

# Divinity II: Ego Draconis

## Game Guide

by [guides.gamepressure.com](http://guides.gamepressure.com)



Html version of this guide can be found at:  
<http://guides.gamepressure.com/divinityiegodraconis/>

User comments for this guide can be submitted and read at:  
<http://guides.gamepressure.com/divinityiegodraconis/comments.asp>

More game guides can be found at: <http://guides.gamepressure.com>

Copyright © GRY-OnLine.pl for Gamepressure.com. All Rights Reserved. All trademarks, brands, logos and images are copyrighted by their respective owners. This document or any of its part may not be reproduced, modified or merged with other documents. [10/14/2009]

## Table of Contents:

<b>Walkthrough.....</b>	<b>6</b>
Introduction .....	6
Walkthrough - Some advice .....	7
Walkthrough - The Creature.....	9
Walkthrough - World map .....	10
 <b>Walkthrough - Quest list .....</b>	 <b>11</b>
Quests list - Main quests.....	11
Quests list - Side quests .....	13
 <b>Farglow.....</b>	 <b>16</b>
Farglow - Map - M1 .....	16
Farglow - Main quests.....	18
Farglow - Secrets .....	20
 <b>Broken Valley.....</b>	 <b>21</b>
M2 Map - Broken Valley.....	21
Broken Valley - M2.1 Village .....	23
Broken Valley - M2.2 Tomb.....	25
Broken Valley - M2.3 Watermill Basement.....	26
Broken Valley - M2.4 Secret Passage .....	27
Broken Valley - M2.5 Lost Cavern .....	28
Broken Valley - M2.6 Old Cave.....	29
Broken Valley - M2.7 Forgotten Outpost.....	30
Broken Valley - M2.8 Derelict Tunnels.....	31
Broken Valley - M2.9 Bandit Camp .....	32
Broken Valley - M2.10 Dark Cave.....	34
Broken Valley - M2.11 Maxos Temple .....	35
Broken Valley - M2.12 New Miners' Dig.....	37
Broken Valley - M2.13 Miller's Storage .....	38
Broken Valley - Main quests .....	39
Broken Valley - Side quests .....	47
Broken Valley - Secrets.....	54
 <b>Sentinel Island .....</b>	 <b>56</b>
M3 Map - Sentinel Island .....	56
Sentinel Island - M3.1 Vacca's Cave .....	58
Sentinel Island - M3.2 Laiken's Study .....	59
Sentinel Island - M3.3 Battle Tower Interior .....	60
Sentinel Island - M3.4 Forlorn Cave.....	62
Sentinel Island - Main quests .....	63
Sentinel Island - Side quests.....	68
Sentinel Island - Secrets .....	70
 <b>Throne Room .....</b>	 <b>71</b>
M4 Map - Throne Room.....	71

Throne Room - Main quests.....	72
Throne Room - Side quests .....	73
Throne Room - Secrets .....	79
<b>Orobas Fjords .....</b>	<b>80</b>
M5 Map - Orobas Fjords .....	80
Orobas Fjords - M5.1 Broken Valley .....	82
Orobas Fjords - M5.2 Primordial Cave .....	84
Orobas Fjords - M5.3 Sinister Cavern.....	85
Orobas Fjords - M5.4 Dark Cave .....	86
Orobas Fjords - M5.5 Imps' Lair.....	87
Orobas Fjords - M5.6 Lost Tomb .....	88
Orobas Fjords - M5.7 Depleted Ore Mine .....	89
Orobas Fjords - M5.8 Stone's Flying Fortress .....	90
Orobas Fjords - M5.9 High Hall Mines .....	92
Orobas Fjords - M5.10 Mysterious Cave .....	93
Orobas Fjords - M5.11 Raze's Flying Fortress .....	94
Orobas Fjords - M5.12 Kali's Flying Fortress.....	95
Orobas Fjords - M5.13 Red Hammer Tribe.....	96
Orobas Fjords - M5.14 Well Cave.....	97
Orobas Fjords - M5.15 Orobas Crypt.....	98
Orobas Fjords - M5.16 Bone Burrow .....	99
Orobas Fjords - M5.17 Stone's Greenery .....	100
Orobas Fjords - M5.18 Stone's Passage .....	101
Orobas Fjords - M5.19 Fortress Headquarters .....	102
Orobas Fjords - M5.20 Mine .....	103
Orobas Fjords - M5.21 Geshniz's Headquarters.....	104
Orobas Fjords - M5.22 Raze's Headquarters .....	105
Orobas Fjords - M5.23 Kali's Storage .....	106
Orobas Fjords - M5.24 Kali's Headquarters.....	107
Orobas Fjords - M5.25 Rayhun's Headquarters .....	108
Orobas Fjords - M5.26 Needleman Storage .....	109
Orobas Fjords - M5.27 Keara's Flying Fortress .....	110
Orobas Fjords - M5.28 Keara's Headquarters .....	111
Orobas Fjords - Main quests.....	112
Orobas Fjords - Side missions .....	118
Orobas Fjords - Secrets .....	125
<b>Aleroth .....</b>	<b>132</b>
M6 Map - Aleroth.....	132
Aleroth - Main quests .....	133
Aleroth - Secrets .....	135
<b>Achievements .....</b>	<b>136</b>
<b>World Atlas.....</b>	<b>140</b>
Introduction .....	140
Map Legend .....	141
<b>World Atlas - Farglow.....</b>	<b>142</b>

<b>World Atlas - Broken Valley .....</b>	<b>144</b>
Broken Valley - M2.1 Village .....	146
Broken Valley - M2.2 Tomb .....	148
Broken Valley - M2.3 Watermill Basement .....	149
Broken Valley - M2.4 Secret Passage .....	150
Broken Valley - M2.5 Lost Cavern .....	151
Broken Valley - M2.6 Old Cave .....	152
Broken Valley - M2.7 Forgotten Outpost .....	153
Broken Valley - M2.8 Derelict Tunnels .....	154
Broken Valley - M2.9 Bandit Camp .....	155
Broken Valley - M2.10 Dark Cave .....	157
Broken Valley - M2.11 Maxos Temple .....	158
Broken Valley - M2.12 New Miners' Dig .....	160
Broken Valley - M2.13 Miller's Storage .....	161
 <b>World Atlas - Sentinel Island .....</b>	 <b>162</b>
Sentinel Island - M3.1 Vacca's Cave .....	164
Sentinel Island - M3.2 Laiken's Study .....	165
Sentinel Island - M3.3 Battle Tower Interior .....	166
Sentinel Island - M3.4 Forlorn Cave .....	168
 <b>World Atlas - Throne Room .....</b>	 <b>169</b>
 <b>World Atlas - Orobas Fjords .....</b>	 <b>170</b>
Orobas Fjords - M5.1 Broken Valley .....	172
Orobas Fjords - M5.2 Primordial Cave .....	174
Orobas Fjords - M5.3 Sinister Cavern .....	175
Orobas Fjords - M5.4 Dark Cave .....	176
Orobas Fjords - M5.5 Imps' Lair .....	177
Orobas Fjords - M5.6 Lost Tomb .....	178
Orobas Fjords - M5.7 Depleted Ore Mine .....	179
Orobas Fjords - M5.8 Stone's Flying Fortress .....	180
Orobas Fjords - M5.9 High Hall Mines .....	182
Orobas Fjords - M5.10 Mysterious Cave .....	183
Orobas Fjords - M5.11 Raze's Flying Fortress .....	184
Orobas Fjords - M5.12 Kali's Flying Fortress .....	185
Orobas Fjords - M5.13 Red Hammer Tribe .....	186
Orobas Fjords - M5.14 Well Cave .....	187
Orobas Fjords - M5.15 Orobas Crypt .....	188
Orobas Fjords - M5.16 Bone Burrow .....	189
Orobas Fjords - M5.17 Stone's Greenery .....	190
Orobas Fjords - M5.18 Stone's Pasagge .....	191
Orobas Fjords - M5.19 Fortress Headquarters .....	192
Orobas Fjords - M5.20 Mine .....	193
Orobas Fjords - M5.21 Geshniz's Headquarters .....	194
Orobas Fjords - M5.22 Raze's Headquarters .....	195
Orobas Fjords - M5.23 Kali's Storage .....	196
Orobas Fjords - M5.24 Kali's Headquarters .....	197
Orobas Fjords - M5.25 Rayhun's Headquarters .....	198
Orobas Fjords - M5.26 Needleman Storage .....	199
Orobas Fjords - M5.27 Keara's Flying Fortress .....	200
Orobas Fjords - M5.28 Keara's Headquarters .....	201



---

<b>World Atlas - Aleroth .....</b>	<b>202</b>
<b>Skills .....</b>	<b>203</b>
Priest .....	203
Magician .....	205
Warrior .....	207
Archer .....	209
Dragon Slayer .....	210
Dragon .....	211
<b>Potions .....</b>	<b>212</b>
Introduction .....	212
Potions - Health .....	214
Potions - Mana .....	215
Potions - Hit points and mana .....	216
Potions - Strength .....	217
Potions - Dexterity .....	218
Potions - Intelligence .....	219
Potions - Resistance .....	220
<b>Enchants .....</b>	<b>221</b>
Introduction .....	221
Enchants - Life Leech .....	222
Enchants - Poison .....	224
Enchants - Fire Curse .....	226
Enchants - Spontaneous Combustion .....	228
Enchants - Mana Leech .....	230
Enchants - Extra Damage Normal .....	232
Enchants - Extra Damage Magic .....	234
Enchants - Hatemonger .....	236
Enchants - Endurance .....	238
Enchants - Life Line .....	240
Enchants - Melee Protection .....	242
Enchants - Ranged Protection .....	244
Enchants - Magic Protection .....	246
Enchants - Healing Aura .....	248
Enchants - Retribution Aura .....	250
Enchants - Magic Damage Aura .....	251
Enchants - Poison Aura .....	252
<b>Bestiary .....</b>	<b>254</b>

# Walkthrough

## Introduction



This guide to *Divinity II: Ego Draconis* contains a complete description of the path which awaits all those who dare to become a Dragon Knight. There's a description of the story and side missions and a list of achievements. Each location you will visit is shown on a map. The whole guide is built in a clear and uncomplicated way, so you shouldn't have any problems with using it.

**Artur „Arxel” Justynski**

Translated to English by **Jakub „cilgan” Lasota**

## Walkthrough - Some advice

- The choice of a class at the beginning doesn't have much significance – you receive just one ability and +4 points to defence against attacks connected with the class you have chosen;
- The bow is useful only in the early part of the game, think twice before investing points in archery skills;
- Falling down from any heights doesn't affect you health;
- By pressing the „Q” button, you can transform your character into a dragon and the other way round (only after getting the ability itself, that is after capturing the Battle Tower);
- After pressing the „U” button, a menu will appear on the right, using which you can instantly move to your Battle Tower (only after gaining such an ability, that is after capturing the Battle Tower);
- The „F” button activates a pause which you can use at any moment in the game. During it you can change the skills shortcuts;
- Some teleports don't offer the possibility to choose the destination;
- Not every mission has to be completed by using physical strength;
- You can meet illusionist, who are able to completely change the appearance of your character;
- Talk to everybody – you can always get to know some interesting things. Read minds as well, you'll get to know passwords and item localizations etc. The higher the „price” of reading one's mind, the more interesting the information will be. If it's very low you probably won't learn anything useful;
- Unfortunately you aren't able to assemble a team to help you out;
- You can, however, create your own minion, which will fight alongside you and attract enemy attention. You will be offered the possibility to make one by a necromancer (after completing one of the early missions or later, after obtaining the Battle Tower). You can also summon undead/ghosts/demons;
- You only need to have a scroll with a formula in your inventory and an alchemist will be able to prepare a potions;
- Plan in advance in which skill you will invest – you can view all of them from the beginning of the game;
- Try to gather every plant you find – you can later use them to create potions and enchant items;
- While in dragon form, you are able to dodge ballista missiles, but you're defenceless against self-guided missiles;
- You're not able to attack land units while in dragon form.

## The legend

**Naberius M2.6(1)** – this means that you can find **Naberius** in the **Old Cave** (map **M2.6**) in the spot marked with **1**.

Not every character/place is marked on the map – only those most important.

**Brown colour** – quests

**Blue colour** – maps and specific points on the map

**Orange colour** – characters

**Green colour** – items



Passages to other locations.



Chests (also the golden ones).



Keys.



Books etc.



Normal teleport – it allows you to choose the destination point from those that you have already visited.



Special teleport – it works only in one way and you can't choose the destination point.



Important targets (for example - magician/archer/warrior in Damian's Flying Fortresses).



A zone in which you can't turn into a dragon.

## Walkthrough - The Creature

You can create your creature in the early part of the game. Later you will get your own necromancer in the **Battle Tower**. Additionally you'll receive a trader who sells better parts for your creature.



Creature creation screen

Each of the four body parts is responsible for different parameters:

**Head:** creature's class, skills;

**Torso:** damage resistance;

**Claws:** health, damage;

**Lower limbs:** stamina, reflex, magic resistance.

Try to update your creature systematically, it's very useful in battle. It effectively draws enemy attention and depending on the class, attacks from afar or in close quarters.

## Walkthrough - World map





# Walkthrough - Quest list

## Quests list - Main quests

### Farglow

**The Farglow Connection** M1

### Broken Valey

**Chasing the Dragon** M2

**To Lay a Ghost to Rest** M2.1(1)

**Looking for Lovis** M2(1)

**Paper Trail** M2(2)

**Dragon No More** M2.11(1)

**Hall of Echoes Bound** M2.11(4)

### Sentinel Island

**The Prophecy** M3(1)

**Candles in the Wind** M3(4)

**The Second Coming** M3(4)

**Breaking an Entry** M3(4)

**What's in a Name?** M3.3(6)

**Laiken in his Lair** M3.3(9)

## Battle Tower

Hall of Echoes Bound - Revelation M4(3)

## Orobas Fjords

Hall of Echoes Bound - X marks the Spot M5.2(5)

Reaping the Seeds M5.2(3)

Hall of Echoes Bound - Lock and Key M5.20(2)

Hall of Echoes Bound - Come to no Harm cz.1 M5(13)

Hall of Echoes M5(18)

## Aleroth

Hall of Echoes Bound - Come to no Harm cz.2 M6



## Quests list - Side quests

### Broken Valley

**Band of Brutes** M2.1(7)

**For a Pound of Flesh** M2.1(7)

**The Fugitive** M2.1(7)

**The Greater Hunger** M2.1(7)

**Lovis' Loot** M2(4)

**Saving the Bacon** M2.1(5)

**Buad Blood** M2.1(10)

**A Private Delivery** M2.1(14)

**Feast or Famine** M2.1(8)

**Skeletons in the Closet** M2.1(14)

**High and Dry** M2.1(13)

**A Hunting We Shall Go** M2.1(1)

**Into the Bandit's Den** M2.1(1)

**Vigor Mortis** M2.6(1)

**Lost Soul** M2(2)

**Couple Trouble** M2.9(1)

**An Axe to Find** M2.9(2)

**Daylight Robbery** M2.9(4)

**The Temple of Doom** M2.9(5)

**Method or Madness** M2(5)

**A Tale of Two Tomes** M2.11(2)

**In Cold Blood** M2.11(3)

**The Hunt For Red Ore** M2(9)

**Lost for Words** M2(12)

**Stuck in a Hole** M2(14)

## Sentinel Island

**From Soup To Nuts** M3(2)

**The Old Ghost and the Sea** M3(3)

**Ghostbuster** M3(5)

**The Writing on the Whale** M3(12)

**Man Overboard** M3(14)

**Legend of the Ancient Mariner** M3(14)

**Sibling Rivalry** M3.4(1)

## Battle Tower

**Out on a Limb** M4(Jonelath)

**Risk Life for Limb** M4(Jonelath)

**The Book of the Dead** M4(Igor)

**Black Ring's Ring** M4(Igor)

**Allan Brew Confidential** M4(Allan)

**Wisdom in a Bottle** M4(Allan)

**Borrowed Book** M4(Barbatos)

**An Alchemist's Apparel** M4(Barbatos)

**Apprentice and Adversary** M4(Kenneth)

**By the Book** M4(Kenneth)

**Dear John** M4(Hermosa)

**Murder for Myrthos** M4(Hermosa)

**Short Supply** M4(Wesson)

**Riging Raze** M4(Wesson)

**Delicate Affairs** M4(Radcliff)

## Orobas Fjords

**Red Ore Alert** M5(1)

**Grave Robbers** M5.5(2)

**Sight For Sore Eyes** M5(4)

**Stood Up** M5(1)

**Down the Hatch** M5(10)

**Thorn in the Side** M5(14)

**Between Troll and a Hard Place** M5(13)

**The Runes of Wrath** M5(15)

**A Hunting We Shall go Again** M5(13)

**A Shaman's Ransom** M5(13)

**On The Road Again** M5(13)

**Death Of a Champion** M5.13(2)

**Much Ado About Goblins** M5.13(3)

**Divine Descendant** M5(15)

**The Horror of High Hall** M5(15)

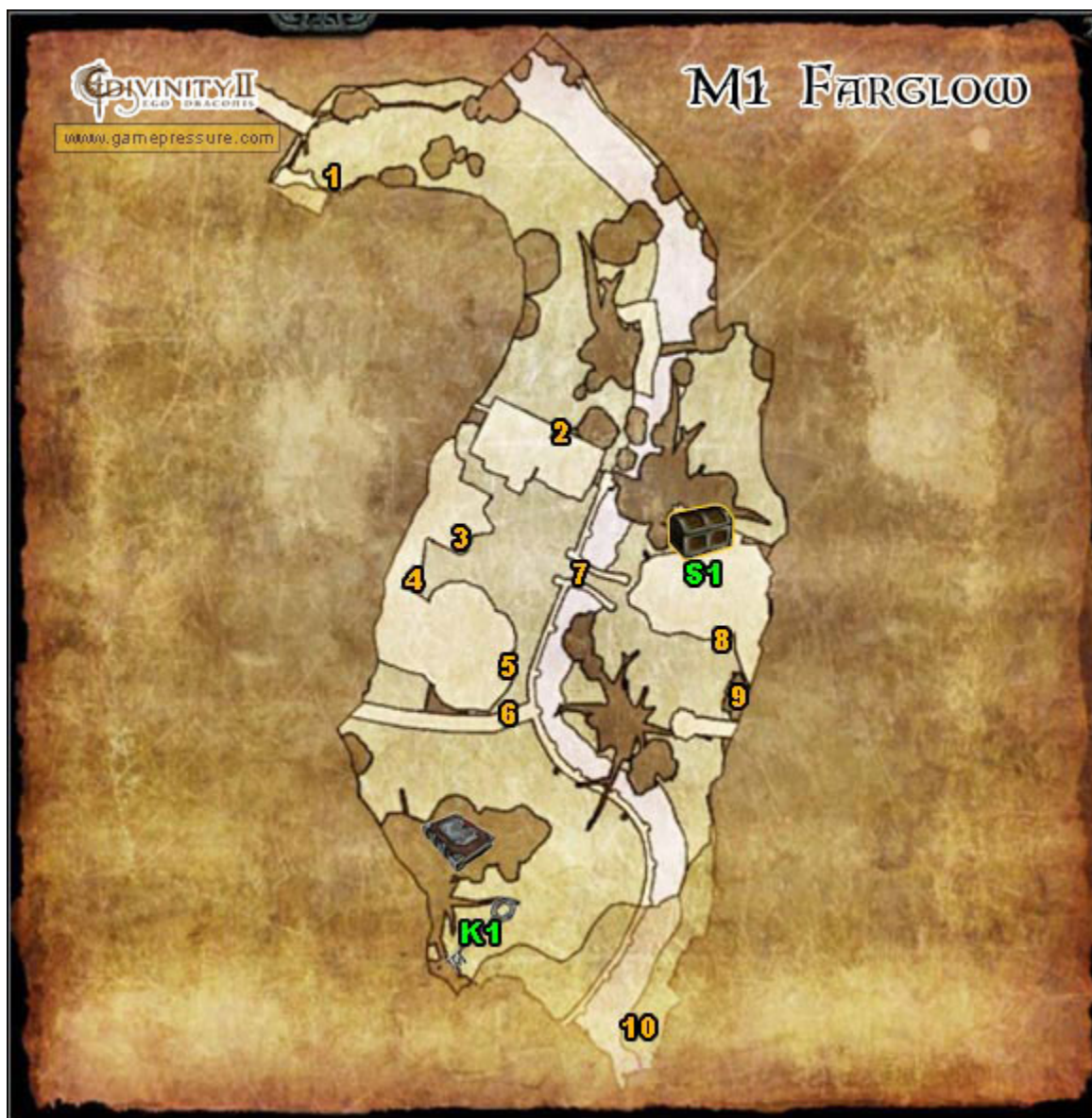
**A Guild without a Master** M5.1(1)

**Mysterious Cave** M5(10)

**Close to the Bone** M5.28(1)

# Farglow

## Farglow - Map - M1



1. **Rhode** / **Marius**
  2. **Edmund**
  3. **Aravir** (archery teacher)
  4. **Alberic** (magic teacher)
  5. **Gawain** (melee combat teacher)
  6. **Sonja**
  7. **Isobel**
  8. **Tiresias** (trader)
  9. **Gerald** (trader)
  10. **Morgana** / **Toral**
- K1** Key to chest **S1**

# Farglow - Main quests

## The Farglow Connection



After talking with **Rhode M1(1)** you will be sent to the town with a mission to learn how to become a Dragon Slayer. On your way you will meet **Edmund M1(2)**, who will send you to **Morgana M1(14)**. She will perform the first part of the ritual, thanks to which you will learn the secrets of the dragons – their speech, weaknesses, powers and so on. The colour of your eyes will change – you will be marked as a slayer and will gain the ability to see the dead. You will also lose all your ability points. Your next target is **Isobel M1(8)**, who will teach you the ability to read minds – one of the more useful in the game. Thanks to it you will be able to learn interesting things from other people, for example some hidden places, chests etc.





