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**Notes:** Unfortunately this is not a complete walkthrough of all the side quests that are unrelated to the main plot. This document was not put together until sometime AFTER most of it was completed. As I fix bugs and do updates I try and add in additional information.

Arrive in **Cotton Cove**:

Speak to the mayor. You will be unable to leave until you pay the gold. To do this you can:

1. Kill the harpy in the cave

- Note - In the Harpy cave in the Harpy room there is a corpse under rubble with 84 gold coins on it.

1. Fix the roof
2. Pick apples
3. Steal money from various houses

- Note - There is not enough to pay the fee with stealing alone

After leaving you will be in the town outside. Optional karma based quest here is to get the town part of Cotton Cove.

**Note:** Follow the shoreline to the south to come upon Sentri who will join your party.

**Additional Quests:**

**Floyden’s Supplies**:

Talk to Floyden just south of Cotton Cove. He will ask you to fetch his supplies. These can be found just off the main road between Dewtopia and the Noxious swamp. Return the supplies to him.

**Annalyn’s Missing Husband:**

Speak to Annalyn outside of Cotton Cove and agree to help find her husband.

Go North to the ruins and speak get the key out of Old Lady Dorsy’s nightstand. You can only do this between 9PM-Midnight and 12:00PM-3:00PM

Once you have the key go to the big tree stump just north of Old Lady Dorsy’s house. Go to the basement and open the door. Go to the man in the rack and interact with him.

Start to leave the basement and Old Lady Dorsy will appear. Kill her and return to Annalyn. She will reward you with Bernards Lucky Amulet.

**Dewtopia:**

Here you will recruit to become a knight of Dewtopia by speaking to Hectar. Two steps are required to become a knight:

1. Kill Gruplinort
2. Kill Geth

After slaying these 2 speak with Hectar to become a knight.

After this you are able to get the task to investigate Mulgrath’s home.

Return to him and mention the diary. Hectar will direct you to speak with Yesserm. Speak with him about Graethe’s disappearance. He will direct you to a Jester. For this you will need a boat

Speak to Jonon the dockmaster to get the quest to kill pirates just south of him. Take the key from one of the bodies and open the chest. Take the scroll and return it to Jonon. He will make you a member of the guild.

Once you are a member take the skimmer to the island with the Jester on it and speak to the Jester. Kill him and take the key.

Use the key on the door by the statue to enter the liche’s lair. Kill the liche and speak to Graethe in the cell.

You will receive a scroll from Graethe. Also search the nightstand in the liche’s lair and take the scroll there.

Read both and take it to Hectar.

Speak with Yesserm about the Orb of Transfiguration. A book will spawn in the library. Read it and return to Hectar.

You will be tasked to retrieve the Orb. Go North to the goblin cave.

**Additional Quests:**

**Sanala’s Innocence:**

If you speak to the farmers they will tell you of rumours of a bandit having infiltrated Castle Dew. Alternatively, once you become a knight you can enter into the Sugar Caves. A prisoner in there will proclaim her innocence and indicate the royal cook Camille is a bandit. You will need proof in either case.

To the south of the Dewtopian fields (outside the wall) there is a cave with a bandit in it. Speak to him and he will indicate there is information about a plan. Return to him with Geth’s head and he will tell you about it and how to make Camille speak of it.

Speak to Camille and use the codeword, she will tell you where to get the document she has prepared. Take this and speak with Hectar. He will have Camille jailed and Sanala freed.

**Jail Break!:**

On the western side of the Sugar Cave mountain is a man. Speak to him and tell him you will get the powder. Go to Hector and get the powder.

Return it to him, if you warn him you will get + karma, if you don’t you will get – karma.

He dies.

Note: You can tell Hectar the guard about the plot with no ill deeds

**Brunt's Madness:**

Talk to Celena, she will be concerned for Brunt. Talk to Bedic. He will give you a potion to give to Brunt. Give it to Brunt.

Reward: +50 exp

**The Provider**:

Go to the southeast island south of Dewtopia. Kill the machine. Loot the code. Speak with Hectar.

