him without being noticed and thus preventing a mega-battle against the orcs.



Kill the Rat King

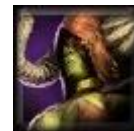
You can kill the **Rat King** when it appears outside a Rat Hole, or you can go to the cellar of the Orcish Tavern and call him by using the Rat Palace found there (212, 496). Fun fact: The **Rat King** summons a couple of slain cats to help him.

Inform Jinxika

Return to **Jinxika** and inform the cat about the death of the **Ratcatcher** and/or the **Rat King**. In any case **Jinxika** will tell you where the family is hiding and where the key to the hatch is hidden.

Talk to Grutilda

You can find **Grutilda** in Grutilda's Office (380, 90). Talk to her about the **Ratcatcher** after you have killed the **Rat King**. You can tell her about the failure of the **Ratcatcher** and **Grutilda** will walk over to him and kill him. While she is away you can search her office. Alternatively, you can spare the **Ratcatcher**. This will give you a trait but nothing more is achieved.



Talk to Jahrl

You will find **Jahrl** in the Tribesmen's Warehouse sitting by his desk (374, 34). Talk to him about the wizard's servants to learn that there are more survivors in the basement, being tortured.



Enter the cellar

A **Warrior** will stop you if you try to enter the cellar by using the hatch (369, 47). Talk to him about the prisoners and he will unlock the hatch. Use the hatch again to get into the cellar.



Talk to Lorr and Kansada

Once in the cellar, enter the torture room (455, 390) and talk to **Lorr** and **Kansada**. Tell them that you have come to take over. They will not leave just like that, however. You need to convince them to leave, in which case they will leave and enter the rest room (490, 370). You can convince them to leave by winning the CIR mini game. If you lose, however, you have to fight them. Alternatively, you can challenge **Lorr** and claim that you are a better torturer than he is. Before you do so you should really read up on the subject. There are four volumes on the subject:



- **A Guide to Elegant Torture, Volume I** can be found on the table (449, 389) in the torture room.
- **A Guide to Elegant Torture, Volume II** can be found on the small table (376, 84) in Grutilda's Office.
- **A Guide to Elegant Torture, Volume III** can be purchased from **Nurt**.
- **A Guide to Elegant Torture, Volume IV** can be found on a table (399, 81) in the Orcish Tavern.



Challenge **Lorr** when you are ready. For convenience the correct answers are: 'A ring of roses', 'Pus of trollsboil', 'The nose', and 'Thirty short seconds'. You need to beat **Lorr's** score to make them leave. If you end up with an equal score, you can try to get them to leave by winning the CIR mini game.

Talk to Nolan

After you have cleared the room, you can talk to **Nolan**. Ask him about what he knows. You can either kill him or try to get him to stop shouting. In the latter case you have to fight **Lorr**, **Kansada**, and the four mountain warriors on guard in the prison. One of the guards will drop a key that unlocks the door to the prison cell where the two prisoners are. Remember to unlock the door and free them too.



The secret tunnel

Go to the eastern room where the book shelf is and push the button (485, 398). It will open up a passage to a secret tunnel just as **Nolan** said. You can safely tell **Nolan** and the two prisoners to escape through it. If you have not already cleared the tunnel, they will stop and wait until you do.

Find the key

In the garden to the southeast of Hunter's Edge, there is a huge telescope with four beehives southeast of it. You will find the **Key Found in Beehive** in one of the beehives, just like **Jinxika** and/or **Nolan** told you. Notice that you can find it by exploring alone.



Open the hatch

West of the 'Hunter's Edge' Portal and south of the Ransacked House, you will see some rocks (315, 15). When you come close enough you should spot a hatch under one of the boulders. The boulder can be destroyed by attacking it. Open the hatch to get into the Hidden Cellar. Of course, the easiest way to do that is to use the **Key Found in Beehive** and unlock it. Alternatively, you can pick the lock.

Talk to the family

When you move closer to the family the **Mother** of the hidden family will address you and ask you to take her and spare her family. You can do that if you like, only you will not spare her family, but end up fighting them all. They are only level 2 so you



will get a whopping 255 XP for the effort. Afterwards you will find a parchment with wizard's orders and the **Portal Activation Crystal**, so you can continue the game, but this quest will not be closed. I think this is Larian's way to tell you that you have failed the quest. Having a quest that cannot be closed and that haunts you for the rest of the game is probably just as painful as seeing a **Quest Failed!!!** entry in the log. Alternatively, you can be nice and tell her who you really are. Follow up by telling her that you know the **White Witch**. This will also add XP and an entry to the quest Follow the Wizard (Dark Forest). When you end the conversation the **Mother** asks you to help them escape. Actually, you do not need to have **Icara's Blessing** in your inventory, to be able to tell them that you know the **White Witch**.

Kill Jinxika

If you decided not to send **Jinxika** away or you failed to convince it to leave, you have to kill it. Notice that to be able to solved this quest by betraying **Jinxika**, the cat must be gone or dead before you talk to the **Rat King**.

Talk to the Rat King

Go to the cellar of the Orcish Tavern and call the **Rat King** by using the Rat Palace found there (212, 496). Talk to him about the cat after you have killed it or sent it away.

Talk to the Ratcatcher

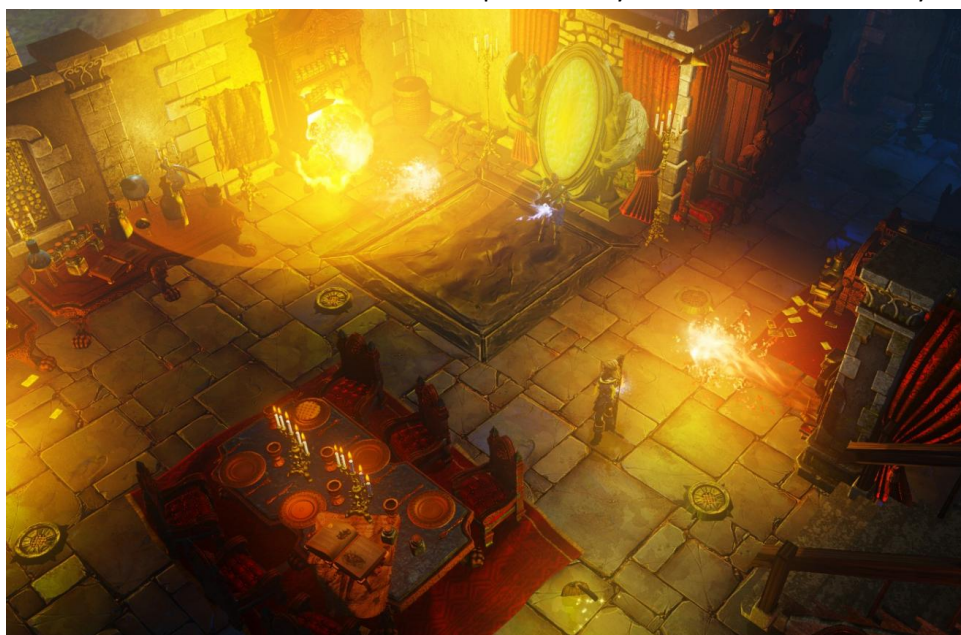
Return to the **Ratcatcher**. When you come close he will inform you that the rats have found the hidden family. After the conversation, follow him to the cellar where the family is hiding. He will kill them and the quest will be completed.

Activate the portal

Go to the Portal (175, 497) in the northeastern room in the Hidden Cellar. Make sure you have the **Portal Activation Crystal** in your inventory and then use the Portal. The first time you do this you insert the **Portal Activation Crystal** into the Portal, although it will remain in your inventory. The second time you use it you will be teleported to the ground floor of the Wizard's House.

Disable the traps

One way to disable the traps in the Wizard's House is to teleport only two of your party members through the portal. Once in the house, separate them and let one stand on the huge pressure plate to keep it pressed down. You should be able to find a safe spot where you can stand still. Walk your other hero/companion to the stairs and head upstairs. Once upstairs, you will notice a lot of mines, but they will disappear once you come close enough. You need to remember their position, since they will go off even if they cannot be seen anymore. Also, notice that they



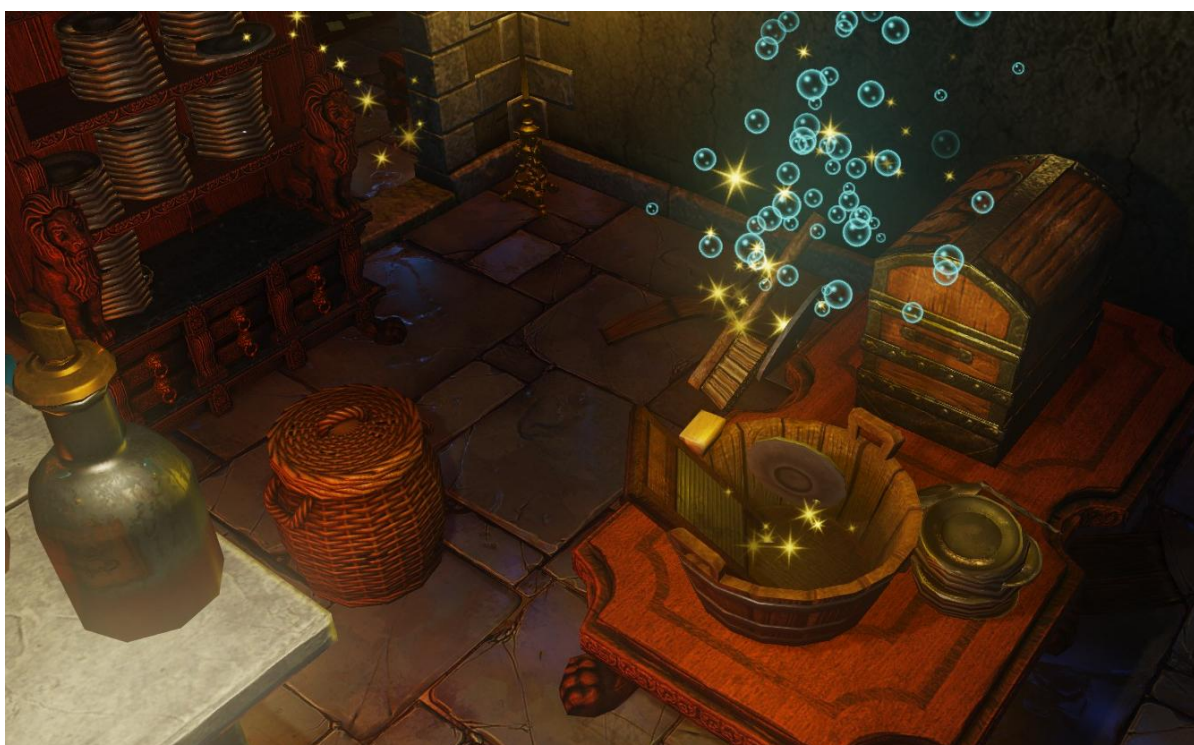
will go off if you throw a **Teleporter Pyramid** over any of them, so it is safer to walk around them than using your **Teleporter Pyramids** in this case. Navigate to the south room (132, 487) with the four unlit Candleholders and light them. This will activate the Portal located in this room. Enter the Portal to get to the adjacent room. Pull the lever (118, 486) found in this room to disable the force fields. Navigate to the north room and pull the lever (105, 500) found there to disable all the traps.