It's time to choose one of the three professions. Go to one of the local teachers – **Aravir M1(4)** will teach you how to be an **archer**, thanks to **Albericow M1(5)** you will become a **mage**, while **Gawain M1(6)** will turn you into a **warrior**. The choice is up to you. You can change your choice as many times as you want, but only during your stay in **Farglow**. After leaving the location, you won't be able to make any changes. Your choice gives you access to **only one** of the initial skills (you'll also get a weapon). Later on you can freely choose from the whole tree, but it's wise to choose in which way your character will develop at the very beginning. After completing the task, return to **Rhode** and **Marius M1(1)**.

**Prize:** 50 experience points, 200 gold, 1 additional option.

## Farglow - Secrets

### Mind reading

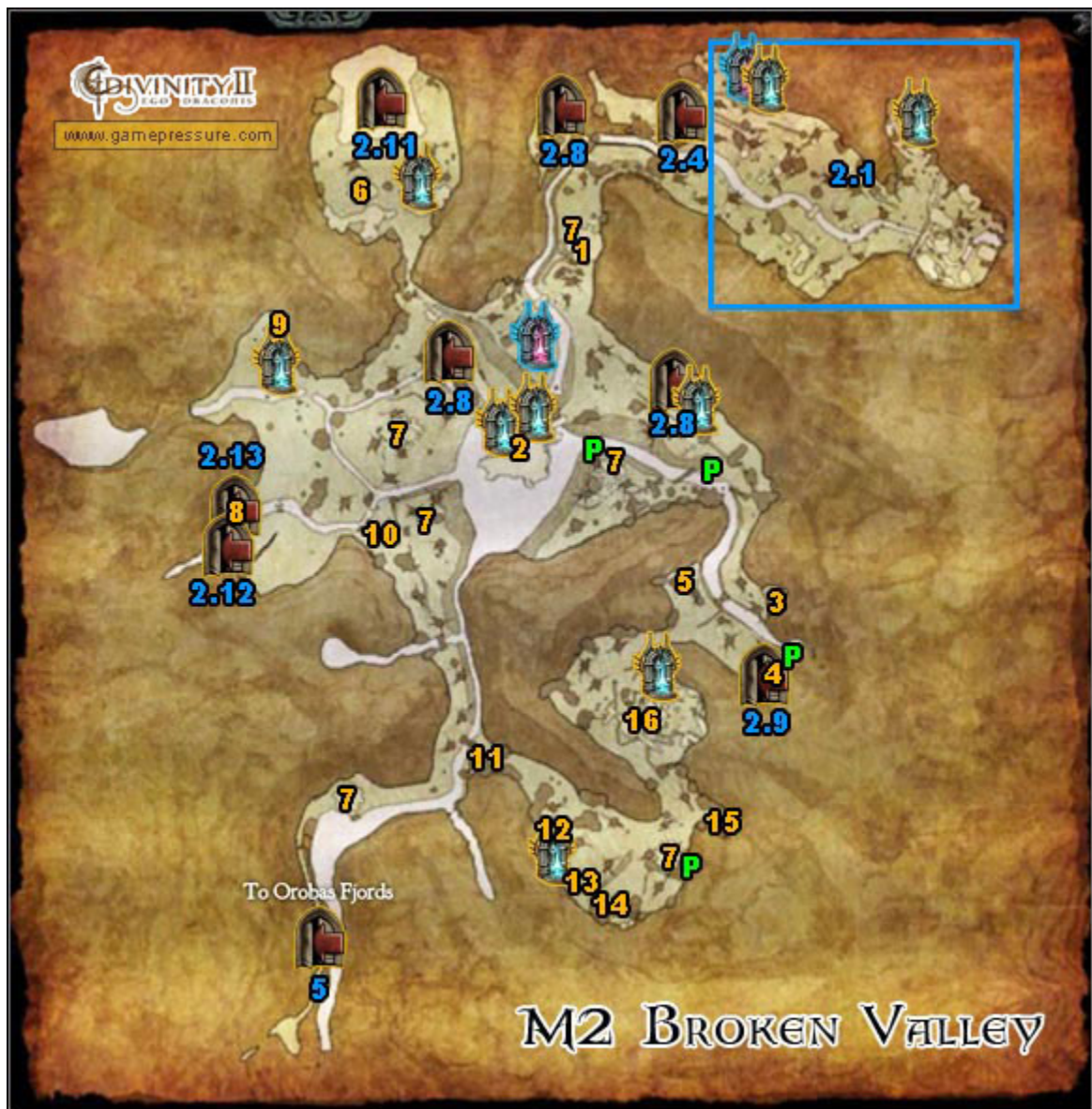
**Edmund M1(2)**, you will learn about the chest which you can find right next to one of the cottages. The **key** can be found on the training square right next to the **goblins** camp. Head to **Sonja** to unlock the passage and begin the training **M1(7)**. In the chest you will find a **vial** that will increase your intelligence and a **scroll** that will increase your defence.

Afterwards take the **skill book** from the top of the mountain. Thanks to it you will increase your **lockpicking** skill. Open the chest by the magic teacher, **Alberic M1(5)**. Inside you will find a weapon.



# Broken Valley

## M2 Map - Broken Valley



1. **Rhode**
2. **Carlin** (trader) / **Toshan**
3. **Noryfundus** (trader)
4. **Christopher**
5. **Eugene**
6. **ZixZax**
7. **Bellegar**
8. **Sosostra**
9. **Dreavan**
10. **Filip** / **Jenae**
11. **Tagos Axe**
12. **George Gremory**
13. **Viper**
14. **Rothman**
15. **Yup'ik**
16. **Williams**

**P** Parchment

**M2.1** Village

**M2.4** Secret Passage

**M2.8** Derelict Tunnels

**M2.9** Bandit Camp

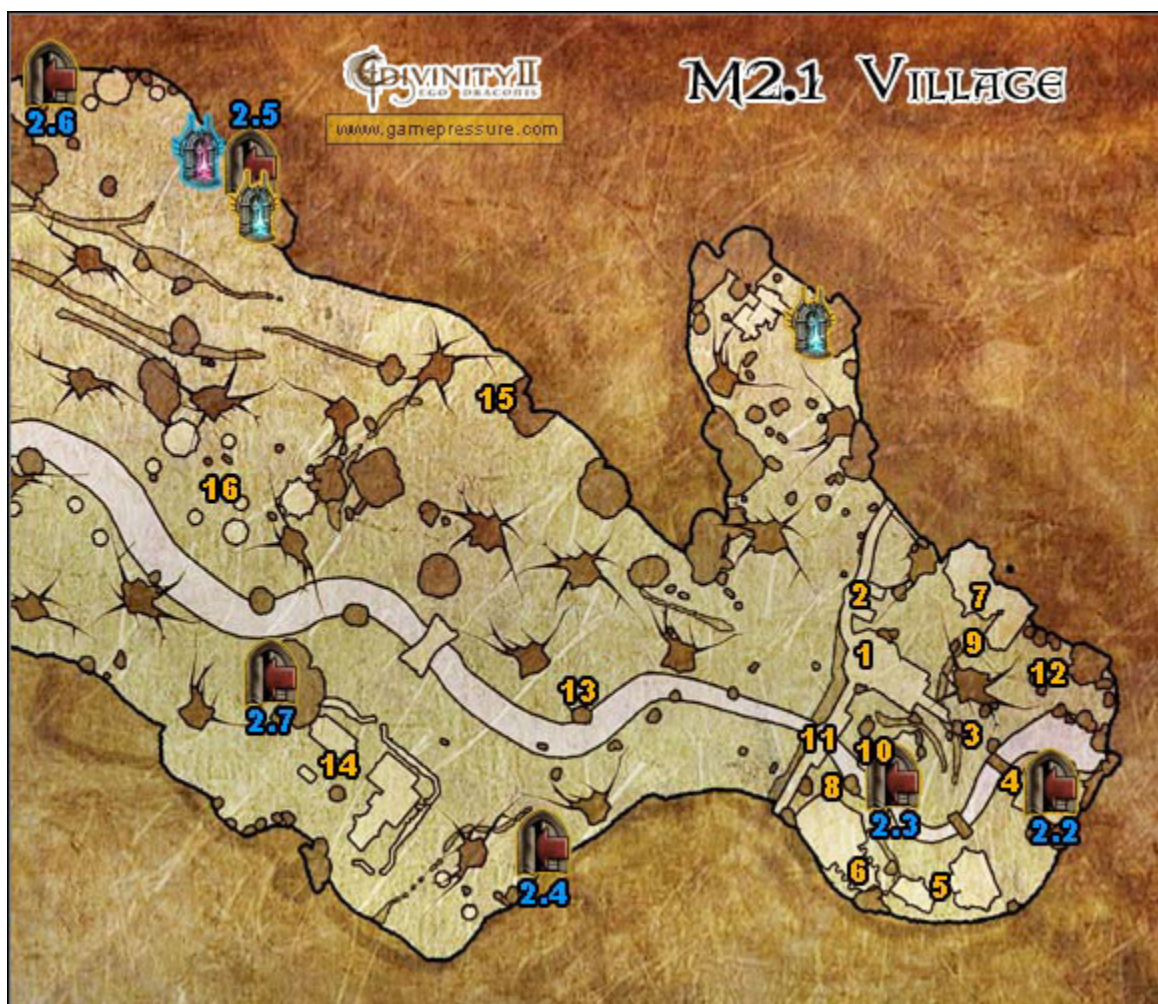
**M2.11** Maxos Temple

**M2.12** New Miners' Dig

**M2.13** Miller's Storage

**M5** Orobas Fjords

## Broken Valley - M2.1 Village





1. **Rhode** / **Louis** / **Captain Rodney** / **Peavey**
2. **Keane** / **Wellesly**
3. **Merchant Lamotte** (trader)
4. **Arnold** / **Romon**
5. **Folo** (trader)
6. **Derk** (blacksmith)
7. **Ollie** / **Bermaid Elsa** / **Tim** / **Doctor Needleman** / **Locke** (trader) / **Brave Sir Robin** / **David**
8. **Richard**
9. **Elisabeth**
10. **Winthrop** / **Linda** / **Upton** (miller)
11. **Sean**
12. Lock's wagon
13. **Quincy**
14. **Lomax** / **Dana**
15. **Mouse**
16. **Hjalmar**

## **M2.2 Tomb**

## **M2.3 Watermill Basement**

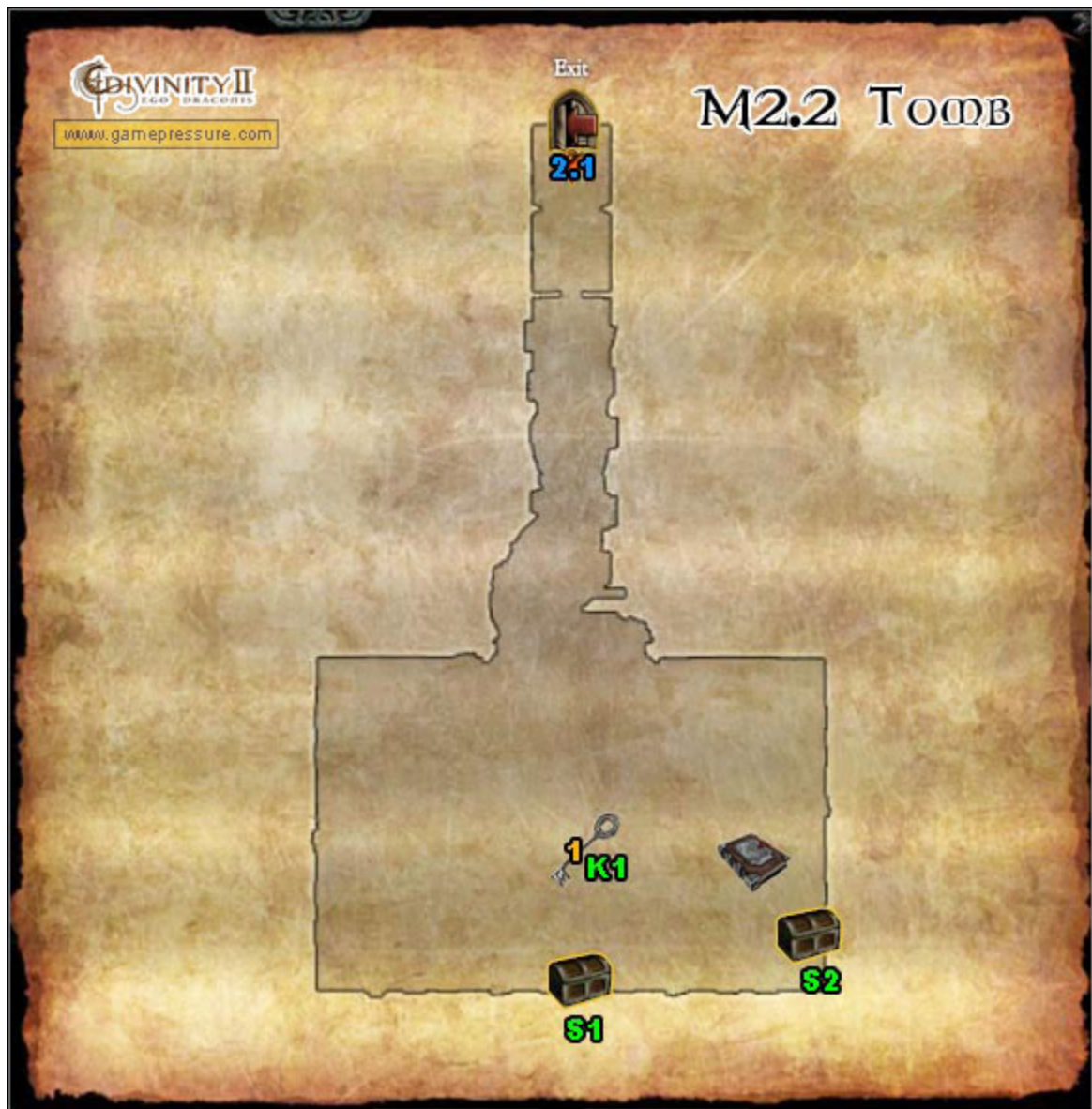
## **M2.4 Secret Passage**

## **M2.5 Lost Cavern**

## **M2.6 Old Cave**

## **M2.7 Forgotten Outpost**

## Broken Valley - M2.2 Tomb



1. **Arben Ghost**

**K1** key to chest **S1**

**S2** Golden chest

**M2.1** Village

## Broken Valley - M2.3 Watermill Basement

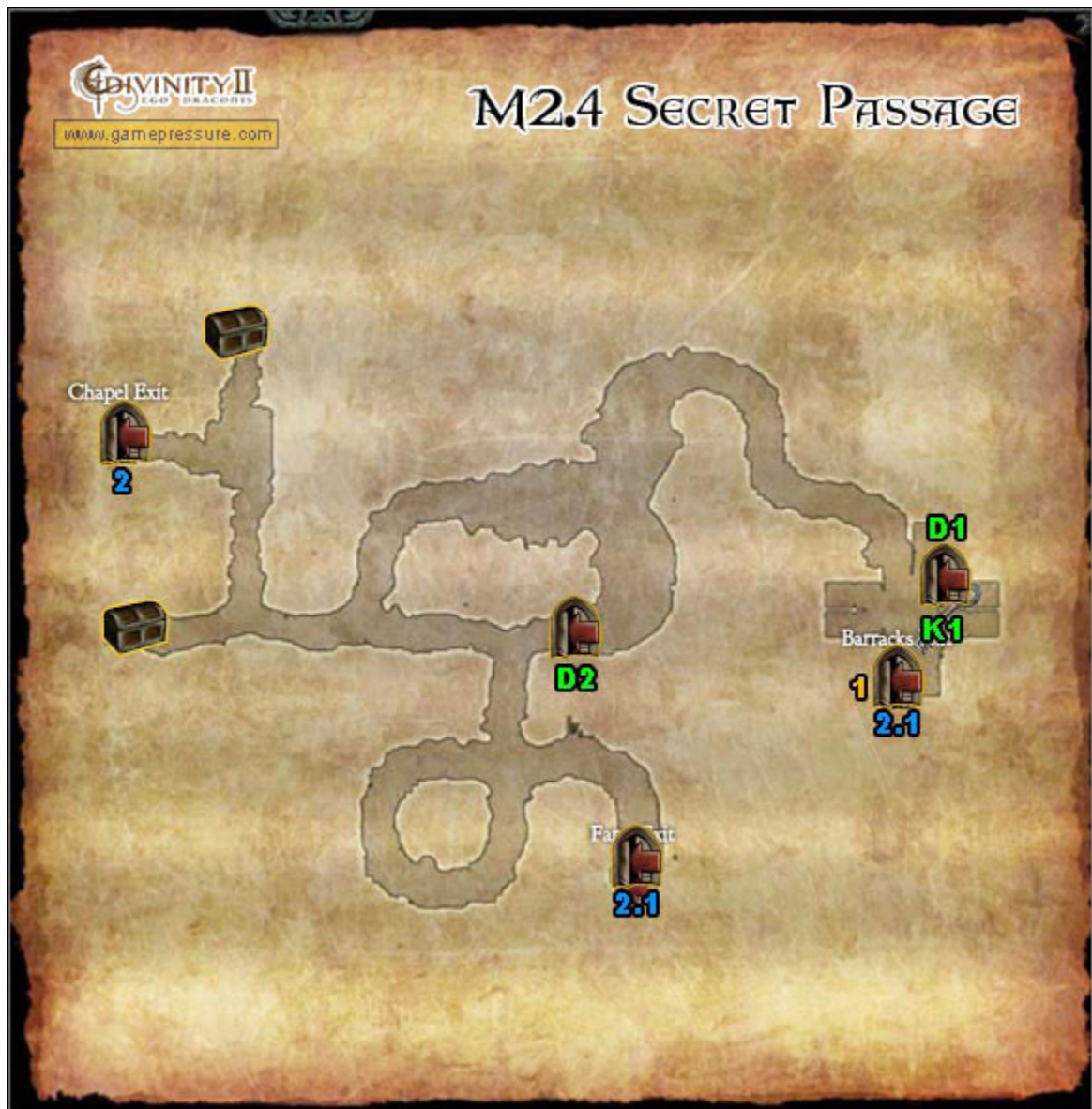


1. **Abanayabar** (alchemist)

### M2.1 Village



## Broken Valley - M2.4 Secret Passage



1. **Martis**

**K1** key to door **D1**

**D2** The door to which **Martis** has the key **M2.4(1)**

**M2 Broken Valley**

**M2.1 Village**

## Broken Valley - M2.5 Lost Cavern



**K1** Key to door **D1**

**M2.1** Village



## Broken Valley - M2.6 Old Cave



1. **Naberius** (necromancer)

**K1** Key to chest **S1**

**M2.1** Village

## Broken Valley - M2.7 Forgotten Outpost



**K1** Key to chest **S1**

**S2** Golden chest (more in **Secrets**)

**M2.1** Village



## Broken Valley - M2.8 Derelict Tunnels



1. **Hallorn**
2. **Broken Valley M2**

## Broken Valley - M2.9 Bandit Camp



1. **Clement** / **Sybille**
2. **Tagos**
3. **Martis** (trader)
4. **Rangar**
5. **Leda**
6. **Jagon**
7. **Christopher**
8. **Rum bottle**

## **M2 Broken Valley**

### **M2.10 Dark Cave**



## Broken Valley - M2.10 Dark Cave



1. **Jagon**

**M2.9** Dark Cave

## Broken Valley - M2.11 Maxos Temple



1. Book
  2. **The Librarian**
  3. Abalam
  4. **Amdusias**
  5. Amdusias' lair
  6. **Damian**
- M2 Broken Valley**
- M3 Sentinel Island**



An important place related with opening the teleport.