You can take the code to Dyson and he will review it and ask for it. Do not give it to him. If you take it to Yesserm he will tell you that Dyson planned the breakout.

If you tell Hectar he will tell you to arrest Dyson but when you get there he will have fled. The code for the automation will be on his desk. You can put it in the automation and then allow it to join your group.

+750 party exp

**Prisoner Transport:**

When you are a knight and try to walk out of either gate you will be approached with special orders to transport a prisoner. Go to the basement of the jail and release the man from the stockade.

When grouped you can either let him go or go to Dewtopia.

Shortly before Dewtopia you will be given the chance to let him go. If you agree you get + karma, if you refuse you get nothing

**Goblin Caves: Orb of Transfiguration**

Kill the goblin in the bakehouse to get the key to the man spider.

Kill the goblin in the prisoner area.

Kill the goblin king.

Kill the manspider and take the orb.

Return to Dewtopia and speak with Hectar. You are now a hero and receive the Shield of Valor.

**NOTE:** From here you are not actually told what to do, but it was hinted at earlier to seek the author of the book on Deathsquall island. You could have went here before slaying the goblins, but for the purpose of this walkthrough it is written as if you defeated the goblins first.

**Deathsquall Island**:

Seek out Zorphos and agree to help him with the orbs. He will tell you to seek out a Cyclops on Kintore

**Additional quest:** Graverobber

* Speak with Vela (NPC 171) to learn about the grave robber. He only comes out at night. Deal with him and speak to Vela. You will receive a Gem of Strength as a reward.

**Kintore: Orb of Souls**

Seek out the Cyclops on Kintore island at 2192, 2110. Ask him about the Orbs and talk to him about the Orb of Souls.

Go to the city (Kintore) and speak to the innkeeper Gloria. She will mention a dark monk.

Go to a house on the south-east portion of Kintore island and find a key under the rocks by the house.

Use this key to open the door to the Dark Monk sanctuary.

Kill Karnax and take the key. Go into the basement and take the Orb of Souls.

**Deathsquall Island:**

Return to Zorphos and mention you have the Orb. He will direct you to use it on his son. This will let you know where to get the Orb of Chaos.

He will also mention to speak with the Cyclops on Kintore for information on the other Orbs. If you have not done so speak with the Cyclops again until he tells you to seek out another Cyclops in the Western Forest

**Western Forest (mainland):**

You must speak with a Cyclops on the mainland in the Western Forest at 620, 2005,xxxx to learn of the Orb of Persuasion. This will allow you to recover the Orb of Persuasion later.

From here it does not matter which order you go to get the orbs in (excluding Orb of Persuasion). This walkthrough will start with the Orb of Chaos.

**Deathsquall Island:**

Seek out Flanwald at 2193, 1353. You can either kill him and take his head for bounty on Solusek island or you can take his key to gain access.

**Solusek Island: Orb of Chaos**

Go to Solusek island. You will learn you cannot enter unless you collect a bounty or use the key to open the door. Both items, be it the head or the key are from Flanwald on the north west top of Deathsquall

Speak with the cook and get information. Agree that you can pay her to pay for information. Pay her and you will receive a key. Use this key to enter Gabbie’s room.

In Gabbie’s room there is a key in the nightstand under some parchment. This opens the door.

While in Gabbie’s room/office look in her desk and take a “From the Desk of Gabbie Mardoddle” parchment, a “Seal of the Solusek Mining Company” and a copy of a letter from Gabbie from her desk drawer.

There is also a key behind the glass item. This opens the invisible chest which has the Molton Cloak, which you need to trade for a scroll later in the game.

Use the key to go into the basement. There is a chest with unlock magic and teleknisis if you do not yet have them for your spell book.

Use unlock magic to open the cell door to head deeper. Use telekinsis to lower the drawbridge.

You can search the body and take the necklace to either sell or return for +/- karma.

Take the Orb of Chaos, as well as a piece of chaos warped wood (for use later).

