

DIVINE DIVINITY™



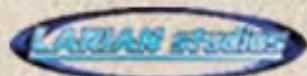
The UNOFFICIAL QUEST GUIDE

By VAL

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THE CREATORS OF DIVINE DIVINITY

VERSION 1.0

The UNOFFICIAL Quest Guide

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CHAPTER 1

USEFUL SKILLS FOR ALL CLASSES

The following list gives an overview of the skills that were found to be useful for all classes when playing Divinity.

Repair: Buying one slot of this skill will allow you to never have to visit a blacksmith to repair your equipment. Since you repairing your own equipment will never downgrade it's durability this is an excellent skill to get one proficiency slot in. It's all you'll ever need.

Lockpicking: This skill is quite useful when you can't find a key.

Restoration: You can use this skill to heal your character. This is one you'll want. However, you will learn the skill through quests or by buying books. So you don't need to spend points in it.

Wisdom: This skill will increase the amount of experience you gain by a certain percentage. That's always good.

Magic Barrier: This skill will passively increase your resistances.

Survivors Instinct: This skill will allow your character to heal naturally without sleep. If you have Restoration, then you may not need this skill at all.

Identify: This will allow you to identify items. However as you get rich near the end of the game, this skills value decreases.

Alchemy: This skill allows you to mix and make your own potions. That's always handy.

True Sight: This skill let's you spot invisible creatures. It's useful against boss monsters that turn invisible.

Know Creature: This skill allows you to more accurately identify creatures and their weaknesses. You don't have to have it.

Augment Damage: This passively increases the damage you can cause.

Augment Defense: This passively increases the effect of your armor.

Stun: This skill gives you a chance of stunning your enemy and delaying their reaction time.

Spiritual Damage: This passively adds spiritual damage to all of your attacks.

Enchant Weapon: This skill let's you use charms. This skill is a must.

All other skills pretty much depend one what type of character you want to play.

CHAPTER 2

ANCIENT PYRAMIDS

You will be able to retrieve 2 pyramids. These pyramids are used to teleport between them.

First: Drop one pyramid where you would always like to teleport to. (i.e. bed, merchant, town, teleporter, whatever)

Second: While traveling around and you need to rest or sell some stuff, simply drop a teleporter, use it and you will teleport to the other teleport. Now you can sell your loot or rest or whatever. Then click on the teleporter again and you will teleport to the other pyramid. Pick it up and continue on your way.

Use these! They will save you lots of time!

CHAPTER 3

QUEST LIST

Aleroth

You start the game in Aleroth. Your character has been attacked and stripped of all equipment so the first order of business is getting whatever equipment and supplies you can find. By pressing the alt key all objects that you can pick up will be highlighted. There are barrels that you can open and loot. The game is nice enough to tell you if a container has items if it is unlocked.

You are in the basement of Joram's house. After taking all the equipment leave via the ladder. Speak with Joram and he'll tell you what happened to you.

Restore Mardaneus' sanity.

He'll also tell you about what is troubling this small community of healers. It seems Mardaneus has gone crazy and they'd like it if you would find some way to help. This is your first quest.

Joram also mentions that since he couldn't carry any of your stuff back that you can take anything from his house. Take him up on the offer.

Leave the house and you'll witness a cut scene of Lanilor and Mardaneus speaking. It's easy to see the Mardaneus has lost his marbles. Guess who gets to find them? ;-)

Now, you can either follow Lanilor and Mardaneus as they walk south or you can explore the town. I like to explore. So start running around uncovering the map of the town and picking up whatever useful odds and ends you find. Press the alt key while you're running around to easily locate items that you can pick up. There are also little bunnies hopping around that you can kill if you're the type that needs every ounce of experience points that you can squeeze out of a game. Also, when you kill the rabbits they drop valuable meat that you can

use to restore your health. There are several houses around town, some are occupied and some are abandoned.

The northern most house in the village contains some useful items. It is abandoned so you don't have to worry about upsetting anyone. There is a magic mirror and a book about the mirror. Be sure to read the book and take the mirror. These will help you with another quest.

There is a house with a locked door just east of Joram's house. This is Jake's house. The key to the door is in the graveyard to the north on the grave of Jake's wife. You'll find Jake's grave next to hers. Don't bother with this house until you've gained some levels because Jake obviously didn't stay buried. ;-)

In the north-eastern part of the village you'll find another abandoned house. The key to the locked door is in a barrel next to the door. You'll find some useful items in this house, especially in the cellar.

South of this house you'll find a healing shrine. This shrine will give you a healing gem. Keep it. You'll need it for a quest.

Continuing south you'll find Goemoe the lizard healer's house.

Find a cure for Simon.

Seems he has a patient in desperate need of a healing gem. But the situation is a bit complicated. It seems that a fellow healer named Otho is also treating another patient who is in need of that same healing gem. Talk about a moral dilemma. But wait! Remember that magic mirror and book? You can duplicate the healing gem by using the magic mirror. Nice, eh? Speak with Gomoe's patient before leaving. Now you just need to find a pond to use the mirror. Conveniently, there is a pond south of Goemoe's house that will serve this purpose. Toss in the mirror and then toss in the gem. ZAP! You now have two healing gems.

Head back to Goemoe's house and heal his patient. Now you'll want to go to Otho's house and heal his. So head back towards Joram's house. Otho's house is north and a little to the west of Joram's house. Walk in and speak with Otho about his patient. Try not to insult the dwarf. He's a bit touchy. Whatever you do, DON'T TOUCH THE

SKELETON! Oh, alright, touch it, but remember to save first. Enjoy the fireworks.

Find a cure for Verlat.

Now, after you've reloaded, head in and use the second healing gem on Otho's patient. Congrats, you've healed them both and your reputation has increased by 2 points. You'll even be seeing Verlat again. Go speak with Otho and Goemoe about healing both patients. Their attitudes toward you will increase and Goemoe will teach you the Restoration skill for free. That's a very nice reward.

Now, time to finish exploring the village. West of Joram's house you'll find Lanilor's house. If you're the not-so-honorable kind you can loot without worry because Lanilor isn't home. West of Lanilor's house is his garden. This will be important later on with another quest. Be sure not to touch anything or Otho will come along and be rather upset at you for stealing.

South of Lanilor's house is Mardaneus' house. When you reach the south end another cutscene will take place.

Rescue Lanilor the elf from his icy prison.

Mardaneus goes berserk and freezes Lanilor into an elvish popsicle then shuts himself into his house. Speak with Lanilor and he'll ask you to somehow break into Mardaneus' house so you can convince Mardaneus to reverse the spell. Well, you have a problem. Mardaneus locked the door so you need to find an alternative way in. See that Wooden Well just east of Mardaneus' house? Go climb down into it. You're now in a small tunnel. Watch out for the skeleton warrior down there. You can also loot and kill the rats for experience. There is a locked gate that you'll need a key for. Luckily that key sitting near the gate. After picking your way through this short tunnel you'll come to a ladder. Climb it.

You are now in Mardaneus' house. He'll walk up to you and rave for a bit but you'll be able to convince him to go out and defrost Lanilor. Lanilor will be very grateful and his opinion of you will improve. He'll give you your next quest.

Unlock the entrance to the catacombs beneath Aleroth.

You need to find a way of entering the catacombs. Before doing that though, let's finish exploring the town.

Now, if you again feel like the not-so-honorable type you can loot Mardaneus' house without Mardaneus attacking you. He's crazy and apparently doesn't mind strangers stomping into his house to steal stuff.

West of Mardaneus' house you'll find some beehives. Read the book and you can learn to make honey. You can sell the honey or eat it.