Inform the family

Return to the family and tell them that it is safe for them to enter the Wizard's House. The **Mother** will tell you that the secret password to the locked chest (127, 486) upstairs is 'Icara'. This is the way to finish this quest if you are a good guy.

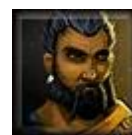
Loot the Wizard's House

The only thing left to do is to loot the house. Upstairs, you should pick up the book **Secrets of the Source Temple** lying on the small table (134, 502) beside the canopied bed and read it. It contains some useful information about the Source Temple. On another small table (114, 488), this one beside an ordinary bed, you will find the **Titan Dictionary**. This book is needed in the quest War of the Stones (Dark Forest). Lastly, you will find a small chest on top of a cupboard (112, 503). Open it and pick up the **Phantom Protection Amulet** stored inside. This amulet is needed to enter the Phantom Forest, see the quest Follow the Wizard (Dark Forest) for details. On the ground floor you can enter the kitchen if you push the button (462, 53) found on the wall nearby. To get into the cellar, you first need to pick up **Zandalor's Scroll** hidden under the bear skin (480, 65). Then move to and stand on the huge pressure plate and read the scroll. This will cause a hatch to appear. You can find the key to the locked off room in the cellar upstairs in a chair (106, 496).



The King's Dark Deal (Dark Forest)

Make sure you have **Jahan** in your party before you talk to **Greal** in Phantom Forest. See the step 'Talk to Greal' of the quest [Follow the Wizard \(Dark Forest\)](#) for details. After the conversation talk to **Jahan** and he will tell you his tale. The short version is that he is an ex-king who has sold his soul to a demon called **Balberith**.



S1 - Make no Deal	Miscellaneous	CIR	XP
M - Talk to Balberith			
M - No deal	Bold / Cautious		
1a - Offer Jahan	Righteous / Renegade Blunt / Considerate		23085
1b - Defend Jahan	Righteous / Renegade		55335
		Total XP	55335

S2 - Kill Raalzen Ax'aroth	Miscellaneous	CIR	XP
M - Talk to Balberith			
M - Make a deal with the devil	Bold / Cautious		10260
M - Kill Raalzen Ax'aroth			41800
M - Inform Balberith			12825
		Total XP	64885

Talk to Balberith

When you come close enough to **Balberith** he will start talking to **Jahan**. He will give you a deal to kill Raalzen Ax'aroth located close to the entrance to the Source Temple in exchange for his **Magic Rune Stone**. **Jahan** warns you to not make a deal with **Balberith**. You must first decide if you want to take this deal or not.



No deal

If you do not take the deal and have **Jahan** in your party, **Balberith** demands that **Jahan's** soul is given to him³. Again you must decide what to do. If you give him **Jahan's** soul you will gain the **Magic Rune Stone** but lose **Jahan**. A party dialog becomes available where you can ponder on your decision. If you decide to defend **Jahan** you must fight **Balberith**. Not having **Jahan** in your party will also result in a fight if you did not accept the original deal. Notice that you can kill the four slaves to reduce the resistances of **Balberith**. After the fight you can talk to **Jahan** and learn that he is thankful for his freedom and the quest is finished. Remember to pick up the **Magic Rune Stone**. It is needed in the quest [Follow the Wizard \(Dark Forest\)](#). The XP listed for the step 'Defend Jahan' is for killing three extra creatures in addition to the four slaves and **Balberith**. This is the maximum force of **Balberith** if you kill every creature in the swamp before doing this fight.



Make a deal with the devil

If you do make a deal with **Balberith** he demands that you kill Raalzen Ax'aroth located close to the Source Temple in trade for his **Magic Rune Stone**. If you have **Jahan** in your party, he will get enough XP to reach the next level, but he will be reset to the state he was in when you hired him. This is just

³ According to Larian's design document Quest_Design_Documentation.docx, **Balberith** demands **Jahan's** soul only if you have either disagreed more than agreed with **Jahan** or a hero has the Egotistical or Heartless trait. I was offered this option and I was neither Egotistical nor Heartless, but I do not remember how I did my discussions with **Jahan**.

like picking the total overhaul offered by **Moloch**. For details see the step 'Hall of Darkness' of the task Star Stones (Homestead Task).

Kill Raalzen Ax'aroth

Go to the southeast of the entrance of the Source Temple. There you will see Raalzen Ax'aroth (255, 295) and four Tamed Void Rams. Kill them to honor the deal the deal you made with **Balberith**.

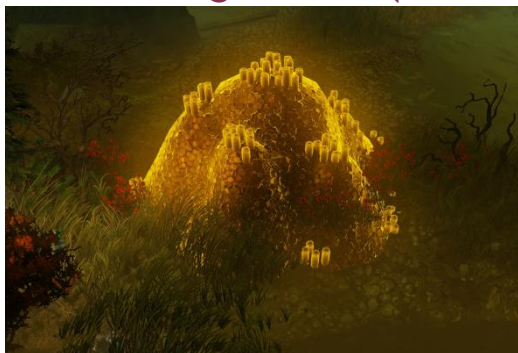


Inform Balberith

Return to **Balberith** and inform him about the death of Raalzen Ax'aroth. He will give you the **Magic Rune Stone**. If you want even more XP you can now kill **Balberith** and release Shearah.



The Mad Mage's Maze (Dark Forest)



In the south part of the Phantom Forest swamps you will come across a huge mountain of gold (370, 136). If you try to search it, the mountain of gold disappears and **Bellegar** shows up and starts talking to you. He will give you a new waypoint that you can teleport to. Notice that you must have completed the quest The Talking Statues (Cyseal) in order to get access to this quest.



S1 - Bellegar's Maze	Miscellaneous	CIR	XP
M - Teleport to Bellegar's Maze			
M - The chess board puzzle			11475
		Total XP	11475

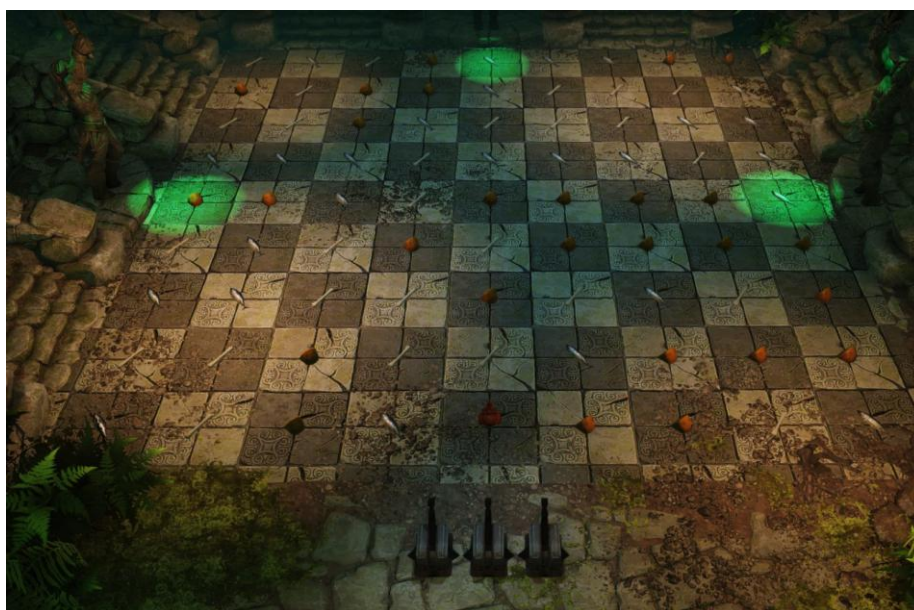
Teleport to Bellegar's Maze

Use your Rune Stone to Rift Travel to 'Bellegar's Maze', and then explore the maze until you come to the chess board.

The chessboard puzzle

The chess board is filled with food and there are three levers in front of it. When you pull a lever you transform the creature to a cat, dog or rat. The creature will move to an adjacent square if it contains their favorite dish. You need to maneuver the creature into the three green areas to open the three doors. Once done, you can loot the three rooms and teleport out of the maze.

Warning: Before you complete the puzzle you should equip rubbish weapons to everyone in the party since the equipped weapons (except staves) will be destroyed when the third door is opened.



The Star-crossed Lovers (Dark Forest)

Southeast of Glen's House, you will see an orc and a human talking to each other by a campfire (335, 84). If you keep your distance and listen to them for a while, this quest will start as you hear them declaring their love for each other.

S1 - Unconventional Love	Miscellaneous	CIR	XP
M - Talk to them			
1a - Your secret is safe with me	<u>Compassionate</u> / Heartless		5830
1b - Make no promises	Compassionate / <u>Heartless</u>		5100
O - Talk to Grutilda	Grutilda: Attitude +10		5830
Total XP			11660

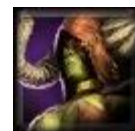
Talk to them

Talk to **Ulor** and **Olfrig** to learn their story. Afterwards you get to resolve the situation. You can swear to keep their secret safe or not. In the first case, the couple will remain where they are and you can talk and trade with them. In the latter case you will have to fight them and the quest will be finished. You only need to kill one of them as the other will die of a broken heart when his lover is killed.



Talk to Grutilda

You can find **Grutilda** in Grutilda's Office (380, 90). Talk to her about the two lovers and **Grutilda** will walk over to them and kill them; effectively closing this quest. While she is away you can search her office.



Notice: If you decided to keep their secret and do not tell Grutilda about them, this quest will end when the quest War of the Stones (Dark Forest) is completed.



The Watch is Coming (Dark Forest)

At the tomb (82, 151) at the top of the Knight's Tomb, you will meet **Moriendor** and **Myrthos**. Talk to any one of them to start this quest. They are hunting the imps that appeared at your Homestead a while ago.