**Additional Quests:**

**The Plain's Rider**: Speak to the blacksmith Bredin. Ask him about his childhood and his father. He will let you know that a man known as the plains rider killed his father and ask for revenge.Find him to the south plains by the entrance to the southern mountains between 12PM and 9PM, kill him and return his head to Bredin.

**Optional:** Speak to the residents of the plains for hints as to where he is.

**Reward:** 500 exp to all party members, Avatar + 2 strength

**Island in Southern Waters (2278, 2709): Orb of Persuasion**

Go to the island speak to the Cyclops. You need to prove you are a friend by knowing he protects the Orb of Persuasion (not possible unless you spoke with the Cyclops in the Western Forest).

Learn of the dragon in the cave and speak to the dragon. He will tell you he wants Artemis Batbane brought to him alive.

**Artemis Batbane:**

Go to the Western Forest and speak with Artemis Batbane (npc 304). He will indicate he needs paperwork to go with you. Head to Kintore

In Kintore speak with the sewer Brene (NPC 25). You will need a Seal of the Company and Letterhead (both gotten while on Solusek).

* Note, you do not need to speak with Brene first. You can get all the contents before going to Kintore

Go to the Deathsquall mountains and get the scroll at 2054, 1801. Return these to Brene to get the fake orders.

Return to Artemis and he will join with the fake scroll. Go to the dragon and let the dragon kill him.

You now have the Orb of Persuasion.

**Dante’s Outpost (790, 905): Orb of Focus**

Speak with Captain Lucid and ask about the artifact. He will talk about it and as long as you are on the quest to retrieve the orbs you can convince him to give you the key. Or you can just keep begging.

Travel north to the Yeti caves (473, 187) and fight your way to a room with a chest. The Orb of Focus is in the chest.

**Deathsquall Island:**

You should now have all the orbs. Return to Zorphos and speak to him.

He will direct you to the crypts in the Noxious Swamp to speak to a high priest.

**Noxious Swamp:**

Make your way through the swamp and into the crypts at the end of it.

Use the Orb of Souls on the mummy in the coffin in the fancy room (726, 2602). He will tell you to seek out the servant of Akakothen in the tomb.

Talk to the servant (NPC 184, around 615, 2406). He will tell you he lays in his castle. Return to Zorphos.

* NOTE: Add text about where castle is

**Deathsquall Island:**

Speak to Zorphos, he will tell you to travel north and seek out Akakothen’s castle in the frigid plains.

**Frigid Plains:**

Go down the stairs at 1637, 681 and speak to the shade of Akakothen.

He will speak of artifacts but he will not be able to fully explain. Return to Zorphos.

**Deathsquall Island:**

Speak with Zorphos about the artifacts. He will tell you to seek out a necromancer.

**Necromancer (2074, 1336):**

Speak with Avret. Tell him you seek focus. He will direct you to a book in **Deathsquall**.

**Deathsquall:**

Go to the crypts(approx. 2405, 1784) and open the back room by use of a lever just above the northern most bed. Take the book off the corpse and return to Avret.

**Necromancer:**

Return to him and give him the book. Bug him about focusing. He will give you a key to the shed to go to the demon realm.

* Add text note to hint about gnomes.

**Demon Realm:**

Go to the south east portion of the demon realm and take 3 pieces of stone.

Leave the realm and seek out the gnomes on Solusek or in Dante’s to construct the lense. The Solusek gnomes do it for free.

**Frigid Planes:**

Use the lens on the Orb of Persuasion. Use the focused lense on Akakothen. Speak to him about the artifacts.

Return to Zorphos

**Deathsquall Island:**

Speak with Zorphos about the artifacts, if so inclined

You need to travel to 3 places to get the artifacts.

**Dewtopia:**

In the Dewtopian castle break the glass and take the Hammer of Divinity.

**Brentonia:**

In Brentonia break the glass in the museum and take the flux capacitor.

Also take the Fiery gem of l33tnezz from the museum.

**Medina**:

Travel to Medina and enter the mountain range. In the centre of it is a fairy (NPC 206). Speak to her about the ring.