The last house on the south-eastern side of town belongs to George. When you near the door you'll witness a rather heated discussion between George and a rather shady character named Tutamun. This is an important event later on. After Tutamun leaves enter and speak with George.

Collect herbs for George.

Be sure to ask him about the encounter and ask how you can help him. You'll get another quest to fetch a special type of plant for him. It's called Drudanae. George will walk into his back room and ask you to follow so you can see what the plant looks like. If you are again the not-so-honorable type feel free to loot the weapons, armor and supplies in the room. You'll find the key for the locked chest on top of a bookshelf in the north-eastern corner of the room. Now, follow George into the back room and he'll tell you to look at the plant. Don't touch the plant, just look. Now where did we see this plant before? In Lanilor's garden.

Head over to Lanilor's house and ask him if you can take some plants from his garden. He'll caution you about the plants but he'll allow you to use them. Go and grab the plant then head back to George. George will be overjoyed and offer you a discount on his wares. Buy and sell whatever you need to the head for the statue in the middle of town.

This is the statue Lanilor referred to when he asked you to find the entrance to the catacombs. There are four dragons surrounding the statue. Click on each one until they all face north. When this is done

there will be some fireworks and then the statue will disappear and reveal a way down into the catacombs.

Lanilor will then walk up and give you a pyramid teleporter. This is an invaluable item.

Find the second Teleporter pyramid.

There are two methods of finding the second pyramid. One way is to teleport to the second pyramid. The second is to fight your way down to the third level on the catacombs and retrieve it.

Retrieve the magic axe called Slasher.

This is a rather straight-forward quest. You simply need to find the axe called Slasher in the catacombs. This quest is given to you by an orc named Smiruk on the first level of the catacombs. On the second level you'll find a tile on the floor that you can use to enter an area which has the Slasher. Watch out for the Skeleton Guardian though.

There are several puzzles on the various levels leading down to your ultimate goal. On the first level you will need to locate three glowing orbs. These orbs need to be placed inside three pentagrams in a room with a book on a pedestal. This room has a cordoned off area where stairs lead down. You cannot access that area until you place all three of the orbs. Once that is done a portal will appear. This portal will lead you into the cordoned off area and unlock the door.

BUG WARNING: You must use the portal after activating it. If you leave the area before using the portal it will disappear and you won't be able to progress.

On the fourth level of the dungeon there are two locked tombs in center of the area. A book near the beginning will hint that you need to open the four surrounding tombs that are on large raised platforms. However when you open these tombs several skeletons and a boss monster will spawn. Be ready for battle.

Help the dead necromancer.

When you enter the main room on the last level a cut scene will run. The goal is to help bring the necromancer back to life. The only problem is that four levers need to be pulled but there are only three skeletons to do the job. Therefore you need to pull the unmanned lever. This will trigger the necromancer's rebirth.

Kill Thelyron.

Now would be a wonderful time to save your game. Speak with the necromancer. He'll realize that he has made a terrible mistake and he'll ask you to kill him. Do so. The skellies get ticked now so either kill them or make a hasty retreat. Either way, they all fall apart as soon as you leave the room. Mardaneus now shows up through a portal to congratulate you for healing him and to give you an easy way out of the catacombs.

George Murdered!

George has been murdered you need to tell the other healers.

Expose George's murderer.

Mardaneus asks you to investigate the murder and bring the murderer to justice. The healers have no clue as to why he was murdered.

Inform Mardaneus about George's murderer.

After getting Tutamun to confess to George's murder and killing Tutamun go and tell Mardaneus what happened. Tutamun is in Verdistis.

Find a solution to the plague problem in Rivertown.

The knight Seth has traveled to Aleroth seeking the healers help. Apparently a mysterious plague has struck Rivertown and a cure needs to be found before it spreads out of the poor quarter.

An escort for the healers.

The healers agree to help, but they cannot leave without an escort because of all the orcs in the surrounding forest. You are asked to go to the army commander and request an escort. Go speak with General Alix at the Barracks (marked on your map) to get the escort for the healers.

Find the teleporter activation scrolls.

When you first meet Zandalor south of Aleroth he will give you an activation scroll for the mage teleporters and tell you where to find others. He says that the Elven Lord Elredor has the elven one and can be found in the Archers' Guild. Zandalor marks where that is. Elredor gives you the scroll when you complete the Free Hostages quest. Zandalor also tells you to search the Cursed Abbey for more clues about activation scrolls.

Human activation scroll: Captain Mitrox

Dwarvan activation scroll: Can be found in the Town Hall in Glenborus.

Lizard activation scroll: From Goemoe when he is in the Blue Boar Inn.

Orc activation scroll: Can be found in the Orc Chief's tent in the orc village.

Imp activation scroll: Inside an abandoned Imp fortress in the Dark Forest.

Farmlands

Deal with the Trolls.

The people of the farmlands will tell you about the Trolls and how they've been attacking and raiding the area. You'll find the troll's cave south of the bridge that leads to the Farmlands from Aleroth. Kill the Troll King in that cave and report back to complete this quest.

Help a scared knight.

After entering the farmlands if you travel north and enter a barn you'll run into a knight who is running for his life. Apparently he asked too many questions about the late duke's death and there is now an assassin after him. He asks you to bump off his pursuer. You'll find the assassin sticking out like a sore thumb in the orchard which is in the middle of the farmlands. Give him a dose of his own medicine then give the knight the happy news.

Catch the thief!

Someone is stealing farmer Tom's cows and he'll pay good gold to find out who. Head for the poor section of Rivertown which is south of the Blue Boar Inn. There you will meet a guy named Dorian. In his house you'll find the remains of butchered cows. Confront him about it and he'll ask you to keep things quiet. You can choose either to stay silent or turn him in.

Isoldes love letter.

A milkmaid in the farmlands will ask you to take a letter to her sweetheart, Gareth, in the army. He is stationed at the barracks which are south of Stormfist Castle. This will trigger another quest when you speak with Gareth. See Barracks quests.

Remove the curse.

In the north-western part of the farmlands you'll meet Flinn. He asks you to remove the on the Cursed Abbey. Head north to the Abbey. It

is swarming with undead. Find the stairs leading down in the eastern wing. You'll enter some passages below the Abbey. There are traps in the hall. Explore the area and kill the undead. You'll find the Architect who built the Abbey. Help him find peace and the curse will be lifted.

Who is responsible for the Harvest Disaster?

The Dellabaere family in the farmlands is in trouble. Their harvest is failing and no one knows why. Hugh suspects that someone is poisoning the cornfields.

An orc is the perpetrator.

Southwest of the farmlands you'll find a cave. In the cave is an orc named Tipsix. He was poisoning the harvest. He drops a key when he dies. Go speak to Hugh about the key and orc.

Where does this key fit?

Hugh asks you to find the lock that the key fits. Head for the Blue Boar Inn.

The key fits!

In the cellar of the Blue Boar Inn you'll find that the key unlocks a room filled with the same barrels of poison as the cave. Go speak with the owner of the inn.

The cellar was rented by Dr. Elrath.

The owner says that Dr. Elrath rented that cellar and that you should speak with him at his home near the merchant square.

Dr. Elrath's key was stolen.

Elrath claims that his key was stolen and that he knows nothing about the poison. Something smells fishy. Break into his house and use the unusual lamps to open the door to into his cellar.

Dr. Elrath is a fake!

You find evidence in Dr. Elrath's cellar linking him to the plague. He was also probably responsible for the poisoning of the harvest as well.

Dr. Elrath exposed!

After finding the letter in the doctor's cellar it implicates him for being responsible for the Grey Death epidemic. You must report him to the authorities. Go speak with Commander Ralph and you'll get an invite to the castle.

Area North of the Cursed Abbey

The Church.

