

# Darkness over Daggerford

## Quest guide v.1.05 (eng)

Authors: PART1 by Lilura1 / re-formatted by Caker (pages 1-13) \*\*\* PART2 by Caker (pages 14-36)

### FOREWORD

#### *Why I've made this guide*

*When I started playing Darkness over Daggerford, I habitually searched the web looking for the list of quests available in this wonderful module. Usually I don't use walkthroughs on the regular base for my gameplay, but I really like to check them from time to time to be sure that nothing important is missed. So, speaking of Daggerford, I've found detailed walkthrough here:*

*<https://lilura1.blogspot.com/2016/02/darkness-over-daggerford-part-i.html>*

*(and 4 more parts are available via links inside the blog). Unfortunately, it turned out that this guide actually ends in the first third of the campaign: arriving to Gillian's Hill (a very cursory overview of the remaining main story events fits into a few paragraphs after this point). And there were no other detailed guides on the web... Except one (not too detailed): list of the essential quests from the developer in the form of downloadable PDFs. I was disappointed ... and then I began to gradually record the events happened to my character after Gillian's Hill. The result is below.*

*I hesitated a little but then decided to add here the information collected by Lilura1 as well, re-formatted in the style of my own abstracts of the game. Anyway, a complete guide in single file seems to be more convenient than a bunch of links leading outside and covering initial chapters. I apologize to Lilura1 for doing this without her consent. Hoping this is not a big crime, given the fact that I do not conceal the origins of this information and provide a link to the source :)*

*Do you want to fix / add / clarify some of the data below? Please feel free to contact me -*

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### GUIDE PART 1. LILURA1'S INFO

**Note 1:** The text of both zero-labelled sections (0A and 0B) is re-worked summary of the guide <https://lilura1.blogspot.com/2016/02/darkness-over-daggerford-part-i.html>. The emphasis is on the list of quests, the order of the steps to complete them and the rewards you can get. Other information like screenshots, narrative fragments, opinions, general recommendations, etc. is removed.

**Note 2:** Lilura1 mentions the amounts of experience for completing tasks and defeating the enemies while playing by a low-level character, created from scratch at the start of the module. For imported high-level characters, the experience rewards for quests and important tasks can be higher, but for battle victories - much lower.

**Note 3:** an asterisk (\*) and color mark the critical (for completing the game) quests.

### SECTION 0A. LILURA1'S GUIDE: PRELUDE AND DAGGERFORD

#### 01\*. The Story So Far

**Where to get:** Falias Emberthumb's Caravan Wagon

**Issued by:** present initially

**Special conditions:** none

**Summary:** prepare for the game

**Stages:**

1. Delve into the plot, equip your character.
2. Chat with Talarenne - a friend and colleague who will soon become the basis of the plot-forming quest.
3. Leave the wagon when you're ready.
4. Take part in the events leading up to the start of the main quest **Talarenne** (see below).
5. Agree to meet Amara Leontyne at Daggerford on arrival.
6. Wait for the return of the employer, Falias Emberthumb, and talk to him to get a reward. Talk again when you're ready to move on.

**Where to go:** Trade Way North

**Target:** Bandits

**Important features:** none

**Rewards:**

- before the game begins (in the chest of the wagon): some inexpensive gear for free, weapons +1.
- upon completion of the quest (from Falias): 100 gp, 500 xp. If you are capable of Pickpocket, you can also get hold of the Falias' Cloak of Invisibility (Invisibility \*5 charges) and get another 50 xp for it.

#### 02\*. Talarenne (quest start - continued in Section III)

**Where to get:** Trade Way North, Prelude

**Issued by:** nobody, the quest is simply written to your log after the abduction

**Special conditions:** leave the wagon

**Summary:** Talarenne was kidnapped by bandits using sophisticated magic. You have to find her.

**Stages:**

1. Start the game, be ambushed by bandits on the Northern Trade Route, witness the disappearance of Talarenne. Fight off attack-

- ers.
- Examine the highlighted location of her disappearance and find out (Lore, Search or Spellcraft check) that attackers have used the spell of very high level, which obviously should not be in their disposal.
  - Find Crumpled Note in the bandit camp (NE): the target of the attack was Amara Leontine, who was traveling in the same caravan; Talarenne just looks similar to her. There was used the Scroll of Binding (created by high-level mage) to teleport the victim to a place called Binding Prison.
  - Inspect Empty Ale Barrow at the bandit camp: discover that it is marked as belonging to Black Stone Inn in Daggerford.
  - Postpone this quest until the moment when you reach Crab's Claw Coast investigating the shepherd's abduction (**Abducted Shepherds** quest) - to be covered in Section III.

**Where to go:** Trade Way North

**Target:** Talarenne

**Important features:** main background quest of the game.

**Alternatives:** none

**Rewards:**

- for Bandit Leader: 1212 xp, Starfire (Short Sword 1d6 +1, bonus damage 1d6 fire, on hit: Flare); Bandit Mage: 97 xp; Bandit Archers and Bandit Blades: 65 xp each.

### 03. Interlude (not a quest). Hiring your first henchman

**Where to get:** Trade Way North, Prelude

**Who is hired:** Purfbin Doogrick or Raegan Brunegar

**Special conditions:** get **Talarenne** quest (see above)

**Summary:** hire a henchman for the rest of the game [optional]. Options (depending on your class):

- Raegan:** (class) Fighter; (alignment) True Neutral; (feats) Dodge, Power Attack, Improved Power Attack, Cleave, Great Cleave, Weapon Focus: Longsword, Weapon Focus: Greatsword, Weapon Specialization: Greatsword; (skills) Discipline 13, Parry 11, Concentration 4. The gear cannot be removed from the character.
- Purfbin:** (class) Rogue; (alignment) Chaotic Neutral; (feats) Sneak Attack (+4d6), Uncanny Dodge II, Ambidexterity, Evasion, Point Blank Shot, Skill Focus: Pickpocket, Spell Focus: Illusion; (skills) Disable Trap 10, Open Lock 13, Move Silently 13, Hide 13, Pickpocket 16, Search 12, Set Trap 15, Use Magic Device 11. The gear cannot be removed from the character (including light crossbow +2 with unlimited ammo / +1d6 electrical damage).

**Stages:**

- Take part in the events leading up to the start of the main quest **Talarenne** (see above).
- Check the surroundings and find **Purfbin Doogrick** or **Raegan Brunegar** (which one exactly – depends on the class of your character). Say some compliments for his/her fighting in the battle and offer to work together.
- The second of these henchmen may be hired later in Daggerford (Raegan in Happy Cow Tavern, Purfbin in Black Stone Inn).

**Where to go:** Trade Way North

**Target:** henchman

**Important features:** will stay with you for the whole game (if not kicked out)

**Alternatives:** you may decide not to hire anyone :)

**Rewards:**

- assistance in battles, missions and cargo transportation

### 04\*. Amara Leontyne

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn (aka 'Amara Leontyne', girl who looks similar to Talarenne)

**Special conditions:** complete **The Story So Far** quest, arrive to Daggerford

**Summary:** Amara / Astriel has to hide inside the inn and asks you to help investigate the death of the local Duke, carrying out her errands outside.

**Stages:**

[before the quest is issued]

- Arrive to Daggerford, part with Falias (get his offer to tailor some stylish clothes for you) and Amara (she'll invite you to meet her at Chateau Elite Inn – the quest is being added to your log).
- Find out that the doorman at the Chateau Elite Inn will not let you in while you are wearing your current gear.
- Visit Market Square (on South), ask Falias to create a Custom Tunic for you; change clothes and get inside.
- In the hall you can talk to the Pemberton family of stiff snobs and get a free perfume sample from Quintessa (CHA +1 for a limited time; you can get more samples up to +12 bonus).
- Meet Amara in the far room along the western corridor; learn that her actual name is Astriel Shalyn, and she is an agent of the Lords' Alliance of Waterdeep who arrived to investigate the suspicious death of the local Duke Greatshout. [after the quest is issued]
- Astriel will ask you to be her field agent in the town, since there is a hunt for her and she cannot go to Daggerford by herself; agree to help her.
- Complete a number of quests from **Detained in Daggerford** to **The Black Stone Inn** (see below), regularly reporting your progress to her.
- [after **The Black Stone Inn** quest (see below)] Fight off the Zhentarims who tracked you on your way to Astriel.
- Once Astriel's business in Daggerford is over, agree to meet her at Liam's Hold later.
- Get new quest: **Astriel Takes Flight** (see below).

**Where to go:** same map

**Target:** Astriel Shalyn

**Important features:** none

**Alternatives:**

- at stage 3, instead of entering the main entrance to the inn, you can go around the building and use the back door (having

bribed the cook for 100 gp).

**Rewards:**

- at stage 6: 500 gp in advance (using Persuade: 1000 gp).
- at stage 8, for Zhentarims: Warrior - 65 xp each; Wizard - 140 xp.
- once stage 9 is over: 2501 xp, 250 gp.

### 05\*. Detained in Daggerford

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn

**Special conditions:** start **Amara Leontyne** quest

**Summary:** find out the reasons why no one is allowed to leave the town (all gates except the exit to the Docks are closed).

**Stages:**

1. Enter Chateau Elite Inn, receive **Amara Leontyne** quest there (see above).
2. Head northwest to the garrison Barracks. Talk with Captain Frederick (commander of militia), find out that the city is blocked by the second Captain - Dratharion, the leader of the mercenaries in the service of the Daggerford's new governor (Griffon Mercenary Company).
3. Frederick wants to know the reasons for the blockade as well and asks you to try getting this information from Dratharion (new quest begins: **Play the Spy for Captain Frederick**, see below).
4. Complete Frederick's task and report the results to Astriel as well: she knows Wikkers who become the cause of blockade (minor spy of the Iron Throne) and does not understand why the whole city was locked for such a pinhead. The quest is over.
5. Get the next quest from Astriel (**Strange Cargo**, see below)

**Where to go:** Daggerford Barracks

**Target:** Captain Frederick

**Important features:** none

**Alternatives:** none

**Rewards:**

- once the quest is over - 501 xp

### 06\*. There be Trouble Down on the Farm

**Where to get:** when exiting Chateau Elite Inn, Daggerford

**Issued by:** Farmer

**Special conditions:** have **Amara Leontyne** quest active

**Summary:** go meet Hevestar Dimpet to get a more detailed description of local farmers' problems.

**Stages:**

1. Enter the Chateau Elite Inn, and then exit it for the first time.
2. Nameless Farmer approach you; promise him to visit Hevestar Dimpet (farmers' spokesman) at Happy Cow Tavern.
3. Go to Happy Cow Tavern, speak with Hevestar Dimpet in the common hall. Make an appointment with him at Liam's Hold. The current quest will close and a new one will begin.

**Where to go:** Happy Cow Tavern (SE of map, near Farmer Gate)

**Target:** Hevestar Dimpet

**Important features:** none

**Alternatives:** none

**Rewards:** none

### 07\*. Play the Spy for Captain Frederick

**Where to get:** Daggerford Barracks

**Issued by:** Captain Frederick (town militia commander)

**Special conditions:** have **Detained in Daggerford** quest active

**Summary:** go to captain Dratharion and find out why the Griffin mercenaries locked the town gates.

**Stages:**

1. Sent by Astriel, speak with Captain Frederick in Barracks, receive his task to obtain some information about the blockade.
2. Go talk with Dratharion (here in Barracks as well), get his explanation: an important criminal Wikkers escaped, and Baron Matagar Buto personally issued the order to lock the town.
3. You can rummage around the chests and cabinets of the barracks a bit, your alignment and garrison attitude will not change.
4. Report to Frederick. The quest closes. But Captain has one more errand for you (see **Border Dispute** quest below).

**Where to go:** Dratharion's room nearby

**Target:** Captain Dratharion

**Important features:** none

**Alternatives:** none

**Rewards:**

- at stage 3 (in one of chests): Longbite (Greatsword 2d6 +2, Keen, On hit: Unique Power Level 1)
- once the quest is over: 150 xp

### 08\*. Border Dispute (quest start - to be completed in Section IV)

**Where to get:** Daggerford Barracks

**Issued by:** Captain Frederick (town militia commander)

**Special conditions:** complete his previous quest, **Play the Spy for Captain Frederick**

**Summary:** Deal with situation in Lonely Barrens, where local Wild Elves are unable to reach an agreement on border lands with local farmers.

**Stages:**

1. After completing the first task of Frederick, agree to help with another one. Learn about the problem at Lonely Barrens and promise to deal with it.
2. Postpone this quest until the moment when you'll have more reasons to reach Lonely Barrens (i.e. until Section IV below).

**Where to go:** Lonely Barrens**Target:** currently undefined**Important features:** none**Alternatives:** see Section IV**Rewards:** see Section IV**09\*. Strange Cargo****Where to get:** Chateau Elite Inn, Daggerford**Issued by:** Astriel Shalyn**Special conditions:** complete **Detained in Daggerford** quest**Summary:** in Docks, smugglers freely take on board unknown cargos - with the consent of the authorities and without inspection. Find out what is in these shipments by gaining access to the Mariner's Alliance registry.**Stages:**

1. Enter the Mariner's Alliance building in northern Daggerford. In the far corner, by the basement door, guard Taffy stands. If you try to bash the door, he (and all the visitors on this floor) will attack you. You can try Bluff or Intimidate, but it's safer to go round-about: talk to Taffy, learn that he likes to drink something strong, for example Harbor Bottom Whiskey.
2. Head to the nearby Black Stone Inn. Buy a Harbor Bottom bottle for 5 gp from bartender Gildamesh.
3. Go to the Stran (merchant) in the corner of the room, buy Knockout Drops from him for 4 gp. In the inventory, apply Drops (use Special Ability) on a bottle of whiskey, get a Tainted Harbor Bottom Whiskey.
4. Return to the Mariner's Alliance, hand over tainted whiskey to Taffy, pick up dropped Key to the Mariner's Alliance Door when Taffy collapses. Open the door and descend to the basement.
5. Kill 4 hostile Mariners in the basement. Pick up Shipping Records from the locker (papers confirming that Barracuda ship, currently docked at Daggerford Dock, often carries weapons and armor to no one knows where).
6. On exiting the Mariner's Alliance, the cutscene starts: you are surrounded by Griffin mercenaries and taken to the Castle for an audience with the Baron. Matagar Bugo will demand you to quit sticking your nose into his affairs, otherwise you'll be very sorry. After the conversation, you will be timelapsed to area outside of the Castle.
7. Go north and enter the Docks through the River Gate.
8. Speak with Turgat, Captain of the Flying Fish: learn the information about nearby ship Barracuda.
9. Barracuda is guarded by two half-orc sailors. Pretend to be sick (of Neverwinter plague), sneeze on them properly - scared guards will drop the Cabin Key (to the captain's cabin) and jump overboard.
10. Go to the captain's cabin, pick up Shoreside Shipping Consortium Records from the table (paper confirming the weapons and armor are delivered to the orcs in exchange for gold and slaves). Deal with the trio of Griffon Guards that appears now (choose any way to do it: Bluff, Persuade, bribe or kill; although you won't get a bonus experience for killing).
11. Bash into the Shoreside Boat on the other side of the same pier (with a locked cabin): kill the guards and plunder the cargo destined for the orcs (cheap weapons, armor, random trophies).
12. Return to Astriel at the hotel and report back. The quest closes.
13. Get the next task from Astriel (**The Suspicious Death of Duke Greatshout**, see below)

**Where to go:** Mariner's Alliance > Castle > Daggerford Docks > Chateau Elite Inn**Target:** Barracuda (ship)**Important features:**

- merchant Stran in Black Stone Inn sells many interesting items, for example - Greater Mask of Persuasion (CHA+2, Persuade +5, Concentration +1); medium armor Rogue Links (Hide +6, Move Silently +6); Amulet of Natural Armor +3; Ring of Protection +3; Bracers of Dexterity +3.
- if you have not hired Purfbin Doogrick yet - you can do it here in Black Stone Inn.
- in the north area of Docks you can spend 24 gp to buy Fillian's Famous Brew from Fillian himself (Potent drink which can allegedly put hairs on an elf chest). Dunno what is it for.

**Alternatives:**

- at stage 9, you can simply kill the guards. But pretending is funnier.

**Rewards:**

- at stage 5: 43-65 xp for Mariners. In basement armoires - Gloves of Appraisal (Appraise +3); Cape of Winter (cold resist 10, all save throws +2); various small trophies.
- at stage 10: if you killed three Griffin mercenaries in the cabin - 31 xp each; in Captain's chest: Fencer's Grace (light armor, Bonus Feat: Whirlwind Attack, Parry/Tumble +2, Cat's Grace 3\*day).
- at stage 11: 65 xp for each guard.
- once the quest is over: 1001 xp.

**10. An Uncommon Criminal (quest start - to be completed in Section 0B)****Where to get:** Black Stone Inn, Daggerford**Issued by:** Davey (unlucky thief)**Special conditions:** none**Summary:** Daggerford loan shark called Vlad lended Davy's father quite large sum of money; Davey is trying to pay the debt before someone is sent by Vlad to their house to get it back.**Stages:**

1. Walk around the Black Stone Inn hall near Davey. He will try to Pickpocket you, but unsuccessfully. When you grab his hand, he will cry and ask for help in the problem with Vlad (his father owes 500 gp to this loan shark).

- Go to Stop Hole Abbey (SW of town) to its owner Vladmyr (aka Vlad), agree to fulfill his errand in exchange for closing Davey's father debt: you have to destroy the reputation of a rival collector from Gillian's Hill, a merchant named Torleth. To do this, you need to get into Torleth's shop and replace the portrait of the Duke prepared for the auction with a fake one (Fake Portrait of the Duke).
- Postpone this quest until the blockade ends (**Detained in Daggerford** quest completed). This quest continues in Section 0B below.

**Where to go:** Black Stone Inn > Stop Hole Abbey > Gillian's Hill

**Target:** Torleth's Treasures, Gillian's Hill

**Important features:**

- despite this doubtful task, your alignment will not be affected in any way.
- in Vladmyr's store, if your character is Rogue or Monk, you can buy: Greater Mask of Persuasion (CHA +2, Persuade +5, Concentration +1), Rogue Links (Hide +6, Move Silently +6), Robes of the Darkmoon (Haste), Robes of the Old Order (DR 5/+1), Amulet of Natural Armor +3, Ring of Protection +3. Vlad's purchase prices are the best in the town.

**Alternatives:**

- at the 2nd stage, you can refuse to complete the task (which will block Vladmyr's next quest, **Scavenging the Countryside** - see below).
- you can also simply pay off a loan shark instead of Dave's father (this is much less interesting).

**Rewards:** see Section 0B.

## 11. Fernigold the Younger (quest start - to be completed in Section IV)

**Where to get:** Daggerford Docks, south pier

**Issued by:** Fernigold the Elder (fisherman)

**Special conditions:** none

**Summary:** Find the missing son of a fisherman who went searching for treasures, having obtained a map of the tomb of Telarthir, and disappeared. He was seen recently with local guy Klevtor.

**Stages:**

- On Docks shore near the pier there are two blockheads, Klevtor and his friend Rugmax. Talk and find out that they tricked Fernigold by providing him a fake treasure map. Request a copy of this map.
- Postpone this quest until the moment when you'll have more reasons to reach Brush of Barbs (i.e. until Section IV below).

**Where to go:** Brush of Barbs

**Target:** Fernigold the Younger

**Important features:** none

**Alternatives:** none

**Rewards:** currently unavailable

## 12. The Missing Chest (quest start - to be completed in Section 0B)

**Where to get:** north of Docks area

**Issued by:** Erik the Fin

**Special conditions:** none

**Summary:** Erik dropped the chest into the river west of Daggerford and lost it. He asks to find and take the chest back without looking inside.

**Stages:**

- Talk with Erik and get the quest to find a chest.
- Go to Sorceller's Encapsulate, the magic library and store [*to access the store, your character must be Wizard, Bard or Sorcerer*]. Talk with Delfen Yellowknife on the main floor, learn that he is upset because of the loss of a familiar.
- Postpone this quest until the blockade ends (**Detained in Daggerford** quest completed). This quest continues in Section 0B below.

**Where to go:** Daggerford Docks > Sorceller's Encapsulate, Daggerford

**Target:** see Section 0B

**Important features:**

- in Sorceller's Encapsulate magic store, if your class allows you to enter there, you can buy: Belt of Guiding Light (Immunity: Death Magic); Wondrous Gloves (Wis -1, Bonus Bard Spell 0-3); Golden Circlet (Immunity: Mind-affecting spells, Concentration +1, Will saves +1, SR 10); Greater Battle Robe (AC vs. Evil +2, Concentration +3, Spellcraft +3, SR 14); White Robe of the Archmagi (Armor Bonus +5, Spell Penetration, all saves +1, SR 10); Cloak of Resistance +5; Nymph Cloak +5; Cloak of Displacement (Displacement unlimited\*day); Cape of the Firebath (Fire resistance 10/-, all saves +2); Amulets of Electrical, Cold, Fire and Acid Resistance (Resist element 20/-); Ring of Power (Regen +1, Electrical, Fire, Cold resistance 15/-, Freedom); Ring of Protection +5; Ring of Clear Thought +5 (Int +5); Bag of Holding.
- in the library (lower floor of Sorceller's Encapsulate) you can find books shedding light on the plot of the game: History of Daggerford, Trade Way Travel Stops, Illefarn, Beware the Lizard Marsh!, Daggerford's Devil Gorgormorz.

**Alternatives:** none

**Rewards:** see Section 0B

## 13\*. The Suspicious Death of Duke Greatshout

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn

**Special conditions:** complete **Strange Cargo** quest

**Summary:** Duke Greatshout of Liam's Hold was killed by wild boar during a hunt under suspicious circumstances. You need to get more details from Demetira Landscaper, who at the time of the Duke's death was in Liam's Hold, and now staying in Happy Cow Tavern.