Go to the ratmen and ask the main one about making a necklace. If you have the fiery gem from Brentonia’s museum he will make it into the necklace. Return to the fairy.

Give her the necklace and you will get the ring. Return to Zorphos on Deathsquall.

**Deathsquall:**

Tell Zorphos you have the artifacts. He will direct you to Alagnar (NPC 236) in Brentonia.

**Brentonia:**

Speak with Alagnar about artifacts. He will mention an ancient scroll about the Orb of Infinity. He will mention he will trade it for the Molton Cloak.

If you did not take it the Molton Cloak earlier go to the Solusek Mining Company and take it from the invisible chest in Gabbie’s room (key is behind the glass item).

Give Alagnar the cloak and he will give you the scroll.

Return to Zorphos on Deathsquall.

**Deathsquall:**

Speak to Zorphos and mention the scroll. He will need time to decipher it. Sleep for a day and speak to him again.

He will tell you he has learned how to make the Orb. He will direct you to an old shrine in the northern part of the island. Go here.

Place the orbs on the pedestals. Zorphos will show up.

Use the flux capacitor on the Orb of Focus

Use the Hammer of Divinity on the Orb of Focus

Zorphos will die. Read the book on his body. You need to recharge the orbs. Take the spent Orbs.

**Recharging the Orbs:**

**Orb of Chaos –** Use the flux capacitor on a warped piece of wood from the Solusek Mining Company. Use the charged flux capacitor on a spent orb.

**Orb of Persuasion** – Use the flux capacitor on the shade of Akakothen. Use the charged flux capacitor on a spent orb.

**Orb of Transfiguration** – Use the flux capacitor on the corpse of a man spider. Use the charged flux capacitor on a spent orb

* Note – Man spider corpse can be found where you got the Orb of Transfiguration or on a corpse at some ruins in-between Brentonia and Dewtopia.

**Orb of Focus** – Speak to Avret about death. Use the concoction to go to Death. Speak with him and he will direct you to charred remains on Exeter. Use the flux capacitor on these remains. Use the charged flux capacitor on an Orb. Speak with the Shade of Turak in the basement by his corpse to learn of the importance of the ring.

**Orb of Souls** – Use the flux capacitor on a victim in the Dark Monks temple. Use the charged flux capacitor on a spent orb. The orb will only be semi charged. You need to seek out Morghrim in the caves on Deathsquall (**only accessible by boat**).

Morghrim will direct you that you need to use the orb on another soul to recharge it. Seek out Lord Gimblox on Solusek Island. Speak to him about living forever. He will let you use him and you have recharged the Orb of Souls.

**Deathsquall Island:**

Use the Orb of Souls on the corpse of Moghrims wife. She will kill Moghrim. Read his scroll and take the key.

You now need to head to the Frigid Planes in a cavern with a locked door (1383, 550).

**Frigid Planes:**

Read all the books and scrolls. You will learn that if you use the focused Orb of Focus on the Orb of Chaos in between the pillars you can go back in time. Note, reading the books is not required as it sets no flags that allows it to work, but gives the player a hint as to what to do.

Place the Orb of Chaos in between the pillars and use the focused Orb of Focus on it. You will be transported back in time.

**Past:**

Use read books on the shelf. You will learn you need to wear the ring and that you must speak an incantation. Use the teleport pad to enter the castle.

Speak to the man in the cell to learn about what’s going on.

Click the wall by the cell to open a secret door. Use the lever by the water trough to open another secret door.

Open the secret wall to the north most room.

Enter the room. You will encounter a young Morghrim. Either knock him out or let him go.

If you let him go there is a hidden key in the room by the candle by the door.

If you knock him out search him for a key.

Look in the invisible chest by the mirror. Take the Orb of Chaos.

Go south and into the bottom right room. Behind the clock click the wall to open it.

Kill Archibus and read the scroll. His key will let you go directly into the torture chamber.

Return to the lab and use place the Orb of Chaos on the pedestal. Use the focus Orb of Focus and you will go even farther into the past.

**Farther in Past:**

Speak to the seer to learn about what is going on.