S1 - Missing Imps	Miscellaneous	CIR	XP
M - Talk to the watchers			
1a - Send them on a fool's errand	Righteous / Renegade		4535
1b - Tell them where the imps are	Righteous / Renegade		10200
O - Talk to the Dark Underlord			
Total XP			10200

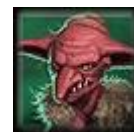
Talk to the watchers

After you have talked to them for a while it is time for you to choose what to do. You can send them on a fool's errand to the Cyseal Beach where they will not find a single imp. You can find them again on the beach (342, 95) close to the two drunken guards. They will talk to each other for awhile and then leave. This will close the quest. Alternatively, you can tell them that the imps are in Homestead. The two watchers will thank you and give you a **Mystical Tome**. Jump to Homestead and head southeast towards the three Portals located there. The two watchers have gathered all the imps there and are ready to leave. When you come close enough they will teleport back to Nemesis.

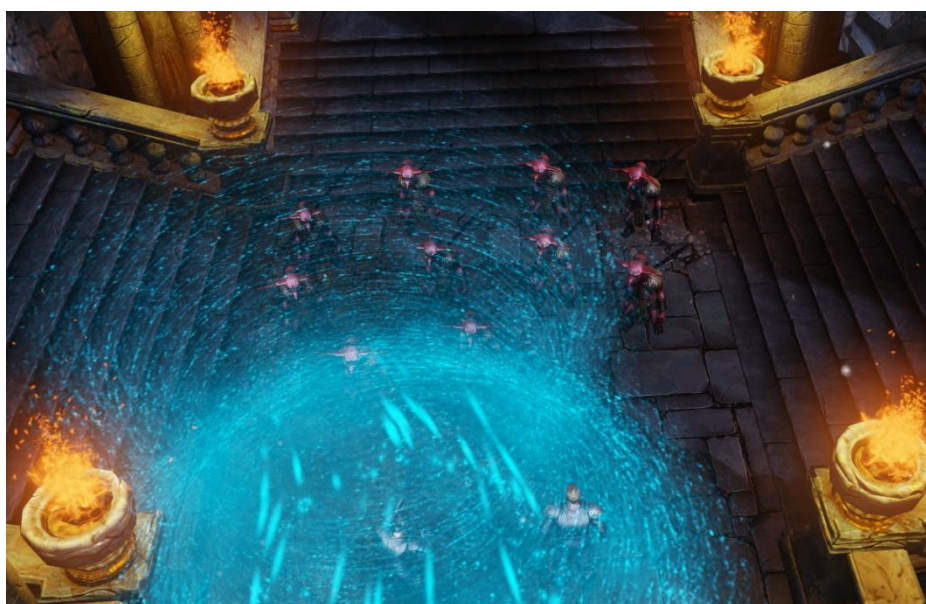


Talk to the Dark Underlord

If you did not get the imps arrested you can talk to the **Dark Underlord** in Homestead. He stands in front of the Portal (666, 153) to the Hall of Darkness. He too will give you a **Mystical Tome** as a reward. In addition, he will gather the other imps around him to prevent them from follow you wherever you go.



Note: Read the Mystical Tome to get an extra Primary Attribute. This will cause the tome to disappear, so decide carefully who gets to read it.



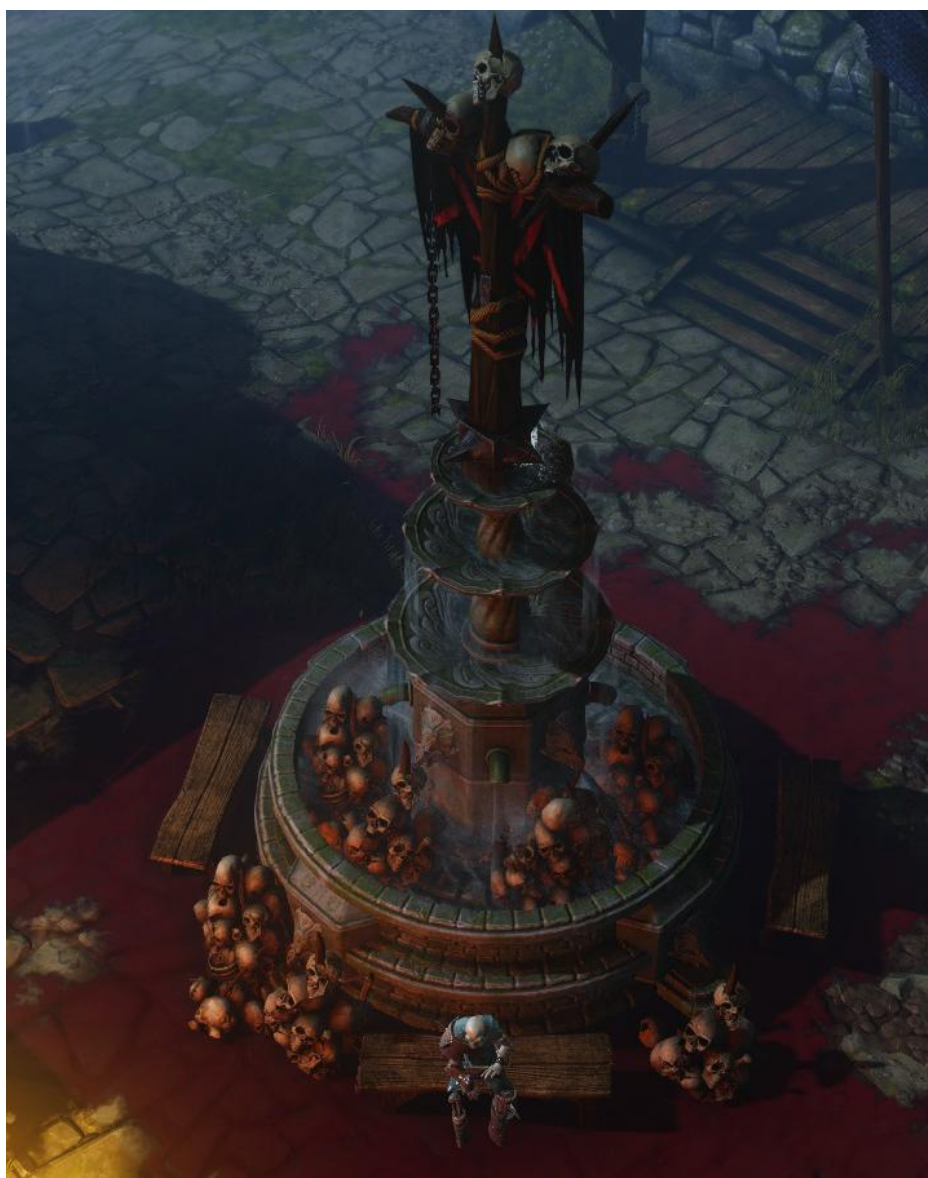
To Be, or Not to Be (Dark Forest)

There is a skeleton called **Michaelis** wandering restless close by the village fountain (321, 62). Talk to him to start the quest.

S1 - Where Resides the Soul	Miscellaneous	CIR	XP
M - Talk to Michaelis			
1a - Pick a new skull	Pragmatic / Romantic		8160
1b - You have no soul	Pragmatic / Romantic		8160
Total XP			8160

Talk to Michaelis

When you talk to **Michaelis** you can tell him that he has no soul, in which case he realize that he is nothing and just like that becomes nothing. Alternatively, you can tell him that it is ok to switch skull. He does so and becomes as a completely different person.



War of the Stones (Dark Forest)

You will find **Jahlrl** in the Tribesmen's Warehouse sitting by his desk (374, 34). Talk to him about the missing **Blood Stones** to start this quest. He wants you to find proof of foul play by the orcs as he is sure they are the ones who stole them.



S1 - How to Start a War	Miscellaneous	CIR	XP
O - Open the door please			
O - Follow the tracks			4080
M - Talk to Bruil		Yes	
1a - Convince them to let you pass		Win	8160
1b - Whoops		Lose	24935
M - Open the gate			
O - Read the Embossed Sign			
M - Talk to the Watchful Guardian		Possibly	
1c - Convince the guardian to let you pass		Win	8160
1d - Whoops		Lose / NA	23320
M - The cold trap			
O - Enter the southeast chamber			
M - Find Garrick			4080
O - Find the Star Stone			
O - Confront Hornless Gorag		Yes	
1e - Gorag brags about his misdeed		Win	6800
1f - Gorag tells you nothing		Lose	
M - Show the horn to Jahlrl			4080
M - Talk to the tribesmen after the battle	Reputation: +1		10200
Total XP			60720

Open the door please

The door (360, 30) to the room where the **Blood Stones** were stored is locked. Try to use it and a **Mountain Warrior** will address you and give you the key to it. You can unlock it and enter the room.

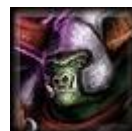


Follow the tracks

There are a lot of blood tracks that you can follow from the room all the way to the Knight's Tomb. It will end at the grate (452, 162) once you have passed **Bruil** and his gang.

Talk to Bruil

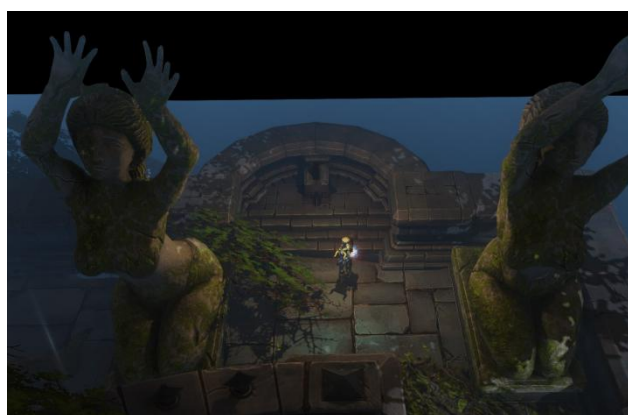
At the bottom of the stairs leading up to the Knight's Tomb, you will meet a few orcs. **Bruil** will address you when you come closer and you may convince him to let you pass. Failure means a battle. The total XP in the table uses the XP for the peaceful approach.



Open the gate

The two statues on each side of the gate (450, 169) have three red lights each. When you activate a lever one of the lights turn green. You need to find and activate all the three levers to open the gate. See the picture to the right. Notice that the lever to the northwest seems to be blocked by a large tree, but when you come close enough the tree will vanish. The levers are positioned at (422, 159), (450, 156), and (480, 159).





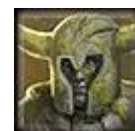
Read the Embossed Sign

When you have entered the gate you will see an Embossed Sign (449, 186) in front of a statue of a titan. Try to read it and you will find out that it is in a language you do not understand. Make sure you have the **Titan Dictionary** in your inventory and try again. This time you will understand what it says, a little reminder that the **Titan Dictionary** may come in handy again later after you have entered the Knight's Tomb.