**Stages:**



1. Go to Happy Cow Tavern, learn from drunk Demetria that the duke's hunting spear was sabotaged, and his body was never positively identified.
2. Report this information to Astriel.

**Where to go:** Happy Cow Tavern (SE of map, near Farmer Gate)

**Target:** Demetira Landscaper

**Important features:** none

**Alternatives:** none

**Rewards:** none

#### 14\*. Cattle rustling around Daggerford (quest start - to be completed in Section II)

**Where to get:** Happy Cow Tavern, Daggerford

**Issued by:** Hevestar Dimpet

**Special conditions:** have **There be Trouble Down on the Farm** quest active

**Summary:** head to Liam's Hold and investigate the mysterious circumstances of mass cattle rustling there.

**Stages:**

1. Complete **There be Trouble Down on the Farm** quest by talking to Hevestar, appoint a rendezvous in Liam's Hold inn.
2. Further actions are described in Section II.

**Where to go:** Holdfast Inn in Liam's Hold

**Target:** currently undefined

**Important features:** none

**Alternatives:** none

**Rewards:** see Section II below

#### 15. Peredus the Great (quest start - to be completed in Section 0B)

**Where to get:** Happy Cow Tavern, Daggerford

**Issued by:** Burnas Tellrot

**Special conditions:** none

**Summary:** Suspicious masked guy Burnas is sure that old legends and ballads about Peredus the Great have a rational point: his sword existed and still may be found (and sold to collectors for very high price). He invites you to join his search for the sword.

**Stages:**

1. Talk to Burnas, then walk to the bard Jorey at the opposite end of the hall and listen to the ballad about the hero Peredus.
2. Talk to Burnas again: promise to meet him by the well in Western Farmlands and help finding 'the hero's great sword'.
3. Postpone this quest until the blockade ends (**Detained in Daggerford** quest completed). This quest continues in Section 0B below.

**Where to go:** Western Farmlands

**Target:** Sword of Peredus

**Important features:** none

**Alternatives:** none

**Rewards:** see Section 0B below

#### 16. The Truth About Vampires (quest start - to be completed in Section 0B)

**Where to get:** Lathander's Temple, Daggerford

**Issued by:** Priest Liam Sunmist

**Special conditions:** none

**Summary:** Investigate the alleged outbreak of vampirism in Gillian's Hill.

**Stages:**

1. Get a tip: first, meet local herbalist at Gillian's Hill.
2. Postpone this quest until the blockade ends (**Detained in Daggerford** quest completed). This quest continues in Section 0B below.

**Where to go:** Gillian's Hill

**Target:** see Section 0B below

**Important features:**

- priest's shop offers such items as: Belt of Guiding Light (Immunity: Death Magic); Bracers of Blinding Strike (AC +4, Haste, monk only); Greater Shield of Dawn (+5 Shield AC vs. undead); Girdle of Holy Might (Bonus Cleric Spell 5-7); Monk's Belt (Improved Critical, Weapon Specialization: Unarmed, Haste 1\*day, monk only); Gloves of the Yellow Rose +4 (AB +4, +1 electrical); Gloves of the Balanced Hands (Ambidexterity, Two-Weapon Fighting); Vestments of Faith (DR 5/+5, good only); Greater Cloak of Protection vs. Evil (+5 Deflection AC vs. Evil); Shining Light of Lathander (greatsword, +2, Searing Light 1\*day); Ring of Holiness (Bonus Cleric Spells 0-4); Quarterstaff +4; Ring of Protection +4; Ring of Regeneration +4; Saintsblood Pearl (Cure Wounds & Restoration, limited number of charges).

**Alternatives:** none

**Rewards:** see Section 0B below

#### 17. The Mad Miller (quest start - to be completed in Section 0B)

**Where to get:** Chauntea's Shrine, Daggerford

**Issued by:** Priestess Maerovyna

**Special conditions:** none

**Summary:** Investigate miller Fernd's strange behavior at Eastern Farmlands.

**Stages:**

1. Talk with Maerovyna and get this quest.
2. Postpone this quest until the blockade ends (**Detained in Daggerford** quest completed). This quest continues in Section 0B below.

**Where to go:** Eastern Farmlands

**Target:** Fernd (miller)

**Important features:**

- Maerovyna's shop offers you such items as: Greater Amulet of Health (Immunity: Disease, Poison, Level/Ability Drain, Regeneration +1); Ring of Regeneration +4; Ring of Freedom of Movement; Nature's Scythe (+1, +4 vs. Human); Ring of Protection +4; Cloak of Protection +4; Amulet of Vitality +4; Bracers of Armor +4; Boots of Hardiness +3; Cloak of Resistance +3.

**Alternatives:** none

**Rewards:** see Section 0B below

## 18\*. The Black Stone Inn

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn

**Special conditions:** complete **The Suspicious Death of Duke Greatshout** quest

**Summary:** explore the basement of the Black Stone Inn and find out what is happening there.

**Stages:**

1. Enter the Black Stone Inn and go down to the local basement.
2. Get Purfbin to open 3 locked doors out of 4, as well as all closed containers.
3. Go to the south room, equip Rod of Detection, reveal hidden trapped door leading to the Secret Room.
4. Get Note and Sewer Key from chest there.
5. Return to the basement and use the Key to open the western door (to the sewer).
6. Enter the Black Stone Inn Sewers. Kill several Zhentarims, find Zhentarm Note in a large chest.
7. On exit from Black Stone Inn: watch the cutscene of Griffin mercenaries catching runaway Wikkors and killing him on the spot, taking some book from his body.
8. Report to Astriel on a meeting with Black Network representatives. The quest will close.

**Where to go:** Black Stone Inn

**Target:** Black Stone Inn Cellar

**Important features:** none

**Alternatives:** none

**Rewards:**

- at stage 2 (in chests): Bloody Longblade +2 (bastard sword, on-hit DC-14 wounding); Gloves of the Yellow Rose +2 (monk only); Crossbow +1; Shortbow +1; Fire Arrows (quiver x99, +1d6 fire); Full Plate; diamond.
- at stage 4 (in chests): Ring of Forceshield (Deflection AC +2, not usable by Wizard or Sorcerer); Cloak of the Bat (Deflection AC +2, Darkvision, Hide +10, Immunity: Darkness); Scarab of Protection +2; Average Fire Trap Kit; Potion of Invisibility; Healer's Kit +3; Potion of Cure Serious Wounds; Expeditious Retreat and Flame Arrow scrolls.
- at stage 2 (in large chest): 412 gp; for Zhentarims - 65 xp (each of Warriors), 11 xp (each of Agents), 31 (each of Crossbowmen), 140 xp (Wizard). From their bodies: Ring of Hiding (Hide +6), Belt of Agility +2, Healer's Kit +6, Strong Acid Splash Trap Kit, Potion of Invisibility, Darkness scroll.
- once the quest is over: 501 xp.

## 19\*. Astriel Takes Flight (quest start - continued in Section III)

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn

**Special conditions:** complete **Amara Leontyne** quest

**Summary:** you are forced to break off the joint investigation with Astriel in Daggerford.

**Stages:**

1. Round off your affairs with Astriel at Daggerford [see **Amara Leontyne** quest above], promise to meet her in Liam's Hold.
2. Further actions are described in Section III.

**Where to go:** Liam's Hold

**Target:** Astriel Shalyn

**Important features:** none (for now)

**Alternatives:** none (for now)

**Rewards:** none

## 20. Side tasks other than quests

### 20.1. Derval's Bright Blade Components

**Where:** Derval's Bright Blade, Daggerford

**Special conditions:** in order to forge each of the unique items you need to have both its components on hand.

**Summary:** Collect the components and make Derval to forge three samples of weapons with parameters above average.

**List of items Derval can forge:**

*[you will require components found in near and far areas. If you are playing with an imported high-level character - it is unlikely that these items will be of interest to you, but for players who started the module from scratch - they may come in handy].*

**20.1.1. Hoarfrost Blade** (longsword, 1d8 +2, bonus damage 1d4 cold, bonus +4 vs Outsiders, Endure Elements)

- component 1: Broken Ice Blade Hilt (from the body of Loru (Slaag), Mill Cave, Eastern Farmlands)

- component 2: Broken Ice Blade (from the body of Half-Celestial caled Alaffinel, Dark Cave, Wild Hills) */// note added by Caker*

**20.1.2. Last Rest** (light flail, 1d8 +2, bonus 1d6 holy damage vs Undead)

- component 1: Glowing Flail Shaft (one of round tables in Tolreth's Treasures shop, Gillian's Hill - Search skill checked)
- component 2: Glowing Flail Head (on body of Daxiong in the Crypt, Gillian's Hill)

### 20.1.3. Blackhammer (warhammer, 1d8 +2, bonus damage 1d4 acid, Darkvision)

- component 1: Blackhammer Head (secret vault, Stronghold Basement / Temple of Bhaal, Liam's Hold)
- component 2: Blackhammer Shaft (bones in the penultimate hall, Sea Cave, Blade Cliffs) */// note added by Caker*

**Where to go:** see the list above

**Rewards:** Forged items themselves.

**Important features:**

- There are not too much interesting items in Derval's store. However, there you can find: Greater Swordman's Belt (Slashing resist 20/-); Greater Brawler's Belt (Bludgeoning resist 20/-); Greater Archer's Belt (Piercing resist 20/-); Armors +5; some Weapons +2 and +3; Shield +4.

## 20.2. Hostile Encounters in Town Houses

**Where:** Daggerford

**Special conditions:** just enter these houses

**Summary:** three houses in Daggerford are inhabited by an initially hostile characters. You can go in and deal with those you meet inside, without affecting your alignment.

**The list of 'bad' houses:**

**20.2.1. Flophouse** (slightly to South from Lathander's Temple). Meet Ilkor (Red Wizard of Thay). During the confrontation he will summon Skeleton Warrior and Shadow Mastiff.

**20.2.2. Wealthy Artiste Studio** (front row of houses, midway from Chateau Elite Inn to Market Square). You found two thieves in the process of robbing someone's home. Feel free to crush them.

**20.2.3. Dwarven Home** (East of the map; slightly to North from Stop Hole Abbey). Aggressive dwarves who do not talk too much and attack you first. Defend yourself :)

**Where to go:** see the list above

**Rewards:**

- in Flophouse: 560 xp for Ilkor, 43 xp for Creech (familiar), 140 xp for each Skeleton Warrior. From Ilkor's body: robe Tinder of the Mendicant (AC 0, Cold 10% Damage Vulnerability, Light Low (10 m) Red, On Hit: Flaming Hide Level 5, Use: Flame Weapon (3) \* 2 uses / day)
- in Wealthy Artiste Studio: for Parker - 90 xp and trophies: Recipes for Knaves, Average Blob of Acid Trap Kit, Deadly Acid Splash Trap Kit, Thieves' Tools +3, Spider Venom (Average); for Barrow - 90 xp and trophies: Rapier +1, Average Spike Trap Kit, Strong Tangle Trap Kit, Leather Dye Black, Metal Dye Black, Fire Opal, Greenstone, Spider Venom (Average), 59 gp; in armoire: gold necklace, silver ring; in locked master suite (chest): sapphire, gold ring n 425 gp; (chest of drawers): 75 GP, Potion of Lore.
- in Dwarven Home: for Karragh - 140 xp and trophies: Potion of Bull's Strength, gold ring, emerald. Three Karragh's Mates: 43 xp each. Chest: helm Penfall's Pot (Listen -1, Int +1, saves vs. Sonic +2).

**Important features:** after cleaning the above houses, you can sleep there undisturbed.

## SECTION 0B. LILURA1'S GUIDE: DAGGERFORD SUBURBS

### 01. Birthday Present

**Where to get:** Maxillian Manor, Western Farmlands

**Issued by:** Jonas Maxillian Sr. (father)

**Special conditions:** none

**Summary:** It's Jonas Junior's birthday today, you're invited to a glass of cider and a birthday cake.

**Stages:**

1. *[optionally]* Before talking with Maxillians, check the locked chest nearby and find a cider recipe that includes such an interesting ingredient as Knockout Drops from Black Stone Inn (do you still remember the tainted drink you brought to the basement guard at Mariners' Alliance?) */// note added by Caker*
2. Sit down and chat with the family, learn that they are avid hunters. Take the proposed cider and drink it under the announcement of Jonas Sr. about the beginning of the game 'Only the Strongest Survives'. Lose consciousness.
3. Wake up stripped to linen, without any gear and alone - in a place called Maxillian Chase Maze. The cell next door contains another victim of Maxillians, the gnome girl Pettywick Wocket. She'll tell you that both Jonases are werewolves who enjoy hunting for two-legged prey in this maze, and the exit is located in northern tunnel, at the end of a long passageway.
4. Wait for the arrival of your captors. Jonas Sr. will explain the rules: you are released into the maze, and in 20 seconds, Jonas Jr. shapeshifts and starts looking for you to kill and devour. You are his birthday present.
5. If your character's level is low (it was created anew for this module), you have to run to the exit, avoiding meeting with the werewolf - for now, you cannot win this fight. There is no point in wasting time opening the chests scattered along the way, they contain very simple ineffective items, hardly helping with anything. Head north as soon and straight as possible.
6. Just east of the middle of the northern edge of the map, there is a crack in the wall leading to the Jonas' Den. Werewolves will not come here, so you can rest and heal in the Den. Ascend to the main floor from here.
7. Meet Gravia, mother of the family: she is werewolf too, but not of evil kind. Gravia will ask you to kill her husband and son, believing that this will be better for everyone. She gives you the key to the pantry where your equipment is stored. Re-equip everything and get ready to fight. *[If you've had too many items in your inventory, they may not fit in the visible part of the container - scroll through the 'pages' of the chest, or save and load every time you empty the container, extracting all visible objects from it.]*
8. Return to the maze, kill both werewolves. Using floor levers, release your henchmen and Pettywick from their cells.
9. Go back to the manor and tell Gravia what happened. Quest will end.

**Where to go:** everything is inside the Manor



**Target:** Jonas Maxillian Sr. & Jr.

**Important features:** none

**Alternatives:**

- at stage 2: if you've found a cider recipe, you can refuse to drink it. Then you have to fight two werewolves at once, but this way you'll have all your gear on you. */// note added by Caker*
- at stage 5: if you have a high-level imported character, you do not have to hurry. Werewolf will not cause you any serious trouble, even if all the gear is missing. */// note added by Caker*

**Rewards:**

- at stage 8: for Jonas Sr. - 297 xp, for Jonas Jr. - 210 xp.
- contents of the chests in the maze (a lot of cheap junk)
- once the quest is over: 750 xp

## 02. Peredus the Great (completion of the quest from Section 0A)

**Where to get:** Happy Cow Tavern, Daggerford

**Issued by:** Burnas Tellrot

**Special conditions:** none

**Summary:** Burnas Tellrot believes the sword described in old legends about Peredus the Great may be found and sold for a very good price. You've agreed to join him.

**Stages:**

1. After receiving the quest from Burnas in Daggerford, meet him at Western Farmlands, near Peredus' Well in the southwest.
2. Descend to the well along the rope offered by Burnas, and discover that he pulled the rope out, leaving you below alone.
3. In the very first hall of the cave, you will meet the Spirit of Peredus, who wants to rest in peace and ask you to obtain his bones taken by the black dragon nearby.
4. The hall with Young Black Dragon lair is not too far from here. Low level character may now want to prepare for battle and activate all buffs available.
5. Talk with the dragon, learn that there is access to the Lizard Marsh behind the pond at the end of the hall, and the lizardmen living there have had some kind of riot lately. *[Actually you simply cannot cross 'mist-covered pool of water' and access the Marsh from here.]*
6. The dragon attacks at the end of the conversation anyway. Weaken it to the Near Death state, and the creature becomes neutral, so you can decide whether to finish him off or let him go *[there no rewards for leaving it alive]*.
7. Return to the cave hall adjacent to the Spirit of Peredus, throw his bones into the Glowing Pool of Water to wash off the traces of the dragon.
8. The Spirit thanks you for the help and shows the way to the exit, then disappears. Quest ends now.
9. Jump into the Glowing Pool (where the bones were thrown) to get to the surface. There is no Burnas near the well, since he fled and you will not see him again.
10. *[optionally]* If you return to the Happy Cow Tavern in Daggerford now, you can meet the elf named Dalia there, telling the story of how Burnas led her to certain death, but she slipped past the dragon, fought off the crowd of lizardmen, and then killed Burnas and drowned his body in the sea. This stage does not give you any reward or experience.

**Where to go:** Peredus' Well, Western Farmlands

**Target:** Spirit of Peredus

**Important features:** none

**Alternatives:**

- if you sell the Sword of Peredus before meeting Dalia in Happy Cow Tavern, she will not converse with you, and you will not learn the end of this story. */// note added by Caker*

**Rewards:**

- at stage 6 - for Young Black Dragon: 367 xp (only if killed it); in pile of bones on the floor: Bones of Peredus, Sword of Peredus (longsword 1d8 +2, bonus damage +1d6 positive energy, good/neutral only), Chainmail +2, Tower Shield +1, Magic Bag (weight -60%), emerald; on the bodies nearby: Amulet of Natural Armor +1, various small trophies.
- once the quest is over: 600 xp

## 03. The Missing Chest (completion of the quest from Section 0A)

**Where to get:** north of the Docks

**Issued by:** Erik the Fin

**Special conditions:** none

**Summary:** Erik has lost his chest west of Daggerford. You promised to find it with no looking inside.

**Stages:**

1. After receiving Erik's quest at the Docks and visiting Delfen Yellowknife in Sorceller's Encapsulate, go to Western Farmlands.
2. In the northwestern part of the map, enter the Bear Cave. Kill two Grizzly Bears there. Hear someone calling for help from inside a nearby chest.
3. Talk with the prisoner of the chest, learn he is the familiar of Delfen, the mage from Sorceller's Encapsulate. Also you can make a conclusion that Erik from the Docks is looking for this particular chest. Take it with you (Talking Chest appears in inventory).
4. Return to Daggerford, bring the chest to Delfen. The mage will remove the seal and rescue his familiar Sujit. As it turned out, Erik is the servant of the evil mage Mogdor (the former owner of Sujit) and he received the order from his employer to steal this familiar. Delfen again seals the chest (having prepared a surprise for Mogdor inside) and asks to deliver it to Erik. He also warns you: when the chest is opened again, don't be anywhere close.
5. Take the chest to Erik. Agree to escort him to ensure the package is delivered to Mogdor.
6. You'll be timelapsed to Cave, Eastern Farmlands. Mogdor will open the chest, freeing Extallimix the demi-lich who waited inside. The demi-lich will kill Mogdor and is about to attack you as well (in a short dialogue there is the option to use Persuade, but the skillcheck value is extremely high). Fortunately, some events happening nearby will immediately distract him and he will fly away, forgetting about you. The quest ends now.

7. Leave the cave to find yourself in Eastern Farmlands. If you return to Daggerford now and tell Delfen about what happened to Mogdor, the story will amuse him - but he will not give any more rewards.
8. Go to the Docks and talk with Erik, who will show up there again: get the promised fee for finding the chest *[a little illogical move, but why rejecting this freebie]*. */// note added by Caker*

**Where to go:** Daggerford Docks > Sorceller's Encapsulate, Daggerford > Western Farmlands > Sorceller's Encapsulate > Daggerford Docks > Cave, Eastern Farmlands > Daggerford Docks

**Target:** Talking Chest

**Important features:** none

**Alternatives:**

- at stage 5: if you simply give Erik the chest and refuse to escort him, you'll get 400 gp and 200 xp, and the quest will end now.

**Rewards:**

- at stage 2: 75 xp for each bear.
- at stage 4: 400 xp; Wand of Lesser Summoning (Summon Creature II); Potion of Heal.
- at stage 6: 750 xp (once the quest is over)
- at stage 8: 400 gp from Erik

#### 04. The Mad Miller (completion of the quest from Section 0A)

**Where to get:** Chauntea's Shrine, Daggerford

**Issued by:** Priestess Maerovyna

**Special conditions:** none

**Summary:** Investigate miller Fernd's strange behavior at Eastern Farmlands.

**Stages:**

1. After receiving this quest from Maerovyna in Daggerford, arrive at Eastern Farmlands, step into the Mill by the bridge almost in the center of the map.
2. Find the miller aimlessly wandering around the house and muttering some nonsense under his breath. Do not ask him too much questions: he soon loses his temper and rushes at you. */// note added by Caker*
3. Go down to the basement, kill the rats, find Fissure in the Wall and use it to enter Mill Cave.
4. In the cave, talk to its suspicious dweller, the monk Loru. Brief conversation reveals the fact that actually he is a disguised Gray Slaad, and then Loru attacks you. Kill him and pick the Loru's Journal in the chest (slaad was slowly poisoning the miller so that he wouldn't interfere with Loru preparing a foothold for his breed).
5. Deliver the Journal to Daggerford and report to Maerovyna. She promises to send a healer to the miller. The quest will end now.
6. Visiting the miller later, you can listen to his thanks for the salvation (but he will not give any reward). */// note added by Caker*

**Where to go:** Eastern Farmlands

**Target:** Fernd Krip (miller)

**Important features:** none

**Alternatives:**

- at stage 4, you can get the Loru's Journal before talking to him - then the conversation will be much shorter. */// note added by Caker*

**Rewards:**

- from Loru's body - 367 xp, Broken Ice Blade Hilt (component for Derval in Daggerford)
- at stage 5: 600 xp (once the quest is over)

#### 05. A Party to Wake the Dead

**Where to get:** Mausoleum, Daggerford Graveyard (Eastern Farmlands)

**Issued by:** Moris Olgrund (undertaker)

**Special conditions:** none

**Summary:** Elveronne Bricket, who was recently buried there, rose from the crypt and walked away - you need to find and bring him back.