Leave the cave and head west. Enter the healers house to the right of the docks and take the surgical tools.

Enter the main castle in the centre of the city. Open the display case and take the Vortex Cube.

Go to the house to the right of the castle and knock over the rain barrel. Use the key to unlock the door. In the house take two pieces of the odd material.

Travel south to the fields and take the crates out of the tool shed.

Use the crates to create a ramp to the roof. Get on the roof of the mint. Go down the chimney.

Take the key from the desk. Use the key on the desk to unlock the door to outside.

*If you do not have dispel iofield already return to the castle and take the green key from the desk. This opens the steel door in the mint where a scroll of dispel field is located.*

Use dispel field on the field protecting the lens and use the surgical tool on it. Take two pieces of lens.

Travel to the western forest and find stairs at 1264, 664.

Use the key from the mint to open the door.

Go north in the caves and take the key from the nightstand. Go south and open the door.

At the shrine place the cube and the piece of lens on the pedestals.

After the pieces become a mass use the chunks of Odd Material on them.

**NOTE TO SELF: Avatar unfreezes halfway through**

Kill whomever you wish.

After you are knocked unconscious the Seer will speak to you. Go to whomever you left alive and kill them for the orbs.

**Old man alive:** Kill him and unlock the invis chest to get the orbs.

Once you have the Orbs return to the cave and use the Orb of Focus on the Orb of Chaos while it is on the pedestal. You will return to the present.

**Note: Investigate if orbs are removed or if you get duplicates**

**Present:**

Place the Orbs on the pedastals and use the flux capacitor on the Orb of Focus.

Crack the Orb of Focus. You will die and confront death. Death will sacrifice itself to return you to the living.

Go to 1152, 679 and go down the stairs.

**Note: Add some hint to this, perhaps have death say he sees a stairway in the ice.**

Under the wood is a torch. Equip it, light it and then double click the door to melt the ice.

Go up the stairs and double click the Orb of Infinity. You will be transported somewhere else. Follow it until the draw bridge.

Do not use the bridge. To the right is a fake wall. Use the sides of it to get around the water. You will talk to Fate.

Go through the top right portal. Pick up the Dice of Fate.

Go to the bottom right portal. Take the Gavel of Fate.

Take the top left portal. Take the Slippers of Fate.

Take the bottom left portal. Get the Sextant of Fate.

Return to the portal room and go down the stairs. Go through a fake wall inbetween the 2 candles. Go through the spider web.

Arrive at the big room. Put on the Slippers of Fate and walk into the room. You will walk across to the end point.

Double click the Sextant of Fate at the open end.

In the end room double click the Dice of Fate. Double click them. It will roll a 2. Go through the right door.

Place the Orb of Infinity on the pedestal and double click the Gavel of Fate and break it.

The end.

**Northern Forest Quest**:

You can find clues here as to where Jesse and Bains went by talking to the proprietors of the Loggers Stump if you completed Dewtopia quests regarding this.

**Quest: Strumming Along**

If you speak to Wendell at the Loggers Stump he will mention he wants to win over Joanne. To do this he plans to play the lute.

Agree to play the lute for him and he will give you flowers and ask to play the lute outside her home between 9-12pm.

You can learn how to play the lute from Florendo in Dewtopia, or just play suckily. There are 5 levels and other than the first level from a Learn to Play the Lute book you need to learn them all from Florendo.

Play for her. Depending on your skill level she will react differently.

Talk to Wendill. He will react depending how you played. You will be rewarded exp (regardless of skill level) and different levels of karma depending on your lute skill.

**Quest: Kill Lord Bedimwood**

Speak to the forest spirit (NPC 476) that is on the western shores of the forest (west of the goblin mountains at 551, 1570). It will ask you to kill Lord Bedimwood.

You need to retrieve 3 items to create a powder so you can kill him:

1 - Pinewood dust: This can be found in the woodshop of the Northern Forest loggers at loc 1431, 1332.

2 - Silverleaf dust: This can be found in the woodshop of the Northern Forest loggers at loc 1431, 1332.