## Broken Valley - M2.12 New Miners' Dig



### 1. **Crystal Skull**

**K1** Key to chest **S1**

**M2** Broken Valley

## Broken Valley - M2.13 Miller's Storage



**K1** Key to door **D1**

**M2** Broken Valley

## Broken Valley - Main quests

### Chasing the Dragon



Follow the path and you will reach a village. Your task is to ask the locals about the presence of a dragon. The villagers who can tell you something interesting are: **Elisabeth M2.1(9)**, **Ollie M2.1(7)**, **Romon M2.1(4)**, **Winthrop M2.1(10)**, **Sean M2.1(11)**, **Louis M2.1(1)**. After gaining enough information, head to the barracks to inform **Rhode** about what you've learned **M2.1(1)**.

**Prize:** 500 experience points, 480 gold, 1 additional option.

### To Lay a Ghost to Rest





You will receive a **key** to the tomb at the back of the chapel **M2.1(2.2)**. Try to level up before you go there or else you'll probably die rather quickly. Inside, right after entering, some **skeletons** will await you in the corridor. In the end, **Arben's Ghost** will show up next to the altar **M2.2(1)**. Defeat him in melee combat – look out for the skeletons he summons. You will receive a **sword** in reward. Return to **Rhode**, she'll be waiting for you in the altar **M2.2(2.1)**. The leader will tell you that you're not yet ready to search for the last **Dragon Knight – Talan**. You'll hand over the sword and receive your prize.

**Prize:** 1500 experience points, 480 gold, 1 additional option.

## Looking for Lovis



After getting to the meeting place, **Talan** will appear instead of **Rhode** **M2(1)**. After the conversation you will fall into sleep, during which you will change into a dragon. Fly straight while eliminating the enemy **dragons**. A little further you will face some **ballistas**. Once you're awake, **Damian** will show up and after a while **Zandalor** too. You will learn that Talana has given you her power and therefore you're no longer a **Dragon Slayer**, but a **Dragon Knight**. Head to **Lovis'** Tower **M2(2)**, where you will find his ghost. He will give you some more info.





After fighting your way through the gate – I wouldn't suggest trying to cross the main bridge if your character's level not high enough – you'll have to jump a little. The gate is closed, so jump from the left side onto the outer part of the tower (look out for numerous groups of **skeletons**) and afterwards head to the wooden stairs on the left. Use the ladder and get to the very top. The next gate will be locked. To open it, you must activate the dragon monuments in the right order. After activating the first one (closest to the ladder) head to the next one – each dragon is looking at another monument – you have to activate them in the order in which they're looking at each other. After getting through the gate, choose the right path.



After getting down the next ladder, you'll notice a gate – if you can't defeat all the **skeletons**, just go through the door. On the left you will find a dead body covered in rubble. After searching them, examine closer with the **Reveal Spell** and a lever will appear – use it to go down a few levels, to **Lovis'** chamber. Approach the throne – you will have to answer some questions before being able to talk to the ghost. If you answer all of them correctly, you'll receive **Monk's Lovis' Pedant**. You can get the answers from books and villagers.

*To whom was Lord Lovis born?* – Anastas, queen of ancient Ferol;

*Who does Lord Lovis serve?* – Ouroboros, god of Dragons;

*What was Lord Lovis' greatest victory?* – The battle of Ten Thousand;

*Who was the fiend that set in motion Lord Lovis' downfall?* – Ba'al;

*What was Broken Valley called when Lord Lovis still ruled supreme?* – Temple Valley

Ask Lovis about everything, you will be sent to **Maxos** temple **M2(2.11)**. You will also receive the **key** to the main gate.

**Prize:** 2250 experience points, 720 gold, 1 additional option.

## Paper Trail



Right before the temple **M2(2.11)** you will be welcomed by your old friends. After the conversation, you will regain **Arben's sword** and will be attacked by **Marcus** and his **two minions** – this can be quite a hard battle if your character isn't at a high enough level. After dealing with them, head to the temple gates. Talk to **Zandalor**.

To advance the plot, you must complete the **Lost Soul** quest **M2(2)**.

**Prize:** 3000 experience points, 1080 gold, 1 additional option.

## Dragon No More

Received from: **Book on the pedestal M2.11(1)**



Inside there will be some riddles waiting for you. You can get some hints from books lying on the pedestal. If you can't figure out how to solve a riddle, just follow the guide. First, you have to use the **vase** (you will find it in the right corner of the room) – you'll open the gate that way. You will find yourself in a room with inactive portal. Each time you solve a riddle, three **soldiers** will attack. Approach the book on the left – the room filled with gold – you have to take the **pumpkin**. The middle book – a **cup** on the left. The book on the right – you'll have to jump a little here. Jump onto the lowest platform and go up using the ladder. Jump to the next one – here you'll find a lever which will activate another platform. Go to the other side, to another lever. It will activate the teleport below. You will get onto a platform with three levers. Press: **1-1-2-3**, you'll get to the other side. The last lever will activate the portal in the main room – head there.

You will be moved to another room set. Talk with Sassan, he will tell you that there is a hard task ahead of you. Your destination is the passage on the other side. Fight your way through – you will be attacked by a group of **soldiers** in each room. You will find two hidden rooms and levers behind them. You'll open them with bricks sticking out of the wall. In the round room – after going through the previously blocked door – go all the way down, there you will find another book **M2.11(1)**.





You have to defeat **Amdusias M2.11(3)**, taking away his dragon form first. It'd be wise to equip a big amount of health potions. Before the fight, head to the little room **M2.11(5)**, search the rooms upstairs, you will find some **keys**, **books** and what's most important, a **Phial with Blood**. Finish the **A Tale of Two Tomes** quest **M2.11(2)** to receive a special spell. The last item can be found on the bridge where the dragon sleeps. The task is quite hard. Once you pick it up, quickly open your inventory and use the **Orbis Arcesso** book. **Amdusias** will change into human form, so you shouldn't have problems with defeating him. However look for one of his spells, thanks to which he takes control over you and moves you away from himself. After getting rid of him, pick up the book which will appear on the altar. You will receive the **Hall of Echoes Bound** quest **M2.11(4)**, which consists of 4 smaller missions, described in detail in the subsequent regions. Head to the teleport **M2.11(6)**. You will bump into **Damian** and will have to fight with a couple of his **soldiers**. Teleport to **Santinel Island M2.11(M3)**.

**Prize:** 1100 experience points, 180 gold, 1 additional option.



## Broken Valley - Side quests

### Band of Brutes

**Received from:** **Tim** / **Bermaid Elsa** **M2.1(7)**

You will be asked to deal with some guards who are scaring the tavern's customers. Approach the *Seekers* sitting by the table and try to talk some sense into them. It turns out that brute force is the only thing that will work here, but Louis will show as you draw your sword. He will send the drunken soldiers back to the barracks. You can now get the prize from **Tim**. Additionally you will get a discount. New people will appear in the tavern

**Prize:** 113 experience points, 80 gold, 1 additional option.

### For a Pound of Flesh

**Received from:** **Locke** **M2.1(7)**

One of the guards, **Keane** **M2.1(2)** was obligated to deliver rabbits to the shop keeper. Unfortunately he hasn't delivered them to this day. If you decide to let the guard free, the mission will end with a failure. Push him a little and he will give you **Keane's Wallet**. Take it back to the tavern and return it to **Locke** **M2.1(7)**. Apart from the discount, you can also choose gold or experience points as an additional prize.

**Prize:** 1 option to choose from.

### The Greater Hunter

**Received from:** **Brave Sir Robin** **M2.1(7)**

An arrogant hunter boasts about hunting down a huge boar. Your task is to find and kill a creature big enough to show **Robin** who's the real hunter around here. Set off and look for **Bellegar** **M2(7)**, you can find him in various places. Once he summons a demon, you have to kill it, take the **Demon Claw** and show your trophy to **Robin** in the tavern.

**Prize:** 1500 experience points, 320 gold, **magical gloves**, 1 additional option.

## Lovis' Loot

**Received from:** **Romon M2.1(4)**

The Priest asks you to investigate the tower in the middle part of the valley **M2(2)**, maybe there still are some magical artefacts there. A mysterious item – **Lovis' Scrying Stone**, can be found on the top. During the mission **To Lay a Ghost to Rest M2(1)** once you go through the gate (you'll open it by solving a simple puzzle), choose the path leading left. Once on the top, you will encounter a **skeleton-trader**. Go to the burning room and push the lever on the wall. The stone you're searching for will appear in the middle. Take the item to the priest. If you take a closer look at the item, you will be taken to tower's dungeon, where you will have to face several enemies. Activate all the pedestals and some platforms will appear – after getting to the top and pushing the lever, you will be able to take one of the four weapons.

**Prize:** 1350 experience points, 240 gold, 1 additional option.

## Saving the Bacon

**Received from:** **Folo M2.1(5)**

The villager wants to save his three pigs, which were taken and are to be turned into food. There are two possibilities in this quest.

1. You can help the poor villager. He will tell you to whisper something to the pig named **Kevin**. Head to Jackson's farm, you will be stopped by three guards. You have two options of taking care of them – you can use force and fight all three at once, or you can send them to **Rhode**. That way you will buy yourself some time and you will be able to save the pigs without having to fight. Return to **Folo M2.1(5)** to receive the prize.

2. If you refuse to help, head to **Louis M2.1(1)** and tell him about Folo's attempt to save the pigs and your refusal. In return you will receive a prize.

**Prize:** 450 experience points, 160 gold, 1 additional option.

## Buad Blood

**Received from:** **Upton (Buad) M2.1(10)**

To be able to take this quest, you must first read the miller's thoughts, find the key to his basement and talk to the tree which you will find there. The assassins want to catch **Upton**. Talk to **Linda** – she will give you the names of three people who she suspects. Talk to each of them. **Rose** (**Folo's** wife) can be found in the house **M2.1(5)**, **Romon** is by the chapel **M2.1(4)** and captain **Rodney** in the barracks **M2.1(1)**. You will learn of their probable hideout, head to the ruined chapel **M2.1(2.4)**. There you will encounter **Jesse**. You will have to kill him either way. Return to the mill, **Antumbra** will also be there.

1. You can kill her, saving the miller and his daughter.

**Prize:** 450 experience points, 160 gold, 1 additional option.

2. If you choose to help the bandit, you will kill the miller.

**Prize:** 450 experience points, 1 additional option.

## Hearttaker

**Received from: Richard M2.1(8)**

The paladin will pay you for each **goblin** heart you bring him. Get out of the camp and go along the path – you will encounter lots of **goblins** on your way. Some of them will drop the hearts. The quest renews itself after giving the hearts to **Richard**.

**Prize:** 50 experience points, 50 gold.

**A Private Delivery****Received from: Dana M2.1(14)**

The young lady will ask you to deliver a letter to **Derk**, the blacksmith **M2.1(6)**. In return the blacksmith will give you a discount on his products. You can also read the letter and give it to the husband, who you will find in a prison cell in the barracks **M2.1(1)**.

**Prize:** 450 experience points, 160 gold, 1 additional option.

**Feast or Famine****Received from: Richard M2.1(8)**

The food which is meant for Rivertown could be useful in Aleroth. Head to the farm and talk with **Lomax M2.1(14)** about changing the destination point. You can solve this problem in two ways.

1. Without shedding blood, by bribing the guards with 100 gold.
2. Fight with the three guards and take the food by force.

After choosing one of the above, go to **Mouse M2.1(15)** and tell him that the package can be taken. In the end return to **Richard** and tell him about completing the task.

**Prize:** 450 experience points, 160 gold, 1 additional option.

**Skeletons in the Closet****Received from: Jackson's Diary** found in his basement (check out Secrets)

After reading the diary, you will learn that **Carl** has killed **Dana's** ex-boyfriend. You can solve this quest in two ways.

1. Head to captain **Rodney M2.1(1)**, who you will find in the barracks. You will be rewarded with experience points and the farmer will be arrested for murder.
2. Speak yourself with the farm owner, **Carl M2.1(14)**. You can hand over the diary or force him to pay you for staying quiet. However if you will say that you'll go to the captain, you will get attacked and receive **half of the experience points!**

**Prize:** 450 experience points, (alternatively 160 gold) 1 additional option.

**High and Dry**

**Received from: Quincy M2.1(13)**

A poor man has been surrounded by a group of **goblins** and his companion ran away, leaving him behind. Deal with the enemies and help the man by throwing him the **line**, which you will find by one of the goblin corpses. Head to the observation platform located on the barracks, there you will find **Quincy's** companion – **Peavey M2.1(1)**. After a short conversation **Rodney** will show up and the coward will be punished.

**Prize:** 450 experience points, 160 gold, 1 additional option.

**A Hunting We Shall Go****Received from: Captain Rodney M2.1(1)**

Your task is to find and neutralize a couple of foes. To prove they're dead, you have to bring their items to the captain. You get a reward for every person you kill, more and more as you progress. You'll get an additional prize for eliminating everyone from the list.

**Hjalmar:** location: **M2.1(16)**, proof: **Hjalmar Mask**

**Hallorn:** location: **M2.8(1)**, proof: **Hallorn's Ring**

**Yup'ik:** location: **M2(15)**, proof: **Yup'ik's Staff**

**Viper:** location: **M2(13)**, proof: **Viper's Sword**

**Jagon:** location: **M2.9(6)** / **M2.10(1)**, proof: **Jagon's Necklace**

**Prize:** 450/1350/1500/1500/1500 experience points, 160/240/320/320/320 gold, 1 additional option.

**Prize:** 1500 experience points, 960 gold, **Enchanter's Cuirass of Jurak of Vengeance**, 2 additional options.

**Into the Bandit's Den****Received from: Louis M2.1(1)**

A group of bandits is robbing the traders and their hideout is still left unfound. Head to the ruined chapel, where you will find the **Secret Passage M2.1(2.4)**. On your way you will find a **goblin** camp. Head to the cell of one of the bandits, **Martis M2.4(1)**, while eliminating the **skeletons**. After a short conversation, head back the same way as you got there. One of the passages will collapse, so head to the exit by Jackson's farm **M2.4(2.1)**. **Martis** will open the first door and you will unlock the second using the lever next to them. In return for saving him, the man will tell you the location of the bandits camp **M2(2.9)** and the password: *beetroot*. Go to **Louis M2.1(1)** and tell him about the hideout. Once you arrive there, you will notice some soldiers who will help you in getting rid of the bandits.

**ATTENTION:** If you decide to postpone telling the captain about the hideout, you can go there on your own and complete a few additional quests.

**Prize:** 450 experience points, 160 gold, 1 additional option.

**Vigor Mortis**

**Received from: Naberius M2.6(1)**

The necromancer specializes in creating monsters that will fight alongside us. To create such a creature, he needs parts from other monsters. Some recent experiments haven't gone well and some creatures escaped. Head to the mine **M2(2.12)**. In one of the corridors **M2.12(1)** you will find the missing runaways. One of them has a **Crystal Skull** – take the artefact back to the necromancer. From now on you can create your own minions.

**Prize:** 1500 experience points, 960 gold, 1 additional option.

**Lost Soul****Received from: Lord Lovis M2(2)**

Head to **Maxos' Temple M2(2.11)**. To get to Lovis' soul, you have to solve some riddles which are described in the **Dragon No More** quest **M2.11(1)**. On your way to the stone you will bump into **Abalam M2.11(3)**, who will ask you to destroy the item in search – the **In Cold Blood** quest **M2.11(3)**. Once you're done with **Amdasius M2.11(4)** you will get the stone. Take **Lovis' Soul Stone** and return to **Lord Lovis M2(2)** to give him his soul back. Additionally, one of the chests by the throne will be unlocked.

**Prize:** 1650 experience points, 360 gold, 1 additional option.

**Couple Trouble****Received from: Clement / Sybille M2.9(2)**

One of the couples staying in the camp wants to leave it and begin a normal life. **Christopher** stands in their way, as he won't let them through. Go to him **M2.9(7)** and read his mind to find out that they want to drink the **Rimmel** rum. You will find it nearby to big gate, on which you can get using the ladders **M2.9(8)**. Take the bottle to **Christopher** and after he leaves the post you can inform the couple that they can get out of the camp safely. In return they will give you their weapons.

**Prize:** 1500 experience points, **Light Steel Mace**, **Heavy Kings Sword**, 1 additional option.

**An Axe to Find****Received from: Tagos M2.9(3)**

Head to the passage leading to **Orobas Fjords**, you will find **Tagos' Axe** by one of the bodies **M2(11)**. Return to the camp.

1. If you decide to keep the axe you will be attacked. **Tagos** will give up after he acknowledges that you're stronger.

**Prize:** 1 option to choose.

2. You can return the weapon to its rightful owner.

**Prize:** 1500 experience points, 1 additional option.

**Daylight Robbery****Received from: Ragnar M2.9(4)**



Your task is to help or stop the bandits from a robbery. Head to the pass **M2(11)** where you will find some bandits and traders.

1. If you choose to kill the bandits, you will fail the quest, but receive a prize from the grateful traders.

**Prize:** 1500 experience points, 1 additional option.

2. If you help the bandits, you will earn their gratitude and a prize.

**Prize:** 1500 experience points, 320 gold, 1 additional option.

## The Temple of Doom

**Received from:** **Leda M2.9(5)**

In order to meet with **Laiken**, you must first pass a test. Go through the door in front of you. Talk with **Jagon M2.9(6)**. To pass the test, you have to simply defeat him. However the task isn't easy. As soon as you accept the challenge, run to the other side of the room. You will get poisoned, so you have to be quick. Begin attacking **Jagon**. After a while another door will open – go through them as fast as you can. In the next room you will bump into some **skeletons**. After getting rid of them go up the ladder and your enemy will once more teleport to a distant spot. This time you have to be careful, because the surface will cause you to burn. The safest route is obviously the river. Head to the next door **Dark Cave M2.9(2.10)**. **Jagon** will be waiting for you there **M2.10(1)**. Once you defeat him, head to the mysterious teleport. After the conversation with **Laiken** you will return to the cave and the teleport will be buried under rocks.

**Prize:** 1 option to choose.

## Method or Madness

**Received from:** **Eugene M2(5)**

Head to the village, to the tavern to be precise. In one of the upper floor rooms you will find **Doctor Needleman M2.1(7)**. He will give you the **medicine** which will allow you to get rid of one of the voices which are controlling **Eugen**.

1. You can choose **Clyde**.

**Prize:** 1500 experience points, 240 gold, **Axe of Firebat**, 1 additional option.

2. Or **Jackal**.

**Prize:** 1500 experience points, 240 gold, **Ring of Aleroth**, 1 additional option.

## A Tale of Two Tomes

**Received from:** **The Librarian M2.11(2)**

Your task is to find the first volume of **Orbis Arcesso**, which can be found somewhere in the temple. Head to the room **M2.11(5)**, on the upper floor you will find a key opening the chest below, under the stairs. Take the book and return it to the librarian after reading it yourself. In return you will receive a special spell.

**Prize:** 1500 experience points, 320 gold, **Dragon Skill Book**, 1 additional option.

## In Cold Blood

**Received from:** **Abalam M2.11(3)**

You will be asked to destroy **Lovis' Soul Stone**, thanks to which he won't be able to regain his soul. Complete the **Dragon No More** quest **M2.11(1)**, you will receive **Lovis' Soul Stone**. Destroy it at the altar, to complete the ghost's request. Thereby the **Lovis' Soul** quest will end in failure.

**Prize:** 1 additional option.

## The Hunt for Red Ore

**Received from:** **Dreavan M2(9)**

In order to upgrade items and armours, the sorcerer needs the **Red Ore**. Head to the mine **M2(2.13)** where you will find the ore you're searching for.

**Prize:** 1500 experience points, 320 gold, 1 additional option.

## Lost for Words

**Received from:** **George Gremory M2(12)**

The archaeologist will ask you for help in reading some old notes. Head north to Maxos' temple, where you will find an imp – **ZixZax M2(6)**. He will give you a dictionary containing an old language. It will summon a demon – you have to be cautious, as it can take control over you and move away from itself.