When you enter the church north of the Abbey you'll see a cut scene. Ghosts have invaded and while a monk is killed you witness a priest run over to a confession chair and hide. Destroy the ghosts and follow. You'll end up in a small library.

Desecration.

Father Theofolus, the priest, tells you what is going on and asks you to find out what is making the ghosts so agry that they would attack people.

Peeing boy.

Upon leaving the library you'll see another cut scene of a little altar boy peeing into a golden chest in front of the altar. That's the sacrament wine. No wonder the ghosts are ticked off. Go and report to Father Theofolus about this and he'll kick the kid out.

Poor Quarter

Retrieve Balin's necklace.

In the poor quarter you'll run across a rather unsavory fellow named Balin. He leads the street thug's in this area. Apparently a man named Jonas stole his necklace and he wants it back. Go search Jonas' house (it's the one Jonas is standing in front of) and you'll find the necklace. Confront Jonas.

Teach Balin a lesson.

Jonas admits to stealing the necklace and tells you about how horrible Balin is. You can choose to side with either one you like better.

Deliver a letter.

At the Blue Boar Inn (north of poor quarter) you'll meet a woman named Harriet in a back room. She and her family are victims of orc attacks and she asks you to deliver a letter to her uncle Afrasam (inn-keeper of the Ducal Inn, a famous tavern in Verdistis). This is a straight-forward go and deliver the goods then report back quest.

Find a potion for Tibus.

Find a potion for Cedric.

Find a potion for Sarah.

If you enter the quarantined area of the poor section you'll meet three plague victims who ask you to help them. You'll find two potions in Dr. Elrath's basement that can cure them. Since there are only two potions and three people you can't save them all unless you use an exploit.

EXPLOIT: Give the two potions to two of the victims, then pickpocket one of the potions back and give it to the third victim.

Area south of the poor quarter

Kidnaped by a zombie.

You'd think that Jake would have the decency to stay dead. Now he's terrorizing innocent young maidens. When you enter the graveyard south of the poor section you'll see a cut scene where Jake kidnaps a girl who lives in the cemetery. What a odd place to live. Anyway head on in to save her. There are caves that you must enter through a grave. Find Jake in the cave and kill him to rescue the girl.

NOTE: Make sure you save before entering the cave below the graveyard. For some reason that cave is a no-save zone.

Disappearing gem.

Free hostages.

Near the Archers' Guild you'll meet a small boy whose parents are being held hostage in their house. Entering through the front door is not an option because his parents will be killed. Find the key behind the house. There are two back doors. One leads to a bedroom, the other to a kitchen. Enter the kitchen first and find another key. This key opens the door to the bedroom. Enter the bedroom through the back door and tell the kids parents to clear out. Feel free to take out the bad guys now.

You'll meet the parents and the boy back at the Archers' Guild. They'll give you a key to the chest in their house.

Rivertown Merchant Square

Looking for missing boy.

When entering or leaving the merchant square of Rivertown you'll run into a woman who beseeches you to find her son. The kid likes to play near a Dark Cave that is to the north. Head up there and you'll notice the cave because there is a patch of blood in front of the entrance. Enter the cave and a little scene will play out. The boy has been caught by a rather hunger vampire. You can either let him drain the kid dry or offer yourself instead. You won't be killed but you will lose some stats. A small price to pay for freeing the kid, especially since you get nice rewards for doing so. Go tell talk to the kid's mother to complete the quest. Also, follow the road up toward Verdis-tis and you'll run into a knight who will also reward you for saving the kid. He will teach you the Bless skill. This quest will also trigger the Kill the Vampire quest.

Kill the Vampire.

The one should be self-explanatory. Simply pick the locked gate in the cave, go a click on the coffin and then kill the vampire.

Missing Delivery.

Marcus asks you to find a missing delivery wagon that is late. You'll find the wagon on the roads leading south in orc occupied territory. This will trigger another quest.

Broken Wheel.

When you find Marcus' wagon and the drivers you'll learn that one of their wheels has broken and they need a new one to continue their journey. No problem, head back to Marcus and get the wheel.

Deliver a new Wheel.

Marcus asks you to take the wheel back to the stranded cart. Do so.

The burning cart.

Looks like your too late and everything has gone up in smoke. Literally. However, not everything looks like an orc attack so it's time to investigate. Follow the blood trail into the forest until you come across the bodies of the wagon drivers. Things look a bit suspicious. Mark this spot and head back to Marcus.

Find clues about Wares.

Marcus is upset by what has happened and wants you to try and find out what happened.

To Rivertown.

Head back to where the two drivers bodies are. Then go west. You'll find a cave there. In this cave you'll find a letter that implicates the black-market is behind the killings. Look out for the assassins who follow you in.

Tingalf.

Head back to Marcus with the letter. He tips you off to Tingalf knowing something about the black-market.

Nearby Depot.

Tingalf will spill the beans about a near-by depot that the black-market uses. He warns you that going there might not be too smart. Head for the sewers.

The black market depot.

You find the depot near the sewer entrance. It's well guarded. Take out Pedro and he'll drop a note that can be used for evidence. Head back to Marcus and let him know where he can get his goods. Inform the watchmen of your discovery.

Now would be a good time to explore and clear out the sewers.

Nericorns Garden

Philosophy of life.

North of Stormfist Castle you'll meet three followers of Nemris, the philosopher. They will give you a book and ask you to get the key to Necricons Garden. The key is in the possession of Blake, a merchant in Rivertown. Blake will sell you the key when his opinion of you rises.

Nericons garden.

After buying the key from Blake, he will mention a myth about treasure being hidden in the garden. He says it has something to do with the frogs. Head into the garden. Once there you can complete the Philosophy of life quest. Make sure you have the book that the followers gave you. Go to the statues in the northern part of the garden and answer the statue's questions correctly. The answers are in the book. You'll be rewarded by having your Restoration skill increased. Now to find that treasure. See those frogs? See that they are hostile? What do we do to hostile critters? We kill them of course! You'll need either a bow or some spells to kill the frogs since you can't get at them with melee weapons. After killing all of the frogs a portal will open. Enter the portal and grab the treasure.

Dwarven Bread Inn

Meet Zandalor at the Dwarven Bread Inn.

When you go to the inn you'll meet another Marked One, Wouter.

Find Zandalor.

He'll inform you that Zandalor has already left. He went to Stormfist Castle to investigate another Marked One. You now need to find a way into Stormfist Castle. The only way to do that is by invitation. There are three major quests you can complete that will get you an invite to the castle. See Stormfist Castle section.

The bar fight.

In the Dwarven Bread Inn basement there is a pit fight where you can challenge the local fist-fighting champion, Bruiser Burleigh. Defeat him and you'll win a lot of money. When you fight him, you will be stripped of your armor and weapons. So if you don't have very good strength, dexterity and constitution you will lose. You cannot cast spells in the ring.

Dwarven Forest

Wishing Well.

In the dwarven forest to the east of the teleporter is a wishing well. You need to make a donation to get a wish fulfilled. Depending on the amount you can choose more and more powerful wishes. For 1000 coins you'll get all the options so don't bother with 10000. The best option is experience which will raise you by one level.

Barracks and Watchman Headquarters South of Stormfist Castle

Gareth feign death potion.

Gareth wants to leave the army and get back to Isoldes, so he asks you to find a potion that will make him appear dead so he can get out of the army. Father Theofolus in the Church north of the Cursed Abbey can provide that potion.

Expose the Duke's murderer.

Commander Ralph doesn't believe the Duke died of natural causes. He asks you to investigate his death and you need to start by contacting the Assassins Guild. He suggests you speak with Sir Dante in Verdistis. Go and speak with Sir Dante.

Steal Sir Patrick's title deed.