3 - A jar - There is a jar on a table in one of the woodsman shops. It can also be found at alchemist shops on tables throughout the world.

Take these to the forest spirit and you will receive dust of the forest.

Travel to Bedimwood forest through the goblin camp.

*Optional*: *Use the dust of the forest on the corrupted wood spirit in the forest to get +25 karma.*

Find Lord Bedimwood in North East portion of the forest. Use the dust on him and he will become kill-able. It is recommended that you do his quest first as you get stats and the death vortex scroll.

**Reward:** 500 experience on his death. You also get a key on his corpse that opens up a chest of reagents in his home.

**Rosendale**

**Quest: Stark's Toy**

If you speak to Stark he will tell you Lynel the barkeep has taken his toy and refuses to give it back. Go into the kitchen at night when Lynel is asleep (3AM-6AM) to retrieve the toy.

Return it to Stark

**Reward: +100 karma or -50 karma, depending on how you return the toy**

**Quest: Thugs**

Talk to various townspeople to learn about the thugs. **NOTE: Only certain townspeople will set the flag needed to speak to Dryn about it. Darlessa is one of them.**

Speak to Dryn after learning of the thugs. Offer to help.

Between the hours of 2AM and 4AM go to the street directly south of the Galleria. Go all the way to the right. The thugs should ambush you.

You will lose all your gold if you choose to willingly give it. Regardless of what is chosen there will be a fight. Kill the 2 thugs.

Speak with Dryn afterwards.

**Reward: 500 experience to the party, 1 intelligence to avatar**

**Mining Supplies:**

Speak to Harris (NPC 495) to learn about his need for mining supplies. These are provided by Bredin on Solusek Island (NPC 499, location 235, 2132). Speak to Bredin to receive the supplies and return it to Harris.

Reward: 1000 gold coins.

**Bedimwood Forest**

**Quest: Old notebook**

If you speak to Lord Bedimwood he will find a use for you and request that you retrieve a notebook from the Galleria in Rosendale. The notebook is on the statue of Tyrion.

Go to the Galleria and take Igon's hammer from his work room. Between the hours of 1AM - 6AM equip the hammer. Double click it and click the statue of Tyrion. You will break it and free the notebook.

Take the notebook back to Lord Bedimwood and your party will receive 350 exp and 2 training points. You will receive 1 int and 1 str on top of that.

Ask him about the reward and you will get a scroll of Death Vortex.

**Cabele (Lord Thanatos's Island):**

**The Illusionist:**

In the cave on the island go through the fake wall and walk into the centre of the glowing pink things.

Walk through the cave to the fire. Walk north on the lava into the centre of the 4 pillers of fire to be teleported to The Illusionist's cave.

Enter the red portal to enter the test.

Walk through the locked door. Click the mirror that has a reflection.

Double click the back wall to open it and go right. Just before the room with the carpet go south to another hidden tunnel. Shortly before you reach the wall to the room go left to teleport into the room.

Open the invisible chest and take the key.

Go through the left fake wall. Hug the top of it to be teleported. Go south. When you hit the bottom go right to be teleported into the room with the bears.

Go through the wall behind the right bear. Go up while hugging the left. You should end up going up a left tunnel. When you reach that go up until you hit the end. Go right until you hit the end. Go up through the fake wall.

Pick up the bottom wand. Unlock door and leave.

**Isle of Achelous**

**Quest: Die Smugglers Die!**

On the siren island (2935, 1829) speak to Capreae and agree to kill the bandits.

Go to the big south island at 2985, 2102. At the big plant by the mountain entrance is a hidden lever. Use it to open the wall.

Kill Heilbrunn. **+300 karma if you give him option to leave, -300 if you give him no option to leave.**

Return to Capreae and let her know the smugglers are dead.

**Quest: Harpoon of the Deep Seas (Die Smugglers Die!) must be completed for this quest.**

Go to the cavern at 3021, 1864 and read the diary on the corpse.

Go to the sirens at 2935, 1829 and speak to Persephone about it. Use the smugglers caverns as an idea.

Speak to Capreae and tell her the smugglers are returning. The 2 of them will leave and Persephone will tell you about Cornav.