Talk to the Watchful Guardian

When you get close enough to the **Watchful Guardian** (81, 70), it will talk to you. If you have the **Titan Dictionary** in your inventory you can try to talk your way out of a fight. If you lose the CIR mini game or you do not have the **Titan Dictionary** in your inventory, you will have to fight four Eternal Guardians. This is possibly one of the times where you don't want to win the CIR mini game since you cannot fight the four Eternal Guardians if you do. The fight gives you a lot more XP, but it is a difficult fight since the four Eternal Guardians deals a ton of damage. The total XP in the table uses the XP for fighting the four Eternal Guardians, since you cannot fight them later if you win the CIR mini game.



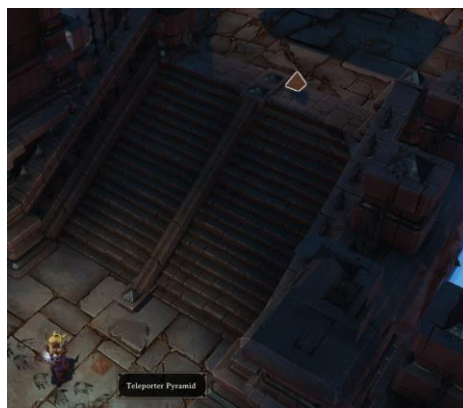
The cold trap

Be careful when you head up the stairs since the entire area is trapped. This area should be examined by only one of your heroes/companions, since walking up with the entire group will be disastrous. The trick is to stay warm, so watch the status of your hero/companion. As long as you are Warm you are safe. If you move a bit away from the safe path, you will get Chilled, and if you move even further away from the safe path, you will die. The safe path is marked by tracks that you will discover if your Perception is high enough. There are a lot of skeletons that you cannot loot since

they are too far away from the safe path. The chests, however, can be looted. Just move the chest close to you, loot it, and put the chest back to its original position. The reason why you want to put the chests back becomes apparent when you move two of them, since the entire area will be covered by a poison cloud. This cloud disappears again once the chest is back in its original position, covering the vent.

Enter the southeast chamber

It is a bit difficult to get to the chamber to the southeast of the Knight's Tomb. The reason is that you normally get the message 'Path Blocked!' when you try to throw one of your **Teleporter Pyramids** up the stairs. Add to that the fact that you cannot throw the **Teleporter Pyramid** directly from your inventory. You first need to put it on the ground as seen on the picture to the right, and then throw it upstairs. Also notice that you need some Strength to be able to throw the **Teleporter Pyramid** that far. Once in the chamber there is some loot to find.



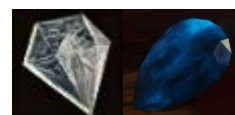
Find Garrick

Enter the northeastern part of the Knight's Tomb, through the gate (81, 121). There you will find Garrick's corpse. Loot it and pick up the **Broken-off Horn**. This will add an entry to this quest.



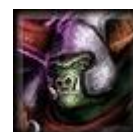
Find the Star Stone

Open the tomb (82, 151) at the top of the Knight's Tomb. Inside you will find a **Star Stone** that you will immediately absorb the energy from, leaving only an **Inert Stone** left. Pick it up if you like. Don't forget to visit Homestead to unlock a new room if you still have rooms to unlock.



Confront Hornless Gorag

Before you show the **Broken-off Horn** to **Jahlrl** and start the war, you can head over to **Hornless Gorag** and chat with him. If you win the CIR mini game he will brag about killing Garrick.



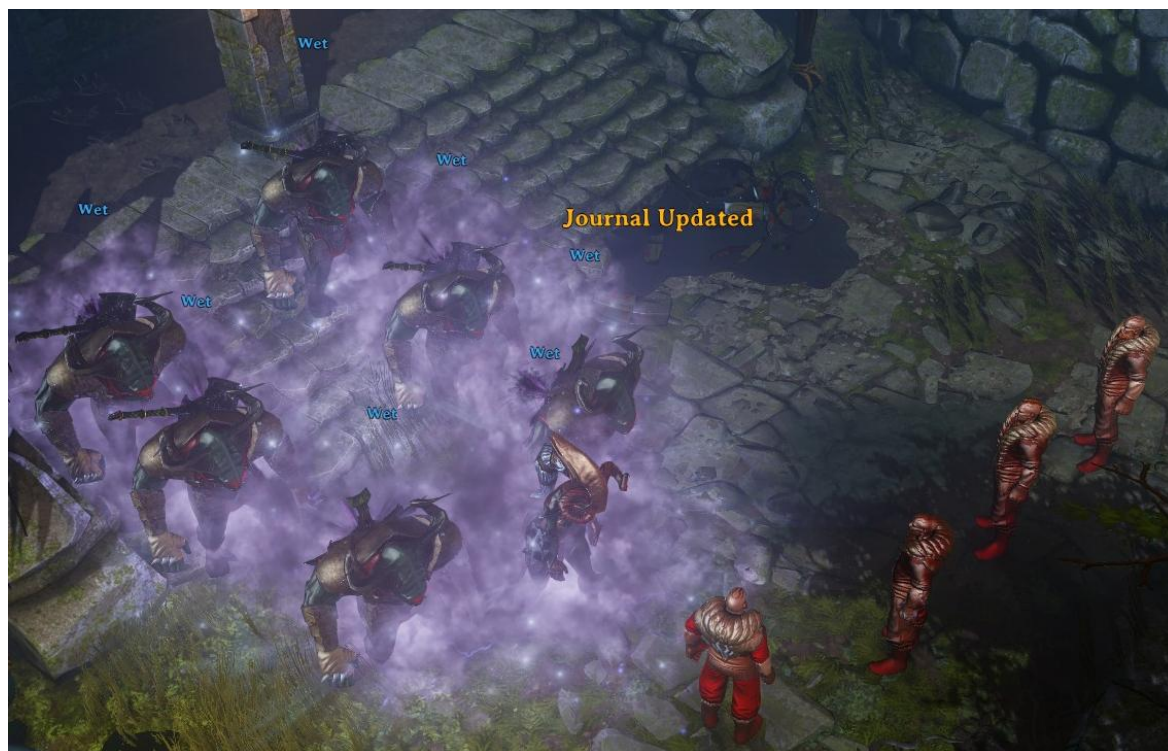
Show the horn to Jahrl

Return to **Jahrl** and show him the **Broken-off Horn**. This will cause the tribesmen to declare war on the orcs. If **Grutilda** is alive she will transform herself and the six orc stationed at the Orcish Tavern to Dread Orcs. They will hunt down and kill every orc until they are all dead. You will get the listed XP for showing the **Broken-off Horn** to **Jahrl**. In addition, you will get XP for all orcs that are killed in this huge battle. The table below lists all the orcs in Hunter's Edge and how much XP they are worth.

List of Orcs in Hunter's Edge	XP
Hornless Gorag and Elite Orc Fighter outside the Mill	10930
Elite Orc Fighter west of Glen's House	5100
Gural inside Glen's House	5100
Ulor east of Glen's House	5100
Elite Orc Fighter guarding the bridge	4500
Ogmer in front of the gallows	5100
The trader Nurt	5100
The trader Gysonn	7330
The trader Stabigg	3900
Two Orc Elite Rangers in front of the Orcish Tavern (normal / dread orc XP)	10200 / 11660
Four Orc Elite Fighters inside the Orcish Tavern (normal / dread orc XP)	20400 / 23320
Grutilda (normal / dread orc XP)	5830 / 10200
Norok in the upper floor of the Orcish Tavern	13600
Jagor and an Elite Orc Fighter outside the wizard's House	10200
Total XP (normal / dread orc)	112390 / 121140

Talk to the tribesmen after the battle

After the battle all the surviving tribesmen will gather just outside Hunter's Edge (420, 70) on the road to the Knight's Tomb. Talk to one of them to end this quest.



A Small Offering (Dark Forest Task)

On the east side of the bridge there is a statue (125, 62) with an Offering Scale and an Embossed Sign. Read the sign and decide whether or not you want to make an offering.

S1 - And you Shall Receive Tenfold	Miscellaneous	CIR	XP
M - Make an offering			
Total XP			0

Make an offering

Make an offer of at least 1000 gold, or items with a total value of 1000 gold or more. The gold and/or items will disappear and a chest with loot will appear.



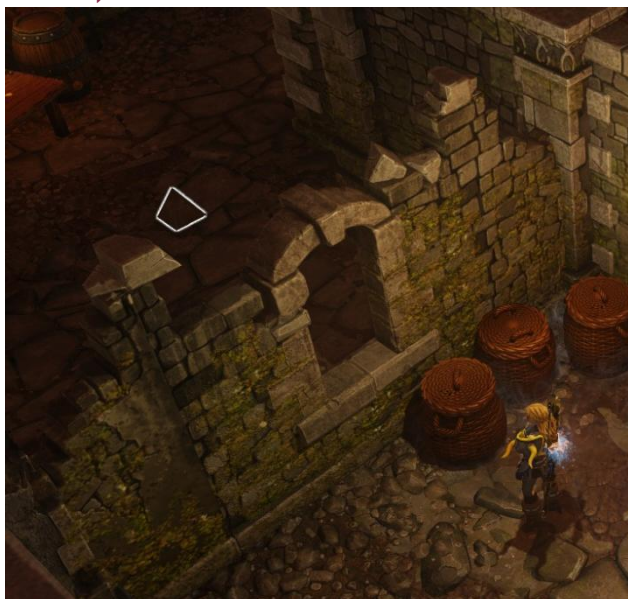
Alistair (Dark Forest Task)

Remember **Alistair**? You met him in the King Crab Inn in Cyseal. He was one of the Fabulous Five members. Remember now? To find out what happened to him you just have to enter the Dark Forest map and head towards the entrance to the Phantom Forest (80, 66). Now you know what happened to **Alistair**.