Sir Dante agrees to put you in touch with the Assassin's Guild if you do him a favor. He wants you to steal Sir Patrick's title deed. In order to enter Sir Patrick's treasure room you must use the portal that is to the west of his house. It is hidden behind some bushes. Use the portal to enter. Now, you need to move the levers in the correct order to get the treasure room door unlocked. Here's the combination: center up, top left is up, top right is down, bottom left is down, bottom right is up. Now put center down. Go in and grab the goods then teleport out. Take the deed to Sir Dante. You'll take a hit to your reputation.

Get in touch with the Assassin's Guild.

Sir Dante will now tell you that the archivist of the Merchants Guild, Yarun, is also a contact for the Assassins Guild. Go and speak with him. He'll get jumpy and sic some flunkies on you. Kill them and then go click on the cabinet that is behind where Yarun was. It's a secret entrance to the Assassins Guild and this is where Yarun has fled too. Yarun gets really scared when you break in and runs while ordering all of the assassins to kill you. Kill the assassins and

follow. You'll find Yarun hiding in a room in the northern-most part of the Guild. Speak with him again.

Meet Cybu, the murderer of the Duke.

After threatening Yarun with severe bodily harm he agrees to set up a meeting between you and Cybu, the alleged killer of the Duke. You can meet with him at the burnt-out abandoned house in northern Verdistic. You can choose to either go there alone or go and tell Commander Ralph. If you go it alone, then you'll have to fight and kill Cybu by yourself and take the letter you get from him to Commander Ralph as proof that he was the one who killed the Duke. Otherwise...

Meet Commander Ralph in Verdistic.

If you go and tell Commander Ralph that you have set up the meeting he will tell you to go to Verdistic and meet him where the meeting with Cybu was arranged. Go there and Commander Ralph will ask you to get Cybu to admit his guilt then they will move in and make the arrest. Do so. Commander Ralph and his guards will kill Cybu for you when they go to arrest him. Congrats, the Duke is avenged. Speak with Commander Ralph again and you'll receive an invite to the castle.

NOTE: You'll meet the ghost of the Duke in the royal graveyard later on. Be sure to tell him that he has been avenged and you'll get experience points.

Army Camp South of barracks

Contact Captain Mitox.

General Alix asks you to deliver a sealed message to Captain Mitox. This is an easy one. Just head south killing the orcs as you go and locate Mitox in the burnt out village the army is using.

Ravage the supply train.

Captain Mitox asks you to take some explosives and go blow up the orcish supply train. There are underground passages in the village that will get you close to the supply train. You can use those or fight your way in. The supply train is heavily guarded. When you've cleared the orcs in the immediate area simply drop the explosives then you're character will run away and the supply train will blow up. Go report to Mitox.

NOTE: Do not lose the explosives!

Poison the well in the Orc camp.

Mitrox now asks you to go and poison the orcs' water supply to further weaken them. You can fight your way into the village or you can choose to skirt it around to the north. The well should be marked on your map and is easy to locate. Use the poison on the well then get back to Mitrox.

Meet General Alix at the Barracks.

Captian Mitrox is pleased as punch that you have done so well. He wants you to report back to General Alix at the barracks. Do so. You'll receive an invite to the castle.

Verdistis

A murder in Verdistis.

On the streets there is a lot of talk about a killer stalking the streets whose victims are young women. Go talk with Commander Kratus and he'll tell you that he suspects the wine merchant Pierce. He would like you to investigate the matter further. Go talk to Pierce and he'll claim he is innocent.

Pierce's house.

Pierce gives you permission to search his house to prove that he is innocent. You'll find a cellar. Move the stuff blocking the doorway to the area with a coffin. Go click on the coffin.

Vampire.

If it isn't our old buddy Tutamun. Speak with him and get him fess up on the murders and about killing George. He'll tell you how he dumped Pierce into being completely unaware that there was a vampire living in his basement. Time to kick his undead butt. After destroying Tutamun go talk to Pierce, Kratus and lastly Mardaneus about all the murders.

Avenge Graham.

You'll meet Graham in the Ducal Inn. He claims that he has lost an eye in a fight with a man named Cirgon, a cruel ex-soldier. He asks you to get vengeance. Go to Cirgon and get his side of the story. Apparently Graham slept with Cirgon's wife. Cirgon also beat his wife. These two sleezeballs deserve each other. Don't work for either of them.

A trapped friend.

Outside the Merchant's Guild you'll meet a little girl. She tells you that her cat, Cosmo, is trapped in the cellar of the Merchant's Guild. She wants you to save her cat. The only way into that cellar is to become

a member of the Guild. Head in a speak with Malcolm about joining the Guild.

Kill Maria.

Malcolm wants you to kill Maria and he'll let you into the Guild for free. He tells you that Maria can be found in the poor section of Rivertown and that she has made death threats against him and his family. Head to the poor area and find Maria. Speak with her.

Restore Maria's reputation.

Maria claims that she once lived in Verdistic and had great wealth. She claims that Malcolm stole all she and her family had. She also claims that Malcolm is stealing from the Merchant's Guild as well. She tells you to go and investigate Malcolm's house to find proof of his underhanded dealings. Head back to Verdistic.

Maria was right.

Search Malcolm's house and you'll find the documents which prove he is stealing from the Guild. Go and report this to Trevor in the Guild. He'll take action and let you join the Guild. Now you can save that cat. Also go and inform Maria of the good news. She'll have her property restored to her. She will also speak for you if you buy a house.

Find the truth about Tingalf.

A member of the Merchant's Guild, Trevor, wants you to investigate Tingalf. He believes that Tingalf is selling under the counter without a license from the Merchant's Guild. He needs proof.

Find the suppliers of Tingalf.

Speak with Lt. Robin at the merchant square in Rivertown. He tells you that in order to arrest Tingalf he'll need more proof. If you have completed Marcus' quests, then you should already have that proof.

Thieves Guild entry tests.

Rob, the guildmaster of the Thieves Guild, will admit you to the guild if you complete a few simple tests.

First Thieves Guild test.

Pickpocket a necklace from a drunk named Sweeney. Sweeney is in the Ducal Inn and you can easily get the necklace if you have at least one point in the pickpocket skill.

Second Thieves Guild test.

Rob wants you to fetch some ale from a locked room in the cellar.

NOTE: Do NOT drink or sell the ale!

After this you will become a member of the Thieves Guild. Your reputation will be lowered because of your association with the Guild. Rob will also teach you a thieving skill.

Lock picking bet.

Inside the Thieves Guild you'll meet Rodgar. He'll bet 5,000 gold pieces that you can't pick the locks on five certain doors. If you have full lockpicking skills, then you can win the bet.

Deliver the grain order bill to Hugh.

Leptine, the owner of Verdistic general store wants you to deliver a grain order bill to Hugh, a farmer in Rivertown. Hugh lives in the north-eastern part of the Farmlands near Stormfist Castle.

Tell Liptine Hugh refused the order bill.

It seems that Leptine owes Hugh 3,000 gold pieces and won't send any grain without payment. Since you probably have enough money go ahead and pay Leptine's bill.

Tell Leptine the grain is on it's way.

After paying the debt go and tell Leptine what you did. He'll be overjoyed.

Do I want to summon a demon?

You'll meet Corinna when ou enter her house and kill a demon that was sizing her up for dinner. Turns out she is a summoner (not a very good one) and will teach you about summoning if you can get the necessary stuff together. You'll need a branch from the Talking Tree in the Dark Forest, a bottle of wine from Pierce, and a book the an assassin named Penumbra has. Penumbra stole the book and was caught by the Thieves Guild. You'll need to be a member of that Guild to bust her out.