**Prize:** 2200 experience points, 360 gold, 1 additional option.

## Stuck in a Hole

**Received from:** **Rothman M2(14)**

The man has fallen into a troll trap and asks you for help. You have to obtain a **line**, which you can find for example in the village cellars. Once you get the man out, you will be attacked by a **troll**. In return for saving the man's life, you will receive a bow.

**Prize:** **Rothman's Bow**, 1 additional option

# Broken Valley - Secrets

## Mind reading

**Merchant Lamotte M2.1(3)** will lower his prices!

**Arnold M2.1(4)**, you will get to know about the **belt**, which he left in the barracks.

**Derk M2.1(6)** he will lower his prices. He will also mention about a **key** to his cellar, which you can find in the stable, next to **Tim's** tavern **M2.1(7)**.

**Winthrop M2.1(10)**, he will guide you to his weapon, which he lost near Jackson's farm.

**Linda** – the miller's daughter **M2.1(10)**, you will get to know about the pouch lost in the chapel **M2.2**.

**Upton M2.1(10)**, she will guide you to a key in a pot, thanks to which you will open the cellar in the water mill. There you will meet the alchemist **Abanayabar M2.3(1)**. After the conversation you will be able to prepare potions from the plants found in the game.

**Abanayabar M2.3(1)**, will give you the password to the storehouse **M2(2.13)**, „*Illuminatus*”.

**Furmank Locke M2.1(12)**, you will get to know that the password is „*Gold, more Gold!*”. Once you say it, you will gain access to **a couple of items**.

**Tim M2.1(7)**, not only will the merchant lower his prices, but he will also reveal a pouch hidden between some plants in the chapel **2.2**!

**Locke M2.1(7)**, will lower his prices!

**David M2.1(7)**, you will get to know that he's at loggerheads with **Richard**. If you decide to stay silent, you will receive **Champion Gloves** and 1 additional option (you can't promise to say nothing right at the start, first you have to frighten the boy a little). While after reporting the case to Richard the boy will run away and you will be left with just one option, minus the gloves.

**Brave Sir Robin M2.1(7)**, you will learn that „*Rats*” is the password to the warehouse.

**Dana M2.1(14)**, she will tell you about the **key** to the cellar, which her husband is keeping high in one of the beams in the house. You will find **Jackson's Diary** there.

**Quincy M2.1(13)** in return you will receive an additional stats point.

**Naberius M2.6(1)**, you will learn his warehouse password.

**Arben Ghost M2.2(1)**, you will learn about the **shield** lost in one of **Orobas** caves, into which a dragon flew.

**Toshan M2(2)**, you will receive an additional stats point.

**Lord Lovis M2(2)**, the chest by his throne will open.

**Christopher M2(4)**, you will receive an additional stats point and will learn about his favourite rum.

**Tagos M2.9(2)**, you will receive an additional stats point.

**ZixZax M2(6)**, you will receive two skill points!

**The Librarian M2.11(2)**, in return you will learn a new alphabet. Read the book on the pedestal, which you will find on the lower level and you will receive two stats points.

**Amdusias M2.11(4)**, he will give away the password the chest with his armour, which you will find in the room nearby the ghosts **M2.11(5)**.

**Dreavan M2(9)**, you will get the password to his cellar **M2(2.14)**.

**Filip / Jenae M2(10)**, you will get an additional stats point.

## Other

To get to the chest **M2.7(S1)** you have to press the button on one of the walls. The key **M2.7(K1)** to the chest in on the table.

Encounter **Bellegar** in each of the marked places **M2(7)** and kill the monsters he will summon. Afterwards head to the spot in which you were to meet with **Rhode M2(1)**, you will once more have to face all the monsters and will receive a big amount of gold as a reward.

Collect all four parchments **M2(P)** and take it to **ZixZax M2(6)**. Once he reads them, you will learn the password to the **special teleports**.

Pick up the three **Dragon Crystal** (two on the sides of **Maxos Temple** entrance, one right next to the teleport to the temple) and afterwards place them in the statue near **ZixZax M2(6)**. A chest will appear.

Once **Sosostra M2(8)** tells you your future, head down the stream where you will see a white rabbit – follow it until you reach a treasure. Return to the fortune teller once more, this time you will have to face a soldier standing on the bridge on the south of the region. The last prophecy will fulfil once you become a dragon.

# Sentinel Island

## M3 Map - Sentinel Island





1. **Island**
2. **Hermit** (trader)
3. **Jonah**
4. **Tombstone**
5. **Vacca**
6. **Wyvern Mother Egg**
7. Necromancer totem
8. **Wesson** (enchanter)
9. Alchemist totem
10. **Jonelath** (necromancer) / **Igor** (necromancer)
11. **Allan** (alchemist)
12. **Catherine**
13. Enchanter totem
14. **Hermosa** (trainer) / **Barbatos** (alchemist) / **Radcliff** (enchanter) / **Turgoyn** / **Sam** (trader)
15. **Kenneth** (trainer)
16. **Elfrith**
17. Trainer totem
18. **Ancient Journal**
19. **Battle Tower M4**
20. Michael's Raft

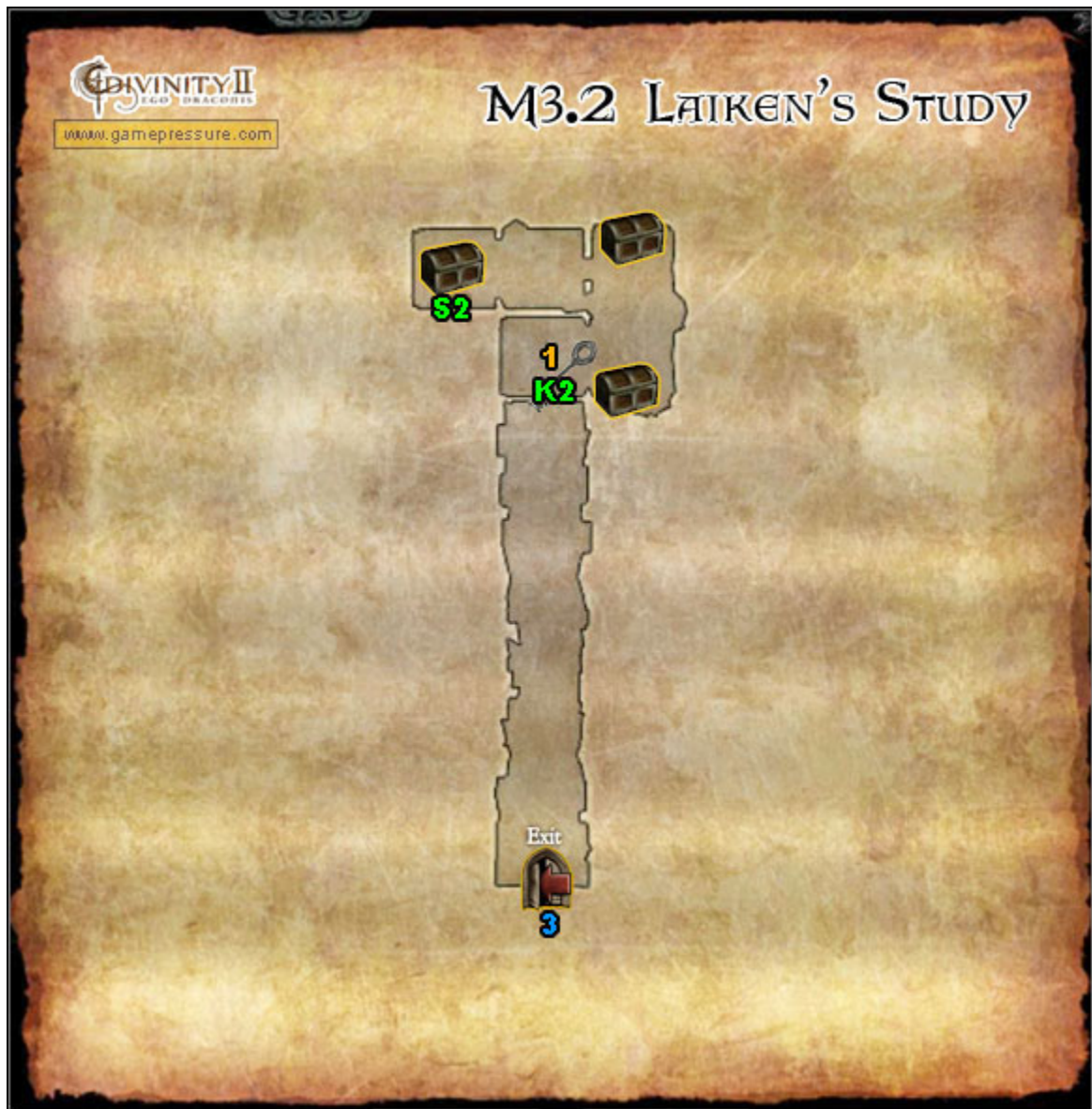
## Sentinel Island - M3.1 Vacca's Cave



### **M3** Sentinel Island

**K1.** Key to chest **M3(S1)**

## Sentinel Island - M3.2 Laiken's Study



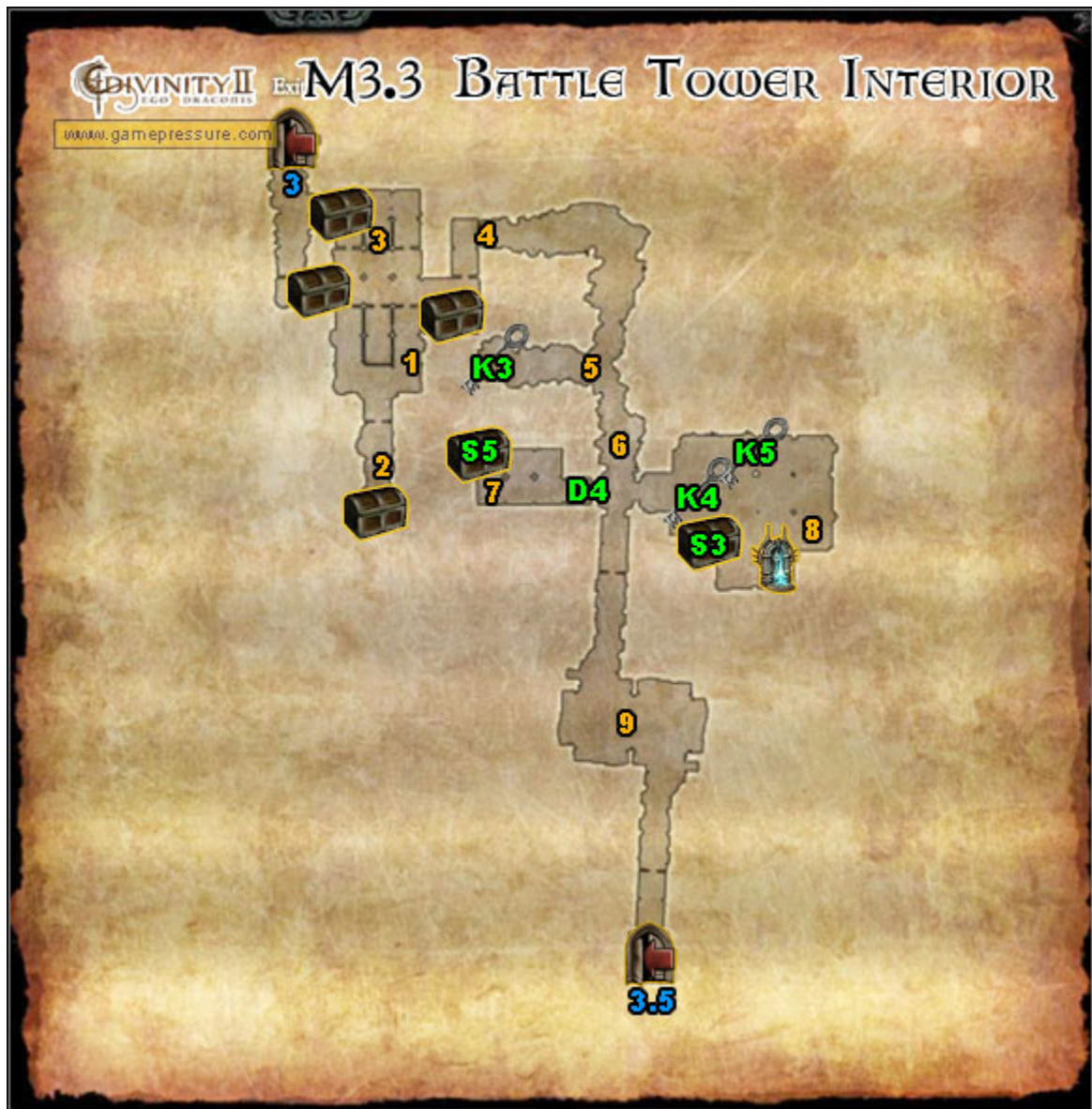
1. **Sassan**

**M3** Sentinel Island

**K1** Key to chest **S2**



## Sentinel Island - M3.3 Battle Tower Interior



1. Hidden passage
2. **Explosive charges**
3. **Elijah**
4. Buried passage
5. Buried passage
6. **Sassan**
7. **Erlking**
8. **Grimm** (level 0)
9. **Razakel**

### **M3 Sentinel Island**

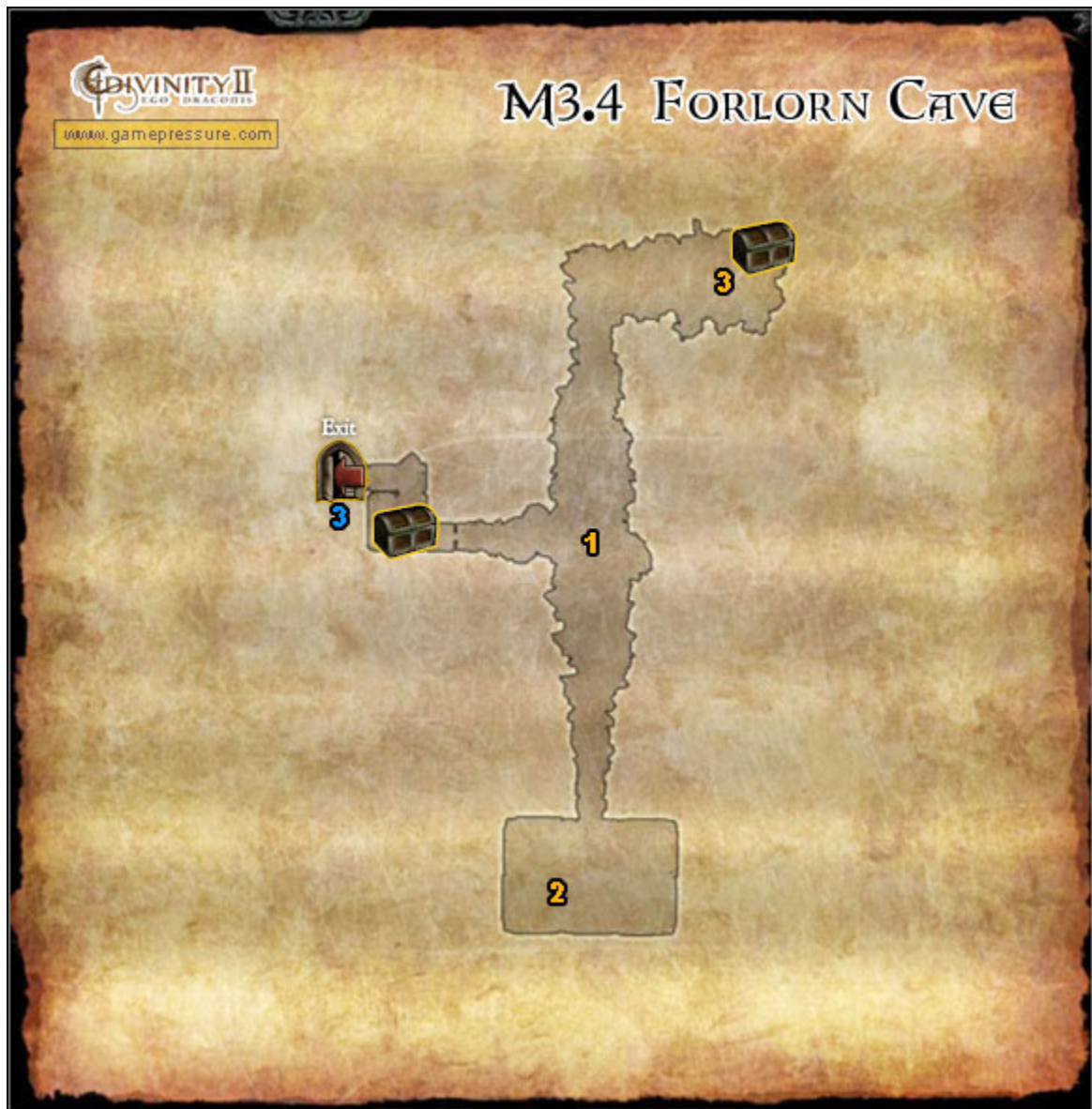
**K3** Key to chest **S3**

**K4** Key to door **D4**

**K5** Key to chest **S5**



## Sentinel Island - M3.4 Forlorn Cave



1. **Mahalath** / **Adah**

2. **Mahalath**

3. **Adah**

**M3 Sentinel Island**

# Sentinel Island - Main quests

## The Prophecy



**Island** will order you to bring his teachers into the Battle Tower. First you have to talk to each of the teachers and then approach the corresponding totem and choose it. Think twice before choosing, because you can't undo this. Each teacher offers a different specialization. You'll receive a prize after choosing each teacher and completing the whole task.

**Alchemist:** Totem [M3\(9\)](#); **Allan** (a liar, he's no alchemist) [M3\(11\)](#), **Barbatos** (potions) [M3\(14\)](#);

**Prize:** 750 experience points, 400 gold, 1 additional option.

**Necromancer:** Totem [M3\(7\)](#); **Joneloath** (resistance: arrows, blades) [M3\(10\)](#), **Igor** (resistance: magic) [M3\(10\)](#);

**Prize:** 750 experience points, 400 gold, 1 additional option.

**Enchanter:** Totem [M3\(13\)](#); **Wesson** (armours) [M3\(8\)](#), **Radcliff** (weapons) [M3\(14\)](#);

**Prize:** 750 experience points, 400 gold, 1 additional option.

**Trainer:** Totem [M3\(17\)](#); **Hermosa** (melee weapons) [M3\(14\)](#), **Kenneth** (ranged weapons) [M3\(15\)](#);

**Prize:** 750 experience points, 400 gold, 1 additional option.

Additionally you'll receive a prize for completing the task.

**Prize:** 3750 experience points, 1 additional option.

## Candles in the Wind



The mysterious tombstone **M3(4)** surrounded by three candles has a message on it, asking to soften the wind. To do that, you have to first obtain a spell. You will get the **Spell Book** from **Elfrith**, after completing the **Man Overboard** quest **M3(14)**. After reading the spell the wind will die away. Light up the three candles which you will find near the tombstone. **Sassan Ghost** will appear.

**Prize:** 1 additional option.

## The Second Coming

In order to get **Sassan** to help you in getting to **Laiken**, you have to firstly return her to a mortal form. Head to the cave **M3(M3.2)**, where you will have to find a ring. You will also receive a password, using which you will open the gate. Head to the room at the end, where you'll find **Sassan's Jewellery Box**, with the **ring** inside. On your way back you'll bump into **Sassan's** evil copy **M3.2(1)**, which will summon some monsters to attack you. After clearing yourself the way head back to the ghost **M3(4)** and give back the ring.

**Prize:** 1 additional option.

## Breaking an Entry



Follow **Sassan** to the barrier blocking the path to the tower – nearby the portal and the enchanter totem **M3(13)**. Once **Laiken** unblocks the passage, fight your way to the bandits barracks **M3(M3.3)** – the main gate to the tower **M3(19)** will be locked. After entering the underground, head forward. You can open the first passage by using the **left button**. You will bump into evil **Sassan**, who will bury the passage ahead. Deal with the bandits and continue ahead. Enter one of the cells **M3.3(1)**, at the end of which you will find a button, revealing a further passage. At the end of the corridor you will find some **explosive charges M3.2(2)**. Place one of them by the buried passage **M3.3(4)** and back off to a safe place.

**Prize:** 1 additional option.



## What's in a Name?



An easier way to get rid of **Laiken** is to summon a demon with which our enemy's soul is bounded – if the demon falls, so will he. Unfortunately, you don't know the monster's name. However you can get some help from a goblin named **Erlking M3.3(7)**, though he is mute. In front of you there is an elevator (you're on **level 0**).

### Level 0

Go to the very bottom, kill the monster which will drop **key K4**, you will also find a teleport there. The key will be used to open **door D4** leading to the goblin, on **level 2**. You can also talk to **Grimm M3.3(8)**, who will gladly return to the platform, as soon as you kill **Laiken**.