Go to the cavern at 2751, 2183 and double click the statue. You will be teleported away. In the hut speak with the Avatar of Cornav. Agree to help her. Take the Harpoon of the Deep Seas.

Click the statue to leave the Plane of Water.

Travel to Medina. You will need to find a key. Go to the Nautical Guild and take it from key from Vannel's desk.

Enter the depths and travel through it until you reach the headless hostile city as this is a point you need to go through. One of the headless hostiles has a gem that lets you permanently give +22 str to yourself or an NPC in your party.

Kill the crazy woman and take the shattered beacon.

**NOTE TO SELF: Add double click of beacon to say where it goes**

Travel to the pumping equipment in the depths. Cornav will appear. She will repair the beacon.

Party gets +1000 experience

**New Ophidia:**

**Quest: Lady Vox**

Speak to Axell the trapper about the dragon and let him know you will slay her.

Travel to the cave at 1191, 534 and enter it. Go down the hole. Fight through the caves to the end with Lady Vox. Kill her and take the scale.

**Note - Work on the intro a bit, doesn't seem to path**

Leave the lair through the hole. Give the scale to Axell. Return in a day to receive White Dragonscale Cloak (+2 mana when worn)

**Cambray:**

**Free Sirenum:** Speak with Melose (NPC) and learn about the woman he wants to free. You will need a bottle of Zulith’s fine wine to drug her captor.

Get the bottle of wine from Zulith’s cellar in Cotton Cove and take it to the apothecary Ensorcio (NPC 81) in Medina to get it drugged. It will cost 200 gold coins.

Take the drugged drink to Toban (NPC 31) at 2229, 1995) and speak with him to have him drink it. Sirenum will be released.

You can now train for free with Melose.

Also receive -750 karma if you get a reward, of +1000 karma if you reject a reward

**Hydra Hysteria:**

Speak with Foucalt (NPC 372) to learn about Zarkane.

* He will tell you to investigate the house, but you don’t need to actually go there. You can go directly to Spectral Tower.

Visit the spectral tower at 2648, 130 (100 North 171 East) and use unlock magic to open the door. Speak to the hydra inside.

Speak to Beck (NPC 362) and ask him about the abandoned house and Spectral Tower. He will direct you to Old Man Mardin.

Speak to Old Man Mardin (NPC 365) about Zarkane the mage and Sprectral tower. He will hint that the Milton family adopted his daughter.

Speak to Tress (NPC 366) about Zarkanes daughter. Speak to her about the Hydra. She will become angry and no longer speak with you. Return to Spectral Tower (2648, 130 (100 North 171 East)).

When you return Tressa should be there speaking with the Hydra. No matter what you choose she will not trust you and have you kicked out of the tower. Return to Cambray.

When you try to return to Foucalt’s house the towns people will be outside. Let it play out and mourn the city.

Return to Spectral Tower at 2648, 130 (100 North 171 East) and speak to the hydra to claim your reward.

**Rewards**:Reagent summoning pouch

**Brentonia:**

**Question: Overthrow**

Speak to Moniak (NPC 418) and learn about his concerns about a plot to take over.

Go to Alagnar’s study and go through the fake wall to the basement between the candles in the north west portion of the room (1876, 996 ).

Speak to the people in the basement. It doesn’t matter if you choose to join or not, they will still attack. Kill them and return to Moniak to tell him about the plot.

Reward: Avatar gets +3 strength and +3 intelligence

**Homeshelter Debt**

Speak with Lewis (NPC 427) to learn about the debt for the homeless shelter. He needs help with official paperwork from a courier who was expelled from the town.

Travel to the Loggers Stump in the Northern Forest and speak with Ronuk (NPC 428). You can either kill the NPC, or pay him 1000 gold coins for the paper (500 then he wants 500 more).

* Killing results in -500 karma
* Giving 1000 gold results in +650 karma
* Killing after giving 500 gold nets 0 karma (+650 for first 500 gold, then -650 for killing afterwards)

Return to Brentonia with the papers, regardless if you killed or paid, and go to Telur (NPC 233) at the mint. Speak to him about the papers and he will let you know it will be taken care of.