Grutilda's Treasures (Dark Forest Task)

Grutilda's treasures are stored in an inaccessible (for most people) area in the cellar of the Orcish Tavern. There are two ways to get inside. The first one is to simply throw a **Teleporter Pyramid** through the window (206, 475) and teleport inside as shown on the picture to the right. The second method is to use the hatch in Grutilda's Office. To do that you need to use the torch (377, 95) marked with green in the picture below. This will move the shelf upwards and give you access to the hatch (375, 94). Notice that you cannot use the torch without getting noticed by **Grutilda**, unless you use sneak. Otherwise, you have to send her out of her office first. Several quests allow you to do just that. For details see the step 'Talk to Grutilda'

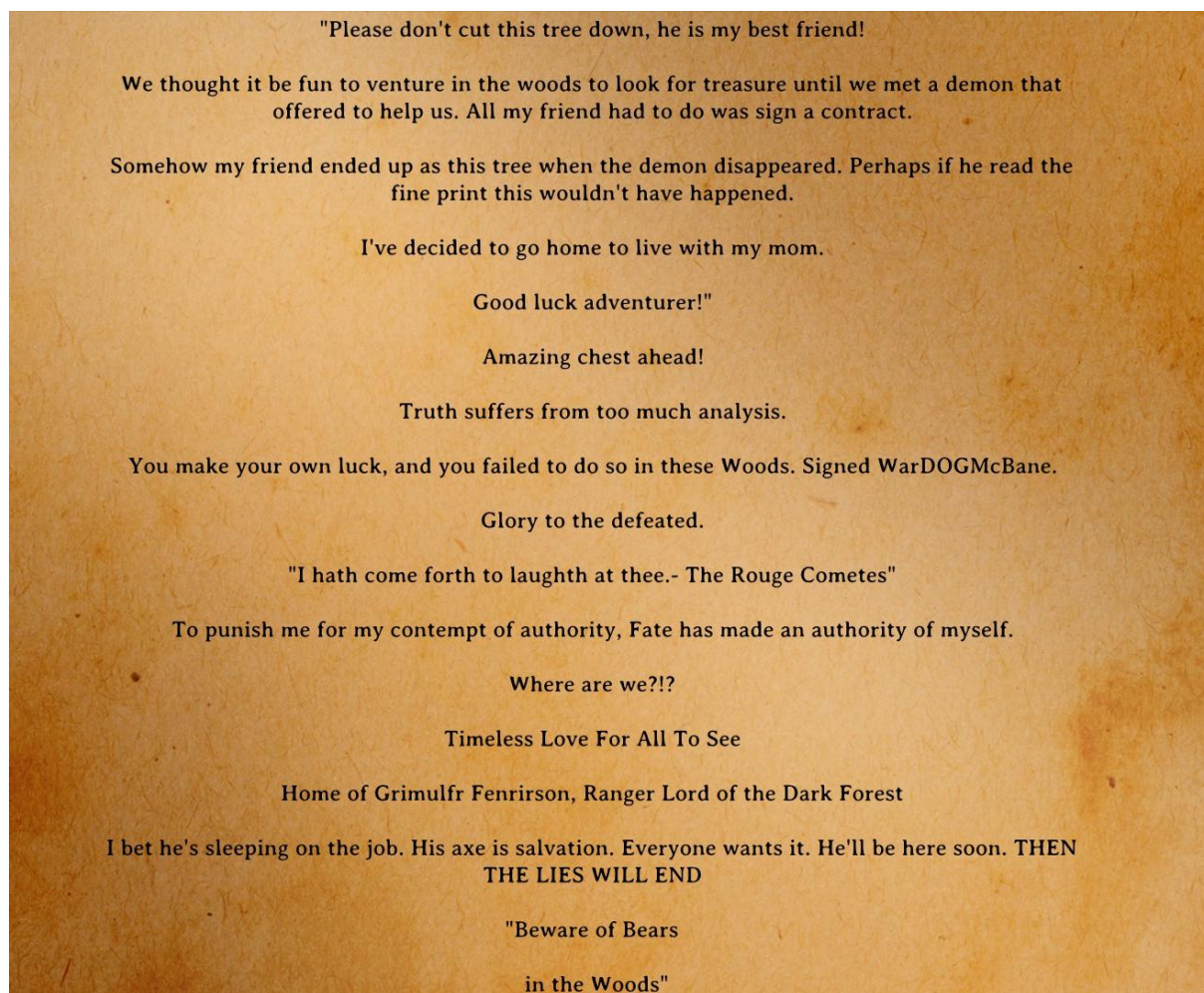


of the quest The Armoury Key (Dark Forest), the step 'Talk to Grutilda' of the quest The Back-Alley Trader (Dark Forest), the step 'Talk to Grutilda' of the quest The Hunt in Hunter's Edge (Dark Forest), and the step 'Talk to Grutilda' of the quest The Star-crossed Lovers (Dark Forest).



Kickstarter Tree (Dark Forest Task)

Go north from the 'Phantom Forest North' Portal until you encounter an enormous tree (105, 305) with a lot of runes on it. Click on it to see some random messages from the backers of the Kickstarter campaign. You will get different messages every time you click on the Kickstarter Tree.



Playing Cards (Dark Forest Task)

Inside the Tribesmen Warehouse, you will see **Julian**, **Lemy**, and **Richard** playing cards. Talk to any one of them to get invited to the game. You need to sit down on the chair to participate. Once you have won a certain number of hands they refuse to play with you anymore. This does not necessary means that you have earned any money, though, since you could have lost many more hands than you won.



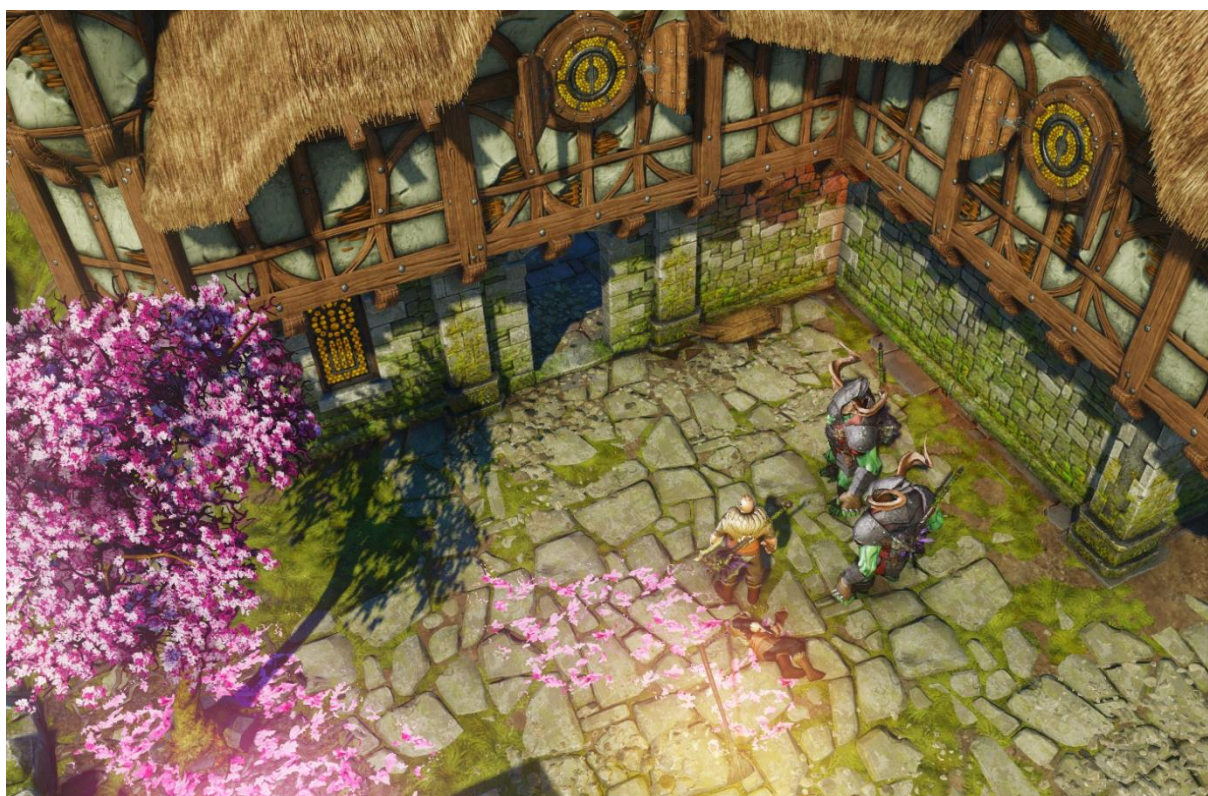
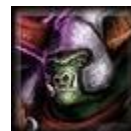
Rock-Paper-Scissors (Dark Forest Task)

Outside the Wizard's House you will come across two orcs and two tribesmen discussing who is to enter the doorway (456, 55). They decide to settle the dispute by rock-paper-scissors. One of the tribesmen loses and tries to enter the doorway, only to be thrown back completely dead. You can now safely enter the doorway and loot the room if you like. There are a couple of mines you need to avoid, so watch out.

S1 - Get Jagor to Talk	Miscellaneous	CIR	XP
O - Talk to Jagor		Yes	
1a - Persuade Jagor to talk		Win	8160
1b - You learn nothing		Lose	
Total XP			8160

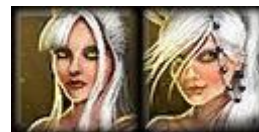
Talk to Jagor

You can talk to one of the orcs, **Jagor**, and try to persuade him to tell you what they are doing there. If you succeed, he will tell you that they are searching for a key to get access to the Source Temple.



A Forge of Souls (Rivellon)

You need to complete the quest The Witch at Home (Rivellon) before this quest can start. This quest starts after you talk to **Icara** about her sister's recent operations. She tells you about the soul forge between her and her sister, **Leandra**, and asks you to find a way to repair it.

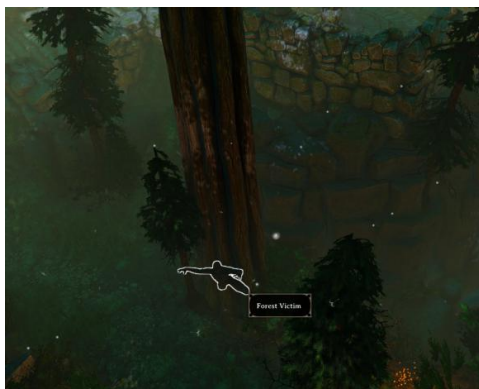


S1 - Kill Cassandra	Miscellaneous	CIR	XP
O - Talk to the seven Forest Victims			
O - Talk to the Titan Head			
M - Talk to Cassandra			
M - Disable the traps			
M - Enter the Temple of the Dead			
M - Lower the bridge			5130
M - Cassandra's Tomb			12825
M - Kill Cassandra			12825
Total XP			30780

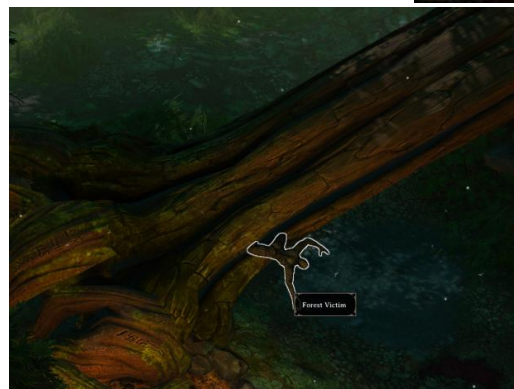
S1 - Kill Arhu	Miscellaneous	CIR	XP
O - Talk to the seven Forest Victims			
O - Talk to the Titan Head			
M - Talk to Cassandra			
O - Disable the traps			
O - Enter the Temple of the Dead			
O - Lower the bridge			5130
M - Kill Arhu			10500
M - Inform Cassandra about Arhu's death			12825
O - Cassandra's Tomb			12825
Total XP			41280

Talk to the seven Forest Victims

There are seven **Forest Victims** in the Phantom Forest that you can talk to. Each one is captured by a large tree and each one will reveal a secret about **Cassandra**. The locations of each of the **Forest Victims** and the secrets they reveal are shown below.