**Stages:**

1. Go to the cemetery located in the northwest of the map. There are two crypts near the mausoleum: western one is locked; eastern is the crypt of the Bricket family. Enter it to discover that the door is open from the inside, and a chain of tracks stretches from a broken sarcophagus.
2. Visit the mausoleum (central building). At the entrance, read the cemetery manager's entry about the recent Elveronne Bricket funeral. The middle door leads to the sarcophagus; the right one - into the embalming room (if you take the coins from the eyes of dead bodies here, you'll get 1 point of alignment shift towards Evil); left door is undertaker's office.
3. Moris Olgrund (undertaker) will complain on missing Elveron's body that rose and walked away, and ask you to find him. If you agree to help with this issue, Moris will recommend to start the search at the Bricket House in Western Farmlands. Now the quest is being written to your log.
4. Go to Western Farmlands, find footprints leading to a locked basement of Bricket House. Enter the house through the main door.
5. Inside you'll find is a party in memory of deceased, organized by Elveronne's sisters - Muriel and Alicine Bricket. Start asking them questions, wait for them to retreat from you upstairs to the second floor.
6. Walk upstairs after the sisters, see how Muriel threw something out the window. Without explaining anything, she will return to the guests. Inspect her room. *[If you go outdoors now and walk under the window that Muriel was standing in, you will find Vial of Poison on the ground. Unfortunately, I found it when everything was already over and did not check how this clue may affects the plot. /// note added by Caker]*
7. Go into the room next to Muriel's and notice how Alicine is hiding a Journal in the chest. Wait for her to leave the room, open the chest, find the Alicine's Journal inside.
8. Bash or lockpick the door to Elveronne's bedroom, find the Elveronne's Journal and the key to the basement of the Briquette House under the loose floor plank. Go down and enter the Bricket House Basement.
9. Meet undead Elveronne in the basement, listen how he complains that Muriel poisoned him, and Alisine stole his necklace.

- Further actions may vary. For example: go to Alicine, talk about the zombie in the basement and convince her to give the necklace to appease the undead. Return necklace to Elveronne. Other options are described in 'Alternatives' below.
- After you received a necklace from Alicine, the quest closes.

**Where to go:** Mausoleum, Eastern Farmlands > Western Farmlands > Mausoleum, Eastern Farmlands

**Target:** Elveronne Bricket

**Important features:** none

**Alternatives:**

- at stage 10 - in addition to the described scenario, you can (1) apply the Holy Water received from Moris on Elveronne and kill him (167 xp); (2) push Elveronne to kill his sisters (so that he can get back his necklace): watch a cutscene about the vengeance that has taken place, then take trophies from the sisters' bodies, get 200 xp; (3) convince Alicine to give the necklace to you, but do not return it to Elveronne, keep it for yourself.

**Rewards:**

- at stage 3: Holy Water from Moris.
- at stage 10: if you received a necklace from Alicine, but didn't give it to Elveronne: Elven Keepsake Necklace (STR +2, Light Dim 5m Blue)
- once the quest is over: 500 xp

## 06. Fishing With Live Bait

**Where to get:** Eastern Farmlands, west of the map

**Issued by:** Frantic Child

**Special conditions:** none

**Summary:** girl's dog fell into a well on a river island, Frantic Child asks to save her pet.

**Stages:**

- Near the western river, Frantic Child will run up to you: her dog fell into a well on nearby river island, and girl asks for your help to get it back.
- Use the boat from the near bank to cross the river and get onto the island. Go down the well (without a rope you'll take a light damage).
- At the Bottom of the Hole the girl will shapeshift into her true form: an imp called Boonmoppet. He will open two portals, red and blue. A number of evil creatures will come through the red one to fight you. Boonmoppet himself will run away through blue portal.
- Kill all Kocrachons coming from the red portal and destroy (bash) this gate.
- Enter the blue portal to teleport to Boonmoppet's Tower located in Western Farmlands.
- Talk with Bunmoppet to find out that he simply forgot to close the blue portal behind his back. You can kill him now, but it's more profitable to forgive the creature and start using his store (his purchase prices are the best in the game until you get access to the Druid shop in Brush of Barbs / see below).
- The quest is over.

**Where to go:** western river of this same map

**Target:** Boonmoppet

**Important features:**

- stuff of interest in Boonmoppet's store: Greater Belt of Guiding Light (Immunity: Death Magic & Fear, Listen, Lore, Search & Spot +4); Alatian's Spell Shroud (Sequencer: 1 spell, 1/day, Clear Sequencer: unlimited uses, on-hit Dispel Magic, Armor Bonus +1); Master Adventurer's Robe (DR 10/+3); 9 level scrolls; various wands, rods and staves.

**Alternatives:** none

**Rewards:**

- at stage 4: 75 xp per each Kocrachon.
- once the quest is over: 201 xp, access to Boonmoppet's store.

## 07. The Great Cheese Caper

**Where to get:** Eastern Farmlands, southeast of the map

**Issued by:** Porto Churglo

**Special conditions:** none

**Summary:** Solve the problem of dishonest competitor trying to ruin the cheese business of the Churglo halfling family. Or dishonest halfling family trying to remove a competitor with your hands? Decide for yourself.

**Stages:**

- Find halfling called Porto Churglo near a farm in the southeast corner, he's pretending to be working diligently. Talk with him, get a request to convince his mother to close their unprofitable family dairy business.
- Enter the house, talk with Millie Churglo, get an offer to taste their cheese. Say the taste isn't good, hear Millie's complaints that the supply of good ingredients is disrupted due to bandits attacking her wagons on the way to / from Gillian's Hill.
- Offer Millie your services in escorting the cargo with her son. Porto will come running and happily agree to the journey, which will begin as soon as you confirm your readiness to depart.
- You'll be timelapsed to Porto's Trail to Gillian's Hill map featuring the section of the path where a group of bandits will stop you. Deal with them; Porto, meanwhile, will run away. Find the Note to Bandit Leader on the leader's body. Continue on without Porto.
- Arrive to Gillian's Hill. Review the cutscene where Porto talks to a certain Yentai (local merchant), and then leaves for the return trip to his home. Recall that Note to Bandit Leader was signed with the letter Y.
- Along your way to Yentai's Store, you will be intercepted by Sejellus Krimp, the angry distributor of Churglo cheeses. He complains about delays in deliveries, threatens to cease the cooperation, but then hands over papers (Receipt) and payment to be carried back to Millie.
- Inside the Yentai's Store, you may ensure that shopkeeper does not give any information about Porto or the note, then return to Churglo Homestead.
- Hand over the Note to Bandit Leader, Receipt and Gold to Millie. She will tell you that Yentai is a criminal boss from the Iron

- Throne organization who has been chasing the Churglo family for long, trying to knock out an unique cheese recipe from them. Because of his actions, the family business has faded, and the halfling clan is about to lose everything. Millie will ask you to eliminate Yentai to save the welfare of her family.
9. Return to Gillian's Hill and confront Yentai. Hear his version of the events: the Churglo clan is far from being angels, and have long been using the most dirty methods of fighting competitors; additionally, Porto simply wants to leave the clan and establish his own business with Yentai's help.
  10. You now have to choose whose version you believe. If Millie's, then you have to kill Yentai and his bodyguards. Take the merchant Yentai's Amulet from the body, and find Note to Yentai (evidence that Porto did business with Yentai behind his mother's back).
  11. Deliver the Amulet and Note to Churglo Homestead, report to Millie, close the quest.

**Where to go:** Churglo Homestead, Eastern Farmlands > Gillian's Hill > Churglo Homestead, Eastern Farmlands

**Target:** Yentai

**Important features:** none

**Alternatives:**

- If you've chosen the Yentai side at stage 10, you will have to go back and frame Millie, providing the merchant with the opportunity of cold blooded murder of the halfling family matron, luring her to Yentai's barge. Then return to the Yentai store and find there Note from Yentai (mocking he wiped out the entire Churglo family, but you can't count on the promised double payment for your assistance).

**Rewards:**

- at stage 4: for Bandit Leader – 118 xp and Whip +2, as well as Note to Bandit Leader from his body; 37 xp for each of the three Bandit Thugs.
- at stages 7-9 in the Yentai store you can buy: Belt of Agility +4; Bracers of Dexterity +4; different Light Armors and Shields +4; small and medium weapons +2, rings and amulets +3.
- [alternative 1] upon completion of the quest in favor of Millie: 750 xp, 600 gp (and at stage 9 for killing Yentai – 118 xp, for killing two Bodyguards – 55 xp each).
- [alternative 2] upon completion of the quest in favor of Yentai: 1000 xp.

## 08. An Uncommon Criminal (completion of the quest from Section 0A)

**Where to get:** Black Stone Inn, Daggerford

**Issued by:** Davey (unlucky thief)

**Special conditions:** none

**Summary:** Local loan shark Vlad demands the debt from Davey's father; you agreed to work for Vlad to pay this debt instead of poor fellow.

**Stages:**

1. Upon agreeing to fulfill Vlad's slippery errand in exchange for Davey's father debt reimbursement, head to Torleth's Trasures in northwest Gillian's Hill.
2. Carefully inspect the items on 4 round tables in the exhibition hall. Use your Search skill (maximize it if possible with relevant gear), do not neglect save/load option: all attempts to fetch something worthwhile from the piles of junk on these tables have to be successful. The owner price for each item found here is 50-400 gp, but the real cost is much higher. The set of items is pseudo-random (in fact, the list of what you can find is fixed - only the table where each item is located may vary). See details in the Rewards section below.
3. Look into the Torleth's Study, take the Torleth's Key in the chest (for the basement).
4. Go downstairs to the Torleth's Strongroom. Pick up Duke Painting hanging on the wall, replace it with Fake Portrait of the Duke.
5. Return to Stop Hole Abbey, report to Vladmyr and give him a real portrait. Get confirmation that Davey's father's debt has been canceled.
6. Agree to help Vladmyr with another assignment: to find three valuable items lost by his caravan somewhere in the east (another quest will begin: **Scavenging the Countryside** - check below).
7. Return to the Black Stone Inn to Davey, report him back and hear his thanks. The quest is over.

**Where to go:** Stop Hole Abbey, Daggerford > Gillian's Hill > Stop Hole Abbey, Daggerford > Black Stone Inn, Daggerford

**Target:** Torleth's Treasures, Gillian's Hill

**Important features:**

- despite the dubious task, your alignment will remain unchanged in any way once the quest is over.

**Alternatives:**

- if the task is accepted - you can still come back and refuse to fulfill it. But this will block the access to the next Vladmyr's quest.

**Rewards:**

- at stage 2, you can inspect the round tables in the exhibition hall to find (if succeed) the following items: Saintsblood Pearl (provides a bunch of healing spells with a fixed number of charges), Goven's Gloves (One With the Land, 1 \* day, Ranger & Druid only), Chime of Opening (Knock, fixed number of charges), Lady Oonagh's Ludicrously Loud Lute (Soundburst, 1 \* day), Glowing Flail Shaft (component for Derval's smithy in Daggerford), Lord Alex's Boundless Beer Stein (endless beer, unlimited uses\*day), The Poet's Song (Bard only, Bard Song of Death unlimited uses\*day), Ancient Ornate Key (vital for getting **A Season in the Mists** quest much later, see Section III below).
- at stage 4 in the chest: 1500 gp, Fire Opal, Bag of Holding, Thieves 'Tools +6, Necklace of Fireballs (Fireball spell with a limited number of charges), Lantern of Revealing (Invisibility Purge unlimited uses \* day).
- once the quest is over: 500 xp

## 09. Scavenging the Countryside (quest start - continued in Section IV)

**Where to get:** Stop Hole Abbey, Daggerford

**Issued by:** Vladmyr (collector and loan shark)

**Special conditions:** complete his previous quest, **An Uncommon Criminal**.

**Summary:** find three items lost somewhere in the east by a trade caravan, namely: Piece of Elven Sheet Music, Uthgardt Burial Totem, Religious Chalice from the Far Jungles of Chult.

**Stages:**

1. Having completed Vladmyr's task in Tolreth's Treasures and delivered him a real Portrait of the Duke, agree to accept his next quest (to search for the three items listed above).
2. Further stages are in Section IV below.

**Where to go:** unclear for now**Target:** three collectibles**Important features:** unclear for now**Alternatives:** unclear for now**Rewards:** described in Section IV**10. The Gillian's Hill Gang****Where to get:** Sejellus Krimp's House, Gillian's Hill**Issued by:** Sejellus Krimp**Special conditions:** none**Summary:** Deal with a gang of bandits who settled in Gillian's Hill Tower.**Stages:**

1. Visit the house of Segellus, ask him how the village got its name. Bring the conversation to a request for cleaning the old tower from a group of criminals who made it their base.
2. Head southwest to the tower. Kill the bandits inside.
3. Return to Segellus and report.

**Where to go:** Gillian's Hill**Target:** Gillian's Hill Tower (southwest of the map)**Important features:** none**Alternatives:** none**Rewards:**

- at stage 2: 118 xp per each of Gang Members and Gang Leader ; in the chest: Gillian's Bow (Attack Bonus +2, Mass crits 1 dmg, Mighty 1), minor random stuff; on weapon stand: couple of Light Crossbow +1, Sling +1, Wolf Bite (small shield, Armor Bonus +1, Bonus Feat: Knockdown)
- once the quest is over: 100 xp, 500 gp

**11. The Truth About Vampires (completion of the quest from Section 0A)****Where to get:** Lathander's Temple, Daggerford**Issued by:** Priest Liam Sunmist**Special conditions:** none**Summary:** Investigate alleged outbreak of vampirism in Gillian's Hill's.**Stages:**

1. *[optionally]* Head southwest of the map, discover a clearing that you cannot access, and a tent with local herbalist Mabda standing by (the priest in Daggerford mentioned her).
2. South of the Tolreth's Treasures, at the bend in front of the farm, find Farmer Callaway. Tell him you need to meet Mabda - and he will lead you to the southwest area. Follow him. Part of the forest in front of the clearing will disappear now, and you can come close to herbalist.
3. Mabda will tell the fairytale of Gothma, a giant vampire bat supposedly living in the crypt on a local cemetery. After that, Callaway will give you Crypt Key and take you out of the forest (in fact, you can leave for yourself now, there are no obstacles to do this).
4. Proceed to the cemetery and go down to the crypt. *[optionally]* You can read funny epitaphs on gravestones before entering the catacombs.
5. Follow the eastern passage and turn south, get to the hall where the bats are flying. Press the lever in the south wall, opening the door to the next part of the crypt.
6. Now go west, then south, killing any zombies you meet along the way. In the previously closed hall you will find the necromancer Daxiong, accompanied by a pair of sentient Prototypes.
7. If your INT is high enough, Daxiong will present you his Marvelous Magriscope (Identify, single charge).
8. Confront the necromancer and kill him along with the Prototypes he created.
9. Return to Lathander's Temple in Daggerford, report to Liam Sunmist. He will grant you the honorary title of Favored of Lathander and the amulet (see description in awards section).

**Where to go:** Gillian's Hill: Farm > Mabda's Camp > Crypt (on Graveyard)**Target:** Daxiong (necromancer in the crypt)**Important features:** none**Alternatives:**

- at stage 8, you can convince (Persuade) the necromancer to move away from Gillian's Hill to some remote place, but you won't be given any experience or rewards (not to mention that you lose one of Derval's smity components).

**Rewards:**

- at stage 5, on the floor: random trophies, e.g. amulets and armor +1; wall niche: Caster's Shield (AC +2, Armor Bonus +1, Arcane Spell Failure -05%) */// note added by Caker.*
- at stage 6: 37-75 xp per each of six Prototypes, 37 xp for each of two Zombie Warriors, 118 xp for Skeleton Warrior.
- at stage 8: 83 xp for killing Daxiong, 61-83 xp for each Prototype; on the body of necromancer: Daxiong's Robe of Undead Protection (Armor Bonus vs. Undead +2, Immunity: Level/Ability drain, Evil, Neutral & Wiz/Sorc only), Glowing Flail Head (component for Derval's smity in Daggerford).
- once the quest is over: 750 xp, Amulet of the Morninglord (Aid 1\*day, Bless 1\*day)

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**LILURA1'S GUIDE ENDS HERE / CAKER'S GUIDE BELOW CONTAINS THE REST OF GAME QUESTS**

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## GUIDE PART 2. CAKER'S INFO

**Note 1:** Sections below this point contain everything that is not described or described superficially in the guide of Lilura1 (above). Primary data source: personal experience. I do not pretend to a complete and comprehensive encyclopedia, but I tried not to miss anything important.

**Note 2:** any awards resulting in shifting alignment towards Lawful are probably shifting it towards Good as well. My character was paladin with max (100) of Good, so I could not check it for sure.

**Note 3:** it seems that the amounts of experience for completing tasks gradually grow in proportion to the level of the character. Just in case, I clarify that the numbers below are for the character of 28-32 levels. For new characters created from scratch, experience points awarded for quests and important stages of tasks may be lower (but for killing enemies - higher, since there is no obvious superiority in power).

**Note 4:** an asterisk (\*) and color mark the plot-essential quests (crucial for completing the game).

**Note 5:** the guide is based on English-language unmodified version of Neverwinter Nights (Enhanced Edition) for Android by BeamDog.

## SECTION I. WEST AND SOUTH-WEST OF DAGGERFORD

### 01. Jouka's Awl

**Where to get:** Gillian's Hill

**Issued by:** Jouka Ansaar (wagon builder in the center of the map)

**Special conditions:** don't do this quest until you receive (or better complete) **Redeye's Eggs** and **The Green Hag** - check these quests below.

**Summary:** return Jouka the silver awl stolen by lizardfolk raiders.

**Stages:**

1. *[optionally]* Before talking with Jouka, travel to the map south of Gillian's Hill and re-enter this town through its southern edge: you'll get a chance to see a cutscene where lizardmen raiders are robbing Jouka's wagons.
2. Walk towards Jouka and talk with him (this may be not possible right away - he is constantly busy fixing the wheels of the wagon and don't respond you, but sooner or later the conversation will take place). Hear his complaint that stupid lizards took away his family heirloom, a silver awl - thinking it was some kind of weapon. Promise to find it for the guy.
3. Travel to Lizardfolk Village, enter Lizardfolk Crafter's home which is called the Gourd Hut. Local water gourds are grown here; they are drawing water from the depths below. Poke the hole in the 4 interactable Gourds and wait until the water filling the tent drives its inhabitant out. Now you can search the local chest content without turning the owner of the tent hostile and fighting the entire village (thanks **BlueDragon** from Beamdog forum for the Gourd hole hint).
4. Fight off the lizards, return to Gillian's Hill, close the quest.

**Where to go:** Gillian's Hill > Lizardfolk Village > Gillian's Hill

**Target:** Jouka's Awl

**Important features:**

- this quest seems to have no peaceful solution.

**Rewards:**

- at stage 3: in the chest - random crafting items, Jouka's Awl.
- once the quest is over: 250 xp

### 02. Taking a Toll

**Where to get:** Wild Hills

**Issued by:** Ogre Bridgekeeper on the bridge and Rattlefang (gnoll shaman) in the gnoll camp cave.

**Special conditions:** for ogre side - refuse to pay 3000 for the passage; for gnolls - no special conditions.

**Summary:** for ogres - kill all the gnolls in the camp; for gnolls - kill all the ogres on the bridge.

**Stages:**

1. Choose the side that you (at least initially) will help.
2. Wipe the second side of the conflict, close the quest with the first side.
3. *[optional]* Now wipe the first side as well. If conscience does not allow you to attack first - start inspecting their chests in front of everyone (they will instantly attack).

**Where to go:** this same map

**Target:** bridge / gnoll camp

**Important features:**

- killing both sides of conflict does not affect your alignment in any way.

**Rewards:**

- right of free passage over the bridge and random trophies (for both);
- *[alternative 1]* 1810 xp for helping the gnolls (Rattlefang), Gold Cup (ogre trophy; may be sold for the price equal to about 3 Cure Critical Wounds flasks), from Guruk's body: Dire Axe +2.
- *[alternative 2]* 2x 905 xp for helping ogres (Ogre Bridgekeeper & Guruk Bonesnap), Rattlefang's Talisman (gnoll trophy; Contagion \*1/ day).
- 6 xp for each killed ogre or gnoll.

### 03. Redeye's Eggs

**Where to get:** Lizard Marsh, near the entrance to the map

**Issued by:** Redeye (lizardman)

**Special conditions:** don't do this quest until you receive another one, **The Green Hag**.

**Summary:** Frame Saslik, the current chieftain of the Lizardfolk Village, in the eyes of his patron, the black dragon Thursculusk. Red-eye hopes to become a new chieftain once the position will be vacant.

**Stages:**

1. Prior to starting the quest, be sure to chat with the Green Hag (who resides in the cave near Redeye).
2. The Green Hag has a separate task for you (check **The Green Hag** quest below). She will polymorph you and companions into lizardmen (items and stats of the characters remain unchanged), because if you come to the village in your true form, all its residents will be hostile.
3. Now take the dragon eggs stolen by Redeye, go to Lizardfolk Village, enter the Chieftain's Hut and put the eggs into any chest here.
4. It is advisable not to delay the eggs delivery, otherwise after a while the dragon will try to acquire the eggs from your character and the quest will be failed.
5. If the eggs are successfully left inside the Chieftain's Hut, exit it and watch a cutscene where angry dragon kills Saslik.
6. Report to Redeye to close the quest.

**Where to go:** Lizardfolk Village > Lizard Marsh

**Target:** Chieftain's Hut south of the village center

**Important features:** none

**Alternatives:**

- you still can complete this task even if the village is hostile - just break into the Chieftain's Hut, throw eggs there and jump out avoiding killing Saslik.

**Rewards:**

- 1290 xp and chest containing Belt of Hill Giant Strength (STR +3) plus random trophies (chest is provided by Redeye);
- If you will ask Redeye for extra information, he will pull an orc-like corpse out of the water. Close inspection of the corpse (using search, spot, lore skills) reveals that this is a tanarukk (half-demon) in specific armor (your log is not updated) - this is a hint of further plot.