### Level 1

You entered the elevator on this level.

### Level 2

You can open **Door D4** with **key K4**, which you can find by the monster on **level 0**. Approach the Goblin, **Erlking M3.3(7)** and read his mind. Afterwards go to the bookshelf and take right title. A secret room will open, inside of which you will find a **case S5**. Inside there are information on the demon's name.

### Level 3

Fight your way through the horde of monsters. After defeating the last, which has been previously lying on the table, you will gain **key K5** opening **case S5**.

### Level 4

Go to **Sassan**, tell her about the demon's name and head to the room **M3.3(9)**, in which you will summon it. In there you will meet **Sassan's** evil copy for the final time. When you'll be ready fight **Razakel**, speak with **Sassan**.

**NOTICE:** If you accept to summon the demon, every unfinished side quest from **Broken Valley** will be automatically cancelled.

**Prize:** 1 additional option.



## Laiken in his Lair



Once **Razakel** flees, being near death, you won't have any other choice but to confront **Laiken** himself. Apart from him you will also have to defeat the demon as well as lots of other monsters. You'll probably have quite a hard time. **Sassan** will offer to help you and you'll have to choose one out of three possibilities – she can concentrate on **Laiken**, heal you or summon undead. Head to the elevator **M3.3(M4)**, take it to the throne room. After defeating the demon and in effect, **Laiken** himself, **Damian** and **Zandalor** will show up. After the conversation ends, hurry to the stone **M3.5(1)**, thanks to which you will take the form of a dragon.

**Prize:** 3750 experience points, 1 additional option.

Get rid of the nests scattered around the Island (they're marked on the map) and kill all the wyverns. A cutscene will play, in which you will see **Damian** spreading havoc in **Broken Valley**.

If you press the „**U**” button, a menu will appear on the right, using which you can move to one of the teacher's chamber or to the throne room at any time.

Use the „**Q**” button to change into a dragon and the other way round.

## Sentinel Island - Side quests

### From Soup to Nuts

**Received from:** **Hermit** M3(2)

**Hermit** needs an ingredient for his soup – a **Wyvern Mother Egg**. Before you head to the nest M3(6) go to **Vacc** M3(5), from whom you will receive a potion which deceives the wyvern's sense of smell. They will think that you're one of them, in other case you would get attacked. You can accept the **Ghostbuster** quest M3(5) or kill the Dragon Elf. After obtaining the egg, take it to the trader.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

### The Old Ghost and the Sea

**Received from:** **Jonah** M3(3)

A sailor's ghost wants to catch a whale. To help him achieve this, head to **Catherine** M3(12), she will give you an **amulet**, which she has found inside a whale. Take it to the ghost.

**Prize:** 1875 experience points, 1 additional option.

### Ghostbuster

**Received from:** **Vacca** M3(5)

Your task is to get rid of the ghosts that are hunting **Vacca's** M3(M3.1) cave. If you refuse the quest, you will be attacked.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

### The Writing on the Whale

**Received from:** **Catherine** M3(12)

Miss palaeontologist asks you to give her any additional info you've got on the whale skeleton that she's researching. She will give you an amulet which is a part of **The old Ghost and the Sea** quest M3(3). Once you finish that quest, you will receive **Jonah's journal**. Take it to **Catherinie**.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

## Man Overboard

**Received from:** Hermosa M3(14)

One of captain Hermos' sailors is gone. Go and save him, Elfrith is waiting for help on the columns M3(16). After freeing him, go back to the captain.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

## Legend of the Ancient Mariner

**Received from:** Turgoyne M3(14)

The historian wants you to recover the journal of a legendary pirate. The problem is that his ship is located on a huge tree M3(18). In order to get there, you have to firstly turn into a dragon. Continue completing the main quests, after defeating Laiken and taking over the Battle Tower you will gain the ability to transform into a flying beast. You will find Turgoyne before the tower entrance. You can also read the journal and receive two skill points.

**Prize:** 1 additional option.

## Sibling Rivalry

**Received from:** Mahalath / Adah M3.4(1)

Your task is to settle an argument, which woman's army is stronger. You can finish this quest in a couple of ways.

1. You can convince the sisters that in fact you're the strongest one around here. In effect they will both attack you. Once you kill them, you'll receive the prize.

**Prize:** 1 additional option.

2. You can take Mahalath's side, go talk to her M3.4(2). Before you get to know the plan of eliminating the second sister you have to carry out a favour of getting Wolfsbane poison. You will find it near the ship wreck, close to Allan M3(11). Thanks to the substance, one of Adah's beasts will get poisoned. Your task is to bring her to the others, so that they get poisoned too. If you turn in the second sister you will get attacked and the quest won't be cleared.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

3. You can take Adah's side, go talk to her M3.4(3). Before you get to know the plan of eliminating the second sister you have to carry out a favour getting a fake red ore. You will find it nearby the ship, close to Kenneth M3(15). Take the fake to Mahaleth, thanks to which strength will be drained out of her army's weapons. If you turn in the second sister you will get attacked and the quest won't be cleared.

**Prize:** 1875 experience points, 400 gold, 1 additional option.

## Sentinel Island - Secrets

### Mind reading

**Hermit M3(2)**, the trader will lower his prices.

**Jonah M3(3)**, you will learn about the last this that **Laiken** has left on the island. You will find it in the cave **M3(M3.1)**.

**Vacca M3(5)**, you will learn that you can find **Hermit's magic bow in the chest**.

**Catherine M3(12)**, you will get the password to the gate **M3(M3.2)**.

**Sam M3(14)**, the trader will lower his prices; he'll also do it if you bring him **Desert Roots**.

**Island**, you will get and additional skill point.

**Elijah M3.3(3)**, you will learn about the secret passage **M3.3(2)**.

**Erlking M3.3(7)**, choose the **ballad book**, you'll reveal a secret room.

**Sassan M3.3(9)**, you will get an additional stats point.

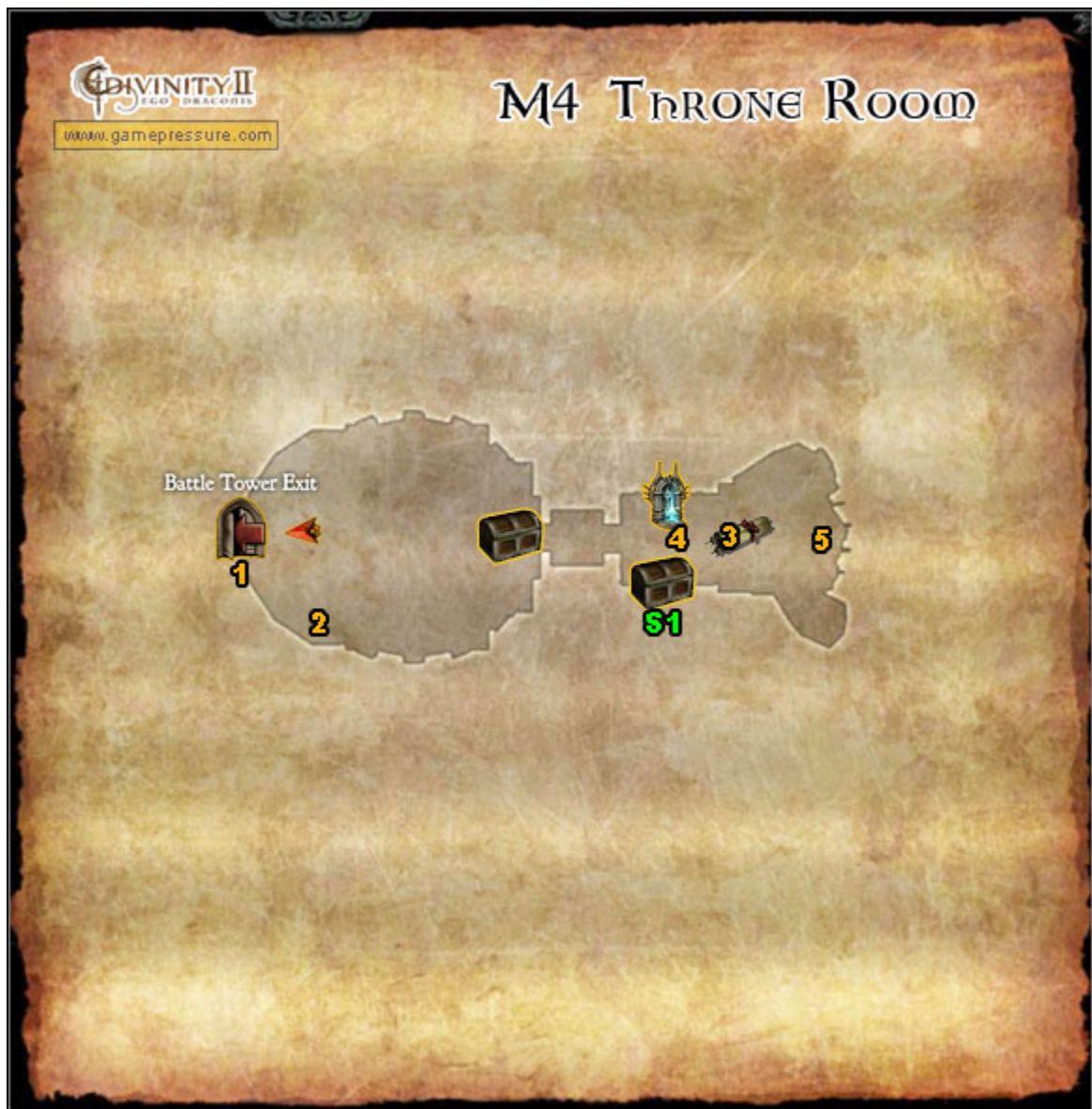
### Others

After killing the monsters summoned by **Sassan M3.2(1)** during **The Second Coming** quest **M3(4)**, one of them will drop **key K2**, which opens **chest S2** in the room from which you'll be going back.

Plant the **explosive charge** under the buried passage **M3.3(5)**, at the end of the corridor you will find **key K3** which opens **chest S3**.

# Throne Room

## M4 Map - Throne Room



1. Battle Tower Terrace
2. **Harry** / **Tom** / **Dick** (searchers)
3. **Maxos' scroll**
4. **Hermaphroditus** (illusionist)
5. **Sassan** (trader)
- S1** Chest (more in **Secrets**)



# Throne Room - Main quests

## Hall of Echoes Bound – Revelation



You will find **Maxis' scroll**, which is needed to enter the Hall, on the table. **M4(3)**.

**Prize:** 3750 experience points, 1320 gold, 1 additional option.

## Throne Room - Side quests

### Out on a Limb

**Received from:** Joneloth (necromancer's platform)

In order to improve the necromancer's platform, you have to get a **limb** of a certain creature that you will find in **Orobas Fjords**. Go to the cave **M5(M5.16)**. Clear your way on the left side on the cave where you will find a monster called **Ultimate Creature Boss M5.16(1)**. After you kill it, you'll gain one of its **limbs**.

**Prize:** 6000 experience points, 600 gold, 1 limb.

Return to your teacher. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**Prize:** 6000 experience points, 560 gold, skill book, 1 additional option.

### Risk Life for Limb

**Received from:** Joneloth (necromancer's platform)

To improve the platform even more, you have to gain a limb from **Xanlosch**. You will find him in one of **Damian's Flying Fortresses M5(M5.8)**. Fight your way to **Xanlosch M5.8(1)** while destroying the generators you come across **M5.8(G)** in order to shut down the barriers blocking the way. Also remember to get rid of the ballistas and most of all destroy the nests. Take the north-west passage **M5.8(M5.18)** and you will get to second generator and **Xanlosch**. Kill him as well as his creature – **Isabelle**.

**Prize:** 1 limb to choose from.

Return to your teacher **Joneloth**, you will receive a prize for completing the quest. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 560 gold, skill book, 1 additional option.

### The Book of the Dead

**Received from:** Igor (necromancer's platform)

In order to upgrade the necromancer's platform you have to find and bring to your teacher a book, which, at the moment, is in **Barnabus'** possession. You will find your target is a cave situated in between the mountains **M5(M5.2)**. Once you get to the cliff, a cutscene will play, showing a necromancer hidden below the barrier. Change into a dragon and fly to the teleport **T3** placed in the highest place. There's a horde of undead awaiting you, the fight can be quite hard. Once you make it to the end in one piece, you will find the desired **Book of the Dead**. During the way back you will be attacked once more, the gate will open only after you kill every monster. Return to your teacher and give him the book. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**Prize:** 4500 experience points, 520 gold, skill book, 1 additional option.

## Black Ring's Ring

**Received from:** Igor (necromancer's platform)

To further improve the platform, you have to get a ring from **Stone**. You will find her in one of **Damian's Flying Fortresses M5(M5.8)**. Fight your way to **Xanlosch M5.8(1)** while destroying the generators you come across **M5.8(G)** in order to shut down the barriers blocking the way. Also remember to get rid of the ballistas and most of all destroy the nests. Take the north-west passage **M5.8(M5.18)** and you will get to second generator and **Xanlosch**. After killing him and his creatures, head to **Stone M5.8(M5.19)**. Your target will await you at the very beginning **M5.19(1)**. Once his health drops down critically, she will decide to make a run for it. Finish off the remaining soldiers and follow her to the teleport. You will find yourself on a big arena where you will have to face a couple waves of enemies before you can fight your main target. After eliminating her, take the ring and return to your teacher. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 600 gold, skill book, 1 additional option.

## Allan Brew Confidential

**Received from:** Allan (alchemist's platform)

In order to improve the alchemist's platform you have to bring your teacher some **plants**, which you will find in **Orobas Fjords**. If you don't have the required items (if you've been randomly collecting plants during the game you should have quite a number of them), the easiest way to get them will be to send one of your searchers, **Harry M4(2)**. The plants you have to find are: **Whisperwood**, **Black Rose**, **Earth Root** and **Holy Basil**. After delivering the ingredients you will find out that you are still missing one – **Dragon Nail**. Once you get the last plant, you'll receive an **Allan Brew** potions. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**Prize:** 4500 experience points, 2 additional options.

## Wisdom in a Bottle

**Received from:** Allan (alchemist's platform)

To further improve the platform, you have to get the **Potion of Wisdom** from **Geshniz**. He's in one of **Damian's Flying Fortresses**, in the deserted land in **Broken Valley** to be precise **M5(M5.1)**. In order to get to him, you first have to shut down the main generator **M5.1(G2)**, and then head to the west teleport in order to shut down the next one **M5.1(G3)**. Also remember to get rid of the ballistas and most of all destroy the nests. Now you can head north to the teleport **M5.1(M5.21)** and meet **Geshniz M5.21(1)**. Take the potions and return to your teacher. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 560 gold, skill book, 1 additional option.

## Borrowed Book

**Received from:** **Barbatos** (alchemist's platform)

In order to upgrade the alchemist's platform you have to bring your teacher a book which is in possession of a very powerful alchemist who you will find in one of the caves in **Orobas Fjords**. You will find the book in the bandit's hideout **M5(M5.4)**. One of the bandits will drop a key **M5.4(K2)**, thanks to which you will open the gate **M5.4(D2)**. A bit further you will find four platforms **M5.4(1)**. Activating them in the right order will disable the barrier which is blocking your way to the book. The right order is: **[3][1][4][2]** (looking at the platforms from the chest's side). Head to the other side of the cave where you will have to face **Ragonow M5.4(2)**. After killing him and the other bandits, you will have to turn the three statues for a chest to appear. Take the **book** and return to **Barbatos**. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**Prize:** 4500 experience points, 520 gold, skill book, 1 additional option.

## An Alchemist's Apparel

**Received from:** **Barbatos** (alchemist's platform)

To further improve the platform, you have to obtain the **Amulet of Alchemy**, which is in **Rayhun's** possession. You will find him in one of **Damian's Flying Fortresses**, in the deserted land in **Broken Valley** to be precise **M5(M5.1)**. In order to get to him, you first have to shut down the main generator **M5.1(G2)**, and then head to the west teleport in order to shut down the next one **M5.1(G3)**. Also remember to get rid of the ballistas and most of all destroy the nests. You can disable the barrier blocking the way to **Rayhun's** fortress by shutting down the generator in the north **M5.1(G4)**, while the barrier to the headquarters itself with the generator **M5.1(G5)**. The path is very difficult, in case of losing health rapidly you can turn into a human and use a potion, which will recover your health much faster. Use the teleport **M5.1(M5.25)** and move to the headquarters. **Rayhun** is at the very end **M5.25(1)**. Kill him and take the amulet. Return to your platform and talk with **Barbatos**. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 600 gold, skill book, 1 additional option

## Apprentice and Adversary

**Received from:** **Kenneth** (trainer's platform)

In order to upgrade the trainer's platform you have to complete a small request, namely checking on your teacher's ex-student – **Saul**, who you will find in the camp in **Orobas Fjords M5(14)**. After talking with **Montagu** you will learn that **Saul** is in prison for killing a dragon slayer. You can convince the prison guard in a couple of ways: you can bribe him, challenge him to a fight or scare him that you'll tell his commander about what he has done (read his mind to learn about his bad deeds). Eventually the gate will be opened. Use the teleport to get into the prison. Pick up the key lying on the bench and open **Saul's** cage. After completing the task head to **Sassan M4(5)** and she will improve the platform.

1. If you decide to carry out the **Thorn in the Side** quest **M5(14)**, the prisoner will die. Return to **Kenneth**.

**Prize:** 1 additional option.

2. To free the prisoner, you have to redirect the teleport to a safe place. If you weren't there yet, go to **High Hall M5(15)**. Activate the teleport there and return to the cell. Change the destination point of the teleport and save **Saul**. Return to **Kenneth**.

**Prize:** 4500 experience points, 560 gold, 2 additional options.

## By the Book

**Received from:** **Kenneth** (trainer's platform)

To further improve the platform, you have to obtain **The Demon Wars** book which is in **Kali's** possession. You will find her in one of **Damian's Flying Fortresses M5(M5.12)**. Once you're inside, your main task will be to destroy all the generators **M5.12(G)**. Also remember to get rid of the ballistas and most of all destroy the nests. It will allow you to safely get to **Kali M5.12(M5.24)**. Open the first two gates with the levers **M5.24(1)** located on both side of the location. You will find the book requested by your teacher after killing the leader **M5.24(2)**. Return to your tower and hand it over. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 1 additional option.

## Dear John

**Received from:** **Hermosa** (trainer's platform)

In order to upgrade the trainer's platform you have to carry out a simple task – break up with **Morgan** and give him back the **necklace** that he gave to **Hermosa**. You'll find the admirer in the port **M5(13)**, the entrance is right next to the elevator. The man will somehow get over the whole situation and in the end will give you a **book**, for which your teacher has been looking for quite a long time. Return to the platform, inform about completing the mission and hand over the book. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**Prize:** 4500 experience points, 520 gold, skill book, 1 additional option.



## Murder for Myrthos

**Received from:** **Hermosa** (trainer's platform)

To further improve the platform, you must obtain the **Myrthos** sword which is in possession of **Hemros'** sister – **Kali**. You will find her in one of **Damian's Flying Fortresses M5(M5.12)**. Once you're inside, your main task will be to destroy all the generators **M5.12(G)**. Also remember to get rid of the ballistas and most of all destroy the nests. It will allow you to safely get to **Kali M5.12(M5.24)**. Open the first two gates with the levers **M5.24(1)** located on both side of the location. You will obtain the sword your teacher asked for after killing the leader **M5.24(2)**. Return to your tower and hand over the item. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 600 gold, skill book 1 additional option.

## Short Supply

**Received from:** **Wesson** (enchanter's platform)

In order to upgrade the enchanter's platform, you have to find one of the suppliers – **Lister**. You will find him **M5(9)** seriously wounded by the entrance to one of the mines **M5(M5.7)**. You will learn that the goblins have taken his package. Enter the mine, you will find the supplier's items in the **chest M5.7(S1)** and the **key M5.7(K1)** to it after killing **Alutiiq M5.7(2)**. He's also a part of **A Hunting We Shall go Again** quest **M5(13)**. Take the delivery from the chest and return to **Wesson**. After completing the task After completing the task head to **Sassan M4(5)** and she will improve the platform. You will be able to choose what kind of enchanting machine you want: armour, weapon or jewellery.