Location: (85, 150), west of the Temple of the Dead. Secret: **Cassandra** is invulnerable to attacks.



Location: (121, 134), south of the Temple of the Dead. Secret: The Temple of the Dead holds her bones. Open her tomb.



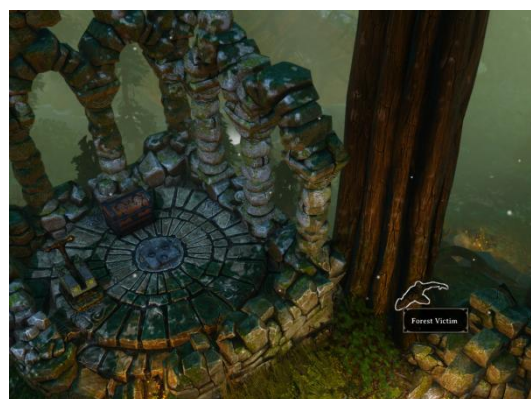
Location: (119, 105), east of the deadly poison cloud. Secret: A bridge within the Temple of the Dead will lead to **Cassandra's** bones.



Location: (150, 157), southeast of the Temple of the Dead. Secret: Some skulls in the Temple of the Dead are hidden switches.



Location: (51, 200), northwest of the Temple of the Dead. Secret: Only the dead may enter the Temple of the Dead.



Location: (122, 181), east corner inside the Temple of the Dead. Secret: Burn the bones of **Cassandra** to make her vulnerable.



Location: (49, 160), west of the Temple of the Dead. Secret: **Cassandra** is honored in the Temple of the Dead.



The red flags on the map above show the location of the seven **Forest Victims**.

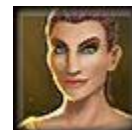
Talk to the Titan Head

The **Titan Head** (142, 206) is east of the Temple of the Dead, by the river. Notice that you need the **Titan Dictionary** in order to understand the **Titan Head**. It will tell you that you have to burn **Cassandra's** bones in order to make her vulnerable to attack, and that her bones can be found in the Temple of the Dead.



Talk to Cassandra

Go northwest from the 'Phantom Forest North' Portal and follow the blood path. At the end you will see **Cassandra** sitting on her throne. When you come close enough she will address you and you can get her to tell her story. If you do you will learn that she wants you to kill **Arhu** in order for her to help you with repairing a soul forge.



Disable the traps

In the picture to the right the red circles represent Sentinels, the orange circles a lava vent, the green squares a heavy wooden create, and the green circles are important locations. The easiest way to disable the traps is to attack and destroy the Sentinel. The Death Knight Bane will remove the 'Invulnerable' state from the Sentinel and after that they can easily be destroyed. This method is not available until you have completed the quest Investigating the Mines (Luculla). Notice that only the heavy wooden creates are heavy enough to prevent lava from erupting from the lava vents and that they are fire proof. A more sophisticated approach is to do the following:



1. Cover lava vent 13 with heavy wooden crate 2. This will make sentinel 9 harmless.
2. Move behind heavy wooden create 1. Move it in small steps while you remain hidden behind it to eventually cover lava vent 10. This will make sentinel 6 harmless.
3. Discover a circular pressure plate at location 3 and step on it to destroy sentinel 7.
4. Move wooden create 1 from lava vent 10 to lava vent 11. This will cause sentinel 6 to be active again, but will prevent sentinel 8 from covering the area around lava vent 11 with lava.
5. Move to location 4 and discover a hatch there. Use it to teleport to location 5.
6. Use the lever at location 5 to destroy sentinel 8. Then teleport back to location 4.
7. Move heavy wooden crate 1 from lava vent 11 back to lava vent 10 to make sentinel 6 harmless again. Now you can move freely as all sentinels are either destroyed or disabled.

Enter the Temple of the Dead

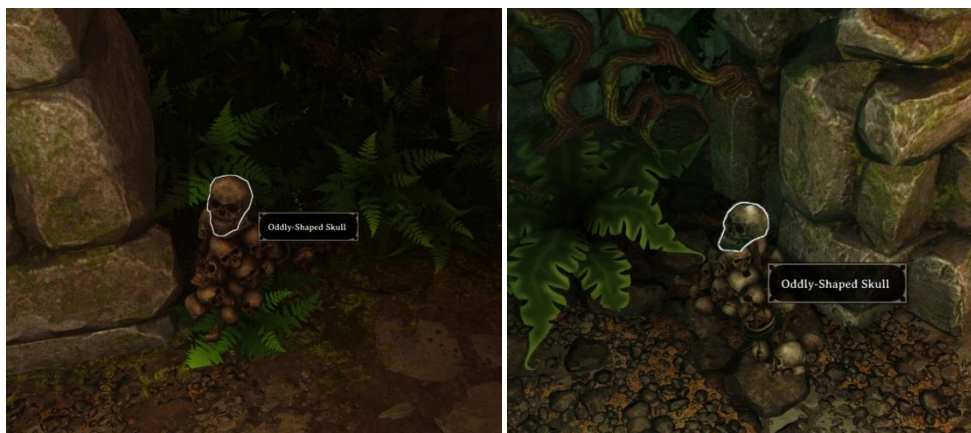
In the center there is a lever that transport dead matter to the Temple of the Dead. The easiest way to get in is to put one of your **Teleporter Pyramids** on the circle, pull the lever, and then teleport to it.



Lower the bridge

To the northeast of the first part of the temple there is a skull (67, 84) that you can use to lower the wooden bridge. Do so and cross the bridge to enter the second part of the temple. There you will find another skull (75, 130) that you can use to raise the stone bridge. Notice that there are a few mines in this part of the temple that you need to avoid or take care of. It is possible to enter the blocked-off stairway leading northwest by using the **Teleporter Pyramids**, but the area is completely empty. If you like to try, go to the west of the wooden bridge and throw a **Teleporter Pyramid** in the slope to the north of you (56, 115). Teleport to it and your party will end up on the stairs, but you

might not be able to retrieve the **Teleporter Pyramid**. If that is the case teleport to Homestead or another map to automatically pick up the **Teleporter Pyramid**.



Cassandra's Tomb

After you have crossed the stone bridge there are two corridors, one leading northeast and one leading southeast. Both paths are covered by fog that you can get rid of by covering the vents. There are



also some mines you should keep clear of. The entrance (127, 165) to **Cassandra's** tomb is down the corridor leading southeast, but you need a high Perception to discover it. If it is high enough the stone barrier will disappear and you can enter. Inside you will find **Cassandra's** tombstone (126, 198). In front of it you should discover a mound that you can dig to uncover her bones. Burn them to make **Cassandra** vulnerable to attacks. Notice that you must not burn her bones if you

want to use the solution where you kill **Arhu**, as she will not talk to you afterwards if you do. Also notice that the bones can be search before you burn them. Inside you will find the key to the magical locked chest located in the throne room of **Braccus Rex**. For details see the quest The Undead Scourge (Cyseal). Lastly, notice the left eye (127, 208) of the statue behind the tombstone. It is red, as in **Blood Stone** red. Pick it up and use it to unlock a new room in Homestead if there are still rooms you have not discovered yet.

Kill Cassandra

Return to **Cassandra** and kill her. After the battle, pick up the **Soulforge Repair Ritual** to end the quest. The **Soulforge Repair Ritual** will be needed in the task First Garden (Homestead Task) if you want to reunite the two sisters.



Kill Arhu

Return to **Arhu** in Cyseal and kill him. This might be easier said than done. Anything that lowers his resistances and primary attributes is of great use in this battle.



Inform Cassandra about Arhu's death

Return to **Cassandra** and tell her that you have killed **Arhu**. She will give you the **Soulforge Repair Ritual** and the quest will be finished.

A Voice in the Wilderness (Rivellon)

Close to the 'Cyseal-Silverglen Road' Portal you will see a **Cowering Rabbit** (317, 430). Talk to the rabbit to learn that it is dumb and that the source of its problems lies to the northeast. Notice that while you normally need the 'Pet Pal' talent to talk to animals, you will be able to determine that it is dumb without it. Afterwards, talk to **Wolgraff** to start this quest.



S1 - The Power of Speech	Miscellaneous	CIR	XP
O - Talk to the sad deer			
O - Talk to the dog			
O - Talk to the boar			
M - Meet Imal			19000
M - Pick up the Bottled Voice			
M - Create the potion			
M - Talk to Wolgraff			
Total XP			19000

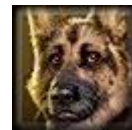
Talk to the sad deer

Just east of the 'Luculla Forest-Goblin Village' Portal you will see a **Sad Deer** (264, 240) walking to and fro. Talk to it to learn that it too is dumb and that the source of its problems lies to the east. Notice that while you normally need the 'Pet Pal' talent to talk to animals, you will be able to determine that the **Sad Deer** is dumb without it. Afterwards, talk to **Wolgraff** to get his comment.



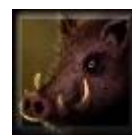
Talk to the dog

Close by the bridge (335, 63) in the Hunter's Edge, there is a **Downcast Dog** walking to and fro. Talk to it to learn that it too is dumb and that the source of its problems lies to the north inside Phantom Forest. Notice that while you normally need the 'Pet Pal' talent to talk to animals, you will be able to determine that the **Downcast Dog** is dumb without it. Afterwards, talk to **Wolgraff** to get his comment.



Talk to the boar

Close by the 'Phantom Forest North' Portal, there is a **Frustrated Boar** walking to and fro. Talk to it to learn that it too is dumb and that the source of its problems lies to the north towards the Kickstarter Tree. Notice that while you normally need the 'Pet Pal' talent to talk to animals, you will be able to determine that the **Frustrated Boar** is dumb without it. Afterwards, talk to **Wolgraff** to get his comment.