Now, you can buy a branch from Mpenzak but this is not the branch you need for the ritual to succeed. The ritual will fail if you use that branch. Go to the Talking Tree in the Dark Forest for a branch. Corinna marks where the tree is on your map.

A bottle of wine.

After asking Pierce about the exquisite wine for Corinna, he'll tell you that he sold his last bottle to Anthrabert. You'll find Anthrabert in his room in the Ducal Inn.

Fireworks.

Anthrabert asks you to set Mpenzak's cart on fire using the lantern on the cart. He wants you to do it while Mpenzak is drinking in the tavern. If you do it he'll give you the wine for Corinna.

Free Penumbra.

Go into the Thieves Guild and free Penumbra. You'll get your chance when her guard runs off to go to the bathroom. Once free she takes off and tells you to find her at Corinna's house.

Retrieve Penumbra's dagger.

Go meet with Penumbra at Corinna's house. She'll give you the book if you can retrieve her dagger from Commander Kratus. You'll need to steal some keys but getting to the dagger is easy if you time it right. Simply enter Kratus' quarters when he is wandering outside. Return to Penumbra with the dagger and she will give you the book.

Now go talk to Corrina and give her the items.

A plant for the ritual.

Corrina asks you to fetch on more thing, a plant from her garden. After doing so, head into her cellar and give her the plant. Let the summoning begin!

Bring Finnigan his magic lock picks.

The bartender of the Thieves Guild wants you to get back his lock-picks from Kratus' desk. This is easy. Just make sure no one sees you swipe the lockpicks. After you get them back go and return them to Finnigan.

Get access to the tarts.

You'll meet Codran and his brother in their room at the Ducal Inn. Seems they are looking for a little action. Speak with them again when they are in the bar. Codran will ask you to find where the local courtesans are. He'll pay you to find out. If you speak to Anthrabert, the innkeeper, he will deny their existence. Head to the Verdists teleporter, then move south toward the northern edge of Sir Patrick's property. You run across three women and a cut scene will play out. They'll drop some interesting names. Go and mention these names to Anthrabert and he'll tell you to go speak with Leptine at the general store. Go and speak with Leptine and he'll point to toward his cellar. Move the bundles off of the cellar door and head down. Congrats, you just found the courtesans. Go and claim your reward.

The brooch.

Randall, Sir Dante's servant wants you to go fetch a brooch that Sir Dante is having made for his wife. He commissioned Elmer Vignus, the dwarven jeweler, to make it. You'll find Elmer in the Dwarven Halls. The entrance to the Dwarven Halls is in the Dark Forest. Randall will mark it on your map. Go get the brooch and bring it back for your reward.

This is not a quest, but a street kid will come up to you in Verdistic and ask you for money. If you give the kid money, then a swarm of other kids will surround you and they will ask for money too. If you don't give the kid money, then you'll get experience points.

Dark Forrest

Find a Collector's Item.

Following the road south through the Dark Forest, you'll run across Raymond and his friend. Raymond asks you to find an ancient burial vase that he needs to complete his collection. (You'd think he'd pick something easier to carry, like trading cards, but that's beside the point.) He hired some mercenaries to get it, but they haven't returned yet. The vase is somewhere in an underground burial chamber in the northern part of the Dark Forest. He'll mark the location on your map. Go there, fight the angry ghosts and grab the vase. Head back to Raymond for your reward.

Fight the mountain trolls.

Following the road you'll meet a guy named Saphiro. He gives you a sob story about how him and his family were brutally attacked by mountain trolls. He asks you to help him get revenge. He'll mark you on his map and ask you to kill the trolls there. Go to that area.

Betrayal!

You're a goodie-goodie sap, you know that? I am too. The so-called attack of mountain trolls against innocent families never took place. Saphiro and his partners were simply paid to lure you into an ambush and kill you. Kill them and prove that goodie-goodie saps will always triumph over evil-weasel flunkies.

Kill the Stalker.

At the end of one of the roads in the Dark Forest you'll run across an old hermit. He asks you to kill a dangerous monster in its lair, which lies south-west from his house. He marks the place on your map. Head to the area. You'll know it when you run across a meadow and your character sneezes. Enter the cave and kill the vampiric ghouls. Guess whose here? It's the hermit! Guess what? He's an evil monster that wants to eat you! Guess whose a goodie-goodie sap? That

would be me and you again. Kick Mister Hermit/Demon's butt. We heros may be saps, but we get the last laugh. Go and search the hermit's house for goodies.

The tree.

East of the hermit's house you'll find Medicus the alchemist who lives in solitude in the Dark Forest. Pay no heed to the do not disturb sign and head on into his house. After he settles down and you flatter him a little he'll agree to improve your understanding of alchemy if you would bring him a special herb that is guarded by an old tree. How hard can that be? Well, turns out the tree is the infamous Talking Tree that you've heard so much about. The tree is also foul-tempered. Head toward the tree. Just west of the Tree you'll meet some elves. They'll tell you that the Tree is petrified (Heh, get it? Petrified? Er, never mind.) of woodcutters. Head toward the Tree and speak with it. Mention woodcutters and the Tree will let you take the herbs and the branch for Corrina's summoning spell. Take the herbs back to Medicus and he'll teach you the alchemy skill.

Becoming a member of the Warriors Guild.

Head for the Warriors Guild which sits on top of a mountain in the middle of the Dark Forest. Speak with Alrik about becoming a member and he'll ask you to complete some quests to join.

The first quest.

Your first task is to go into the cellars of the Warriors Guild and fetch the Eye of the Cyclops. You'll quickly notice that he fails to mention all the undead in the cellars. You'll need to start with the northern room and pull the lever. This will unlock the room to the west. Continue clearing out the rooms and pulling the levers in a counter-clockwise direction until the door to the eastern room is unlocked. Enter and you'll find a boss creature that is obviously woke up on the wrong side of the sarcophagus. Make him take a permanent dirt nap this time and claim the Eye of the Cyclops. Head back up and give the eye to Alrik.

The second quest.

Now you have to go and get the Heart of the Dragon, which can be found in an ancient castle nearby. The place is guarded a cult of Dragon worshippers. Head for the castle to the southwest. You'll need to climb some stairs to get to the plateau it sits on. Fight your way in and you meet a nasty dragon rider that doesn't want to give you the jewel. Looks like you'll just have to convince him the hard way. Kill him and claim the Heart of the Dragon. Don't forget to grab the Imp teleport scroll whilst here.

The sword in the stone.

Deep in the Dark Forest, past the elven ruins, you will encounter a strange talking sword stuck in a stone. You can pull it free if you like, but it is rather rude.

Sword in the Stone Creature.

Er... can you say OOPSIE?!?! By pulling that dumb sword out of the stone, you have freed a powerful and evil creature. It says it will bring doom to all in the forest and it isn't kidding. If you leave the area with the sword the creature will kill all of the living beings in the forest. So, the only solution is to "kill" the monster and put the sword back so he is once again imprisoned.

Solve the problems between the Elves and Dwarves.

You'll meet a cute elf in the elven village whom you can fall in love with. He/she (gender depends on your character's gender) will ask you to resolve the tension and conflict between the dwarves and elves. Solve the quests for the elven and dwarven Council of Seven members and this will be accomplished. Go and speak with him/her again.

Find the necklace.

Now your love will ask you to find a necklace that belonged to his/her grandmother. It was lost during the Age of the Damned. He/she will give you a scroll with a picture of it, but where will you find it? If you

bring back this gift of love then he/she will return your affections. Go to the dwarven jeweler in the Dwarven Halls and have a copy of the necklace made, then bring it back. It will fool both him/her and his/her father. Feel free to kiss your new girl/boyfriend.

Evil transformation.