**Prize:** 4500 experience points, 480 gold, skill book, 1 additional option.

## Riging Raze

**Received from:** **Wesson** (enchanter's platform)

To further improve the platform, you have to obtain **Raze's Cuirass**, which is in **Raze's** possession. You will find him in one of **Damian's Flying Fortresses M5(M5.11)**. Once you're inside, your main task is to destroy all **three** generators **M5.11(G)**, thanks to which the barrier blocking your way to the teleport **M5.11(M5.22)** will be deactivated. Move to **Raze's** headquarters, your target awaits at the end of it **M5.21(1)**. Each time his health drops low enough he'll run to one of the generators to regenerate. Disable both of them with the levers and then take care of **Raze**. Go to **Sassan M4(5)**, so that she can upgrade the platform once again.

**Prize:** 6000 experience points, 600 gold, skill book, 1 additional option.

## Delicate Affairs

**Received from:** **Radcliff** (enchanter's platform)

In order to upgrade the enchanter's platform you have to get your teacher a jewel that he himself has hidden in a shipwreck in **Orobas Fjords**. You will find it at the very end of the region, right before the entrance to one of the **Flying Fortresses M5(M5.12)**. On a small island there is a chest and inside of it the **Goblin Stone**. Two goblins will show up: **Raj** and **Khan**. After completing the task head to **Sassan M4(5)** and she will improve the platform.

**1.** You can return them the stone and in return they'll give you two other.

**Prize:** 6000 experience points, 600 gold, 2 Malachites, 1 additional option.

**2.** You can refuse and kill the goblins. Return to **Radcliff** and return the gem to him.

**Prize:** 1 additional option.

## Throne Room - Secrets

### Mind reading

**Sassan M4(4)**, you will receive an additional skill point.

**Jonelath** / **Igor (necromancer's platform)**, you will receive an additional skill point.

**Allan** / **Barbatos (alchemist's platform)**, you will receive an additional skill point.

**Kenneth** / **Hermosa (trainer's platform)**, you will receive an additional skill point.

**Wesson** / **Radcliff (enchanter's platform)**, you will receive an additional skill point.

### Others

Thoroughly search the teacher locations, you'll find quite a lot of **books** adding dragon skill points. You will also find them in the throne room.

In order to obtain the key to **chest S1** head to the **alchemist**, take the key from the table. Go to the **necromancer**, where you will open the chest in which there will be a key to a chest at the trainer's. Inside you'll find another key. Head to the **enchanter**. In the chest you will find a **key** to the chest in the throne room.

# Orobas Fjords

## M5 Map - Orobas Fjords



1. **Crabbe**
2. **Cadby**
3. **Laura**
4. **Simeon**
5. **Jievaras**



6. **Yggdragsil**
7. **Irminsul**
8. **Beird** (trader) / **Abram** (trader)
9. **Lister**
10. **Artemas** (trader) / **Tibus** / Jedediah
11. **Jack Bolton** (corpse)
12. **Jimmy Dean** (corpse)
13. **Mullet** (trader) / **Zeppelin Master Page** / **Sepp** / **Irwin** (trader) / **Aurelius** / **Morgan** / **Leon** (trader) / **Brutus** / **Sejanus**
14. **Tilian** / **Montagu**
15. **Quintus** / **Gwyn** / **Eamon** / **Gobie** / **Mona** / **Nicolas** (trader) / **Beatrice**
16. **Moor**
17. **Alrik**

## 18. Hall of Echoes

**S** Airship parts

**S1** Gremor's family chest (more in **Secrets**)

### **M5.1** Broken Valley

### **M5.2** Primordial Cave

### **M5.3** Sinister Cavern

### **M5.4** Dark Cave

### **M5.5** Imps' Lair

### **M5.6** Lost Tomb

### **M5.7** Depleted Ore Mine

### **M5.8** Stone's Flying Fortress

### **M5.9** High Hall Mines

### **M5.10** Mysterious Cave

### **M5.11** Raze's Flying Fortress

### **M5.12** Kali's Flying Fortress

### **M5.13** Red Hammer Tribe

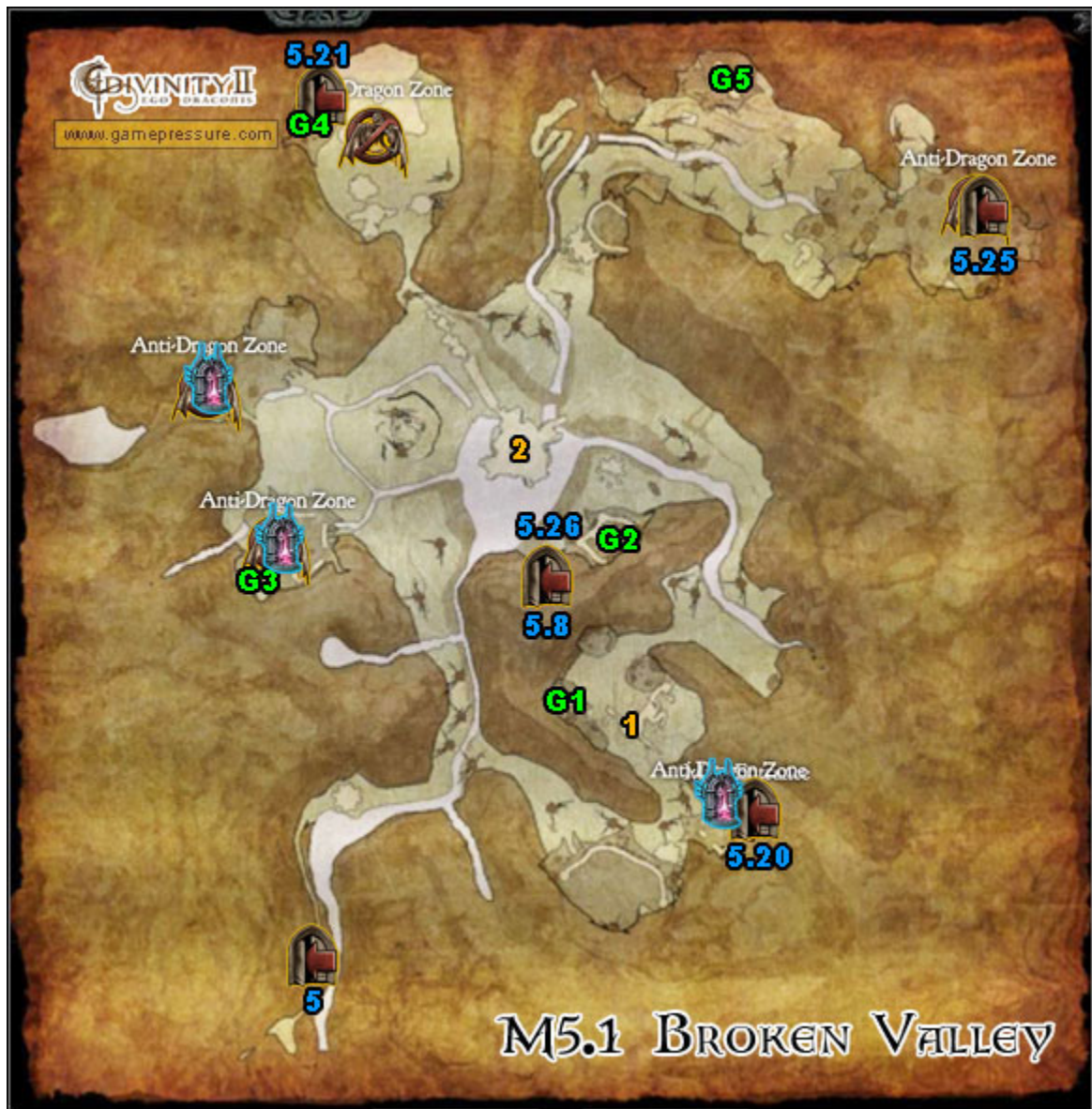
### **M5.14** Well Cave

### **M5.15** Orobas Crypt

### **M5.16** Bone Burrow

### **M5.27** Keara's Flying Fortress

## Orobas Fjords - M5.1 Broken Valley



1. **Williams**
2. **Doctor Needleman**

**G** Generators

**M5 Orobas Fjords**

**M5.8 Stone's Flying Fortress**

**M5.20 Mine**

**M5.21 Geshniz's Headquarters**

**M5.25 Rayhun's Headquarters**

**M5.26 Needleman Storage**

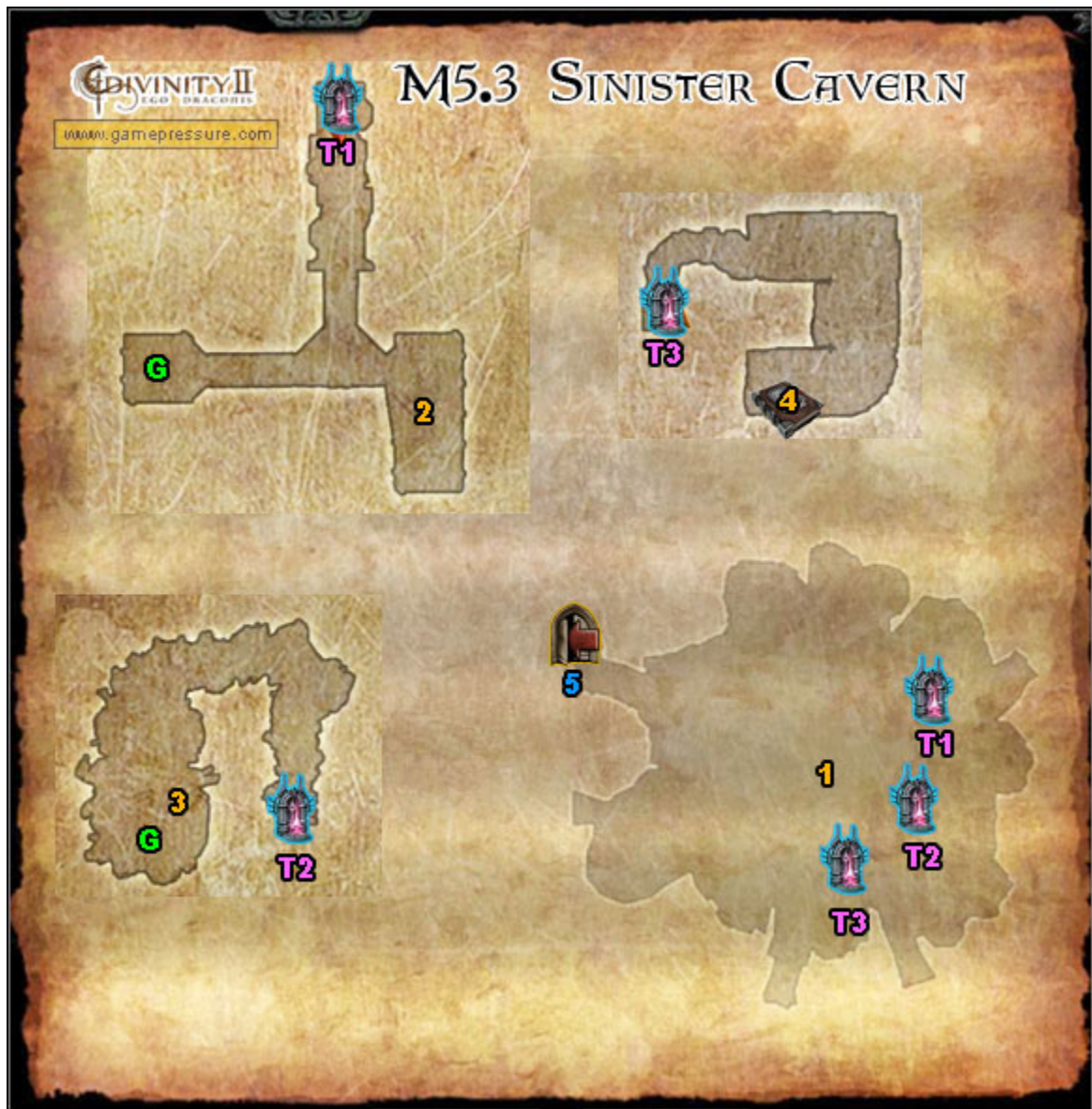
## Orobas Fjords - M5.2 Primordial Cave



1. Elevator
  2. **Chicken Rune**
  3. **Golden Statue**
  4. Lever
  5. **Patriarch**
- M5 Orobas Fjords**

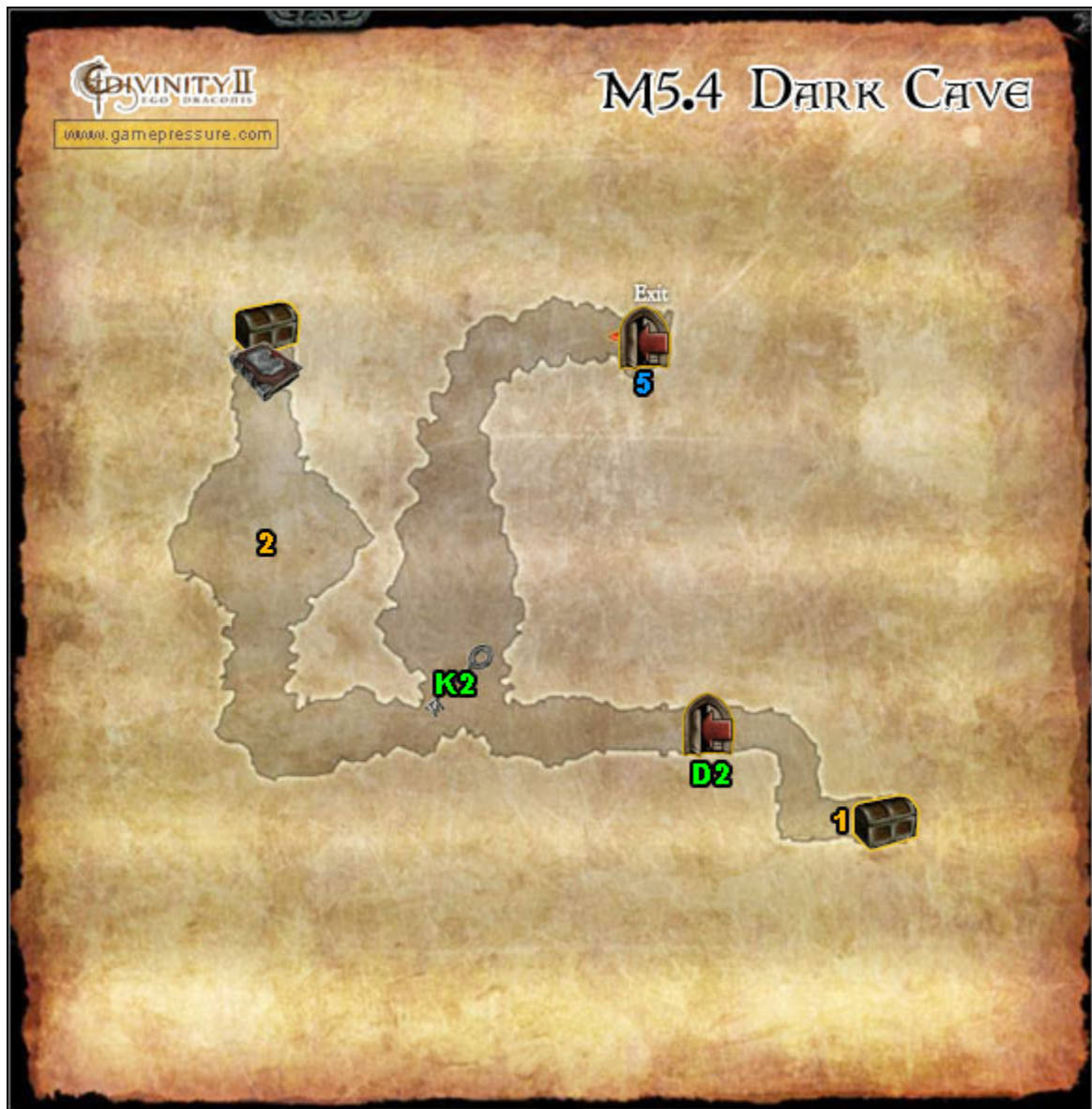


## Orobas Fjords - M5.3 Sinister Cavern



1. **Barnabus**
  2. Lever
  3. Lever
  4. **Book of the Dead**
- G** Generator
- M5** Orobas Fjords

## Orobas Fjords - M5.4 Dark Cave



1. Platforms

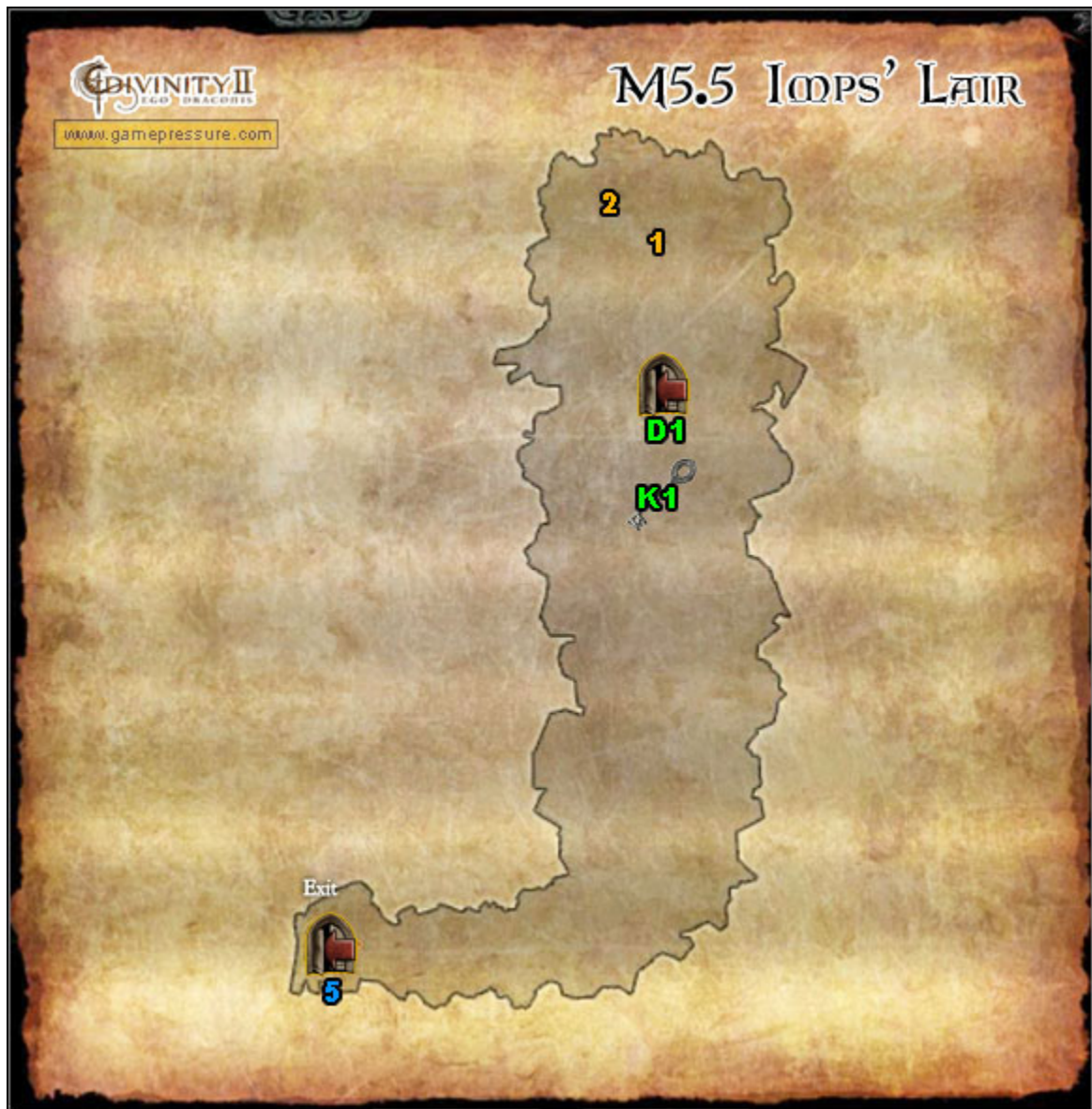
2. **Ragon**

**K2** Key to chest **S2**

**M5** Orobas Fjords



## Orobas Fjords - M5.5 Imps' Lair



1. **Imp Boss**
  2. **Arthur Gremory**
- K1** Key to chest **D1**
- M5** Orobas Fjords