Meet Imal

At the end of path (130, 313) leading down to the Kickstarter Tree, you will see **Imal the Squealer**. When you come close enough he starts to talk to you. You will learn that he has used magic to steal the voice of other creatures in order to be able to speak for a short while. This conversation will result in a battle. Once it is over pick up the book **Imal's Research** and read it. **Imal the Squealer** had already found one of the ingredients, a **Voxwood**, to restore his speech permanently. Remember to pick it up.





Pick up the Bottled Voice

Enter the Temple of the Dead and go to the laboratory. See the quest A Forge of Souls (Rivellon) for details on how to get there. Pick up the **Bottled Voice** located on the table (208, 162) to the northeast in the laboratory.



Create the potion

Mix the **Bottled Voice** with the **Voxwood** to create the **Vocalisation Potion**. Notice that you do not need any skills in Crafting or Blacksmithing in order to create the **Vocalisation Potion**.



Talk to Wolgraff

Talk to **Wolgraff** with the **Vocalisation Potion** in your inventory to give him his voice back and end this quest.

Find the Witch! (Rivellon)

This quest is automatically started once you finish the quest [A Mysterious Murder \(Cyseal\)](#).

S1 - Free the White Witch	Miscellaneous	CIR	XP
M - Get to the lake			1645
M - Talk to the apprentice			1650
M - Find the hatch			
O - Get to the chest			
M - Get through the tunnel			1650
O - Talk to the mouse			
M - Visit the neighbor cell			
O - Iron maiden			
O - Talk to the prisoner			
M - Get to the Portal			
O - Loot the two chests			
M - Enter the cell of the White Witch			
M - Acquisition for a flame thrower			2340
M - Free the White Witch	Pragmatic / Romantic		4680
Total XP			11965

Get to the lake

To do this step you first need to complete the quest [Fun with Fungi \(Luculla\)](#) to remove the barrier around the Witch's Cabin. Then you need to enter the cabin and the mirror you find inside. Once there, you need to perform the task [Enter the Witch's Grotto \(Luculla Task\)](#) to be able to enter the grotto. Finally, you need to go to the lake (645, 485) at end of the Witch's Grotto. To get to the lake you have to fight the group guarding the lake. This step will also add XP and an entry to the quest [The Lady in the Lake \(Rivellon\)](#).

Talk to the apprentice

To perform this step you need to complete the quest [The Lady in the Lake \(Rivellon\)](#). When you do the last step of that quest, this step is also performed.

Find the hatch

Haizea can give you a hint of where to find the hatch to the secret tunnel leading to the prison. No matter if you talked to him or not you can find it if your Perception is high enough. It is located under the snow close by the stone face with a tree growing out of its eye (318, 167). Enter the hatch to get into the secret tunnel.

Get to the chest

To the south in the tunnel you will see a chest (479, 293) in an area blocked by a few barrels and wooden crates. This looks like a setup for a trap, but in this case there is no trap. You can safely remove the barrels and wooden crates to get access to the area.



Get through the tunnel

If you head north you will see a lot of mines, but they will disappear when you get closer. This is not a false alarm, the mines are real. The easiest solution is to shoot the mines as soon as you see them and wait until the fire dies out. You can use the Rain skill or a Rain scroll to reduce the waiting time. There is a vent (468, 379) halfway through causing a static field that you can cover by a crate or something to avoid getting stunned. In the end of the tunnel there is a ladder (447, 432) you can climb to get into the prison.



Talk to the mouse

You will find yourself imprisoned in a prison cell. There is a mouse outside the bars calling to you. Talk to the mouse, **Tyler**, and he offers to help you if you give him some cheese. Notice that you need to have the cheese in your inventory when you talk to him in order to give it to him. If you do, he runs off to the lever but discovers that it is too high. He thanks you for the cheese and runs away.



Visit the neighbor cell

Move to the corner close to the neighboring cell. If your Perception is high enough, you will find a way through to the neighbor cell. All you need to do is dig the mound and then use the hole. The door to the neighboring cell is open so you can enter the main hall from it.



Iron maiden

In one of the corners of the main hall there is an **Iron Maiden** (229, 317). Talk to her to get a hint that there is more to it than meets the eye. If **Jahan** is in your party, talk to him to discuss the **Iron Maiden**. This will give you another hint that you should destroy it. If you do destroy the **Iron Maiden** you can pick up a **Blood Stone** that was stored inside her. Remember that you must use a **Blood Stone** in order to unlock a room in Homestead.



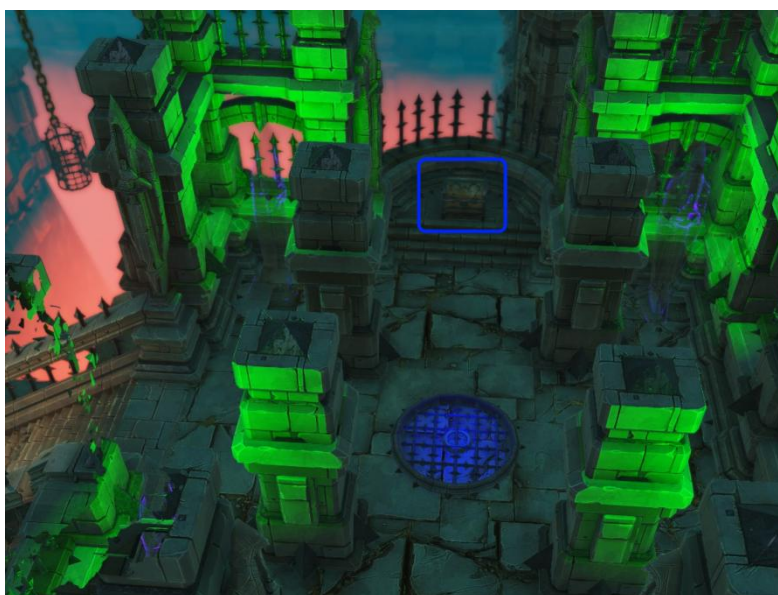
Talk to the prisoner

In the southern cell (246, 292) you will meet the only live prisoner, **Dhruin**. Talk to him to learn his story. It is quite a funny one.



Get to the Portal

Be careful when moving up the stairs to the platform with the four Watchful Sentinels. If you are detected the entire platform will be covered by lava. In this case it does not help to cover the vent in the middle of the platform. You need to get through undetected. The easiest way to do that is to use an invisibility potion and move up to the 'Hiberheim Prison' Portal. There you will find a switch (276, 282) that you can use to disable the trap. Notice that the chest (279, 322) marked with blue in the picture to the right will also



be removed when you use the switch to disable the trap, so make sure you loot it on your way up while you are invisible. Alternatively, you can destroy the Watchful Sentinels if you have the means to do so; see the step 'Get past the Watchful Sentinel' of the task [Ambushed \(Hiberheim Task\)](#) for details.

Loot the two chests

There are two chests on the top platform guarded by a Watchful Sentinel. One way to loot them is to use Sneak and move to the chest not watched by the sentinel, loot it, and move back, and then repeat the process for the other chest.

Enter the cell of the White Witch

Enter the inner room of the prison and you will see the **White Witch** captured in a huge icicle. Interact with the icicle to get an entry in the log about help needed. You cannot destroy it yourself, but remember that **Sua**, the fire elemental king, offered you his help if you ever needed it in this realm. Now is a good time to ask him for help.

Acquisition for a flame thrower

Return to the Elemental Forge and tell **Sua** about the **White Witch** being captured inside a big icicle. He gives you a **Fire Rune** and tells you to use it to summon him when you have returned to the **White Witch**.



Free the White Witch

Return to the prison and use the **Fire Rune**. **Sua** will show up and create a most impressive flame that melts the icicle and frees the **White Witch**, also known as **Icara**. She will start to talk to you and when the conversation is over, this quest is finished and another quest [The Witch at Home \(Rivellon\)](#) is started.



The Lady in the Lake (Rivellon)

You need to complete the task [Enter the Witch's Grotto \(Luculla Task\)](#) in order to start this quest. In the Witch's Grotto, after you leave the cabin and cross the first bridge, the path will split in two. No matter which of the two paths you follow you will eventually come across a pond in the path. A voice will talk to you when you come close to a pond, thus starting this quest.

S1 - Find the Lady in the Lake	Miscellaneous	CIR	XP
M - Get to the lake			1350
M - Cast the spell			
M - Get through the first gate			12980
M - Get through the second gate			4130
M - Talk to Almina			1350
Total XP			19810

Get to the lake

Get to the end of the Witch's Grotto to the lake (645, 485). To get there you have to fight the group guarding the lake. One of them will drop the **Cultist Spell** that the voice begs you to use to follow the search into Hiberheim. You can also pick up an **Enlightened Amulet** that was dropped at the end of the fight. This step will also add XP and an entry to the quest [Find the Witch! \(Rivellon\)](#).



Cast the spell

Read the **Cultist Spell** when you are standing close to the lake (645, 485). Save the **Cultist Spell** for later since it can be useful in the quest [The Captives in the Crystals \(Hiberheim\)](#). Use this lake to teleport to a similar lake in Hiberheim. You can also use the lake in Hiberheim to teleport back to this lake.

Get through the first gate

Once in Hiberheim you will hear the voice coming from statues that will fall apart once the message is delivered. At one point the path will be blocked by a set of stone pillars. Close by the talking statue you will see a pressure plate (322, 46) that you can step on to move the stone pillars down into the ground, clearing the path. On the other side you will see a lever that can be used to permanently keep the path clear. But, oh yes, there is a but: If you do you will have to fight a lot of mechanical rodents; 6 of them in fact.



Get through the second gate

To get through the second gate, also this consisting of stone pillars, you need to unlock the lever (263, 19) and then use it. You can either pick the lock or find the key buried in a mound (282, 28) that you can dig up. Once again you have to fight the security guards before you can continue your journey.

Talk to Almina

After crossing the second gate you will find **Almina** lying on the ground (247, 54) at the end of the path. To remove the poison clouds in your path, put a barrel or something on the vents. Talk to **Almina** about Hiberheim to start the quest Eternal Winter (Hiberheim). When the conversation is over, **Almina** will die and the quest will finish. This step also adds an entry and XP to the quest Find the Witch! (Rivellon).



The Legend of the Weresheep (Rivellon)

What is a weresheep? To find out follow the steps in this quest. This quest is spread out with something to do on each of the four main maps.

S1 - Weresheep Armor	Miscellaneous	CIR	XP
O - Find the book			
O - Find the notes of the last weresheep			
O - Talk to the weresheep ghost			
O - Find the weresheep recipe			
M - Call the weresheep		Possibly	
1a - Convince it to give you some wool		Win	
1b - Whoops		Lose	12600
1c - Just kill it		NA	12600
M - Craft the weresheep armor			
Total XP			12600

Find the book

Go to the graveyard (407, 367) west of the old church in Cyseal. If your Perception is high enough you will discover a mound. Use a shovel and pick up the discovered book, **The Legend of the Weresheep**. Read the book to complete this step.