## 04. The Green Hag

**Where to get:** Lizard Marsh

**Issued by:** Green Hag (in the cave near the map entrance).

**Special conditions:** first talk to Redeye (he's nearby); do not pick up the shaman's dagger before receiving this quest if you happen to get into the Village too early.

**Summary:** The rival shaman from Lizardfolk Village stole the witch's hairbrush containing her hair sample to create a voodoo doll and impact the old woman distantly. You have to retrieve from shaman's hut: (1) doll / Hag's Effigy, (2) shaman's dagger / Uzzak-Szalzik's Knife (damage 1d4, built-in spell Blade Thirst x1 per day), (3) her comb / Hag's Hairbrush.

**Stages:**

1. Accept the task of the Green Hag, then she will polymorph you and companions into lizardmen (items and stats of the characters remain unchanged), because if you come to the village in your true form, all its residents will be hostile.
2. Go to the Lizardfolk Village, find the Shaman's Hut. If you made it peacefully, you can rummage through his chests unhindered. The shaman is initially absent and appears when you pick up his dagger. If you don't talk to him, you can simply leave the tent without confrontation. If you talk to him - answer sequence is yes, no, yes, otherwise he will attack.
3. Return to the Hag and close the quest. The reward does not depend on whether you gave her all the items or just the Effigy, which is mandatory for delivery. There will be no second chance to return other items, make your decision at once.
4. After the Effigy is delivered, the lizard disguise is removed from all of your characters.

**Where to go:** Lizardfolk Village

**Target:** Shaman's Hut, southwest corner of the village

**Important features:** none

**Alternatives:**

- you can still complete this task even if the village is hostile - just kill the shaman and empty his chests undisturbed.

**Rewards:**

- 1810 xp once the quest is over
- later, you can ask the Hag to polymorph you into lizardmen again (or remove the spell).
- among other things, the Hag sells potions (some are very interesting) and a trifle from the miscellaneous section. She buys only potions.

## 05. Slaves to the Lizards

**Where to get:** Lizardfolk Village

**Issued by:** Slave Igaleus (in slaves pen)

**Special conditions:** it is not advised to do this quest before completing **Redeye's Eggs** and **The Green Hag** - check below.

**Summary:** lizardmen slaves are asking you to get the pen's gate key for them to escape.

**Stages:**

1. During conversation, Slave Igaleus mentions an army of orcs camped somewhere near this village, but he is afraid to say exactly where they are located. Just another plot hint.
2. The key is held by the Lizardfolk Slaver in nearby hut.
3. In the Slaver's Hut, slaves fight each other and the spectators bet they money on these fights. Slave Tokk has sworn his allegiance to lizardmen and having fun killing other slaves (at the same time he did not receive freedom, and does not want to). You come in at the moment of his fight with the elfwoman, Slave Lenaia. If you talk to her, she asks you to help her escape (again, your log is not updated).
4. [optionally] you can heal or buff Lenaia with spells through the bars so that she defeats Tokk (without your help she will almost certainly die).
5. [optionally] you can steal Slaver's key (pickpocket requires minimal ability check, my paladin succeeded to get it), then peacefully leave the hut and pass the key to Igaleus. Slaves now able to leave the pen and run away, lizardfolk will not react to this event. The

disadvantage of this approach: if Lenaia remains alive in the fight with Tokk, it is no longer possible to free her.

6. *[the most evident approach]* simply kill the Slaver and other lizards, take the key from the corpse, quickly step into the cage and help Lenaia win, then she runs away, and the key remains in your possession (you can now go release the main group of slaves).

**Where to go:** Slaver's Hut nearby

**Target:** Lizardfolk Slaver

**Important features:** after stage 6, the whole village outside the hut will become hostile.

**Alternatives:** depend on the key retrieval options described in stages 4-6 above.

**Rewards:**

- 905 xp (regardless of whether you freed only the main group of slaves, or Lenaia as well).
- in the case of a complete elimination of the villagers (for the sake of Lenaia and Jouka's awl you'll have to do it sooner or later): 6 xp for each ordinary lizardman, 625 xp for Slaver and Priest, and 1000 xp for the shaman Uzzak-Szalzik.

## 06. Side tasks other than quests

### 06.1. Wild Caves

**Location:** Wild Hills

**Where to go:** north cave, south cave

**Special conditions:** none

**Summary:** kill everybody in two nameless caves on the Wild Hills map.

**Stages:**

1. Enter the northern cave on the near side of the canyon. Kill Dark Druid and the pack of Worgs.
2. Enter the southern cave on the far side of the canyon. Meet the half-celestial called Alaffinel accompanied by Methim, Beast of Malar. Talk with the winged creature - try to explain that you are not chasing him and came here accidentally. When his paranoia takes over, kill both of them.

**Rewards:**

- 6 xp per any enemy
- (in the nearest northern cave - on druid's body and distant corpses) Amulet of Natural armor +2, Dust of Disappearance, 36x Fire Axes (throwing axes 1d6 +1, bonus damage fire 1d4, Mighty +2).
- (inside the far southern Dark Cave - on Alaffinel's body) Ionsword Astral Blade +1 (1d8 +1, bonus damage 1d4 sonic) and Broken Ice Blade (component for Derval's smity in Daggerford)

*[No xp assigned for this task and log entry is not created.]*

### 06.2. Spider Victim

**Location:** Lizard Marsh

**Where to go:** abandoned hut in the northwest corner of the map

**Special conditions:** you'll need two empty bottles (not for potions) or two Acid Flasks.

**Summary:** break into an abandoned hut and solve a simple puzzle.

**Stages:**

1. Kill 2 Dire Spiders and 1 Queen Spider.
2. Try to open up local cocoon, discover you cannot do it by simply bashing the object with your weapon.
3. You can find three empty bottles in the closet next to cocoon. Fill them with acid from the barrel nearby to get three Acid Flasks.
4. You can open the cocoon applying two Acid Flasks on it.

**Rewards:**

- dead mage's gear from the cocoon (Illusionist's Robe with no enchantments; Staff of Defence 1d6 AC+2 with 16 charges of Protection from Alignment, 25 charges of Ghostly Visage and 50 charges of Mage Armor; Wand of Summoning with 50 charges of Summon Creature IV; common dagger +1, scroll of Darkness; Ring of Clear Thoughts +2 INT).
- next to the cocoon (available immediately) lies Tasha's Bow (longbow 1d8 Mighty +2, with an attack bonus of +1, and a bonus vs reptiles +2).

*[No xp assigned for this task and log entry is not created.]*

### 06.3. Evil Ichthyologist

**Location:** Lizard Marsh

**Where to go:** highlighted bank of a pond with piranhas at the northwest corner of the map

**Special conditions:** none

**Summary:** Deliver piranhas into the sacred pond of Lizardfolk Village.

**Stages:**

1. Fill the jar with piranhas infested water on highlighted bank of the pond (Jar of Piranhas will be added to your inventory).
2. Go to the sacred pond in Lizardfolk Village (under the dragon statue) where the local priest is swimming, and release piranhas into the water.
3. Witness they are eating him.

**Rewards:**

- none. Alignment is unaffected. What and why was that? No answer found there.

*[No xp assigned for this task and log entry is not created.]*

## SECTION II. LIAM'S HOLD & SURROUNDINGS

### 01\*. Mayor Wilsey

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Hevestar Dimpet (farmer who previously issued the quest **Cattle rustling around Daggerford**).

**Special conditions:** have quest **Cattle rustling around Daggerford** active in the log.

**Summary:** obtain local abandoned temple from the mayor to establish your stronghold here - in exchange for a small favour.

**Stages:**

1. Hevestar will offer you to speak with Mayor Wilsey.
2. The mayor is ready to give you the temple. In exchange, she asks for a service: you have to drive out from the vicinity of the city a family of rogues Munroe, preferably in a peaceful manner.
3. Munroe family can be driven out in many ways without much trouble. Persuade, Bluff, Intimidate... You can just kill their leader (the rest will flee away), but the Mayor will not like this approach.
4. Return to the Mayor, report your mission's success.
5. Report to Hevestar as well.

**Where to go:** Mayor Wilsey's Home (south of the town)

**Target:** Munroe family (north of the map, near the road)

**Important features:** when you get the keys and enter your new stronghold, an old acquaintance Astriel will be waiting for you there.

**Alternatives:** none.

**Rewards:**

- after stage 2: if you don't just agree to accept task, but solemnly swear to help Liam's Hold people, you'll get 50 xp and +2 to Lawful alignment.
- 500 xp and the key to the abandoned temple after stage 4
- 700 gp and mark of the Wild Pastures area on the map after stage 5

### 02. Party 6

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Ivus Barbarak (Innkeeper).

**Special conditions:** none.

**Summary:** deliver a keg of beer to Rab Bitnez's house where the party is scheduled for tonight.

**Stages:**

1. Ask Ivus for any work except for Hevestar's quest, so he will tell you about Rab's party and forward you to the kitchen for beer keg (quest is added to log at this moment).
2. Now you can go talk to Nuli Barbarak (Ivus's wife) on kitchen.
3. Get a keg of Rab's Party Ale there ("use" the pile of kegs by the wall, and one of them goes to your inventory).
4. Bring it to Rab's house just north of the Inn. Originally it was a locked building with no map pins over it, but after you've received this quest, it is marked as "Rab's Place" on the map and you can enter it.
5. Rab is lying unconscious on the floor of his home, you can bring him to life with garlic found in his own kitchen. Further conversation with Rab leads to the new quest (check below), but at the end of the talk you will have the opportunity to hand him a keg.

**Where to go:** Holdfast Inn Kitchen > Rab's Place

**Target:** Rab's Place to NE of the Inn

**Important features:**

- at stage 1: if you go to Nuli Barbarak without prior conversation with Ivus regarding the work he can offer, she will not talk to you.
- at stage 5: you can also copy three of Garlic recipes from a book on the table next to Rab (three notes are added to your inventory).

**Alternatives:** none.

**Rewards:**

- 300 xp for delivering the keg
- 50 xp (and corresponding paper note) for each copied recipe

### 03. The Phantom of Liam's Hold

**Where to get:** Liam's Hold, Rab's Place

**Issued by:** Rab Bitnez (host).

**Special conditions:** have the quest **Party 6** active, and the quest **Mayor Wilsey** completed.

**Summary:** Investigate the attacks of a ghostly gentleman on town citizens.

**Stages:**

1. You've found Rab Bitnez unconscious and used garlic to bring him to life. Rab complains that the last thing he remember is some creature that broke into his window and attacked him. He asks for help to find out what happened.
2. The innkeeper, Ivus, eager to hear the story of Rab, and recommends you to report the news to the Mayor.
3. *[this stage is available only after Mayor Wilsey quest is completed]* The Mayor recalls that the daughter (Jemma Kirschtorte) of the local baker (Nell Kirschtorte) complained about nightmares featuring some strange creature and asking you to speak with both of them.
4. Inside Nell's house: *[indirect inquiries]* in Jemma's dreams some ghostly stranger visited her saying he want to marry her mother and asked her not to tell anyone about this visit.
5. Back to the Mayor; you'll see Liam's Hold Militia Member Hegrad arrived here. He was on a night watch together with his neighbor Xanda Pennywell and they both saw a ghostly creature running from the inn towards the cliff. Next day Xanda disappeared.
6. Go to Michael and Xanda's Home - there lies Xanda's diary, allowing you to learn that last morning she felt an inexplicable desire to go to the cliff (so she went there).
7. Walk along a cliff edge to the east of the town, having Search Mode on. Reveal a crevice and climb inside.
8. Find the secret lever in the right room, open the secret passage leading deeper (to do this, turn Search Mode on again), meet

there a vampire named Sieronimus Dethick standing over the body of Xanda.

9. [optionally] Learn that local ancient magician has imprisoned Sieronimus in this stronghold long time ago, and the only person able to release him is his chosen spouse; since Sieronimus doesn't have one, he wants to convert Xanda into vampire and marry her afterwards.
10. [optionally] Continue the conversation, offer the vampire to replace Xanda with someone who volunteers for such a mission [have you already met Lula Redcap (a sorta Twilight fan) on night streets of Daggerford? - if no, go meet her ASAP], get vampire's consent for the replacement.
11. [optionally] Go visit Daggerford at night, find Lula on the street and offer her a meeting with Sieronimus (after this conversation, you both are timelapsed inside the cliff). Spotting the vampire from a close distance, Lula is frightened and no longer wants to become someone similar to him.
12. [optionally] Do not let the vampire to get Lula, confront and kill him (quest status changes to completed). Xanda will come to life and go home, while frightened Lula will go to the Mayor.
13. Head to Mayor again (if Lula is alive, you'll see her there as well). The Mayor will scold you for endangering Lula. Talk to Wilsey again to hear her thanks for saving Xanda, but no reward is offered this time.
14. [optionally] Travel through all of the participants of these events (innkeeper Ivus, neighbor Rab, baker Nell and her daughter Jemma) and tell them the news, listen to their responses.
15. Visit Xanda to obtain her gratitude and reward.

**Where to go:** Holdfast Inn > Mayor Wilsey's Home > Nell's Pie Shop > Michael and Xanda's Home > Inside the Cliffs > Daggerford at night [optionally] > Inside the Cliffs (again) > Mayor Wilsey's Home > Michael and Xanda's Home

**Target:** Sieronimus Dethick, drow vampire

**Important features:**

- many stages, many characters involved, do not hesitate to make backup saves often

**Alternatives:**

- after stage 8, you can just kill the vampire without any talks and jump to stage 12 (resurrection of Xanda). Lula will not participate in the plot.
- at stage 9, you can give Xanda to vampire with the same consequences as that of Lula (see below).
- at stage 12, you can give Lula to vampire, let him perform a conversion and wedding. Two vampires will leave Liam's Hold, and your character will earn a number of major alignment shifts towards Evil, a total of 102 points.

**Rewards:**

- at stage 12: 1000 xp (and the evil character) - if Lula is taken by the vampire
- regardless of Lula's participation / non-participation in the events, the content and amount of the remaining rewards does not change (and the Mayor does not give you anything)
- Sieronimus body: 452 gp, Top (child's toy), 6 xp
- Resurrected Xanda: you can reply her gratitude speech with the phrase containing '... It's my honor to save innocent lives ...' to get +2 in Lawful alignment and 50 xp.
- Throne in vampire's place: Bone Brothers Bakadi, artifact with 11 charges of Circle of Death and 10 Animate Dead.
- at stage 15 (from Xanda): 250 xp, Dwenthor's Cape of Bravery (Cold Resistance 15, Light 15 m normal blue, Persuade +6)

#### 04. Evani's Incredible Fantabulizer (quest start - to be completed in Section IV)

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Evani (inventor and artist)

**Special conditions:** none.

**Summary:** Evani's show will take place very soon, and she was going to surprise the public with her miraculous machine, but someone broke it, taking away an unique component. Evani asks for help.

**Stages:**

1. Evani mentions that magical merchant called Vejoni H. Wyzz (whose tent is located outside the city wall) is her competitor, but she does not believe that he could do such a dirty trick. Your visit to Vejoni gives nothing at this stage, he does not confess anything.
2. Check Section IV for further stages.

**Where to go:** (spoiler for much later:) Brush of Barbs

**Target:** unclear at the moment

**Important features:** none

**Alternatives:** none

**Rewards:** none at the moment

#### 05. Xatuum's Time of Troubles

**Where to get:** Liam's Hold, Stronghold Basement

**Issued by:** Xatuum (undead Bhaal priest)

**Special conditions:** to do this quest, you need to have another one - **The Phantom of Liam's Hold** - active and at least on Stage 7.

**Summary:** Long time ago, the temple of Bhaal (currently it is your Stronghold) was destroyed by the raid of the united forces of Light. Xatuum wants to find out who is responsible for this raid and take revenge on him/her.

**Stages (described for non-evil character, if your alignment is Evil decide your actions for yourselves):**

1. Having met Xatuum, do not fight him, but talk and agree to help find the body of the raid leader that remained somewhere in the town.
2. Get inside the crevice in the cliff (will be revealed while doing **The Phantom of Liam's Hold** quest); You need the first room on the left along the corridor (the one with the Dire Spider trap). There you will find the bones and Temple Assault Orders letter confirming that the raid was initiated by Maerovyna (Chauntea priestess in Daggerford).
3. Report to Xatuum, get his order to go to Daggerford and get the heart of Maerovyna (her heart is to be used for ritual).
4. Visit Maerovyna in Daggerford, make a deal with her to trick the priest of Bhaal (she offers to bring Xatuum disguised animal's heart). The necessary heart may be found on body of a recently killed wild boar in Eastern Farmland.



- Head to the Eastern Farmland, meet two farmers (Joe and Sam) in a garden just south of the map center, they will show you carcass of a wild boar nearby. Take Boar's Heart.
- Bring Xatuum this heart. Convince him that it is exactly what was required (you need to pass the check for Bluff), so the ritual may begin.
- Wait for the explosion that wounds Xatuum, finish him off and kill 7 summoned skeletons of the former priests of Bhaal (once you win the fight, this quest closes).
- Get access to the treasury chamber (turn Search mode on and find the hidden lever under the stone on the top of the skull mosaic located above the gap opposite the altar; activate it with the Xatuum's Key; go through the secret door behind the altar); once you are inside, kill 3 gargoyles.
- You can visit Maerovyna to report what happened but she doesn't offer any reward.

**Where to go:** Inside the Cliffs > Stronghold Basement > Daggerford, Temple of Chauntea > Eastern Farmland > Stronghold Basement  
**Target:** Xatuum

**Important features:** I am sure the steps after the 4th will be different for the Evil character, but I've had no urge to check it.

**Alternatives:**

- at stage 4: you can kill Maerovyna to get her heart and follow the evil path afterwards.

**Rewards:**

- at stage 3, you can demand an advance payment from Xatuum and get the Bhaal's Bloodletter dagger (1d4, Keen, On hit: poison DC = 16 1d2 CON damage);
- at stage 6, +500 xp for the heart delivered and +905 xp for successful sabotage of the ritual;
- at stage 7, +1000 xp for killing Xatuum, 6 xp for each killed skeleton priest;
- from Xatuum's body: Xatuum's Key (to access the treasury chamber), Cloak of Fortification +2.
- in the treasury chamber: 6 xp per gargoyle; about 1000 gp on the floor, inside the chests / cabinets: Gelugon's Gouge spear (1d8 / 1d4 cold damage / enchantment +1 / on hit: Slow DC = 14 25% \* 3 rounds), Talona's Tear amber stone (Creeping Doom spell, 13 charges), top gems and random potions, Blackhammer Head (component for Derval's smity in Daggerford).

## 06. Decorator's Dilemma (quest start - to be completed in Section IV)

**Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)

**Issued by:** Yani Pavani (gypsy stylist and interior designer)

**Special conditions:** settle in the Stronghold / Yani's wagon will arrive to the area outside the entrance shortly thereafter / complete the initial order with Yani and she will offer you the main quest

**Summary:** Yani will renovate the interiors of your stronghold for 500 gp (bargaining is allowed) and then falls into a creative crisis, inventing what kind of unique magical object is to be installed in your hall.

**Stages:**

- According to your selections, Yani will change area rugs, armoires, throne, chairs, ribbons and bows theme.
- Now her creative crisis starts and she will seek solution for a very long time, deciding what special magical object is to be installed in Stronghold hall to ensure the composition integrity. This is the time when the quest is added to your log.
- Further stages are covered in Section IV

**Where to go:** your Stronghold

**Target:** interior renovation inside your Stronghold

**Important features:** none for now

**Alternatives:** none for now

**Rewards:**

- new Stronghold interior

## 07\*. Cattle rustling around Daggerford (completion of the quest from Section 0A)

**Where to get:** Happy Cow Tavern, Daggerford

**Issued by:** Hevestar Dimpet (farmer who now relocated to Holdfast Inn).

**Special conditions:** complete the quest **There be Trouble Down on the Farm**.

**Summary:** travel to Liam's Hold and investigate the mysterious circumstances of the mass cattle rustling there.

**Stages:**

- Arrive at Liam's Hold inn and report to Hevestar.
- [once **Mayor Wilsey** quest is over] Visit the area called Wild Pastures (NE), chat with Jerrick the Shepherd by the local stone tower - he will report the presence of caves under the pastures.
- Head southwest to the shepherd Irvin and his dog, watch a cutscene with missed cow, find footprints leading to the rustlers (Search skill is checked).
- Go even further to the southwest, startle the Goblin Rustler, run after him into the forest passage (which is otherwise almost invisible), access the area right to the north of the entrance to the Goblin Kitchens cave.
- Reach the main hall (almost all passages lead there), witness the squabble between Tanarukk and the The Butcher, kill everyone here, including the orcish mob. Take Evidence found in Goblin Kitchens from Tanarukk's body (Master's orders letter).
- Return to Hevestar in Liam's Hold and report him of everything.

**Where to go:** Holdfast Inn & Liam's Hold > Wild Pastures > Goblin Kitchens > Holdfast Inn & Liam's Hold

**Target:** Tanarukk

**Important features:** none

**Alternatives:** none

**Rewards:**

- at stage 5: 6 xp for each frag in Goblin Kitchens, from The Butcher's body: Big Board with Nail (1d6, +3 vs Goblinoids, bonus 1d4 piercing damage, on hit: Confusion DC = 14 25% \* 3 rounds, oh hit: unique power level 1).
- after stage 6: according to Lilura1, you'll get 1501 xp, but I've received 5435 xp here. Seems this value is floating, depending on your character's level.

## 08. The One-Eyed Worg

**Where to get:** Wild Pastures, by the bridge almost in the center

**Issued by:** Lavna the Shepherd (shepherd girl)

**Special conditions:** none

**Summary:** Lavna believes the cows are being eaten by one-eyed worg nearby; she asks you to kill him.

**Stages:**

1. Go southeast of the map.
2. Find the Worg and kill him. Take the One-Eyed Worg's Head from his body.
3. Bring the head to Lavna, report back.