## Orobas Fjords - M5.6 Lost Tomb



1. Lever

**M5** Orobas Fjords



## Orobas Fjords - M5.7 Depleted Ore Mine



1. Elevator

2. **Alutiiq**

3. Lever

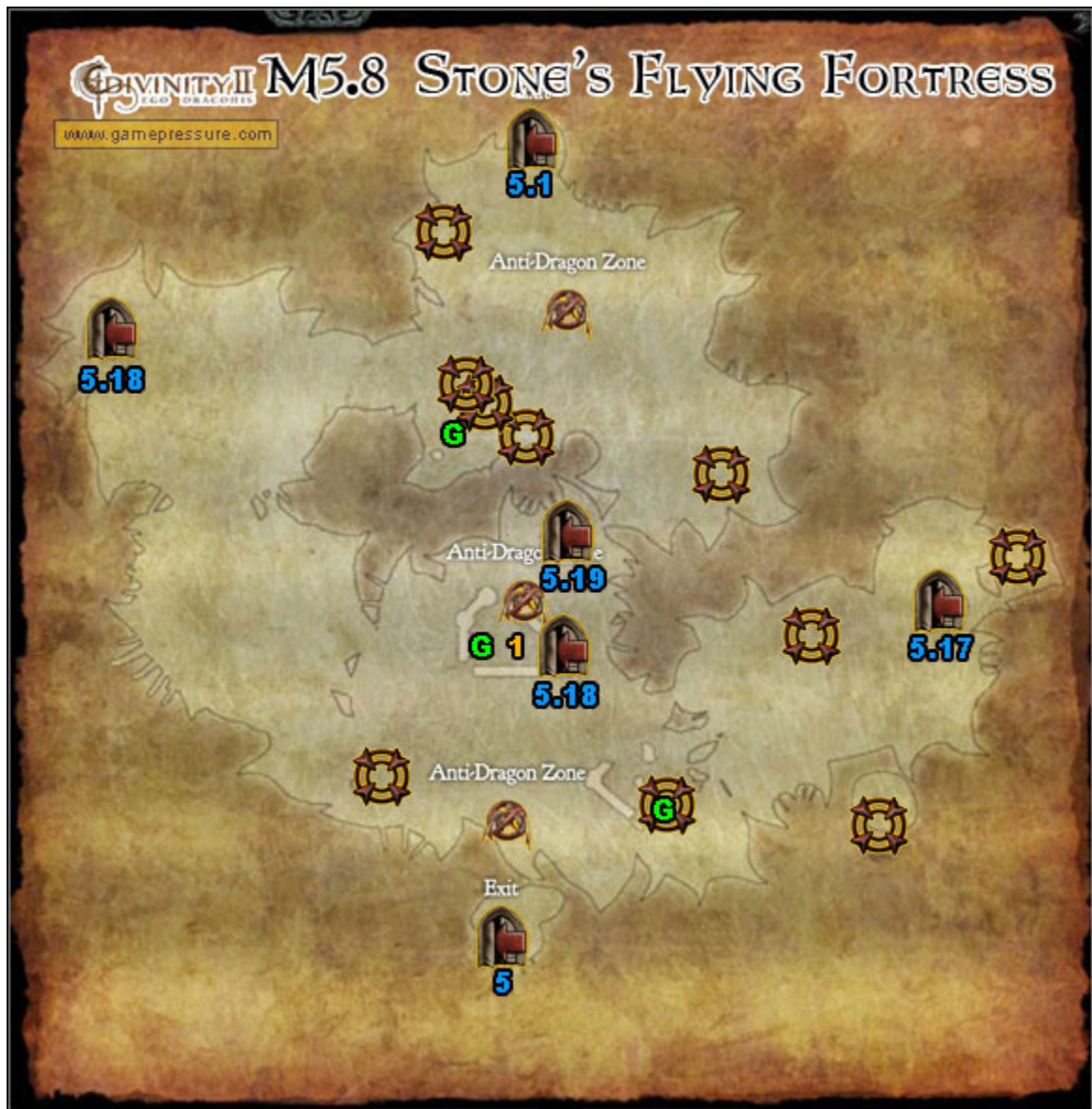
4. Pedestal (level -1)

**K1** Key to chest **S1**

**S2** Chest (more in **Secrets**)

**M5** Orobas Fjords

## Orobas Fjords - M5.8 Stone's Flying Fortress



---

1. **Xanlosch** / **Isabelle**

**G** Generators

**M5 Orobas Fjords**

**M5.1 Broken Valley**

**M5.17 Stone's Greenery**

**M5.18 Stone's Passage**

**M5.19 Fortress Headquarters**



A complete mage set



## Orobas Fjords - M5.9 High Hall Mines

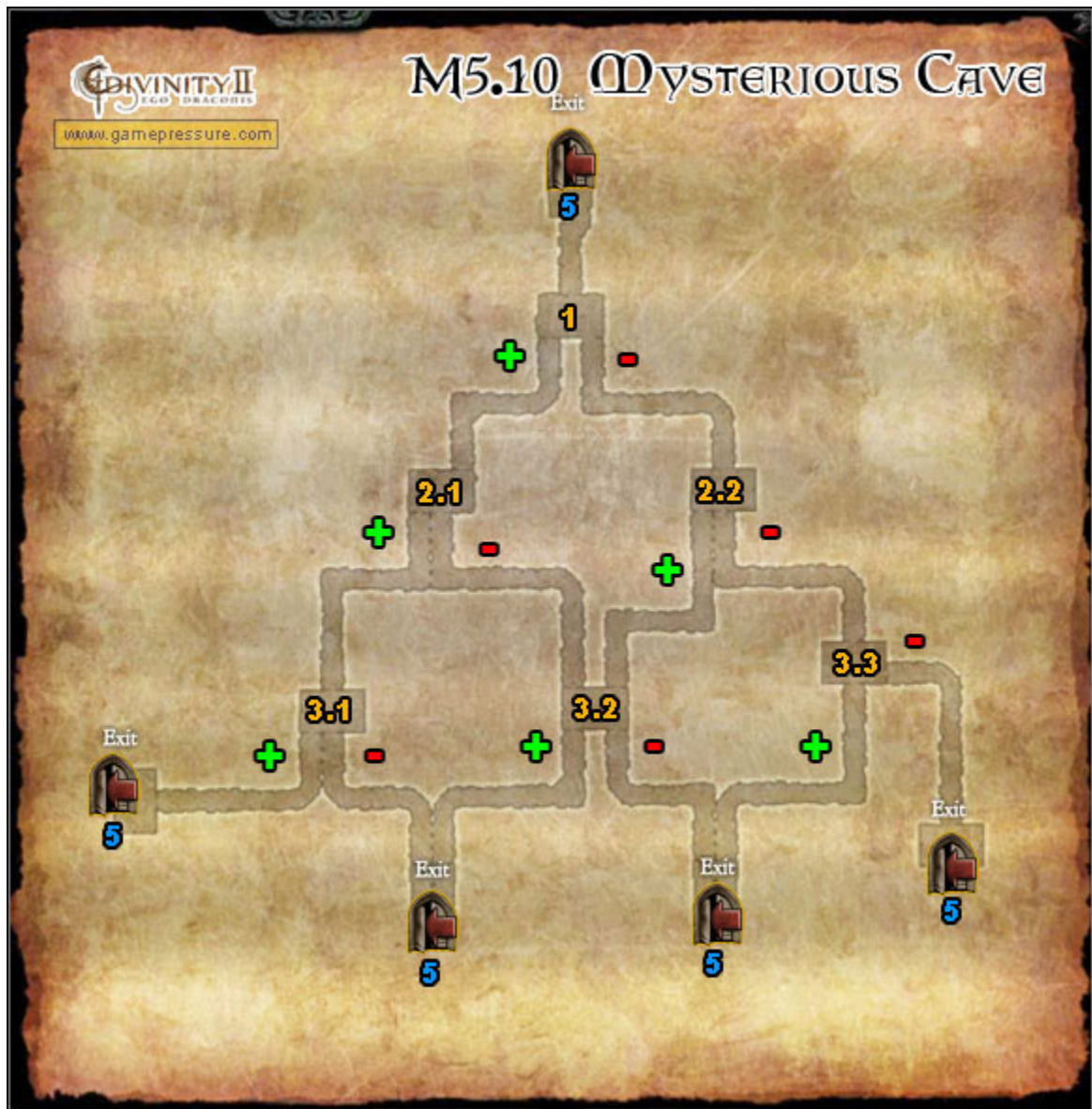


1. Barrier
2. Elevator
3. **Mundus**

### **M5** Orobas Fjords



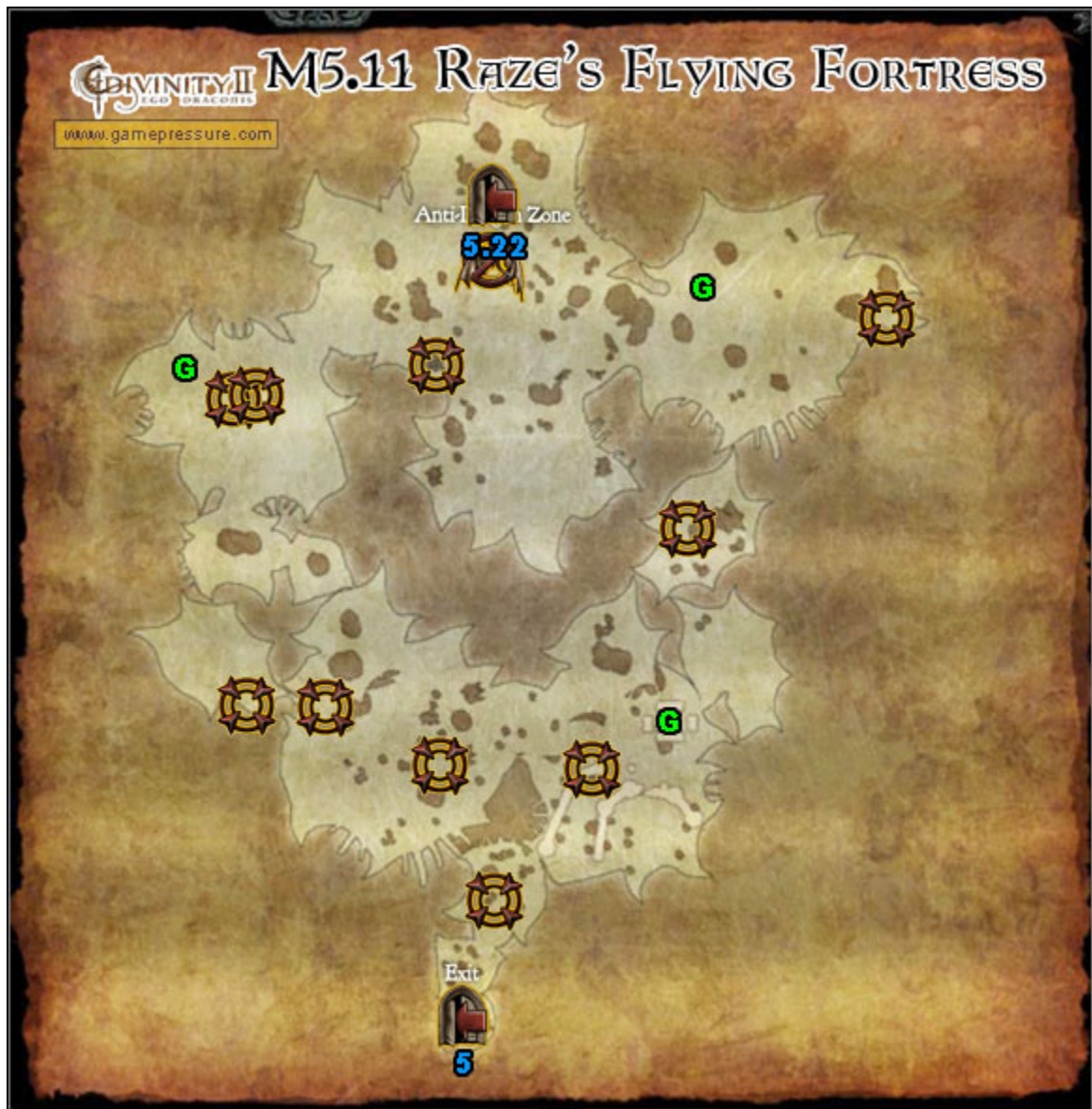
## Orobas Fjords - M5.10 Mysterious Cave



A thorough description in the **Mysterious Cave** quest [M5\(10\)](#)

[M5](#) Orobas Fjords

## Orobas Fjords - M5.11 Raze's Flying Fortress



**G** Generators

**M5** Orobas Fjords

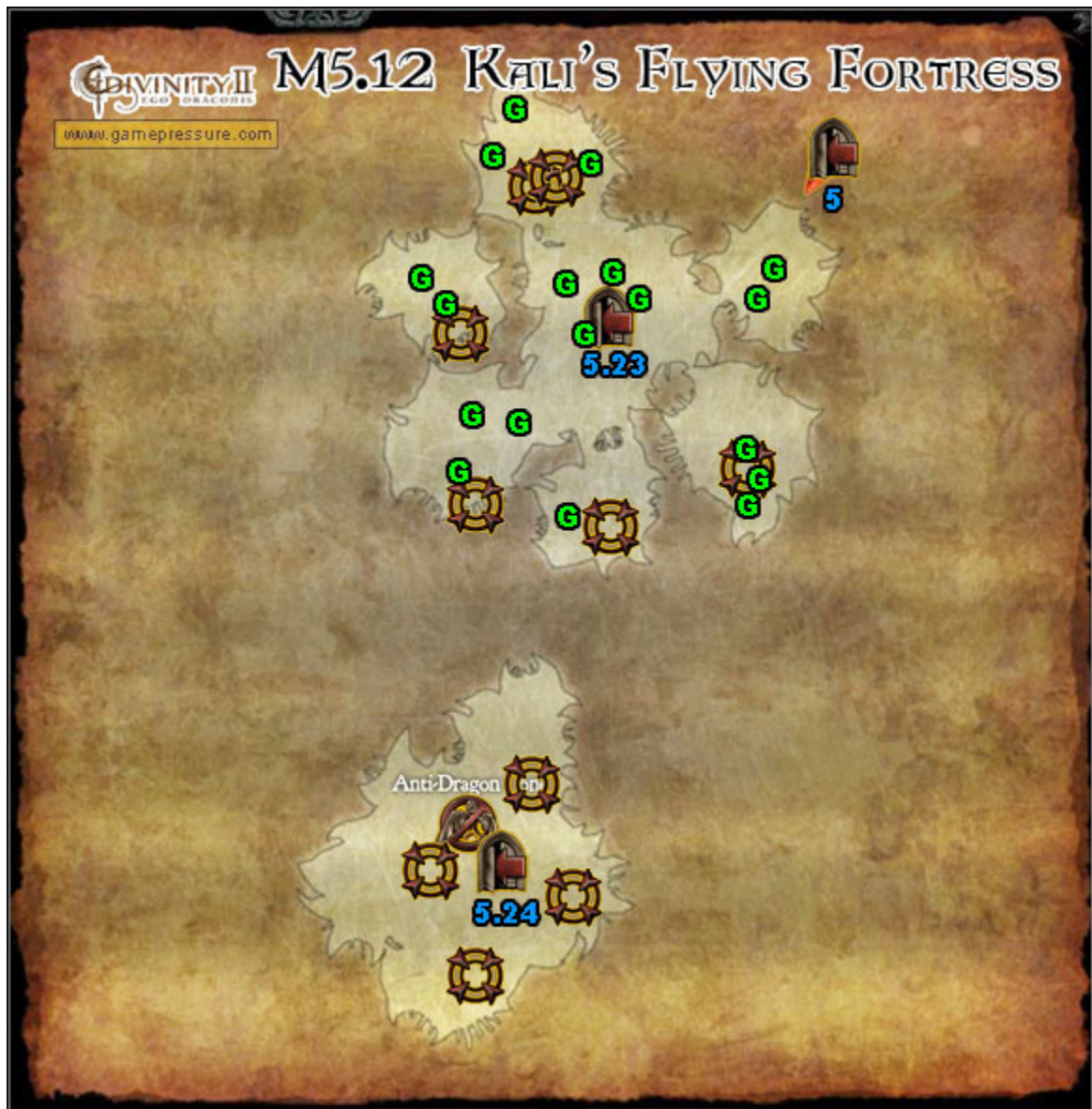
**M5.22** Raze's Headquarters



Complete archer set



## Orobas Fjords - M5.12 Kali's Flying Fortress



**G** Generators

**M5** Orobas Fjords

**M2.23** Kali's Storage

**M5.24** Kali's Headquarters



Complete warrior set

## Orobas Fjords - M5.13 Red Hammer Tribe



1. **Timpuk** (trader)