Find the notes of the last weresheep

Go to the treasure room in the Hiberheim castle. See the task [Royal Treasures \(Hiberheim Task\)](#) for details on how to get in. On the table to the south (114, 218) you will find a note called **The Last Weresheep**. Pick it up and read it to complete this step.



Talk to the weresheep ghost

You can find the ghost of the **Weresheep** in Maradino's cave. See the step 'Enter the secondary cave' of the task [Maradino's Library \(Luculla Task\)](#) for details on how to get there. You need to discover the mound (740, 159) and dig it to find the ghost of the **Weresheep**, and you need the 'Pet Pal' talent to understand it. Once dug up, it will start talking to you. You can get some information out of it, such as its body being in the Phantom Forest and that it likes Stardust.



Find the weresheep recipe

In the laboratory in Maradino's Lair there is a note called **Weresheep Recipe** lying on a table (495, 110). Pick it up and read it to complete this step. See the task [Maradino's Lair \(Luculla Task\)](#) for details on how to get into the library.



Call the weresheep

Go to the Kickstarter Tree (110, 305) in the Phantom Forest and



place a **Stardust Herb** on the ground in front of it to call the **Weresheep**. The



Weresheep will arrive and start talking to you. Notice that you need the 'Pet Pal' talent to understand it. You can either kill it or try to convince it to give you some of his wool. A successful persuasion will result in you getting the **Weresheep Wool**, but no Charisma XP is rewarded for this. If you fail the CIR mini game you have to fight it. In the case of a battle, you will find the **Weresheep Wool** on the ground after you have killed the **Weresheep**.

Craft the weresheep armor

Head over to the Elemental Forge (355, 480) in Hiberheim. Use the **Weresheep Wool** on the Elemental Forge to craft the four items of the weresheep armor. Notice that you do not need any points in Crafting or Blacksmithing to do this.



The Legionnaire's Will (Rivellon)

At the waterwheel (330, 298) northeast of Cyseal you will find two skeletons that you can talk to. They are the former legionnaires **Blossius** and **Livia**. Talk to **Blossius** and ask him about his wife to start this quest.



S1 - An Honest Delivery	Miscellaneous	CIR	XP
O - Read the will	Compassionate / Heartless		
M - Deliver the will			3375
Total XP			3375

S1 - Deliver an Altered Will	Miscellaneous	CIR	XP
O - Read the will	Compassionate / Heartless		
M - Alter the will			
M - Deliver the will			3375
Total XP			3375

Read the will

Read **Blossius's Will**. It seems **Blossius** stutters even when he is writing... A party dialog becomes available after reading the will. Notice that this dialog gives a hint of a possible cause of action: You can alter **Blossius's Will** if you like.

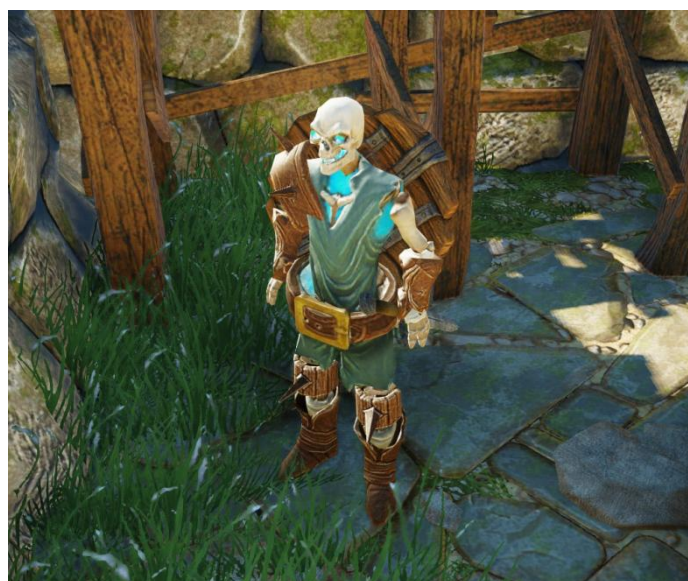


Alter the will

Use an 'Ink Pot and Quill' or a 'Magic Ink Pot and Quill' to alter **Blossius's Will**. You will now be the sole beneficiaries of his possessions.

Deliver the will

Go to The Pickaxe Tavern in Silverglen and talk to **Marisa** (73, 136). I guess stuttering runs in the family; **Blossius's** wife stutters as well... You need to have **Blossius's Will** in your inventory when you talk to her. Give her the will to complete the quest. You will get a box with treasures inside if you altered the will.



The Wishing Brother (Rivellon)

This quest can be started by talking to either one of the two wishing well brothers.

S1 - Bring William Home	Miscellaneous	CIR	XP
O - Talk to Walter			
M - Talk to William			5470
O - Ask for a wish		Possibly	
1a - Convince William		Win	3300
1b - Fail to convince William		Lose	
1c - Pay William	-2050 gold		
M - Find the teleportation scroll			
M - Well teleportation			
M - Talk to Walter once more	You get a wish		5460
Total XP			14230

Talk to Walter

At the broken stone stairs leading to the main entrance of the Old Church in Cyseal, you will find a talking well (433, 317). His name is **Walter McWishing Well**. Talk to him and ask him about himself to start the quest. If you talk to him about his brother, you will have the option of being teleported to **William McWishing Well**.



Talk to William

Go to the Fortress in Hiberheim and talk to **William McWishing Well** (410, 274). To get there you can either let **Walter McWishing Well** teleport you there, or you can do the task The Fortress (Hiberheim Task). He tells you that you need to find a spell guarded by **King Boreas**. If you have talked to **Walter McWishing Well**, you can ask him to teleport you to his brother. If you get **Walter McWishing Well** to teleport you here before you go to Hiberheim you will get an additional 790 XP and a log entry saying that you need to find another way into Hiberheim. This is the XP listed in the table.



Ask for a wish

While talking to **William McWishing Well** you can ask him to grant you a wish. You can either try to convince him to give it to you for free or pay him. You have to select one of two wishes. He can either stop the lava eruptions to the north or he can stop the blizzard. In the last case the three groups of immaculates will return home and leave Hiberheim. Notice that you should do the tasks Beth's Goods (Hiberheim Task), Fabrizio's Knowledge (Hiberheim Task), and Hilda's Pet (Hiberheim Task)



before you select this wish.

Find the teleportation scroll

Go to the treasure room in the Hiberheim castle. See the task Royal Treasures (Hiberheim Task) for details on how to get in. On the floor by the table to the south (114, 218) you will find the scroll called **Well Teleportation Scroll**. Pick it up to complete this step.



Well teleportation

To teleport a well you need a well and a special scroll for teleporting wells. Stand close by the well and read the scroll. In this specific case return to **William McWishing Well** and read the **Well Teleportation Scroll**. **William McWishing Well** will return to Cyseal, more specifically just to the east of **Walter McWishing Well** (446, 316). Once the scroll is used it is not needed anymore.

Talk to Walter once more

Talk to **Walter McWishing Well** once more to end the quest. You can ask him for a wish if you like and he will give you some items. The more you pay him the better items you get.



I wish you well, too!

The Witch at Home (Rivellon)

This quest starts automatically when the quest Find the Witch! (Rivellon) is finished.

S1 - Talk to Icara in Homestead	Miscellaneous	CIR	XP
M - Talk to Icara			
Total XP			0

Talk to Icara

Travel to The End of Time and go to the Tapestry of Time where you will find **Icara** talking to **Zixzax**. Talk to **Icara** and ask her to tell you everything she knows. When the conversation is over this quest will be finished and two quests will be started if they are not already started. The quests are A Forge of Souls (Rivellon) and Investigating the Mines (Luculla).



The Four Sister Chests (Rivellon Task)

There are 4 sister chests spread around in Rivellon; one in each of the four main maps. Each one contains a parchment with a riddle that you need to solve in order to open the final fifth chest, located in the Homestead Hall (627, 198).

S1 - The four sister chests	Miscellaneous	CIR	XP
M - Open the first chest	Digit: 0		
M - Open the second chest	Digit: 2		
M - Open the third chest	Digit: 8		
M - Open the fourth chest	Digit: 1		
M - Open the final chest			
Total XP			0

Open the first chest

The first chest is in Cyseal, between the Cook's House and the stairs (326, 244). In it you will find a **Dusty Parchment**. Read it and solve the riddle.



Open the second chest

The second chest is inside Maradino's library (600, 458) in his cave in Luculla. See the task [Maradino's Library \(Luculla Task\)](#) for details of how to get into the library. In it you will find the second **Dusty Parchment**. Read it and solve the riddle.

Open the third chest

The third chest is in Hiberheim (359, 51) just northeast of the double stairs that separates the snowy part from the temperate part. In it you will find another **Dusty Parchment**. Read it and solve the riddle.

Open the fourth chest

The fourth chest (481, 89) is in Hunter's Edge just north of the beehives outside the wizard's house. In it you will find another **Dusty Parchment**. Read it and solve the riddle.

Open the final chest

Go to the Homestead Hall and talk to the **Last Chest**. You need to enter the combination 0281 to open it. In it you will find a lot of nice loot, including the books **Ancient Tome of Body Mastery** and **Compendium of Mortal Techniques**.



Treasure Maps (Rivellon Task)

Throughout Rivellon you can find NPCs that sell **Treasure Maps**. You do not need **Treasure Maps**, but they make finding the treasures easier since they show up on your map once read. You can now concentrate on those areas when looking for treasures. To find a treasure, your Perception must be high enough. If you cannot find a treasure where it is supposed to be, either try to boost your Perception (for instance by drinking a Perception Potion), or come back later when your Perception is higher.



Treasure map vendor in Cyseal

In the marketplace in Cyseal you will find **Gerome** (271, 155). He has 6 different **Treasure Maps** for sale. All of them identify a location in the vicinity around Cyseal where a treasure is buried.



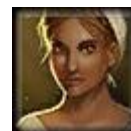
Treasure map vendor in the Hall of Secrets

In the Hall of Secrets you will find the **Teller of Secrets** (65, 205). She has 22 different **Treasure Maps** for sale for treasures buried all around Rivellon.



Trader of secrets

To the east of the desert in Luculla there is a small fair. **Madam Loenestra** is located by her wagon (200, 350) selling secrets and glimpses into the future. She doesn't sell you **Treasure Maps** as such, but up to six secrets that work in the same way as reading a **Treasure Map**. All six secrets are located on the Luculla map.



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