**Where to go:** same map

**Target:** One-Eyed Worg

**Important features:** none

**Alternatives:** none

**Rewards:**

- at stage 2: 10 xp and One-Eyed Worg's Head for defeating the Worg;
- once the quest is over: 360 xp

## 09\*. Shadows in the Fields

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Hevestar Dimpet (farmer).

**Special conditions:** complete the quest **Cattle rustling around Daggerford**.

**Summary:** head to Wild Pastures again, check information from Farmer Gaslo about shadows lurking in the fields at night.

**Stages:**

1. Reach Wild Pastures, Farmer Gaslo waits near the stone tower - he tells that night shadows are most often seen by the local giant skull.
2. More or less in the center of the map, not far from the edge of the forest, there is a stone that looks like a dragon's skull - it is now highlighted if you place cursor over it. Set up a camp here by clicking on 'behind the dragon skull'.
3. Kill squad of orcs led by another tanarukk, get Evidence Found in Farmlands from his body (in this letter Master reprimands the orcs for violating secrecy).
4. Return to Liam's Hold to Hevestar and report (by this moment farmer Jerrick's Lad is already standing next to him).
5. After your report is over, Jerrick's Lad will initiate a new quest (see below).

**Where to go:** Holdfast Inn, Liam's Hold > Wild Pastures > Holdfast Inn, Liam's Hold

**Target:** Tanarukk

**Important features:**

- If you ask Astrielle's opinion on these events, she will say that the solution is probably somewhere in Trollbark Forest.

**Alternatives:** none

**Rewards:**

- at stage 3: 6 xp per killing
- after stage 4: 2810 xp.

## SECTION III. COAST & SOUTH-WEST OF LIAM'S HOLD

### 01\*. Abducted Shepherds

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Hevestar Dimpet (farmer) and Jerrick's Lad (son of the shepherd from Wild Pastures).

**Special conditions:** complete the quest **Shadows in the Fields**.

**Summary:** The Wild Pastures shepherds are kidnapped by the orcs and taken to the west coast. You need to find the orc base on the west and free the people.

**Stages:**

1. Travel to Wild Pastures, use the south exit of the map to reach Crab's Claw Coast.
2. In the southwestern part of the map, find the moored schooner called Barracuda and a group of smugglers led by Barracuda's First Mate. If you've already took fun on the Barracuda and nearby ship from the pier back in Daggerford's Docks, they'll attack you at first sight.
3. Nearby there is Smuggler's Cave - enter it and kill the guards of Orc Elite and One-Handed Half-Orc Smith.
4. On the north you'll find a corral with captive shepherds, opposite of it there is a closed door to the commander's room. Enter and kill Tanarukk Leader and Captain Herab from Barracuda. Tanarukk will say in the process that he works for Zhentarim.
5. Release the prisoners (you can also give them some money for the trip).
6. Return to Liam's Hold and report to Hevestar, get the other half of the reward.
7. Get Astriel's message via Hevestar: she need to meet you as soon as possible, there is important news. The quest ends now.

**Where to go:** Holdfast Inn, Liam's Hold > Crab's Claw Coast (Smuggler's Cave) > Holdfast Inn, Liam's Hold

**Target:** Tanarukk Leader

**Important features:** none

**Alternatives:**

- if by some miracle you've succeed to avoid confrontation with the smugglers at Daggerford Docks (abstained of plundering their transport ship on the same pier?), presumably the Barracuda team on the beach would remain neutral. Whether this will give something to you? It is unclear.

**Rewards:**

- 5625 xp and 700 gp at the stage 6, as well as 2600 xp upon completion of the quest.
- at stage 6: if you decide to donate your reward to farmers, you will get +50 xp and +4 to Lawful.
- on the bodies - from Barracuda's First Mate: the Gladiator's Club (1d6 +1, On Hit: Daze DC=14 75% \*1 round); from Captain Herab: Captain Herab's Leather Armor (AC 3, AC Bonus +3), Herab's Short Sword (1d6 +1, Vampiric Regeneration +3), Dagger +2, Potion of Death Armor; from Tanarukk Leader: Evidence Found in the Smuggler's Cave (demands to get more weapons and increase stealth when visiting the troll forest), Stockade Key (from prisoner's corral) and Teeny Weeny Talarenne (magic orb containing the essence of Talarenne).
- in the chests and boxes of the Smuggler's Cave - a heartbreaking amount of armor and weapons for the orcs (almost all of them are cheap crap), it will be difficult to take everything away at once. Some of the chests are multi-paged (the contents do not fit the first screen, to see what is deeper - you need to flip through the pages with the upper arrows).
- also in the commander's room there is a strange artifact on the altar, Vessel of Flame – with a hole allowing to access the fire burning inside. The description of the item hints that something could be placed there, but an attempt to use it opens a dialogue with non-fruitful options, prompting to put your hand inside (and burn yourself), or your weapon (and burn yourself), or just kick the item (the artifact will explode and you'll burn yourself). If anyone has found anything intended to be used here, please let me know.

## 02. The Princess of Fanloc [Stronghold-related Random Quest]

**Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)

**Issued by:** Griswald's Page (messenger boy)

**Special conditions:** settle in the Stronghold / the quest is given randomly when leaving Stronghold

**Summary:** Sir Griswald laid siege to Exeltis Castle in Blade Cliffs to rescue the imprisoned princess Soliana; he asks for help with the ongoing assault.

### Stages:

1. Visit Griswald's tent in the north of the map, talk to him. Find out that he and the owner of the besieged castle, Feldran Exeltis, were seeking the hand of Soliana, whom they met at Baldur's Gate, and Feldran lured her to his castle with a lie, where she is held by force. Get a quest to help Griswald lower the drawbridge of the castle.
2. Go to the drawbridge of the castle (west), talk to the Gatekeeper. Use persuasion, bluff or intimidation to arrange a meeting of Griswald with Feldran and Soliana - right there, by the bridge, at midnight and with no guards from either side.
3. Return to Griswald, advise not to go to the night meeting, because it is a trap; get suggestion to look for another way to the castle.
4. Descent to the beach from the cliff in the center of the map, go to Fishing Camp, find Olree, the old lady tending the grave of Lady Exeltis, Feldran's mother.
5. Persuade her to tell you about the 'back door' to the castle, which is located in the drain cave by the sea. Olree will tell you that Feldran is killer of his own mother and beg you to avenge him.
6. Find Secret Caves on the other side of the cliff (head northeast), sneak into Castle Exeltis Subcellar, and from there you can reach Castle Exeltis Cellars.
7. [optionally] Set fire to one of oil barrel piles kept here with a torch (move quickly, they'll burn you). Meet the guards running from above to extinguish the flame in a narrow passage, wipe all of them. If this is not done, the guards will wait for you in the main hall upstairs (anyway, this fight is not too difficult).
8. Check bookcase in SE corner of the basement. If you touch a book titled 'The Assassination of <...name...>', a staircase behind the closet will appear, leading to Feldran's bedroom. You can go there immediately, or you can first clear the main floor of the castle.
9. Main floor: there are several closed doors (may be opened by a halfling henchman, or later with a key taken from Feldran) and guards (if you haven't lured them down earlier). Servants are neutral.
10. Courtyard: you can now lower the bridge and let Griswald in, but this will spoil part of the plot.
11. Top floor: in the Feldran's Study there is a closet containing the Feldran's Key (opens Soliana's room) and a letter from the cartographers (Feldran's Letter), where they say they have not heard anything of the Kingdom of Fanlock.
12. Feldran's Bedroom: demand Feldran to allow you speaking with the princess, fight him, watch him escape in Near Death state.
13. Princess Soliana's Bedroom (south): talk to the princess, find out that she was once the falcon who saved the old witch in Lizard Marsh. She was transformed into a girl whom the grateful witch adopted. Soliana also has a necklace that will turn her back into a bird if she wants to. But now the princess is sure: she loves Griswald and asks you to lower the bridge, letting the knight into the castle.
14. Lower the bridge using either of the two levers on the gallery. The knights will rush inside, Griswald will kill Feldran confronting him in the courtyard.
15. Head back to the princess bedroom: the couple is standing side by side and looking happy. They will thank you, Griswald will give you his belt, and you can persuade Soliana to give you the necklace, then duo will leave the castle.

**Where to go:** Blade Cliffs

**Target:** Princess Soliana

### Important features:

- if you first ask Astrielle's opinion on this quest, she will express doubts about the veracity of the page's version.
- there is a birdcage in Griswald's tent. Using Animal Empathy, you can learn that birds are well fed and well cared of. What for? Who knows...
- upon completion of the quest, Olree will be glad to hear the revenge has taken place, but she will not reward you with anything.
- if you return to the swamps and speak with The Green Hag, she will in no way confirm the fact of her acquaintance with Soliana.
- kingdom name (Fanloc) is a simple anagram from Falcon :)

### Alternatives:

- at stage 3: if you allow Griswald to go to night rendezvous by the bridge, regardless of whether you allowed this meeting to reach the end or run away early sensing something is wrong - Griswald's soldiers will be slaughtered while sleeping, and the knight himself will be killed with an arrow from the tower. Then you will be mocked to take reward for help in solving the problem (a bag with 500 gp will appear under the Gnarled Tree on the cliff from where the descent to the beach begins). The drawbridge will remain raised and the castle - inaccessible.

### Rewards:

- once the quest is over: 3750 xp, Griswald's Belt (STR +2. saving throws fortitude +1, 1 раз в день: True Strike), Soliana's Necklace

- (bonus feature: Alertness, CHA +1, Listen +1, spot +5, 1 раз в день: Eagle's Splendor)
- in the Vault: about 650 gp
- inside some chests of the castle: Faker's Crown helmet (Listen +3, 1\*day: Amplify, 1\*day: Clairaudience/Clairvoyance)
- Feldran's body: Exeltis Master Key (for locked doors in the castle), Exeltis Blade dagger (1d4 +2 poison DC=14 1d2 CON damage), rapier +2.

### 03. Shipwreck Survivor

**Where to get:** Blade Cliffs, sunken ship

**Issued by:** Nosfiraat (Abu-Nosfir ibn Attan ibn Hazan, vampire)

**Special conditions:** open large sarcophagus in the hold

**Summary:** The vampire is locked on the ship by three runestones located nearby - he asks you to destroy them, otherwise he will starve to death over time. Nosfiraat declares that he feeds only on villains and criminals, therefore he is worthy of help.

**Stages:**

1. Rune Stones are located on inaccessible islands, you need to demolish them with ranged weapons.
2. Instead of a rewarding you, Nosfiraat attacks with the help of two more vampires who slept in smaller sarcophagi.
3. Kill everyone. The quest will end.

**Where to go:** south of map

**Target:** Nosfiraat

**Important features:** none

**Alternatives:** none

**Rewards:**

- 6 xp per vampire, on Nosfiraat's body: Nosfiraat's Blade (Scimitar, 1d6 +1, Keen).

### 04. Wogbog's Walking Stick

**Where to get:** Crab's Claw Coast

**Issued by:** Wogbog (hungry vagrant at the NE entrance to the map)

**Special conditions:**

- have any sample of Nell's bakery with you (Nell is the baker in Liam's Hold);
- have a stronghold quest **Umgatlik's Shrine** active (check below)

**Summary:** Wogbog lost his walking stick, scared by what he saw in the Shrine of Umgatlik. You need to find the stick and return to owner.

**Stages:**

1. Feed Wogbog (any of the options will do - Cherry Pie, Eccles Cake, Toffee Apple).
2. Question him about Umgatlik, hear about the stick and get the quest.
3. Meet Jared Deathstalker at SE Crab's Claw Coast, across the river; agree to raid Umgatlik's Shrine together.
4. Wogbog's Walking Stick lies in the trash at the entrance to the Shrine (Search skill is checked).
5. Return the stick to Wogbog.

**Where to go:** Umgatlik's Shrine

**Target:** Wogbog's Walking Stick

**Important features:** none

**Alternatives:** none

**Rewards:**

- 50 xp for stage 1;
- 250 xp and alignment shift +5 towards Good once the quest is over.

### 05. A Season in the Mists

**Where to get:** Crab's Claw Coast

**Issued by:** Metastakixx (celestial girl) inside House of Mists, located in Cave of Mists

**Special conditions:** bring **Ancient Ornate Key** with you (if your Search skill is decent, the key is pseudo-randomly dropped from the junk on round tables of Tolreth's Treasures store in Gillian's Hill)

**Summary:** Metastakixx doesn't remember who she is, but knows she was created to guard the shadows living in the cave fog - they should not leave this place. She asks you to deactivate 4 Mirrored Vaporisers in order to materialize these shadows and kill them.

**Stages:**

1. The House of Mists can only be entered with the Ancient Ornate Key. Once you get inside of House and receive the quest, you'll find the entrance door is locked again behind your back.
2. When each Vaporiser is deactivated, the fog dissipates and three shadows appear - two of them are Fragments of Dead God, they are always the same (Hate and Wrath), the third shadow is different each time. For killing Hatred and Wrath you get 1000 xp each, the third shadow is killed easily and practically does not bring experience.
3. NE-Vaporiser: Hate, Wrath, Corrupt God's Malice
4. SE-Vaporiser: Hate, Wrath, Septic God's Fury
5. SW-Vaporiser: Hate, Wrath, Forgotten God's Clarity
6. NW-Vaporiser: Hate, Wrath, Mad God's Will
7. When all the shadows die, Metastakixx dies as well. Touch her body: celestial creature comes to her senses for a while, tells that she had a vision of a peaceful ocean under a silver sky, where she would go. She thanks you for helping her to learn what is the achievement of the goal and fulfillment of the destiny, saying goodbye, declares that she loves you and dies forever. The entrance door will open now.
8. Leaving the House of Mists ends the quest.

**Where to go:** northwest of the map, building inside the cave

**Target:** Fragments of Gods (shadows).

**Important features:**

- the shadows are quite challenging foes, it is advisable to prepare for the battle well.
- there is a Sea creature statue by the entrance: if you touch it, thoughts of whispering in the dark, ancient evil and peaceful landscapes under the silver skies pop up in your head.
- at the far end of the room you can touch the last remaining pillar and hear whispering voices demanding to release them.

**Alternatives:** apparently none**Rewards:**

- 3000 xp once the quest is over, 8000 xp for 8 shadows,
- from the body of Fury - Dreamstone (12 charges, with option to spend them for Cure Light Wounds \*1, Stone to Flesh \*2, Stonehold \*4, Stoneskin \*3), from the body of Will - Ancient Shadow Blade (Short sword 1d6, damage bonus Negative energy 1d6, Negative energy resist +5, only for Evil or Neutral Alignment),
- also upon completion of the quest, you'll get the cloak in the inventory: Cloak of Mists (Improved Saving Throws +1, 1\*day: Gust of Wind)

**06. Umgatlik's Shrine [Stronghold-related Random Quest]****Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)**Issued by:** Jared Deathstalker (Kelemvor cleric)**Special conditions:** settle in the Stronghold / the quest is given randomly when leaving Stronghold**Summary:** Scholar called Gumbriel dug up an ancient shrine of the previously unknown god Umgatlik on the Crab's Claw Coast. He is going to invite the 'lost' deity back into this world, but Jared is sure that Umgatlik is evil, and the scholar must be stopped.**Stages:**

1. Meet Jared at the southeast cliff of the Crab's Claw Coast, confirm your readiness to begin the quest. Wait for Jared to tie a rope on the cliff and go down to the beach, follow him and enter the crevice leading to Umgatlik's Shrine.
2. [optionally] Pick at least one of the of bone sets scattered around the Shrine.
3. Enter the Shrine together with Jared, try to dissuade Gumbriel from using the Ancient Scepter lying on the altar, while Vetraxia Nightmaiden, who is present here as well, incites Gumbriel to begin the ritual.
4. Wait until Vetraxia loses control, opens the portal by herself and is killed by the succubi came from other side (they are weak, by the way), and Gumbriel is pulled into the portal.
5. Read the runes on the altar (Lore skill check). The runes describe the summoning ritual, and two conditions have already been met - the scepter is lying here, the blood (of Vetraxia) has been spilled, so the only action remained is to hit altar with bones.
6. Enter the portal (leads to Umgatlik's Prison), meet Umgatlik, who turns out to be a lich, promise him to return and complete the ritual.
7. Return to the altar, listen to Jared's request to ensure that the lich does not return, jump back, and kill Umgatlik finally; the quest is over.
8. Now you can punish or forgive Gumbriel, who has been standing unconscious controlled by the lich all this time. If forgiven, he will return with you through the portal to the Shrine.
9. Find out that the door to the room is sealed. Jared will tell you that the solution is on the altar. Destroy the scepter, the door will open.

**Where to go:** Crab's Claw Coast (SE cliff across the river, reachable through the ford or Smuggler's Cave)**Target:** Umgatlik**Important features:**

- if you first ask Astriel's opinion on this quest, she will say that she is hearing about Umgatlik for the first time, but he is unlikely to be kind if dragged to this world.

**Alternatives:**

- after stage 5, you can avoid jumping into the portal by simply destroying the scepter (the portal will close, Umgatlik will remain imprisoned forever). But you won't get the reward for killing the lich.
- at the 6th stage, you can immediately kill Umgatlik, skipping the 7th stage - you will not lose anything.
- at stage 7, you can follow the evil path: try to complete the summoning ritual. Jared will want to stop it and attack (you have to kill him). Didn't check this plot line to the end, if you want - try it for yourself...
- there is unverified information that this quest can be issued to you (and participated) by not Jared, but Vetraxia. What does it depend on - the alignment of the character? the presence of Stronghold? random? I don't know.

**Rewards:**

- 2905 xp for killing Umgatlik (and Cloak of Resistance +4 / improved saving throws +4 from his body).
- 3405 xp and alignment shift +5 towards Good for destroying the scepter (at any stage)
- chest near easel: Doorknocker club (1d6, bonus bludgeoning damage 1d4, on hit: Knock DC=16, on hit: unique power level 1), Prayers to Umgatlik book (prayer for his return).
- from Vetraxia's body: Whip +1 (1d2 +1, bonus feature Disarm), Periapt of Wisdom +1, Ring of Protection +1.

**07\*. Talarenne (continuing the quest from Section 0A - will end in Section V)****Where to get:** Trade Way North, Prelude**Issued by:** nobody, the quest is simply written to your log after the abduction**Special conditions:** leave the wagon**Summary:** Talarenne was kidnapped by bandits using sophisticated magic. You have to find her.**Stages:**

1. At the start of the game, Talarenne was kidnapped and transported to a location called the Binding Prison. Now, finally, there has been progress in resolving the situation.
2. Following Hevestar Dimpet's orders in Liam's Hold, get the **Abducted Shepherds** quest (see above) and kill Tanarukk Leader in the process, taking Teeny Weeny Talarenne (a magic orb with Talarenne's essence inside) from his body.
3. Talarenne will communicate with you mentally and tell that she is inside the orb; she heard the kidnappers discussing some kind of complex spell and some devil. She suggests to find some mighty magician or library to figure out what to do next. If you ask,



- she will tell the entire history of the magic orb relocations, starting with the ambush on Trade Way North.
4. Tell Astriel about the orb with Talarenne: the girls will quarrel a little, but then Astriel will promise to look for information on how to help.
  5. [optionally] Travel to Daggerford, Sorcelle's Encapsulate Library, talk to Scribe there. Find out that the imprisonment of the soul into magic vessel is the spell of a very high level, so there is little chance of fixing everything, and it is unclear what to do now.
  6. The rest of the quest is covered in Section V

**Where to go:** Liam's Hold > Crab's Claw Coast > Liam's Hold

**Target:** Talarenne

**Important features:** main background quest of the game.

**Alternatives:**

- at stage 3, your henchman Purfbín offers to sell the Talarenne orb to collectors of magical curiosities; probably, if you follow his lead (and by the evil path), a new branch of the plot will appear there - but I did not check it and just scolded Purf.

**Rewards:**

- after stage 3, you can talk to Tal in the orb at any time, she can even identify items in your backpack from there (at a high level of Lore).

## 08\*. Astriel Takes Flight (continuing the quest from Section 0A - will end in Section IV)

**Where to get:** Chateau Elite Inn, Daggerford

**Issued by:** Astriel Shalyn

**Special conditions:** complete the quest **The Black Stone Inn** back in Daggerford and agree to meet Astriel later in Liam's Hold.

**Summary:** continue working together with Astriel in Liam's Hold, investigating the events started in Daggerford.

**Stages:**

1. Complete the quest **Mayor Wilsey** in Liam's Hold and settle in the Stronghold, meet Astriel there.
2. [once the quest **Abducted Shepherds** is over] talk to Astriel and go to the Trollbark Forest, where she marked the entrance to the Orc Lair (SE of the map).
3. Kill the guards outdoors, get inside and kill everyone here as well, go down to Orc Lair Lower Level. Watch a cutscene where devil called Gorgomorz kills general who let him down, commands others to attack you and then disappears.
4. Kill 5 Tanarukk Generals and 1 Tanarukk Witch Doctor. Find Fzoul's Note by the statue (this paper confirms the connection between Zhentarim and 'Master' Gorgomorz), pick it up.
5. Report back to Astriel. She will give you additional information and send you to talk to Teygan, who is looking for you in the Liam's Hold, claiming he knows you.
6. After talking with Teygan at the exit from Stronghold, report to Astriel. She will express slight doubts about the fact that he is really Harper and confirm the necessity for a meeting at his base.
7. The rest of the quest is covered in Section IV.

**Where to go:** Stronghold в Liam's Hold > Trollbark Forest (Orc Lair) > Stronghold в Liam's Hold

**Target:** Tanarukk Generals

**Important features:** none for now

**Alternatives:** none for now

**Rewards:**

- 6 xp for each killed orc or tanarukk
- Speared corpse in the hall of generals: Boots of Striding +2, Sling +2, Chainmail +1.