Go back to Lewis and talk to him. Avatar receives +2 training and +2 strength.

**Good Karma Test:**

Once you have reached a high + Karma level (you can set it in the house of cheats in the old Monitor jail if desired) go to Fortuna’s (NPC 197) location at approximately 704, 1656, and talk to her. She will let you know to look into the mirror when your karma is high enough. Double click the mirror to enter the test.

In the test all you have to do is talk to the woman, go through and talk to the troll. Do not attack the troll or follow any dialog that would indicate such. Learn the story about the child and continue on for the reward.

**Good Karma Test2:**

Go to the destroyed order of light and go to the tomb of Donal Ultor at approximately 2981, 1176. This is just south of Medina (Nautical Guild town). Place the breastplate on the altar and have the conversation.

Go to Vediovis’ location at approximately 1287, 1589 (through the red portal) and use the breastplate on him. He will tell you to enter the mirror. Double click it.

In the test use Dona’s Breastplate of Mourning on the unicorn to heal it.

Continue east to the broken building at 791, 2682 where the skinless man is. Open the crate there and take the rope from it. Head west to the exit of the cave with the broken walls and the pit. Use the ropeto free the man.

Go all the way to the North East and enter the cave. If you try to take the black sword. You will be stopped. In the north west of the main chamber there is a golden chain. Take it.

Return to the house where you got the rope and talk to the man and return the chain.

Return to the cave and go to the very top. Speak to yourself guarding the door. As you have helped the others in the test it will die. On the corpse is the key to the door. Open it and take the sword.

Return to Donal Ultor’s tomb and place the breastplate on the altar to summon him to receive the Cleansed Black Sword.

**Bad Karma Test**

Once you have reached a high - Karma level (you can set it in the house of cheats in the old Monitor jail if desired) go to Vediovis’ location at approximately 1287, 1589 (through the red portal) and talk to him. He will let you know to look into the mirror when your karma is low enough. Double click the mirror to enter the test.

Kill the beggars and put 5 of the beggars pouches on the pedestal. Continue through to get the black sword.

**Bad Karma Test2**

Go to Cambray to 2696, 312, and go down the stairs in the hidden cavern. Place The Black Sword on the pedestal to summon Arthis. He will tell you go to go Fortuna and use the sword on her. Go to Fortuna’s (NPC 197) location at approximately 704, 1656 and double click The Black Sword to use it on her. Double click the mirror after you have used the sword on her.

Go to the top cave and you will encounter a mirror of yourself. Kill it and take the breastplate. You will exit the test.

Return to Cambray to 2696, 312, and go down the stairs in the hidden cavern and place the black sword on the pedestal. Arthis will betray you and you will kill him. Receive Donal’s Corrupted Breastplate.

**Medina:**

**Nautical Guild –** Key to LeChuck’s Fortress

If you take a ship just north of Deathsquall Mountains you will find the pirate fortress (2410, 1193) or 5 South 147 East. This will trigger you to say you should find a pirate to get a key. Go to the Nautical Guild and speak to DeadEye in the cell (NPC 128, near location 2907, 874). Ask him about the key. Talk to the guard Draygon (NPC 156) and tell him you want to free Deadeye. He will come up with a plan and give you a lockpick that will break easily.

Talk to Deadeyea gain. Do NOT give him the lockpick until he gives you the key.

**IMPORTANT:** If you give him the lockpick before getting the key you will NOT get another chance to free him.

Take one of the knives from the table in the Nautical Guild. You need this to cut the beard off LeChuck’s body.

Use the key to go to the pirate fortress (2410, 1193) or 5 South 147 East and go to the back and kill LeChuck. Use the knife from the Nautical Guild (or take the body back and use the knife there) to get his beard. Return to the Nautical Guild and speak with Ralnak (NPC 263) for the key to the back room.

**Rewards:** Glass sword and other objects in the Nautical Guild vault, party member (in LeChuck’s prison)