When walking on the road in the Dark Forest from the zoning towards the Warriors Guild, a yellow boar will meet you in a small cut scene and tell you, how he was polymorphed by an evil mage, who lives south east in the forest.

The mage, Boralus, lives in a small house east of the elven outpost. Once in the house, click on the picture to open a secret door. Enter the cellars.

Kill Boratus and find a cure for his animals.

There is a chest in the small room southwest, which cannot be opened at the moment. In the cells east are a cow, a snake and a wolfpack. Speak with the animals.

Stop Boratus and help the transformed.

The snake will attack you, if you free them, the wolves will attack the mage, and the cow will do nothing. In the moment you unlock one of the doors, the mage appears and you have to fight. He drops the key to the box in the study, and written the manuscript in there is the information you need, that only certain holy water can change his victims back.

Find the Dwarven Priest.

The dwarven priest is in the Dwarven Halls (he lives on the island south of the palace) and he has access to the water, but needs a special receptacle, the Holy Grail.

Find the Grail.

When wandering south along the cliffs from the Dwarven Halls, you will finally reach the area with the deserted castle of the Imps. The cave northwest of it is the place to find the grail. You have to fight a guardian to enter the grail hall. Kill the mummies and grab the Grail. Exit again to the south.

The dwarven priest will fill the grail and talking to the animals in the mages house allows you to save them.

And now the final gag: return to the road where you met the yellow boar, which opened the quest. He will appear, thank you for the troubles and declare he wants to stay a pig, together with his newfound fourlegged love. Now go to Boratus' house and change the cow back into an elf. She'll be grateful and tell you to go speak with her father in the elven village for a reward.

Dwarven Halls

Find Rimmer in Glenborus.

In the Dwarven Halls you'll meet Strobur. He'll tell you about his brother Rimmer, who now lives in the dwarven village, Glenborus, which is to the east of Stormfist Castle. He'll ask you to give Rimmer his best wishes if you ever meet him. Head to Glenborus and you'll find Rimmer, he's the local brewer. Tell him about Strobur and he'll give you some free ale. Go back to Strobur and tell him that Rimmer is doing well.

Stormfist Castle, Iona's Dungeon and Graveyard

Enter Stormfist Castle.

When you speak with the guards at the entrance of Stormfist Castle they will tell you that you cannot enter without an invitation. You are told that if you do something heroic then you might get invited to the castle. There are ways to get an invitation.

1. Solve the Duke's murder.
2. Complete Captian Mitrox's quests against the orcs.
3. Solve the mystery behind the plague.

An appointment with the new ruler of Ferol.

Once you get an invite to the castle you can enter. However, I recommend completing all three major quests and getting most of the other various side-quests in Verdistic, the Dark Forest, the Dwarven Halls and Ferol done before entering the castle. When you are ready, enter the castle.

Retrieve my teleporter stones.

When you enter the castle an imp steals your teleporter stones. Don't worry, you'll get them back. As the story progresses you'll go to the Council of Seven chambers. The imp with your teleporter stones is there. See why I told you to get everything you need done before entering the castle? Life without those teleporter stones sucks.

Now, back to the present.

A cut scene will run where you are introduced to Duke Janus and Lady Elona. You will quickly learn to hate these two and for good reason. Anyway, Janus names you his "Lord Protector" for the next 40 years!

Escaping Stormfist Castle.

This quest is then triggered. Janus orders the guards to prevent you from leaving. Looks like your stuck with this stupid role and title for the time being.

Meet Janus in his room.

Janus says he has some tasks for you and that you should come see him in his room. His room is in the eastern part of the castle.

Find the white cat.

When you speak with him in his room he'll command you to find his cat. Walk south from Janus' room and you'll run into the white cat. But wait! This is no ordinary cat. This is Arhu a talking cat. He works with Zandalor and he tells you what is going on.

Where is Zandalor?

Apparently Zandalor came here to investigate Janus and the strange sword he carries. Janus is not the Divine One as is plainly obvious. So Zandalor went to investigate the cellars and look for the other Marked One. He hasn't been seen since and Arhu is worried. You need to gain access to the cellars and find him. Unfortunately you can do nothing about this now.

Arhu refuses to go back to Janus, so go report back to Janus.

Deliver a love letter to Lela.

Janus is angry that you couldn't get Arhu but then sends you on another stupid errand. Now you have to take a letter to the little brat's girlfriend Lela. You can read the letter if you like. Go give it to Lela whose bedroom is south of Janus'. Now go report back to Janus.

Flowers for Lela.

Now you have to go get some flowers for Lela. The flowers are near the castle gate. Take this time to also explore the castle. Visit the

armory and be sure to grab the Dragon shield. Also speak to any of the people that you wish. The cook will have a quest for you.

Help the cook.

Seems he needs some dishes washed. You just need to follow his instructions to wash the dishes, then pick them up and give them to the cook.

Find the teddy bear.

Report to Janus in the throne room after delivering the flowers and you'll get your next quest. Apparently Lela has lost her teddy bear, Uncle Samakayne.

You'll then witness an interesting cut scene between Janus and the elven ambassador Bronthion.

You'll find the teddy bear in the dining room. Go return it to Lela.

WARNING: Complete whatever you need to do in the castle NOW. Steal whatever you like, etc.

The Merchant's meeting.

Theus will come inform you that your presence is required in the throne room. You are supposed to protect Janus during the meeting. After doing everything you need to go to the throne room. Janus will speak with the merchants and the meeting will be interrupted by orcs who have broken into the castle. You and Janus will take out the orc but since Janus had to defend himself they'll blame you. You now get kicked out of the castle. There is no way of avoiding this. Look on the bright side, at least you got out of there. Although the 15 reduction of your reputation does sting a bit. Once out of the castle drop all of your excess equipment. You'll be coming back later to get it. Walk away from the castle and you'll run into Lady Elona.

Escape from Iona's Lair.

Lady Elona reveals herself as a member of the Black Ring and teleports you to her lair. She is really Iona. After gloating, she leaves you in your cell with a promise to come back a torture you. Sit tight for a few minutes and Arhu will show up and take care of the guards. Then he gets you out of your cell. He tells you to get your equipment then get out of the dungeon.

Find my equipment in Iona's Dungeon.

Leave your cell and go up the stairs to the west. You find yourself on the first level of Iona's Dungeon. Your equipment is in a room to the east. You'll find the key to the door nearby. Grab your stuff. There are a few quests you can do before leaving the dungeon.

Escape the house of madness.

On the first level of Iona's dungeon you'll find a room full of spell books that is blocked off by barrels. Move the barrels and enter the room. You are instantly teleported away to a mad house. A voice speaks telling you to sleep. That's your clue for getting out of here. Make your way to the kitchen and find the key by hitting 'alt'. It's hard to spot. Open the west door of the kitchen and you'll be teleported to the bedroom. Sleep and you'll be teleported out of the house and back to the room of spell books. Only one book is left. Grab it.

Iona's dungeon.

You'll find an entrance to the lower parts of the dungeon in the north-eastern area of the dungeon. Read the book on the pedestal to open the way. Here you'll find lots of hack n' slash dungeon crawling. On the last level you'll find Iona's pet which is rather nasty. After killing it you'll see a chest in the room. You must use the skull sitting on the chest to open it and claim your prize. Leave via ladder and you'll emerge into the same room your equipment was stored.

Before leaving the dungeon be sure to grab the sword for the Holy Weapon Quest. See the Holy Weapon quest for details.

When you emerge from the dungeon you'll speak with Arhu again. And he'll give you another part of the Where is Zandalor? quest.

Find out what happened to Zandalor.