## 09. Side tasks other than quests

### 09.1. Theorosophy is for birds

**Where to find:** Blade Cliffs

**Where to go:** same map, cliff and cave just south of the center

**Special conditions:** none

**Summary:** find the missing magister

**Stages:**

1. Talk with the two candidates for the Magister of the Order of Theorosophy standing on clifftop - Beb-Shuur and Xiang. Learn what theorosophy is (a concept based on the fact that only an intuitive groundless inference is true, and scientific methods should be used only to prove this product of intuition). Learn about Magister Vugu who jumped off this cliff recently.
2. Enter the Sea Cave nearby, you'll find Vugu's bones and diary (Vugu's Journal) a little short of the waterfall. The diary tells that Vugu was angry at two idiots who declared themselves his students and ruined the scientist's reputation.
3. Show the Journal to Beb-Shuur and Xiang, listen how they use the theosophical approach to declare your find a fake.

**Rewards (in the cave):**

- Ochre Jelly creatures inhabit the cave, splitting up into smaller slime molds when you fight them - generally, each destroyed brood brings you 48 xp
- in Vugu's bones: Vugu's Journal, Adamantine Helm (AC+2, concentration +1).
- more bones close to the waterfall: Blackhammer Shaft (component for Derval's smity in Daggerford)

[No experience is given, no log entry is made.

Not sure if I haven't missed anything related to this plot line, but I didn't find anything else up to the end of the module.]

### 09.2. Seagull's ring

**Where to find:** Crab's Claw Coast

**Where to go:** same map, descent to the beach along the trail approximately in the center of the map

**Special conditions:** none

**Summary:** Take away the prey from local seagulls.

**Stages:**

- Kill aggressive seagulls.
- Find and pick up a ring in a pile of fish (Search skill check).

**Rewards:**

- 6 xp per seagull, Umberlee's Blessed Band ring (Summon Water Elemental 1 \* day)

**09.3. In the troll home**

**Where to find:** Trollbark Forest (SW)

**Where to go:** Troll Mound cave

**Special conditions:** none

**Summary:** Kill all the trolls in the cave and pick up trophies.

**Rewards:**

- 6 xp for common trolls on ground level, 8 xp for trolls above, 950 xp for long-lasting troll in the middle of the second tier of ledges.
- southeast corner, bones: Tyr's Golden Light mail (AC5, damage resistance Negative energy 5, light 5 m dim yellow, immunity: fear, bless weapon: unlimited times \*day, only for Good alignment)
- under a massive rock near the chief (successful Strength value check required to raise it) - Troll Treasures chest containing Wand of Missiles and random minor items.
- in Troll Dung near the exit (Search skill check): Ring of Resistance +1

## SECTION IV. EAST OF LIAM'S HOLD

**01\*. A Rendezvous with Teygan**

**Where to get:** by the entrance to Stronghold (outdoors), Liam's Hold

**Issued by:** Teygan

**Special conditions:** visit the Orc Lair in the Trollbark Forest and then report back to Astriel

**Summary:** meet Harper Teygan at his base in the Brush of Barbs, discuss further joint actions against Zhentarim.

**Stages:**

1. Talk with Teygan, who met you by the Stronghold entrance outdoors, agree to visit his base.
2. Travel to the Brush of Barbs, go down to the Cave in the Wilderness in the southwest. Say hello to Teygan and meet his assistants, Harpers Miyandra and Beowen, as well as grumpy raven George.

**Where to go:** Stronghold at Liam's Hold > Brush of Barbs

**Target:** Teygan

**Important features:** none

**Alternatives:** none

**Rewards:**

- after stage 1: random potions and scrolls as a gift
- after stage 2: 100 xp

**02\*. Bandits Beware!**

**Where to get:** Cave in the Wilderness, Brush of Barbs

**Issued by:** Teygan

**Special conditions:** complete the quest **A Rendezvous with Teygan**

**Summary:** Zhentarim sends its caravans to Daggerford under the guard of Griffin mercenaries, while robbing caravans of competitors. You have to stop this practice.

**Stages:**

1. Get a task from Teygan: go to Lonely Barrens, find the camp of the Zhentarims disguised as bandits, eliminate this threat.
2. Travel to the Lonely Barrens, in the very northwest corner find a clearing with a camp where two Bandit Fighters and two Griffin Mercenaries are waiting, kill them all.
3. Return to Teygan, find him accepting a report from three unknown fighters (they 'searched the entire tower, but she's not there' - whoever 'she' was), wait for him to teleport them out of the cave.
4. Make your own report to Teygan. The quest will end.
5. Visit the Daggerford barracks, tell about the Griffin mercenaries acting in concert with the Zhentarim bandits. Captain Frederick won't believe you at first, but successful persuasion will convince him to notify the militia about the problem.

**Where to go:** Lonely Barrens > Brush of Barbs > Daggerford

**Target:** Bandits

**Important features:** none

**Alternatives:** none

**Rewards:**

- 6 xp per killed enemy on stage 2
- 100 xp once stage 4 is completed
- 750 xp once stage 5 is completed

**03\*. Astriel Takes Flight (completion of the quest from Section III)**

**Where to get:** Stronghold, Liam's Hold

**Issued by:** Astriel Shalyn (your colleague on the Daggerford threat investigation)

**Special conditions:** visit Orc Lair in Trollbark Forest, talk to Teygan by the Stronghold

**Summary:** continue joint investigation with Astriel on the areas east of Liam's Hold

**Stages:**

1. Visit Teygan's eastern base. Report this to Astriel and keep her updated on all of Teygan's other assignments.
2. Having Teygan's quest **Caravans of Corruption** completed (check below), visit Astriel and tell about the contents of the documents found. Upon hearing the name 'Illefarn' (current Zhentarim's base of operations), Astriel is alarmed and explains that this is the name of the abandoned dwarven mine system under Daggerford.
3. Astriel will be leaving for Waterdeep to deliver important news to her superiors, and she will recommend that you talk to the captain of the town militia Frederick about Illefarn. Then she will leave your Stronghold.

**Where to go:** Stronghold at Liam's Hold > Brush of Barbs > Lonely Barrens > Brush of Barbs > Stronghold at Liam's Hold

**Target:** Teygan's information

**Important features:** none

**Alternatives:** none

**Rewards:** once the quest is over: 10 000 xp

**04. Decorator's Dilemma (completion of the quest from Section II)**

**Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)

**Issued by:** Yani Pavani (gypsy stylist and interior designer)

**Special conditions:** let Yani complete your initial order for interior renovation

**Summary:** Yani has renovated the interiors of your stronghold and then fallen into a creative crisis, inventing what kind of unique magical object is to be installed in your hall.

**Stages:**

1. Yani's creative crisis lasts until your first meeting with Teygan near the Stronghold. Then you can talk with the gypsy to progress towards the completion of the quest.
2. Yani installs the unique object in the main hall and invites you to go and admire it.

**Where to go:** your Stronghold

**Target:** immovable magical object in your Stronghold

**Important features:** the type of unique item installed after the stage 2 depends on the class of your character. My paladin (and slightly monk, and slightly cleric) was given an altar, which he dedicated to his god and was able to pray there later (Saving Throws bonus +5 for a while), and also receive holy water potions for free.

**Alternatives:** depends on the class of your character

**Rewards:**

- immovable magical object
- 965 xp once the quest is over
- (paladin/cleric) free holy water potions may be sold to shop owners for little price (5-8 gp). Although I have not tried this option.

**05. A Circle of Fowl [Stronghold-related Random Quest]**

**Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)

**Issued by:** Talking Chicken (polymorphed druid girl)

**Special conditions:** settle in the Stronghold / the quest is given randomly when leaving Stronghold

**Summary:** Remove the curse of the dark druid Stegil from the light druid Jaeda (chicken) and her colleagues, including the head of circle, Tatham, who are all polymorphed into birds in the Govan's Circle (Brush of Barbs).

**Stages:**

*[before the quest is issued]*

1. By the entrance to the Stronghold you'll meet a talking chicken praying for help with human voice, and Angrind the Butcher running after her, with the intention to make a chicken broth.
2. Let the chicken into the Stronghold, deal with Angrind (Bluff / Persuade / Intimidate or simply money). Listen to the story of the chicken inside the Stronghold, agree to help her, learn the password to enter the hidden grove. Now the quest is being written to the journal, and the chicken goes to your inventory as any other item.

*[after the quest is issued]*

3. Reach the Brush of Barbs, find Twin Oaks in the south-central part, touch the Forest Bramble under them, say the password, enter the hidden grove.
4. In the grove there is a Govan's Stone Circle. Inside lies a wounded seagull (druid Tatam), entangled in snare. The chicken will jump out of your inventory and start walking alongside. Help the seagull to get out of the snare.
5. Listen to the seagull's story about how they were betrayed by female druid from their own circle, Feynemonee - she helped the dark druid Stegil to curse the rest of them. Obtain the mission to find and bring two other enchanted circle members, the druids Wanix and Urith.
6. Go to Liam's Hold, to previously locked house in the northeastern part of the village - Hester's House. There, deaf granny Hester is nursing her new pet, talking parrot (Wanix druid), and does not understand what you want from her.
7. Talk to Hester, then take Inkwell and Paper from the table in the same room and talk again, writing a note. She will give you the parrot that is placed to your inventory (Talking Parrot item). If you talk to her again now, it turns out that she heard everything perfectly, and she was just making fun because she's bored.
8. Travel to Gillian's Hill, to another previously locked building - Nagnorm Stuffer's House on the northeast. Local taxidermist is going to stuff a caged talking penguin (Urith druid). Use Intimidate, Bluff or money (100 gp) to make Nagnorm to talk to her. The penguin will gossip about the fact that she is from the emperor penguin family and on an important diplomatic mission - the taxidermist will believe her and release the bird. Talking Penguin will appear in your inventory.
9. Bring the birds you found to the Govan's Stone Circle (they'll jump out of your backpack), learn that the dark druids who kidnapped this couple mentioned the Tree of Blood in Wild Hills. You need to travel there and find the item called Stegil's Blood-stone.
10. Reach Wild Hills, find the Blood Tree in the south and enter the Dark Druid Burrow underneath, go down. Downstairs, Stegil and his 4 colleagues are waiting for you. At first they are neutral, Stegil demands that you go and kill Tatam with the company, bringing him their bird hearts.

11. Just kill Stegil and the others. Hear a woman's voice calling for help from the zindan well under the far wall. Find out that this is the traitor druid, Feynemonee. If you pull her out (there are ropes right there in the room) and do not kill her, she will tell you where the Stegil's Bloodstone is hidden: behind a retractable stone at the bottom of the wall, under the head of an elk. Go to the elk, find the Loose stone, get the Stegil Chest from behind (it won't open without a key from the dark druid's body). Pick up the Bloodstone.
12. Head to Govan's Stone Circle again. Pass the stone to Tatam, he will return everyone to their original form, the quest will end now.

**Where to go:** Brush of Barbs > Liam's Hold > Gillian's Hill > Wild Hills > Brush of Barbs

**Target:** Govan's Stone Circle druids

**Important features:**

- if you first ask Astriel's opinion on this quest, she will say that it would be nice to help the druids as potential allies.
- if you visit the Dark Druid Burrow before receiving the task to go there, it's okay, you will just kill some of the nameless dark druids. When Stegil is needed later, he will appear there anyway.

**Alternatives:**

- at stage 7, you can just take the parrot, without note to Hester - but she will be very upset.
- after stage 10, you can accept Stegil's offer, go talk to Tatam, learn that the dark druids are not worthy of trust, and return to the Tree of Blood again, to finally kill the bad guys. This does not give any bonuses, so it is completely optional.
- also, after stage 10, you can follow the evil path and really kill the Tatam's circle. Haven't checked this plot line, if you want to try then go ahead...

**Rewards:**

- after stage 5: 150 xp.
- on stage 11 - 1000 xp for killing Stegil, 6 xp per each common dark druid. On Stegil's body: Sickle +2, Small Shield +2, Stegil's Key (to unlock Stegil Chest). Also, if you haven't picked it before, somewhere in this dungeon lies a long Sword of the High Hunt (1d8 +1, Intimidate +1, Bonus vs Humans 1d4 Magic Damage).
- once the quest is over: 3875 xp, plus Tatham will become available for trading. The purchase prices in his store are the highest in the game.

## 06. Evani's Incredible Fantabulizer (completion of the quest from Section II)

**Where to get:** Liam's Hold, Holdfast Inn

**Issued by:** Evani (inventor and artist)

**Special conditions:** none

**Summary:** You've met Evani when her show almost started, and she was going to surprise the public with her miraculous machine. But someone has broken the device, taking away an unique component. Evani has asked for your help.

**Stages:**

1. After the conversation with the merchant mage Vejoni H. Wyzz (tent just outside the town wall), travel to the Brush of Barbs. Find small tent near the center of the map, and drunk guy Lucas Woude nearby. Learn that Vejoni blackmailed Lucas to steal the part of Evani's device. The guy will give you the Amotic Force Microflangulator that is still with him.
2. Return to Liam's Hold, enter Vejoni's tent, accuse him of theft and blackmail, pay attention to his slip of the tongue (regarding the Primes), provoke a confession (the real Vejoni is dead) and let him attack you. Kill the Vejoni Rakshasa accompanied by 4 strange gargoyles. The quest ends here.
3. Talk to Evani at the inn, find out that the reason for the strange actions of the Rakshasa was that he inherited from the consumed Vejoni both appearance and also desires. Give her Microflangulator, get your reward.

**Where to go:** Brush of Barbs > Liam's Hold

**Target:** missing part of the device

**Important features:**

- before killing false Vejoni at stage 2, buy up all his goods that may be of interest to you - after his death they will disappear. For example, Vejoni has an infinite number of Bags of Holding.

**Alternatives:** none

**Rewards:**

- from the body of Vejoni Rakshasa: Rakshasa's Eye, Edge of Uncertainty helmet (Bluff +5, Polymorph Self 2\*day - form options: Giant Spider, Troll, UMBER Hulk, Fey, Zombie).
- from Evani for returning the Microflangulator: 500 xp and Evani's Color Ring (Bonus spell slot for Bard/Sorcerer/Wizard Level 3, Light bright 20 m white, Color Spray 3\*day, Searing Light 1\*day, Ultravision 1\*day)

## 07. Fernigold the Younger (completion of the quest from Section 0A)

**Where to get:** Daggerford Docks, south pier

**Issued by:** Fernigold the Elder (fisherman)

**Special conditions:** none

**Summary:** Find the missing son of a fisherman, who went in search of treasures, having obtained a map of Telarthir's tomb, and disappeared.

**Stages:**

1. Having received the task from Fernigold the Elder in the Docks and talked with Klevtor and his fellow prankster, you stocked up on a copy of a fake map, and finally ready to continue this quest.
2. Travel to Brush of Barbs. Find three items there: (1) on the northeast - Dead Badger, take the heart from his body (Badger Heart); (2) on the far side of the northern canyon, collect berries from local highlighted bushes (items simply called Berries); (3) on the sand of the canyon bottom, pick Large Bone.
3. At the bottom of the same canyon (the rope tied at the top leads here) there is Ancient Throne with a skeleton sitting on it, next to an obelisk. After decrypting (Lore skill check) the inscription from the obelisk, find out this is the tomb of Telarthir. Say 'Temotinoth', and the wind will whisper how to open the entrance. Place Large Bone, Badger Heart and Berry on the throne, touch the obelisk.

4. Get inside the Tomb of Telarthir. Near the entrance lies the body of Fernigold the Younger. Take it to your backpack.
5. Open any of the sarcophagi: all of them will open, Warrior Mummy and 5 Skeleton Warriors will attack you. Kill everyone, collect the trophies.
6. Return to Daggerford Docks. Tell Klevtor with a friend about Fernigold's death and demand them to go to the town militia to confess. Give the body to Fernigold the Elder, tell the circumstances. Quest ends now.

**Where to go:** Brush of Barbs > Daggerford

**Target:** Fernigold the Younger

**Important features:** none

**Alternatives:** none

**Rewards:**

- 6 xp for each of the dead warriors in the tomb; in sarcophagi: Battleaxe +1, Heal Potion, Scarab of Protection +1, Full Plate +1, Kama +2, Shurikens +2, Gloves of Hin Fist +3, diamond, Rod of the Ghost (Ghostly Visage 1\*day).
- 500 xp once the quest is over

## **\*08. Border Dispute (completion of the quest from Section 0A)**

**Where to get:** Daggerford Barracks

**Issued by:** Captain Frederick (town militia commander)

**Special conditions:** complete his previous quest, **Play the Spy for Captain Frederick**

**Summary:** Resolve the situation in Lonely Barrens, where the local Wild Elves cannot share border lands with local farmers.

**Stages:**

1. Travel to the southern edge of the Lonely Barrens map. On the section between the two rivers opposite the southern entrance, there is a group of elves led by the captain who do not want to let you through. Request a meeting with the chief (Kyleena Moon-glow), the captain will take you to her.
2. On behalf of the Daggerford militia captain, demand to end skirmishing with farmers and unblock the flow of rivers blocked by the elves. Use Persuade or Intimidate. Receive assurances that the elves will leave this territory.
3. Along the way, get information from Kyleena required for **Scavenging the Countryside** quest (see below).
4. Return to Daggerford Barracks and report success to Captain Frederick.

**Where to go:** Lonely Barrens > Daggerford

**Target:** Kyleena Moonglow

**Important features:** none

**Alternatives:**

- apparently, the elves may be simply slaughtered. But I don't like that way :)

**Rewards:**

- after the stage 2: 500 xp
- trapped chest in Kyleena's tent: Spirit of the Predator helmet (Bonus features: Dodge, Darkvision; DEX +1) and a set of Dyes. Surprisingly, the elves do not react in any way to the taking of their belongings.
- once the quest is over: 1935 xp and Amulet of Will +2 from Captain Frederick.
- across the river to the north of the first meeting with the captain place (just east of the ford) there is a pile of Moss Covered Stones. If you walk nearby (Search skill check), you can discover a hollow filled with dry leaves between the stones, and Zeal's Walk armor inside of it (Medium Armor AC4, CON +1, Improved Saving Throws Fortitude +1, Regeneration +1). Not that it had anything to do with the elves - but I feel it is necessary to place this information somewhere :)

## **09. Edalseye's Tower [Stronghold-related Random Quest]**

**Where to get:** Liam's Hold, by the entrance to Stronghold (outdoors)

**Issued by:** Deldarine (elven girl with burns on her face)

**Special conditions:** settle in the Stronghold / the quest is given randomly when leaving Stronghold

**Summary:** The elf girl mentor, magician and planar traveler, returned from another voyage changed: his eyes became silver, and his character became disgusting. He raised his hand to his student and, possibly, was involved in the disappearance of a group of his friends. You need to visit Edalseye's Tower in Lonely Barrens and talk to him.

**Stages:**

1. Meet Deldarine at Lonely Barrens around the center of the map. The plateau with the tower (opposite, through the gorge) is reachable only through the portal, which she opens for you. Deldarine remains to wait here, where you've met her.
2. Get to the other side of the gorge, enter the tower. On the first floor (Edalseye's Tower) you will be confronted by a huge skull, but if you say that Deldarine sent you, Edalseye's pet demilich, Skully, will fly out from behind the disguise. He is worried about his master too and offers you to look for him upstairs.
3. The second floor (Edalseye's Library) and the first riddle: having solved it, you can climb higher. There are 4 Ice Mephits in the room, regulating the fire in the pillars around huge ice crystal. There is Mephit Generator device by the closest wall (it spawns new mephits if you kill the ones present in the room), and - under the far wall - there is a pile of Sacks of Dirt, from where you can take a Bag of Dirt at any time (more than once if necessary). Near the empty portal niche a measuring rope hangs with a note attached: 'The key to door upstairs is up to here'. Solution: take the Bag of Dirt, put it in the Mephit Generator (the device will jam); kill ice mephits; blow the fire in all columns (select 'kindle fire' option); wait for the crystal to turn into a flame from where Fire Mephits appear; pull the Bag of Dirt from the Mephit Generator; Ice Mephits crawling out of device will attack fiery ones; wait for Water Mephit to appear near the rope, wanting to end the disorder; talk to him - and then he will open a portal to the next floor.
4. The third floor (Edalseye's Chamber of Delights) and second riddle. Prince Julap-Adeep is ready to open the passage upstairs only in exchange for solving 4 logic puzzles. In the center of the hall, creatures of different races appear, but with the same strange surname - Kootchki. Namely: Minedi, Togrun, Jesup, Bappi, Aliel, Elwryn, Baerwyne and Gergruck.

**Puzzle 1:** a lollipop was stolen, each of the suspects wrote the first and last letter of their names on the runestones by the north wall (the alphabet used is unfamiliar to you). The thief did not write anything. Match the symbols on the stones with the names of all Kutchki present in the room, discover who is the thief. [Answer: Baerwyne (she is expelled from the room).]



**Puzzle 2:** find who is the youngest and oldest of Kutchki. Each of them does not tell the exact age, but says how much older or younger she/he is than one of the neighbors, and you need to calculate the answer based on this data. *[Answer: Gergrick is the youngest, Aliel is the oldest. Both are expelled.]*

**Puzzle 3:** the doll (Mr. Fribblet) is killed. You need to decide who is guilty or who is involved by interrogating the remaining Kutchki. Everyone answers only 100% true or only 100% lies. To speed up the process (if you want to do it by yourself) - start with Bappi. *[Actually, the answer: Jesup and Elwryn are guilty, Bappi is involved. All of them are expelled.]*

**Puzzle 4:** each of the 2 remaining Kutchki was tasked with creating a riddle, where her name is encrypted. One of them (the honest worker) created such a riddle, and another (the lazy sly) thoughtlessly copied it. Find out who really worked on the task and who tried to trick their master. Both Kutchki will read you their own versions. *[Answer: the correct riddle is created by Minedi. Togrunk is expelled.]*

The remaining Kutchki is polymorphed into her original form (the Prince's pet dog), and Julap-Adeep opens the portal upstairs for you.