Arhu is sure that something has happened to Zandalor now and he asks you to sneak into the Castle cellars and save him. Since you are now barred from the castle you'll need an alternative entrance. Arhu tells you to contact the Thieves Guild for help with that.

Before you can leave the graveyard Iona will show up. Iona will be ticked that you made it out of her dungeon alive and will command the dead in the graveyard to attack you then she'll teleport away. Kill the undead. Before leaving however, speak with the Duke's ghost and tell him he is avenged. Do sell off any extra stuff and the Merchant's Square and head to Verdistis to speak with Rob, the guild-master of the Theives Guild.

The entrance to the Stormfist Castle cellars.

Rob marks the entrance to the Castle cellars on your map. You need to go through the sewers under Rivertown. Travel there and enter the Castle through the sewer entrance. You'll see a cutscene where some bad guys gloat, you get locked in, and Zandalor and the other Marked One get chased buy some more baddies. The other Marked One gets killed. Now you need to go save Zandalor. There are many traps in this area. Time to go save Zandalor. Kill the baddies that have him cornered and then speak with Zandalor.

Find the Sword of Lies.

Having rescued Zandalor he tells you that you need to find out what happened to the Sword of Lies before leaving. He gives you the password for the door to the treasure room. Head east to the treasure room and speak with the door.

Find the password to the treasure room.

The talking door won't let you pass without the correct password.

The password is ANVAS ENROD.

Luckily Zandalor provided you with the password and you can enter now.

A toy, not a sword?

You enter the treasure room and find a toy next to where the Sword of Lies was supposed to be.

The Sword of Lies is gone!

You need to report to Zandalor that the sword of Lies is now gone. Head back to him and tell him. Show him the toy and he'll realize that Janus must have come to the treasure room and had picked up the sword. Then the part of the Chaos Lord in the sword took over Janus' weak mind.

Zandalor will now teleport you both to the Dwarven Bread Inn. As you walk toward the entrance to get the last Marked One you'll see a cut scene. Wouter is lured out of the Inn by a boy.

Aid the third Marked One!

You see Wouter attacked by a dragon rider. You and Zandalor rush to his aid but it is too late. He has been killed. Zandalor doesn't want to waste any time now. He wants to teleport you to the Council of Seven hall now. You can choose to go now or prepare first. If you choose to prepare first...

Meet Zandalor at the Dwarven Bread Inn.

Zandalor tells you to quickly get whatever equipment you need then meet him here. When you are ready, go with him to the Council of Seven hall.

Council of Seven Hall

Kill the succubus.

Zandalor teleports both of you to the Council of Seven, the ancient meeting hall of the seven races. Upon your arrival a succubus captures and magically cages Zandalor. Now you have to kill the demon. You'll find her in the northern area near a gong. Kill her and Zandalor will be freed. You'll also find the imp who ran off with your teleporter stones in the western chamber.

Gather the Council of Seven.

Speak with Zandalor and he will tell you to use the scrying stones on each of the seven statues to locate each of the new members of the Council.

Warning: Sometimes when using the scrying stones my system would crash. Be sure to save your game in a different slot before proceeding.

Use each of scrying stones starting with the dwarven statue and working your way clockwise to see who each of the Council members are and get a clue about where they are. You'll need to scry multiple times to find some Council members.

Wizard Council member.

Since Zandalor is the council member representing all of the good wizards of Rivellon you won't have to search high and low for him.

Elven Council member.

This is Bronthion. He is at the elven village in the Dark Forest.

Dwarven Council member.

This is Eolus and you'll find him in the dwarven village Glenborus. However, the scrying device will not show him being there until later. Leave him for last.

Human Council member.

This is Mardaneus in Aleroth.

Lizard Council member.

This is Goemoe and he is at the Blue Boar Inn.

Orc Council member.

This is Kroxy and he is locked in a jail pit in the Orc Village.

Imp Council member.

This is Antx and his is at the Ducal Inn.

Free the Orc Council of Seven member.

Since the orcish representative is rotting in a jail pit you'll want to save him first. Fight your way into the Orc Camp. You'll find the jail pits in the south-eastern part of the camp. Climb down and speak with Kroxy. He'll speak the special word and be transported to the Council of Seven hall.

Now would be a good time to go to Aleroth and pick up Mardaneus.

Aleroth has been invaded.

When you enter Aleroth you'll notice a whole bunch of orcs running around. Time to clean house. Kill all of the orcs in the village.

Defeat Demona.

As you near Lanilor's house Demona, a member of the Black Ring, will walk out. It seems she is the one responsible for this little invasion. Defeat her and she will teleport away. Enter Lanilor's house and you'll find the key that will unlock Mardaneus' house. Rescue Mardaneus and he'll go to the Council of Seven.

Now go get the imp representative. Go to the Ducal Inn in Verdistic and you'll find an imp in one of the rooms. Speak with him.

Enter a magical world.

The imp you saw in the vision claims not to be the imp you are looking for. The true imp representative is hiding in a crystal ball. Apparently, within the crystal ball is a self-enclosed magical land. Agree to enter the crystal ball and you will be transported to the magical land of Arakand.

The bees and the wasps.

Lysandra, the Queen Bee of Arakand, and Ragon, the leader of the Dohni Wasps both try to persuade you to fight for them against the other. Side with whichever one you want. Personally I hate wasps, so I side with the bees. After defeating the ones you decide to fight the leader will give you a key to see the imp who is hiding in their realm.

Leave the magical world.

You'll meet Antx in the building in the northern part of Arakand. He'll readily agree to join the Council. He'll give you a crystal that you need to break to leave the magical world. Do so and you'll be back in the Ducal Inn.

How about getting Bronthion now? Head for the elven village and speak with Brothion.

Find out who is guilty for destroying the elven burial grounds.

Bronthion refuses to join the Council until you find out who ran off with three holy artifacts from the elven burial grounds and recover them. Head for the burial grounds south of the elven village.

Rampant dwarves!

You see some rather strange dwarves running away from the elven burial grounds. Something smells fishy here. Follow them. You'll find an orc camp. Kill them and enter the cave near the back of the camp. Fight your way to the final room. You'll find a floor tile that you can go through. Now would be a good time to save your game.

Go in with guns blazing and shields at maximum. You'll meet Josephina and she packs a mean punch. Get her in melee and use a weapon with stun or freezing damage to keep her from casting too many spells. If you're a wizard then use caging and freezing spells to keep her from bringing her spells to bare, then kill her. Now kill her orc accomplices. Grab the three holy artifacts and take them back to Bronthion. He'll now join the Council.

Time to get Goemoe.

Convince Goemoe to join the Council of Seven.

Head for the Blue Boar Inn to find Goemoe.

Goemoe has left the Blue Boar Inn.

Speak with the other healers and they will tell you that Goemoe left in hurry with some other lizards and they don't know where he has gone. Time to go scry for him again.

Goemoe has been captured!

When you scry for Goemoe again you see that he has been captured by the Black Ring and has been polymorphed into a snake. Zandalor says that he is in Verdistis and that Trevor at the Merchants Guild may know more. Go to Verdistis and speak with Trevor. He'll tell you

that someone rented a house just recently from him. He'll mark it on your map. Head for that house and kill every hostile in your way. Enter the cellar.

Now this is embarrassing. You charge in and promptly get frozen solid by Cornelius, a Black Ring member. He gloats then runs off to find his boss so that he can show what a good lackey he is. Zandalor pops in and thaws you out. He was watching through the scrying stone and saw you in trouble.

Transform Goemoe back to his original form.

Zandalor informs you that there is a wand in Cornelius' cellar that has the power to transform Goemoe back to his original form. Then he teleports away. Go grab the wand in the south room then go to the east room and change Goemoe back. He promptly joins the Council. Now get the heck out of there before lackey boy comes back and puts you on ice again.