5. The fourth floor (Edalseye's Bedroom) and third riddle. Under the walls you'll see: (A) an armoire, inspecting its contents (Spellcraft skill check) shows only garbage (my check fails even with Spellcraft 67); (B) Elwinster's Oil on the table (oil for 'the wheels don't creak'); (C) next to the open folio - Edalseye's diary with 4 entries (#1 - visited the air plan, invited Julap-Adeep to drop in for a visit / #2 - oiled the planar mechanism, otherwise you never know where it will bring you / #3 - Deldarine suggests to rest a little, she is a good student / #4 - going to visit Golden Hills, but must first fix the stuck levers of the planar mechanism); (D) fountain with remains of Quicksilver - if cleaned with Oil, it is filled with Quicksilver to the brim, and it may be picked to a bottle (bottle named Quicksilver will appear in the inventory). And finally, (E) a living and rude Chest of the Wise shifts from place to place - it opens with the same Elwinster's Oil. There is also (F) a mirror reflecting the old magician standing on the roof. Splash Quicksilver on its surface: the passage to the roof will open.
6. Roof of Tower. Edalseye gets mad, remotely kills Deldarine and runs down, leaving you on the roof with no way out. Go to the highlighted corner: you can hear the voice of Skully (who remained below). Ask him to pull off the black veil left on the mirror by Edalseye. Go down to the bedroom through the now working portal. Find another (new) portal near the table, jump inside it.
7. Edalseye's Basement. In the center there is pyramidal structure surrounded by 4 levers - Edalseye's Planar Gate. Levers are jammed. The entrance to the device is from the north side. Apply all sorts of buffs on yourself and enter it.
8. You are in hellish plane now (Nine Hells). Pit fiend named Abatorru with his henchmen will greet you there. Find out that Abatorru cursed the mage in revenge for some ancient insults (many years ago Edalseye prevented stealing something important from the genies), and the whole situation is not accident - Skully was involved from the beginning. Then fiend's creatures (4 Kocrachons) will attack you, and a little later Abatorru himself joins them. The fight is quite difficult.
9. To restore Edalseye's sanity, smash the nearby Silver Sphere. Now the mage is controlling himself and tells you he was under the geas imposed by Abatorru, and he has questions to Skully. Follow Edalseye through the portal back to the tower.
10. Upon arrival to the basement of the tower, watch the cutscene of Skully fighting some Imp and swears to his master that he did not expect such a disaster. Edalseye kills the Imp, and then you can interrogate Skully.
11. Skully will tell his story: he arrived to the Tower because 'voice' told him that he would have a calm home and kind master here, for a small favor: he just had to drop a small crystal somewhere inside. The mage will explain: this crystal turned out to be a mini-portal that brought an Imp spy inside the Tower, and this Imp sabotaged the planar gates. The 'voice', of course, belonged to Abatorru. Edalseye will invite Skully to accompany him on the travel to Fugue Plane to get back the souls of all the victims of this story. Before leaving, he will teleport you back to the point on the map where you met Deldarine before.

**Where to go:** Lonely Barrens

**Target:** Edalseye

**Important features:**

- if you first ask Astriel's opinion on this quest, she will say that planar travels are dangerous and even a powerful mage can become a victim of some evil entity there.

**Alternatives:** none

**Rewards:**

- once stage 4 is over: 1000 xp
- at stage 5, in chest: Diamond, Ring of Insight (Lore +5).
- at stage 8: 1000 xp for killing Abatorru and 6 xp per Kocrachon. From Abatorru's corpse: Devil's Heart.
- once the quest is over: 3875 xp

## 10. Scavenging the Countryside (completion of the quest from Section 0A)

**Where to get:** Stop Hole Abbey, Daggerford

**Issued by:** Vladmyr (collector and loan shark)

**Special conditions:** complete his previous quest, **An Uncommon Criminal**.

**Summary:** find three items lost somewhere in the east by a trade caravan, namely: Piece of Elven Sheet Music, Uthgardt Burial Totem, Religious Chalice from the Far Jungles of Chult.

**Stages:**

1. Travel northwest of Brush of Barbs, find a cocoon in a spider's meadow, look inside and pick Uthgardt Burial Totem 'Wrath of the Blue Bear' (Animate Dead 1\*day).
2. *[after the quest **Border Dispute** is issued]* Head south of the Lonely Barrens, find the elf chief Kyleena Moonglow and ask her a question about the caravan that has lost its wares. List all items to her; she will remember that the halfling bard who is travelling with elves suddenly began to play perfectly - she will offer to check him about Piece of Elven Sheet Music and clarify that he is not under her protection.
3. Visit the tent next door, talk to the bard Petrello. Use threats (Intimidate) or money (100 gp) to get his Sheet Music to 'The Song of Breaking' (Circle of Death 1\*day).
4. *[having active the quest **Mighty Rat of Cunning Demeanor**]* Go west of Lonely Barrens, enter Roo's Cave and the next cave behind it, find Mazewalker's Chalice (Feeblemind 1\*day) in lootbag laying on the floor there.
5. Bring all three items to Vladmyr at Daggerford. Report him and collect your reward.

**Where to go:** Brush of Barbs > Lonely Barrens > Daggerford

**Target:** three collectibles

**Important features:**

- You can hand close this quest only with all three items in your backpack, Vladmyr does not accept them individually.

#### Alternatives:

- keep the items for yourself and don't close the quest :)

#### Rewards:

- the items themselves, if you do not close the quest.
- once the quest is over: 500 xp and 2000 gp from Vladmyr (you can persuade him to pay you 3000 gp)

### 11. Mighty Rat of Cunning Demeanor

**Where to get:** Lonely Barrens

**Issued by:** Squire Blancheflor (gal leading the squire trio)

**Special conditions:** none

**Summary:** Order of Tyre has sent squires Blancheflor, Launfal and Camelon on an overwhelming task: to slay the monster in the cave behind them. They are very afraid of him, but they cannot return to the Order without victory.

#### Stages:

1. Talk to squires, promise to deal with the monster.
2. Enter Roo's Cave, receive a warning from the talking rat Roo about the MRCD monster (Mighty Rat of Cunning Demeanor) in the next cave.
3. Head to the next hall (MRCD's Cave) through the crack in the far wall, meet Roo again surrounded by the bones and body parts. Find out that the MRCD is actually a colony of rats that devour visitors. Fight off a swarm of rats (56 ones).
4. Return to the first cave, meet Roo again there. Offer the rat well-fed life in the palace if he pretends that the squires waiting at the entrance took him prisoner (Rat in a Sack item will be added to your inventory).
5. Exit the cave, give the rat to the squires - they are sure that capturing a terrible monster is cooler than just killing it, and happily run back to the Order for recognition and reward.

**Where to go:** Roo's Cave, W of Lonely Barrens

**Target:** rats

**Important features:** none

**Alternatives:** perhaps Roo can be simply killed in the end. Have not tried it.

#### Rewards:

- 336 xp in total for all rats in the colony; in the bones on the floor: short sword Starfire (1d6 +1, bonus damage fire 1d6, on hit: Flare level 1); in the lootbag laying on the floor nearby: Mazewalker's Chalice (check the quest **Scavenging the Countryside** above)
- 350 xp once the quest is over

### 12\*. Caravans of Corruption

**Where to get:** Cave in the Wilderness, Brush of Barbs

**Issued by:** Teygan

**Special conditions:** complete the quest **Bandits Beware!**

**Summary:** One of Zhentarim caravans under the Iron Throne flag is carrying important documents to Daggerford, presumably orders to agents. You need to obtain them remaining unnoticed to get important information and respite in the secret war.

#### Stages:

1. Get Teygan's task: travel in the direction of Gillian's Hill, find a caravan aside from the trade route, obtain documents, trying not to make any noise (you'll get Teygan's Directions paper, you cannot get there without this item).
2. When exiting (west) from the Brush of Barbs map, you will be able to go either to the world map or to the Zhentarim Caravan Camp location. You can't go there from other maps (but you can always return to Brush of Barbs and leave it again).
3. In the caravan camp, the wagons are protected by Iron Throne Guards; if you try to open the door of the commander's tent, they become hostile and attack. You can talk to them using Bluff (16 was enough for me) to get into the tent as a courier with an important dispatch. But the Sorcerer in the tent is hostile by default, and, upon exiting the tent, all the guards outside also turn red (even if sorc hasn't noticed you).
4. The only way to remain unnoticed is to use the invisibility effect (from any source available to you), and also enable stealth mode. However, this does not guarantee that you will not be noticed - it just increases the likelihood of such an outcome. Inside the tent, a Sorcerer with two guard dogs and 1 hellhound will attack if you are detected. Deal with them if you have to, pick up the Coded Communique papers from the Attache Case on the floor in any case.
5. Go outside, sneak to the map exit or fight off the guards if you are noticed. The quest entry in your journal recommends showing trophy to Astriel first.
6. [optionally] Visit your Stronghold: Astriel will not be able to recognize the code and will send you to Teygan's cave in the Brush of Barbs.
7. In his cave, Teygan will tell you that he cracked this code long time ago, and the documents say that the base of Zhentarim's operation is Illefarn. Then he will burn the papers in front of your eyes.

**Where to go:** Zhentarim Caravan Camp > Liam's Hold > Brush of Barbs

**Target:** Coded Communique (papers)

**Important features:** at stages 4-5, if you are detected, take the battle and get the Communique openly. I didn't find any difference in the reward (when completing the task secretly/openly), but if I overlooked something, let me know.

**Alternatives:** none

#### Rewards:

- 6 xp for killing each of the enemies in the camp, from the body of the Sorcerer: Nymph Cloak +1, Ring of Protection +1, Ring of Scholars (Lore +5, Light Normal 15 m White), Wand of Lightning.
- once the quest is over: 1000 xp

### 13\*. Showdown at the Holdfast Inn

**Where to get:** Cave in the Wilderness, Brush of Barbs

**Issued by:** Teygan

**Special conditions:** complete the quest **Caravans of Corruption**

**Summary:** There are Zhentarim agents arrived to Liam's Hold; they are sent personally after you. They checked into the Holdfast Inn. You need to deal with them first.

**Stages:**

1. Teygan will tell you that three of the best Zhentarim agents have arrived to assassinate you, and you need to strike suddenly and quickly so that they do not have time to react.
2. Visit Astriel: she will say that Teygan is behaving suspiciously and you should not blindly believe him. Also this conversation will close the quest **Astriel Takes Flight** (check above).
3. Ivus (innkeeper) on the first floor of the Inn will sell you a key to the upstairs rooms (Holdfast Inn Key) for 5 gp (if you have not purchased it earlier) and will tell you that suspicious persons that he does not like are settled on the upper floor.
4. On the upper floor the innkeeper's daughter Emmaline Barbarak will tell you which room is selected by the suspicious guests (southwestern one).
5. In front of the door of the mentioned room, you have a choice: break in (and resolve the issue with a fight) or knock and talk. I chose the second option (negotiation).
6. There are three adventurers inside: Drelia Jadystacia (leader), Meyhew sar Olma and Brenda Jantermooke. The door will be opened by Drelia, who will show you Harper Pin as proof that she is by no means a representative of the Zhentarim. Tell her about Teygan, and she will declare that he is a fake Harper - real Harpers do not kill each other under any circumstances. Drelia came to Liam's Hold to investigate the disappearance of Lady Bronwyn and has not heard anything about you.
7. Head to Teygan with Drelia and her friends. Upon arrival, you will find that Teygan has moved out of his cave, leaving you a note signed 'Sememmon' (paper called Letter from Teygan: he really lied to you all this time, although the main purpose of his stay was not you, but the search for his beloved Ashemmi).
8. Drelia recognizes the name: Sememmon is a high-ranking Zhentarim and a powerful magician. His actions against his own organization were caused by the struggle of factions (his competitors are now in power, he harms them to the best of his ability). Drelia's group follows in his footsteps, leaving responsibility for Daggerford to you (and the quest ends).

**Where to go:** Liam's Hold (Holdfast Inn) > Brush of Barbs

**Target:** Drelia Jadystacia

**Important features:** none

**Alternatives:**

- at stage 5, you can break into the room and kill Drelia, Meyhew and Brenda. Your alignment remains unchanged. Then you will pick Harper Pins from their bodies and present them to Teygan, confronting him. In this case, Teygan himself will tell you all the information described at stages 7-8 above, gladly revealing his Zhentarim backgrounds. When the conversation is over (regardless of your answer), he teleports you back to Liam's Hold (and the quest ends). If you decide now to return to Teygan's cave, you will find it empty.

**Rewards:**

- once the quest is over (no matter, peacefully or forcefully): 8000 xp
- in case of a forceful solution at stage 5, on the bodies of Harpers: 3 Harper Pins, Bastard Sword +2, Singing Kukri (damage bonus sonic 1d6, Improved Saves Throws +1 Fear, Concentration +4), Small Shield +1, random trinkets.

## SECTION V. BACK TO DAGGERFORD

### 01\*. Finding Illefarn

**Where to get:** Stronghold, Liam's Hold

**Issued by:** Astriel

**Special conditions:** complete the quest **Astriel Takes Flight**

**Summary:** Zhentarim's operation base is at Illefarn, an ancient mine under Daggerford. You need to find it.

**Stages:**

1. When leaving Stronghold, Astriel recommended trying to find out information about Illefarn from the captain of the Daggerford militia, Frederick.
2. In Daggerford, Captain Frederick does not know how to get to Illefarn, but recommends looking for information from the local blacksmith, the dwarf Derval Ironeater.
3. Visit Derval's shop: tell him everything you have learned about the Zhentarim base in Illefarn; he stops playing the fool and confesses that the Ironeater family knows where the entrance to the ancient mines is. His brother Korin has explored the dungeon, but they have not heard from him for a long time. Derval's daughter Veiti is ready to lead you to Illefarn. To do this, you need to sail to Laughing Hollow, and the family friend - boatwoman Magdaren from the Docks - will take you all there.
4. Exit to the Docks area: Magdaren the Skiff Pilot and Veiti Ironeater will meet you right in front of the gate. By agreeing to sail, you will be teleported to the Laughing Hollow map. Upon arrival, Veiti will be added as your henchmen. Magdaren will say goodbye and set off, mentioning that the entrance to Illefarn is at the top of the cliff.

**Where to go:** Liam's Hold (Stronghold) > Daggerford > Daggerford Docks > Laughing Hollow

**Target:** entrance to Illefarn

**Important features:** none

**Alternatives:** none

**Rewards:** none

### 02\*. The Dwarves of Illefarn

**Where to get:** Laughing Hollow

**Issued by:** Veiti Ironeater

**Special conditions:** complete the quest **Finding Illefarn**

**Summary:** descend into Illefarn, find out the fate of Korin Ironeater and other dwarves of the clan.

### Stages:

1. Find the entrance to the mine in the north of Laughing Hollow, use Veiti's help to get into the Entrance Hall. Find out that the door behind your back is now sealed, and you can only go forward.
2. Across the long bridge, you'll meet Zhentarims throwing the corpses of the dwarves into the abyss. Kill them (they have the first Stone Axe).
3. In the eastern corridor you can tie a rope to a metal pole, and then go down to Forgotten Shrine for Goladrin's Horn (see the list of trophies below).
4. Take the north exit to ascense to the Upper Halls, kill 3 Zhentari Guards in the large hall there.
5. The first western door is the exit to the Hall of Wonder: watch the cutscene about Zhentari Mage and Zhentari Sisters trying to open the locked door, then kill them (second Stone Axe is here). Examine the site: there is a crystal and 6 rotating stands around it. Veiti will explain that the door to the Hall cannot be opened without 6 special mirrors - and 5 of them were in Korin's office near Feast Hall.
6. In the Upper Halls, near the door in the center of the eastern wall (the entrance to the Feast Hall) there are 4 statues of dwarven warriors connected to the traps hidden somewhere in the hall (the inscriptions on the pedestals tells which trap is activated by each warrior). When you try to open the door to the Hall, Veiti will offer to first lower the number of the enemies (you can hear through the door that there are a lot of them inside) by using the traps. But to do this you need to find Stone Axes, which were previously in the hands of the statues and now are stolen by the Zhentari: without the Axes, the mechanism does not work. After this conversation, you can start attaching the found Axes on the statues.
7. Old Forum in the center of the large hall: Mysterious Fissure in the floor is highlighted (there is muddy green water inside). Listen to Veiti's objections and dive anyway, leaving her to wait for you alone. Enter the Elven Heart Garden. In one of the two leather bags on the floor, pick up Moradin's Stone and Reflecting Mirror, important quest items. It is impossible to detach the vase off the floor (Strength 29 is not enough), but you can read the runes (Lore skill check, threshold is 20): this is a gift from the elves to the dwarves from the times when both nations lived peacefully in Illefarn. You can also evaluate it (Appraise skill check, 3 is enough) - well, it is very expensive item.
8. Swim back upstairs and pick up Veiti, then visit the Great Forge Hall. Meet the Brattal Ironeater (clan traitor working for the Zhentari) with two guards. Watch the cutscene where they discuss the sounds heard in the walls that are presumable caused by the Ghost Blacksmith, and then scene of Veiti and Brattal swearing at each other. Kill all 3 opponents (3rd Stone Axe). Now you can ask Veiti about who Brattal is (her aunt, who sold weapons to the Zhentari and the rest like them, so she was expelled from the clan. She vowed to take vengeance on her former relatives, and now she is responsible for letting the Zhentaris into Illefarn).
9. In the same room, near the center of the north wall, Crack in the Wall is highlighted. This is the beginning of another quest (**The Secret Forge of Illefarn**), check below.
10. In the northern part of the large hall, at the Broken Stairway Down, there are three slaves and Zhentari Slaver guarding them. Kill the Slaver (fourth Stone Axe). The slaves tells they are digging here in search of some kind of crown (Veiti explains they are talking about the semi-mythical Crown of Illefarn).
11. Return to the entrance to the Feast Hall, attach all Stone Axes to the statues, touch the door and ask Veiti to activate the traps. Wait for the process to complete, enter, see that half of the enemies inside the hall died. Kill Lieutenant Skron and the surviving Zhentaris.
12. Enter the room in the southern part of the hall, side storage room: Sacks of Gravel, rummage through them (Search skill check): there are 5 Reflecting Mirrors underneath.
13. Now go to the Hall of Wonder, place all the Mirrors on the stands. If you touch the Crystal in the center, it emits a beam that is reflected by the first mirror into the statue (and is soon extinguished). At the same time, a new quest is written to your journal: **The Hall of Wonder** (check below). Complete it and open the Hall door.
14. Enter the Hall of Wonder. The door in the opposite wall is locked. On 6 pedestals, you can search for hidden loot (Search skill check, preferably at level 10-15). If check is failed: boulders fall from above slightly damaging you. If successful, gems and interesting items are to be collected.
15. Examine the crack in the floor (Search skill check) - there is a magic weapon on the edge of the hole. Pull it out carefully (Pick-pocket skill check; in it is not available to your class - you can buff Dexterity) - this is a light hammer (check the list of trophies below).
16. From the Crude Passage in the southwest corner towards the Narrow Fissure in the floor (approximately in the center of the room), small spiders are running all the time - they are neutral. Enter the Passage in the wall, and you'll find yourself in the hall with the spider's nest, where almost the entire area is occupied by the huge spider Hive Mother. When you try to speak to her, she and her three Giant Spiders attack you. Kill everyone, collect trophies in cocoons under the walls.
17. Return to Feast Hall, descend through the northern passage into the Mines.
18. [optionally] in the northwest area, talk to the Mine Slave dwarf (he tells that the Zhentaris are forcing the slaves to dig searching for the Helm of the Dwarven Lord, and Korin was imprisoned near their base).
19. In the southeast hall, not far from the Prisoner Pen and Korin, meet Captain Dratharion, listen to his confession (in fact, he is also a Zhentari), kill him and the guards, take Dratharion's Key. This quest is over at last.

**Where to go:** Laughing Hollow > Illefarn, Upper Halls > Illefarn, Mines

**Target:** Korin Ironeater

**Important features:** straightforward but very long quest.

### Alternatives:

- at stage 6, you can skip seeking the Axes for statues, but break into the hall without preparation and just poke around everyone. It will do, but I don't like simple options :)
- **The Hall of Wonder** quest mentioned at stage 13 above may be obtained after stage 7, after you've found the first Reflecting Mirror (the log is updated after the crystal beam has been reflected from the first mirror on the adjacent stand). But there is no point in starting it such early - it will still not be possible to finish it before all 6 mirrors are on hand.

### Rewards:

- 5-8 xp for each of the standard enemies.
- stage 1, by the doorway to the Entrance Hall on the floor: Rope, Red Light Gem (single-use addition of permanent red glow to any object / Add item property: Light 20 m red \* single use); Dusty Journal (where some dwarf Skegg describes a mysterious shadow seen in dungeons).