Time to get the dwarven member to join up. Go and scry for his again and he will now be in Glenborus. Go there and speak with him.

Retrieve the Axe of Stone.

To get Eolus to join the Council of Seven you'll first need to find out what the heck happened to the Axe of Stone. They say an elf stole it. Go talk to Gregor Dunatrim, the mayor, in the Town Hall and ask for permission to see the elf prisoner. Go and speak with the elf prisoner and he'll tell you he was knocked out and that a human and a dwarf smelling heavily of mead were talking near him. Then he was caught.

Hmm, do we know any dwarves who smell heavily of mead? Yup, we do. Go get some of Rimmer's fine mead and talk with Gregor again.

Password of the Sentry.

Give him the mead and sweet talk him into revealing his involvement in the conspiracy around the theft. He gives you the password to get

past the sentry guarding a dark area in the mines under the Dwarven Halls. The password is prophecy.

Go to the mines in the Dwarven Halls and fight your way through the traitor dwarves. You'll run into another Black Ring member. Kick his bum and he'll run away. Retrieve the Axe of Stone and the letter telling of Gregor Dunatrim, the King's own brother, treachery. Take the Axe back to Eolus and the letter to the King. Eolus will now join the Council.

You now have all the Council members. You just need to finish up any remaining quests (i.e. Dragon Armor, Holy Weapon, etc.) and do any last minute shopping. Now head to the Council of Seven hall and speak with Zandalor.

Begin the Blessing Ritual.

Zandalor tells you that since you now have all of the Council members gathered that you should sound the Bell of Gathering to begin the Blessing Ritual. Do so. A long cut scene will now play. I'm not going to spoil this one, it's great.

The Wastelands

Where am I?

Here it is, the last area of the game. You awaken in a strange desert-like wasteland. Time to explore your surroundings. You run into some friendly orcs who are hilarious and you can trade with them. They'll also point you in the direction of their destroyed village. Explore and kill imps at your leisure. This last area is mostly hack n' slash.

On your way to the village you'll run into Zandalor and Arhu. They'll fill you in on what's happened during your absence.

Stop the Summoning Ritual.

Zandalor will tell you to stop the Black Ring in their quest to summon the Lord of Chaos, the diety of Hell. In order to do so you must enter the Black Lake dungeon. There's one problem though. The entrance lies in the middle of a swamp. The region is completely impassable and you'll surely die if you enter the swamps.

Become a ghost.

In order to pass the swamps you must take on a non-corporeal form. Become a ghost in other words. Zandalor tells you of a Black Dragon named Patriarch who might be able to help you learn this little trick. Or you can just put a skill point into that skill at your next level up. But this is more fun. You'll find the dragon north of the swamp and if you flatter him enough he will teach you. You'll find Kroxy in the destroyed village minding a general store. This is a good place to drop one of your pyramids.

Go to the edge of the swamp and use your divine skill to become a ghost. Head for the south-east corner and you'll find the entrance to the dungeon. Head on in and a cut scene will play.

Kill the Black Ring!

You must kill all five Black Ring members in the Black Lake dungeon before you confront the Demon of Lies. Then you must prevent this foul demon from summoning the Lord of Chaos and unleashing untold horror on the world! Fired up yet? Great, because you have a long, drawn-out battle in front of you. Each of the members are in their own little island fortress that branches out from the main land mass. Go and fight your way to each of them and kill them. You can only open the chests in their fortresses if you have a sufficient lock-picking skill. After cleaning the Black Ring's clock head for the Demon of Lies. Halfway there another cut scene plays. Er... oops. You lose. The Lord of Chaos has been summoned.

I must kill the Demon of Lies.

Crud. The Lord of Chaos has been summoned into the body of an innocent child and the world must now surely die. (Woe is me! *sniff*) All that is left to you is to kill the Demon of Lies. When all else fails, there is always revenge!

When you kill the Demon of Lies, the ending cinematic will play. Congrats! You have completed Divine Divinity! Give yourself a pat on the back.

CHAPTER 4

UNIQUE ITEMS QUESTS

Treasure Maps

The Maps

There are four treasure maps that have been divided and spread out over the world. If you can find them, then they may lead to something special.

One is in the Dwarven halls. Go to the mining area. It's in a small prison cell next to the mining cave entrance. You need the lockpick skill to open the door.

One is on a dead body, northeast of Verdistis sewers.

One may be bought by Mpenzak, a trader in Verdistis.

1 can be found in a cave full of spiders just north of the Archers Guild.

Bring on the Treasure.

Once you find all of the map pieces this quests will trigger. Look at the map and head for the Dark Forest. Go to the northwestern corner of the map next to the mountains. In the second cove down you'll find a cave entrance. Enter and gather the three orbs like the map says and place them in the southern most bowl. The cave will open and you can fight the boss monster. You'll find a nice tribute to the 9/11 victims here.

Dragon Armor.

You'll get this quest after you get the quest to find the Axe of Stone.

King Kelp Dunatrim, the dwarven king, tells you about the legendary Dragon Armour. First, he tells that the set consists of a breastplate, helm, belt, gloves and shield. If you can find the Breastplate and a certain gem called the Heart of the Dragon (see Warriors Guild quests), he says Grischa, the swarven smith, may be able to reassemble it. The breastplate is in the possession of Sir Patrick in Verdistis. He'll give you the helm when the Breastplate is repaired.

Lucius debts.

Sir Patrick asks you to visit a guy named Lucius, who is apparently no paying his debts to Sir Patrick. In return you'll get the Dragon Armour Breastplate. Go see Lucius and speak with him.

Settle Lucius' debts.

Looks like Lucius can't pay his debts. You can pay them for him. It's certainly a small amount to pay for the Breastplate. Go pay his debts and get the Breastplate. Take the Breastplate and Heart of the Dragon to Grischa and he'll repair them.

EXPLOIT: You can buy back the original Breastplate from Grischa.

Other pieces of the armour.

When you move to the west side of Verdistis, to the southern edge, you get a cut scene, where a woman wants you to help her swindle her stepsister out of the legacy of her dead father. In the dialogue she let's slip that the 50gp she pays you are a trifle compared to the belt. This is the only hint you get... the belt is hidden in the house. When you move towards the trapdoor inside you break through the floor and can collect it.

The shield can be found in the castle armory of Stormfist (the key to the door is in the room north of the armory), and if you didn't get it when you were Lord Protector, you have to use a trick now. You can throw the Ancient Pyramid beyond the guards who would turn you away and teleport in.

This leaves the gloves, which are hidden in the southeastern funeral pyre at the elven burial grounds in the Dark Forest (a few steps south from the teleporter there).

The Holy Weapon.

The Holy Dagger

The Holy dagger is in Rob's room, leader of the thieves guild/Verdis-tis/cellar of Ducal Inn. If you go into Rob's room (top of the map) there is a book on the table with the dagger in it. You need to read the book to find it though.

The Holy Amulet

The Holy amulet: Elven ruins in Dark Forest, buried beneath some cobwebs. You'll find it during Raymond's Collector's Item quest.

The Holy Sword

The Holy sword: This is in Iona's dungeon on the first level. You'll find a room full of gems that you cannot enter. Walk south until you see a skeleton with a candle in front of it. Extinguish the candle and the wall leading to the sword will disappear. Go get the sword.

Sacrifice

Now you need to find where the items can be sacrificed so you'll get one really good item. Grisha gave you a hint. Go to a church. Well, there is only one church. Go there and to the northeast of the church you will find some stairs hidden by trees. This is the place you want. Head on in. **DO NOT TOUCH ANY OF THE TOMBS!!** Stand in the blue circle and the statue will ask you which item you want to keep. Choose.

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