- stage 2, Zhentarim undertakers behind the bridge: Stone Axe.
- stage 3, Forgotten Shrine: in the bones - Goladrin's Horn (Unique power 1\*day; temporary buff similar to Bless).
- stage 5, near the entrance to Hall of Wonder: 214 xp for Mage, 142 xp per Sister. From Mage's body: Black Robe of the Archmagi (AC 0 +5, bonus feature: Spell Penetration, improved saving throws universal +1, spell resistance +10, only for evil wizard/sorcerer); Wand of Fire (50x Fireball); Bracers of Armor +3; Amulet of Fire Resistance +20. From the body of one of the Sisters - Stone Axe.
- stage 7, from the sack in Elven Heart Garden: Tower Shield +3, Emerald, Elven Chainmail (AC 4 +3, Hide +6, Move Silently +6, weight reduction 40%), Cloak of the Elvenkind (Hide +10). From second sack - Moradin's Stone and Reflecting Mirror.
- stage 8, Great Forge Hall: 428 xp for Brattal, from her body - Belt of Hill Giant Strength (STR +3), Stone Axe. In the barrel by the northern wall: Adamantine.
- stage 10, Broken Stairway Down, Slaver's body: Stone Axe, Ring of Resistance +1.
- stage 11: 200 xp for killing Skron, from his body: Boots of Hardiness +1, Longsword +2, Large Shield +1, Ring of Protection +3. Locked trapped chests under the northern wall: Skron's Logbook (Skron's reports of looted caravans), light crossbow Scout's Sidearm (1d8, attack bonus vs humans +3, skill bonus: Spot +2, Cat's Grace 1\*day, Invisibility 1\*day, True Strike 1\*day).
- stage 12: under the Sacks of Gravel in southern room - 5 pieces of Reflecting Mirrors (Search skill check).
- stage 14, hidden inside pedestals: Ruby, Emerald, Lesser Ioun Stone Pink (CON +2 1\*day), Blue Light Gem (single-use addition of permanent blue glow to any object / Add item property: Light 20 m blue \*single use).
- stage 15, crack in the floor: light warhammer Glory Fist (1d4 +2, attack bonus vs Evil +5, On hit: Unique Power Level 1, Skill bonus: Discipline +5) - Pickpocket skill or Dexterity check.
- stage 16, 821 xp for the Hive Mother; cocoons in the cave: Composite Longbow +3, Boots of Speed (constant Haste), Robes of the Old Order (AC 0, damage reduction +1 Soak 5 damage, Monk only), Gloves of the Yellow Rose +5 (attack bonus +5, bonus electrical damage 1, Monk only), Mirror Shield (Base AC +2, AC bonus +3, spell resistance 12, 50 charges), Warhammer +3.
- stage 19: from the body of Captain Dratharion: Dratharion's Key (unlocks Torture Chamber), Ring of Magic Defences (Spellcraft +2, Spell Resistance 14, Dispel Magic 1\*day), Orb of Devil Containment (able to capture 1 weakened devil; for use only by Bard/Sorcerer/Mage).

### 03. The Secret Forge of Illefarn

**Where to get:** Secret Forge near Great Forge Hall, Upper Halls / Illefarn

**Issued by:** Ghost Smith

**Special conditions:** none

**Summary:** lift the curse off the Ghost Smith so that he can finally rest in peace.

**Stages:**

*[before the quest is issued]*

1. Find a highlighted Crack in the Wall near the center of the northern wall of the Great Forge Hall. Listen (Listen skill check) and hear the distant hammer striking the anvil.
2. Veiti tells you this is the Ghost Smith, and all dwarves are aware of him, he's a sorta local guardian spirit.
3. Examine the Crack (Search skill check): Find the lever that reveals the door to the Secret Forge. Come in.
4. Speak with the Ghost Smith: he once received the blessing of the god Moradin the Soulforger - Moradin's Stone, which enhanced his blacksmithing abilities so much that the Smith got carried away with creativity and missed the drow attack. This attack has wiped out all the inhabitants of Illefarn, except for the Smith hidden in the secret chamber. Moradin cursed him, forcing to forever forge something here where you found him. The ghost asks to find the lost Moradin's Stone: then the curse will dissipate. Now a quest is being written in the log.

*[after the quest is issued]*

5. Pick the Moradin's Stone from the sack at the Elven Heart Garden (accessible through the Old Forum in the center of Upper Halls).
6. Give the Stone to the Ghost. The quest will end now.
7. The Ghost will stay for a while to thank you by improving one item of your choice (weapon or armor). Place the selected item in the empty chest in the center; the Ghost Smith will take it, bring to the anvil and then return it to the chest. Bonus value will be added to the parameters and the word Moradin's - to the name. Now the Ghost will disappear forever.

**Where to go:** Secret Forge > Upper Halls > Elven Heart Garden > Upper Halls > Secret Forge

**Target:** Moradin's Stone

**Important features:**

- if at stage 7 you put more than 1 item in the chest, the Ghost will still take only one of them (he will decide which one).

**Alternatives:** none

**Rewards:**

- 1200 xp once the quest is over
- 1 upgraded item (I've had the following options: for armor - add +1 AC and +5 Soak Damage, for melee weapons - Enchantment Bonus +1, for ranged weapons - Attack Bonus +2) - **no matter how many improvements there are already present on selected item.**

### 04. The Hall of Wonder

**Where to get:** by the entrance to Hall of Wonder, Upper Halls / Illefarn

**Issued by:** Crystal opposite the door (after its beam was reflected from the first mirror to an adjacent stand)

**Special conditions:** while doing the quest **The Dwarves of Illefarn** (check above) you have to find 6 Reflecting Mirrors.

**Summary:** solve the Mirror puzzle and open the Hall door.

**Stages:**

*[before the quest is issued]*

1. Collect 6 Reflecting Mirrors: 1 is in Elven Heart Garden under the Old Forum, 5 are covered by Sacks of Gravel in southern chamber of the Hall of Feast. Place them on stands in front of the entrance to the Hall of Wonder.
2. Touch the Crystal in the center, it emits a beam reflected by the first Mirror into the





statue (which soon fades out). The quest is written to the log now. It is **MANDATORY** to try to open the locked door and listen to what Veiti has to say about it (without doing this, the mirror riddle simply remain inactive and unsolvable).

*[after the quest is issued]*

3. Rotate the Mirrors in such a way that the beam is to be reflected from each of them towards the next one, and the last Mirror is directed to the door of the Hall. Touch the Crystal.
4. Wait for the door to open and the quest to end.

**Where to go:** entrance to the Hall of Wonder, Upper Halls > Elven Heart Garden > Feast Hall > entrance to the Hall of Wonder

**Target:** locked door to the Hall

**Important features:** Since I don't want to draw pictures, let's try to do without them. Here is a verbal hint.

- let's assign numbers to the Mirrors. The eastern mirror next to the Crystal is 1. Two further Mirrors to the east - 2 (southern) and 3 (northern). The Mirror closest to the Crystal on the west of it is 4. The Mirrors closest to the Hall are 5 (northern) and 6 (southern). The numbers reflect the order in which the beam travels.
- if you imagine the clock face, the center of which coincides with the Crystal, and 12 o'clock is the door to the Hall, then the Mirrors should be turned like this: #1 - at 10 o'clock. #2 - at 3 o'clock. #3 - at 10 o'clock. #4 - at 3 o'clock. #5 - at 9 o'clock. #6 - at 2 o'clock.
- the required result is shown on the screenshot to the right.

**Alternatives:** none

**Rewards:**

- 3000 xp once the quest is over

## 05\*. Duke Greatshout Lives!

**Where to get:** Prisoner Pen, Illefarn Mines

**Issued by:** Korin Ironeater

**Special conditions:** complete the quest **The Dwarves of Illefarn**, have Dratharion's Key with you.

**Summary:** The Duke and his sister are alive, you need to find them.

**Stages:**

*[before the quest is issued]*

1. Open the Prisoner Pen with the floor lever, talk to Korin. Find out that the Zhentarims won by surprise assault; the dwarves wanted to retreat to the lower levels and collapse the upper ones on the enemy, but the mechanisms of the traps were out of order; Zhentarims are seeking now for the Helm of the Dwarven Lord in hope that the traitorous dwarves in their service will help them use the helmet to take over the whole city; and by the way - Duke Greatshout and Lady Bronwyn are alive, they are being kept somewhere nearby. Now the quest is being written to the journal.

*[after the quest is issued]*

2. Head northeast of the pen with Korin, find the locked Torture Chamber, open it with Dratharion's Key, find the Duke and his sister inside. They were not killed because until the conspiracy is not succeeded, they could still be useful to captors.
3. Talk to the Duke, find out that the Zhentarim plan included a siege of the city by an army of orcs and an attack by the devil Gorgomorz (who wants to take revenge on Daggerford for his past exile 100 years ago). The orcs were going to be defeated with the help of Griffin mercenaries (in fact, they are the same Zhentarims), the devil was to be imprisoned into a magic orb (the one you found recently), and Baron Matagar Bugo was to become a town hero and ruler who is allowed to do literally everything, so the town would fall under control of the Zhentarim.
4. Also learn from the Duke that the exit from the mines is blocked up - but there is a portal to the Castle Cellar; it can be opened by touching the Zhentarim Altar and saying the password 'Black Bones'. Lady Bronwyn will give you her signet ring to prove that you are acting on behalf of her brother and her. Promise Duke to save the town.
5. **[before this stage, collect all the items that you could give to Veiti as equipment]** Return to the southeast hall, touch the Zhentarim Altar, say the password, enter the portal that appears nearby. At the same time, Veiti Ironeater will say goodbye to you and stay in the mines to look after Uncle Korin and the weakened Duke.
6. Teleport to the Castle Cellar (without Veiti). The quest is over.
7. Ascend to the main floor of the Castle, run through the rooms, kill the tanarukks. Exit to the Castle courtyard.

**Where to go:** Torture Chamber, Illefarn Mines > Castle Cellar > Daggerford Castle > Daggerford

**Target:** Duke Greatshout and Lady Bronwyn

**Important features:** the room in the center of Castle main floor is locked, seems you cannot unlock it in any way.

**Alternatives:** none

**Rewards:**

- at stage 4: Lady Bronwyn's Signet Ring
- once stage 6 is over: 500 xp
- at stage 7 in northern room chest: Studded Leather +3.

## 06\*. Find the Orc Infiltrators

**Where to get:** Daggerford, Castle courtyard

**Issued by:** Captain Frederick

**Special conditions:** complete the quest **Duke Greatshout Lives!**, leave the Castle

**Summary:** Elite orc fighters managed to infiltrate the city - find them before they do any harm.

**Stages:**

*[before the quest is issued]*

1. Meet Captain Frederick and Astriel by the Castle entrance, tell them about the upcoming attack of the orcs and the devil, also tell that the Duke and his sister are alive (show the ring of Lady Bronwyn to confirm this).
2. Learn that the Griffins were expelled from Daggerford, Baron Matagar Bugo fled, and elite orcs sneaked into the city with the aim of stabbing its defenders in the back. The captain will ask to find and kill these saboteurs. Now the quest is written to your log.

*[after the quest is issued]*

3. Astriel has news for Talarenne, asks for separate conversation when the time will permit (see details below in **Talarenne** quest).
4. *[optionally]* You can now visit the Derval's shop, to tell him about everything that happened in Illefarn and warn about the immi-

- nent attack of the orcs (this does not give you any rewards or log entries).
- Head to the western part of the city (near Market Square), raise the sewer grate there, descend to West Sewers (to the hall with blocked east door).
  - Kill Orc Chieftain and his three orcs, Tanarrukk Chieftain and his two tanarrukks. Pick up Infiltrator Orc Note from the body of the Tanarrukk Chieftain (this paper contains the order - in the name of Gorgomorz to enter the city, wait for the night and kill the guards of the Western Gate, and then open the entrance for the orc army).
  - Take this Note to Captain Frederick, he and Astriel will come to the conclusion that the battle will begin tonight.
  - You will be asked: are you ready to join the battle? If you have any unfinished business in the town, tell that you need a little more time. The quest will close at this stage.

**Where to go:** Market Square, Daggerford > West Sewers > Daggerford, Castle courtyard

**Target:** Orc Infiltrators

**Important features:** none

**Alternatives:** none

**Rewards:**

- 625 xp for Tanarrukk Chieftain, 5-8 xp per each other enemy; on the body of Tanarrukk Chieftain: Bracers of Armor +1, Tanarukk Greataxe (1d12, 1 fire damage).

## 07\*. Talarenne (completion of the quest from Section III)

**Where to get:** Trade Way North, Prelude

**Issued by:** nobody, the quest is simply written to your log after the abduction

**Special conditions:** none

**Summary:** Talarenne is trapped in a magic orb. You have to free her.

**Stages:**

- In Section III, during the quest **Abducted Shepherds** (check above), you have taken from Tanarukk Leader's body a magic orb containing Talarenne essence (Teeny Weeny Talarenne). She could communicate with you and the others nearby mentally, but it was unclear how to get her out of the orb.
- In the process of receiving the quest **Find the Orc Infiltrators** (check above) Astriel will ask you for a separate conversation on Talarenne's problem. After finishing talking with Captain Frederick, approach Astriel and speak to her.
- Learn that some expert (mighty diviner) stated that Talarenne remains inside the orb thanks to the powers of the devil Gorgomorz, and if he is expelled from this plane, Talarenne will be freed.
- [optionally] Along the way, tell Astriel about how the issue with Teygan/Sememmon in Liam's Hold ended and please her with the fact that the Harpers involved are still alive.
- Complete the quest **Find the Orc Infiltrators**, ask Frederick and Astriel for some time to get ready (check above).
- PREPARE COMPLETELY TO END THE GAME AND EXPORT YOUR CHARACTER.** Deal with inventory, merchants, etc. Please note: by this time, all the city gates are locked already, so you can trade only in local shops. The best prices for buying inside Daggerford are in Vladmyr's Stop Hole Abbey (if you are Monk or Rogue; if not, you'll have to drop off the extra gear to a simpler merchant).
- Return to the Castle courtyard where the Captain and Astriel are waiting, confirm you are ready to start the battle.
- You will be teleported to the map 'Daggerford - Gorgomorz Attacks' (near the western city gate). Watch the cutscene: militia soldiers with ballistae are waiting for the enemy in front of the gate; the orcs on the other side of the wall are surprised that the gate is still locked; Gorgomorz appears, demolishes the gates and destroys the ballista, letting the orcs into the city; then the devil kills Baron Bugo who ran there and tried to command him.
- While the militia in front of the gate is fighting with Orc Soldiers and Tanarrukk Elite, put all the important buffs on you, because the fight with Gorgomorz is not the easiest even for a high-level character.
- When the common enemies run out, Gorgomorz will re-emerge. For a long time he will be immune to any damage, you simply need to survive this time. The devil often and effectively uses Knockout, plus summons all kinds of evil creatures to help him.
- Over time, Gorgomorz will begin to receive damage, and the further - the faster the process of his weakening will go. If your character is bard, sorcerer or mage, you can think of applying the Orb of Devil Containment now. Other classes are unable to use this item.
- Finally, Gorgomorz will collapse with curses and disappear. Since this point, almost nothing depends on you: pure cutscenes follow up to the end.
- Now freed Talarenne will appear next to you, reproach you for keeping her waiting, and invite you to go for a drink.
- Cutscene: orcs, left without devilish support, scatter in panic.
- Another cutscene: (some time later) a joyful crowd gathers at Daggerford Castle to honor the hero (your character), and the Duke will present him the Daggerford Medal of Honor.
- The end. Game's over, heh...

**Where to go:** Daggerford, Castle courtyard > West Sewers > Daggerford, Castle courtyard > Gorgomorz Attacks (western gate) > Daggerford Castle

**Target:** Gorgomorz > Talarenne

**Important features:** main background quest of the game.

**Alternatives:** none

**Rewards:**

- at stages 9-12: 6 xp per enemy killed in the final battle; 6 xp for Gorgomorz as well (alas). No more xp is available here...
- at stage 15 Daggerford Medal of Honor (Armor Bonus vs Outsider +2, CHA +1, Improved Saving Throws Universal +2, Persuade +1, Aura of Glory 1 \* day) will be placed in your inventory. But you can see it only by dragging this character into some other module that fully supports character import.

## SECTION VI. HENCHMEN BACKGROUNDS

As in the original NWN, the Henchmen tell part of their story after each level up.

### **Purfbín Doogrick**

Tells the story about young years, life priorities and attempts (not too successful) to engage in invention. In Illefarn, Purf himself starts a conversation several times (he tells how his grandfather was captured by slavers, forced to dig adits, but later built a Digger machine, fled while the Digger retracted the guards attention, and then the machine collapsed the mine on the slavers' heads).

This did not lead to anything worthy of attention for my gameplay. Perhaps the number of Level-ups was not enough (the level of character was too high).

### **Raegan Brunegar**

Tells the story of how an excess of honesty and integrity while working in the guards of diamond mines (Gem Guards) led to the fact that she was set up, arrested and locked in those same mines, this time as a prisoner.

The rest is based on what **BlueDragon** from the Beamdog forums said (many thanks to him for the info): Over time, Raegan tells of her escape from prison and how she feared that it was against Helm's will, since he demands that the law be followed at all times. There are two possible responses to her story: (1, incorrect) state that escaping from prison is indeed not the most lawful thing to do, or (2, correct) agree that she did the right thing, and Helm will agree with her choice, since the law was broken when Raegan was unjustly imprisoned. If your words convince her, Regan will decide to try to appeal to Helm. The god will answer that he understands and forgives her, since unjust imprisonment is the greatest crime, but Raegan must return to the diamond mines and bring retribution to the villains there. The warrior gal accepts this assignment, but promises to do it after she finishes her quest with our character.

# Darkness over Daggerford Quest Index

## TABLE OF CONTENTS

<b>FOREWORD</b>	<b>1</b>
<b>GUIDE PART 1. LILURA1'S INFO</b>	<b>1</b>
<b>SECTION 0A. LILURA1'S GUIDE: PRELUDE AND DAGGERFORD</b>	<b>1</b>
01*. The Story So Far	1
02*. Talarenne (quest start - continued in Section III)	1
03. Interlude (not a quest). Hiring your first henchman	2
04*. Amara Leontyne	2
05*. Detained in Daggerford	3
06*. There be Trouble Down on the Farm	3
07*. Play the Spy for Captain Frederick	3
08*. Border Dispute (quest start - to be completed in Section IV)	3
09*. Strange Cargo	4
10. An Uncommon Criminal (quest start - to be completed in Section 0B)	4
11. Fernigold the Younger (quest start - to be completed in Section IV)	5
12. The Missing Chest (quest start - to be completed in Section 0B)	5
13*. The Suspicious Death of Duke Greatshout	5
14*. Cattle rustling around Daggerford (quest start - to be completed in Section II)	6
15. Peredus the Great (quest start - to be completed in Section 0B)	6
16. The Truth About Vampires (quest start - to be completed in Section 0B)	6
17. The Mad Miller (quest start - to be completed in Section 0B)	6
18*. The Black Stone Inn	7
19*. Astriel Takes Flight (quest start - continued in Section III)	7
20. Side tasks other than quests	7
20.1. Derval's Bright Blade Components	7
20.2. Hostile Encounters in Town Houses	8
<b>SECTION 0B. LILURA1'S GUIDE: DAGGERFORD SUBURBS</b>	<b>8</b>
01. Birthday Present	8
02. Peredus the Great (completion of the quest from Section 0A)	9
03. The Missing Chest (completion of the quest from Section 0A)	9
04. The Mad Miller (completion of the quest from Section 0A)	10
05. A Party to Wake the Dead	10
06. Fishing With Live Bait	11
07. The Great Cheese Caper	11
08. An Uncommon Criminal (completion of the quest from Section 0A)	12
09. Scavenging the Countryside (quest start - continued in Section IV)	12
10. The Gillian's Hill Gang	13
11. The Truth About Vampires (completion of the quest from Section 0A)	13
<b>GUIDE PART 2. CAKER'S INFO</b>	<b>14</b>
<b>SECTION I. WEST AND SOUTH-WEST OF DAGGERFORD</b>	<b>14</b>
01. Jouka's Awl	14
02. Taking a Toll	14
03. Redeye's Eggs	14
04. The Green Hag	15
05. Slaves to the Lizards	15
06. Side tasks other than quests	16
06.1. Wild Caves	16
06.2. Spider Victim	16
06.3. Evil Ichthyologist	16

<b>SECTION II. LIAM'S HOLD &amp; SURROUNDINGS</b>	<b>17</b>
01*. Mayor Wilsey	17
02. Party 6	17
03. The Phantom of Liam's Hold	17
04. Evani's Incredible Fantabulizer (quest start - to be completed in Section IV)	18
05. Xatuum's Time of Troubles	18
06. Decorator's Dilemma (quest start - to be completed in Section IV)	19
07*. Cattle rustling around Daggerford (completion of the quest from Section 0A)	19
08. The One-Eyed Worg	19
09*. Shadows in the Fields	20
<b>SECTION III. COAST &amp; SOUTH-WEST OF LIAM'S HOLD</b>	<b>20</b>
01*. Abducted Shepherds	20
02. The Princess of Fanloc [Stronghold-related Random Quest]	21
03. Shipwreck Survivor	21
04. Wogbog's Walking Stick	22
05. A Season in the Mists	22
06. Umgatlik's Shrine [Stronghold-related Random Quest]	23
07*. Talarenne (continuing the quest from Section 0A - will end in Section V)	23
08*. Astriel Takes Flight (continuing the quest from Section 0A - will end in Section IV)	24
09. Side tasks other than quests	24
09.1. Theorosophy is for birds	24
09.2. Seagull's ring	24
09.3. In the troll home	24
<b>SECTION IV. EAST OF LIAM'S HOLD</b>	<b>25</b>
01*. A Rendezvous with Teygan	25
02*. Bandits Beware!	25
03*. Astriel Takes Flight (completion of the quest from Section III)	25
04. Decorator's Dilemma (completion of the quest from Section II)	26
05. A Circle of Fowl [Stronghold-related Random Quest]	26
06. Evani's Incredible Fantabulizer (completion of the quest from Section II)	27
07. Fernigold the Younger (completion of the quest from Section 0A)	27
08*. Border Dispute (completion of the quest from Section 0A)	28
09. Edalseye's Tower [Stronghold-related Random Quest]	28
10. Scavenging the Countryside (completion of the quest from Section 0A)	29
11. Mighty Rat of Cunning Demeanor	29
12*. Caravans of Corruption	30
13*. Showdown at the Holdfast Inn	30
<b>SECTION V. BACK TO DAGGERFORD</b>	<b>31</b>
01*. Finding Illefarn	31
02*. The Dwarves of Illefarn	31
03. The Secret Forge of Illefarn	33
04. The Hall of Wonder	33
05*. Duke Greatshout Lives!	33
06*. Find the Orc Infiltrators	34
07*. Talarenne (completion of the quest from Section III)	34
<b>SECTION VI. HENCHMEN BACKGROUNDS</b>	<b>36</b>
Purfbín Doogrick	36
Raegan Brunegar	36

Do you want to fix / add / clarify some of the data above? Please feel free to contact me -  
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