2. **Svadilfari**

3. **Groth**

**K1** Key to chest **S1**

**M5** Orobas Fjords



## Orobas Fjords - M5.14 Well Cave



1. **Kezzz**

2. Elevator

3. **Zagan**

**K1** Key to chest **D1**

**M5** Orobas Fjords

## Orobas Fjords - M5.15 Orobas Crypt



1. **Orobas**

**S1** Chest (more in **Secrets**)

**M5** Orobas Fjords



## Orobas Fjords - M5.16 Bone Burrow



### 1. **Ultimate Creature Boss**

### **M5** Orobas Fjords

## Orobas Fjords - M5.17 Stone's Greenery



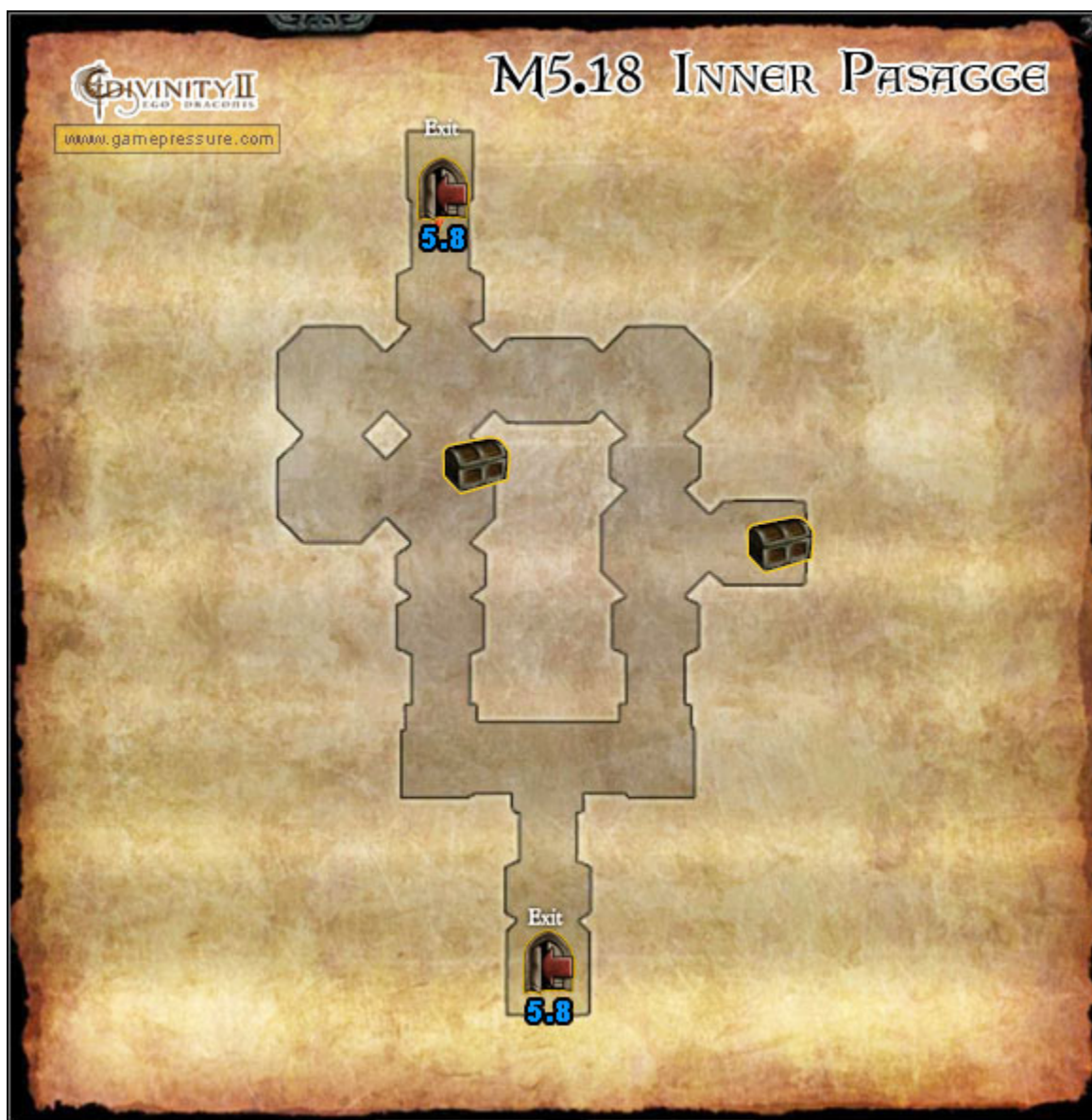
1. Fountain

**S1** Golden chest

**M5.8** Stone's Flying Fortress

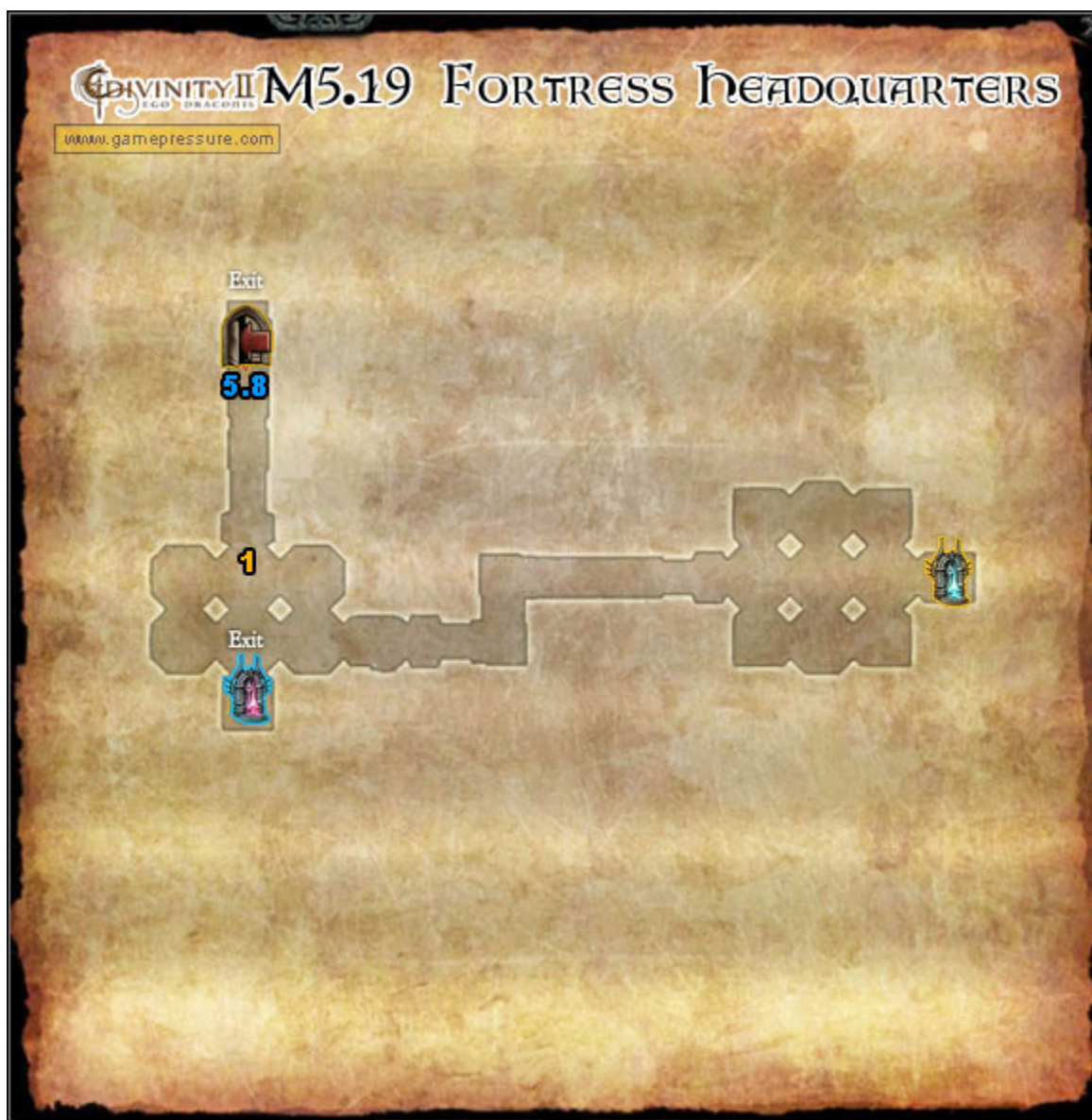


## Orobas Fjords - M5.18 Stone's Passage



### M5.8 Stone's Flying Fortress

## Orobas Fjords - M5.19 Fortress Headquarters



### 1. **Stone**

#### **M5.8** Stone's Flying Fortress



## Orobas Fjords - M5.20 Mine



1. **Amon**

2. **Ba'al**

3. Lever

**K1** Key to chest **D1**

**M5.1** Broken Valley

## Orobas Fjords - M5.21 Geshniz's Headquarters



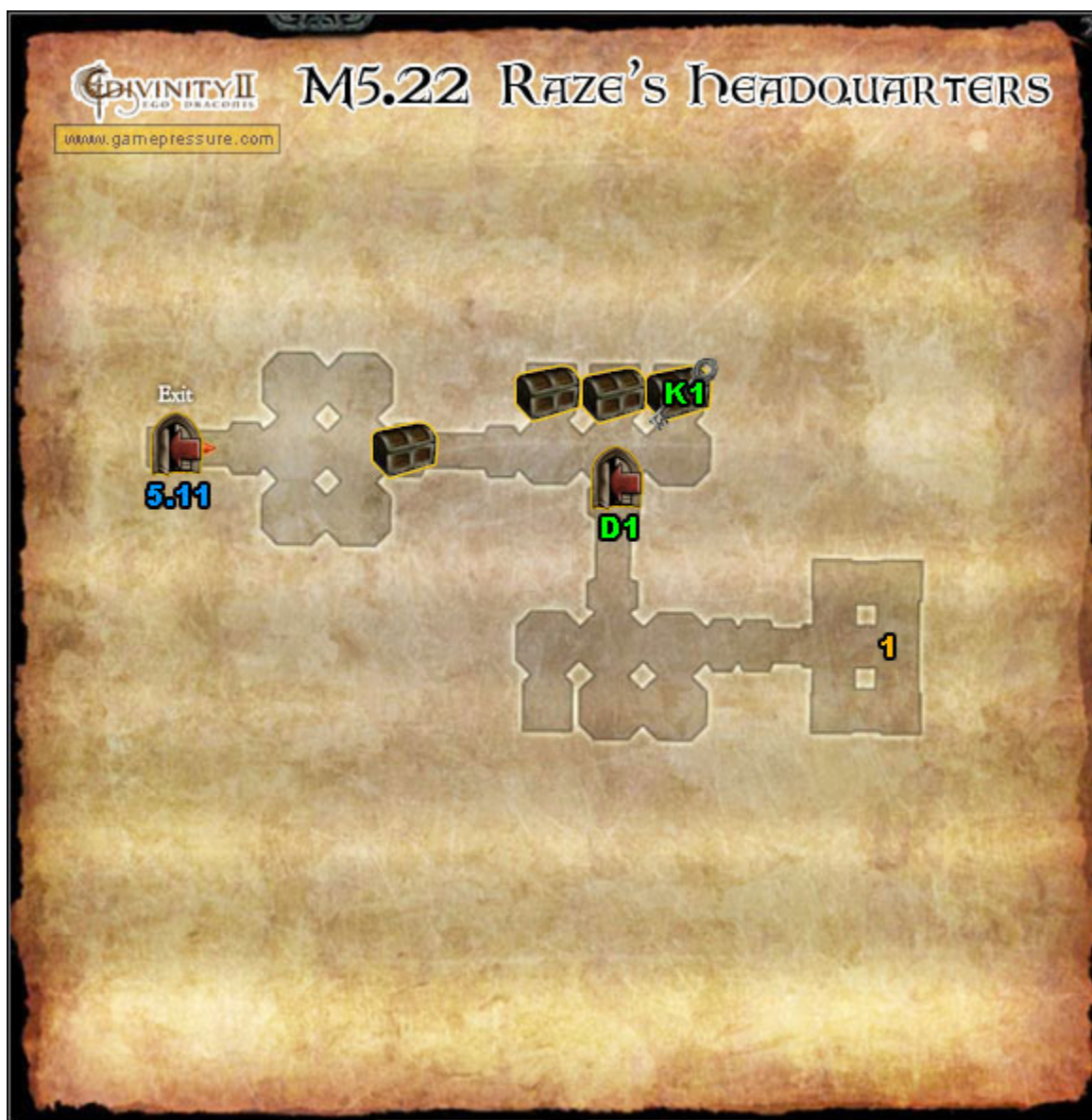
1. **Geshniz**

**S1** Golden chest

**M5.1** Broken Valley



## Orobas Fjords - M5.22 Raze's Headquarters

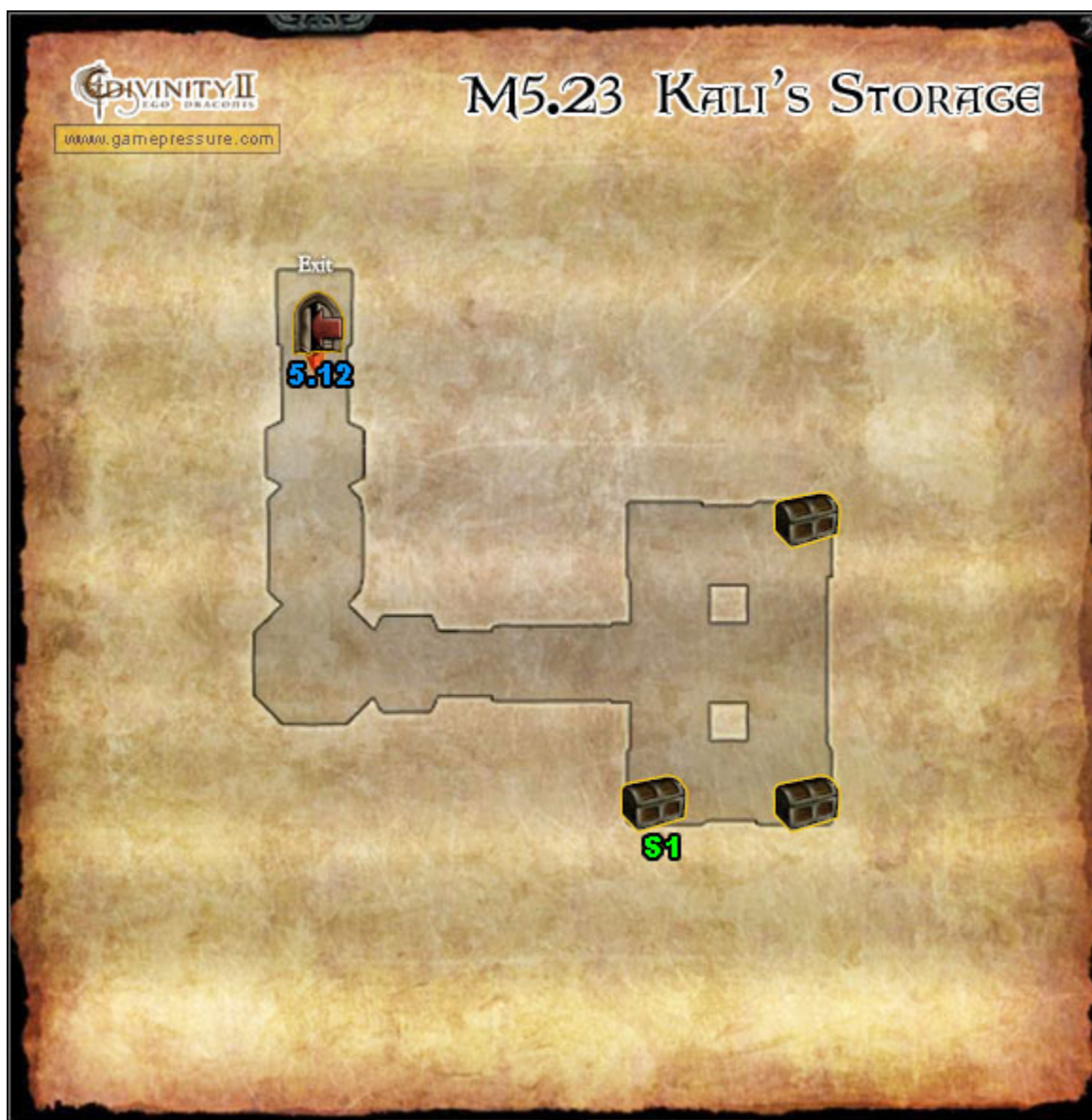


1. **Raze**

**K1** Key to chest **D1**

**M5.11** Raze's Flying Fortress

## Orobas Fjords - M5.23 Kali's Storage



**S1** Golden chest

**M5.12** Kali's Flying Fortress



## Orobas Fjords - M5.24 Kali's Headquarters



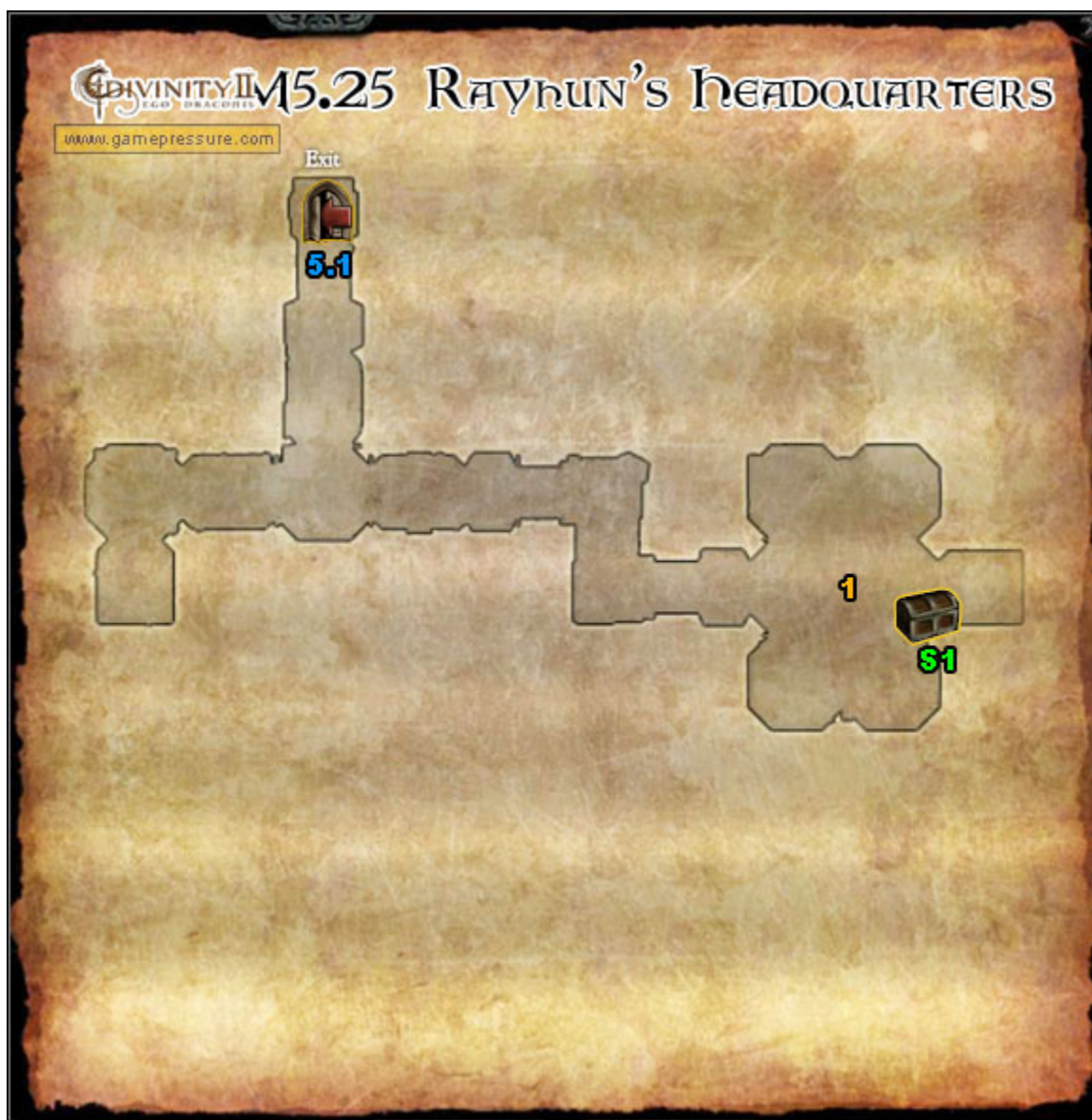
1. Lever

2. **Kali**

**K2** Key to chest **D1**

**M5.12** Kali's Flying Fortress

## Orobas Fjords - M5.25 Rayhun's Headquarters



1. **Rayhun**

**S1** Golden chest

**M5.1 Broken Valley**



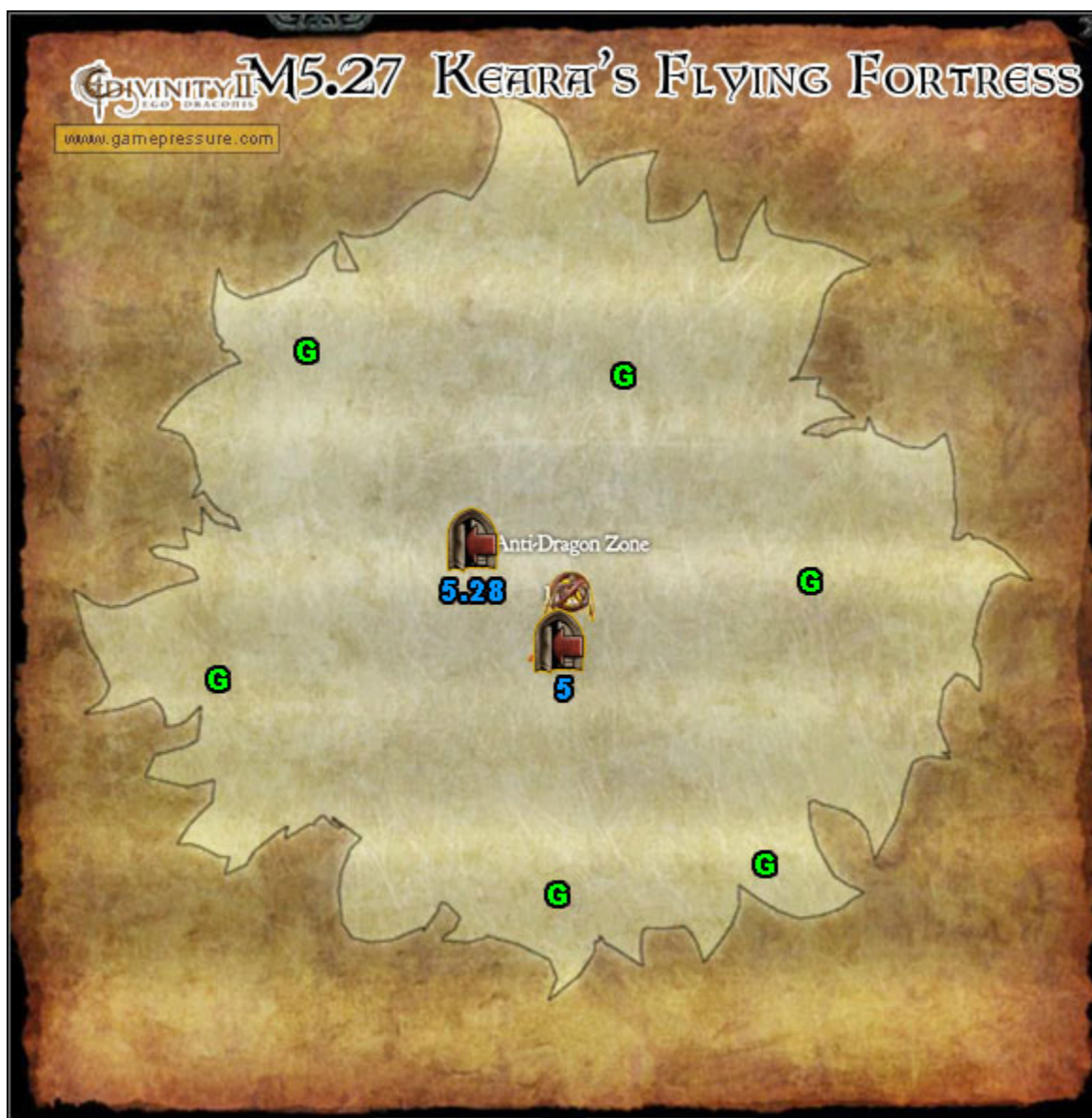
## Orobas Fjords - M5.26 Needleman Storage



**K1** Key to door **D1**

**M5.1** Broken Valley

## Orobas Fjords - M5.27 Keara's Flying Fortress



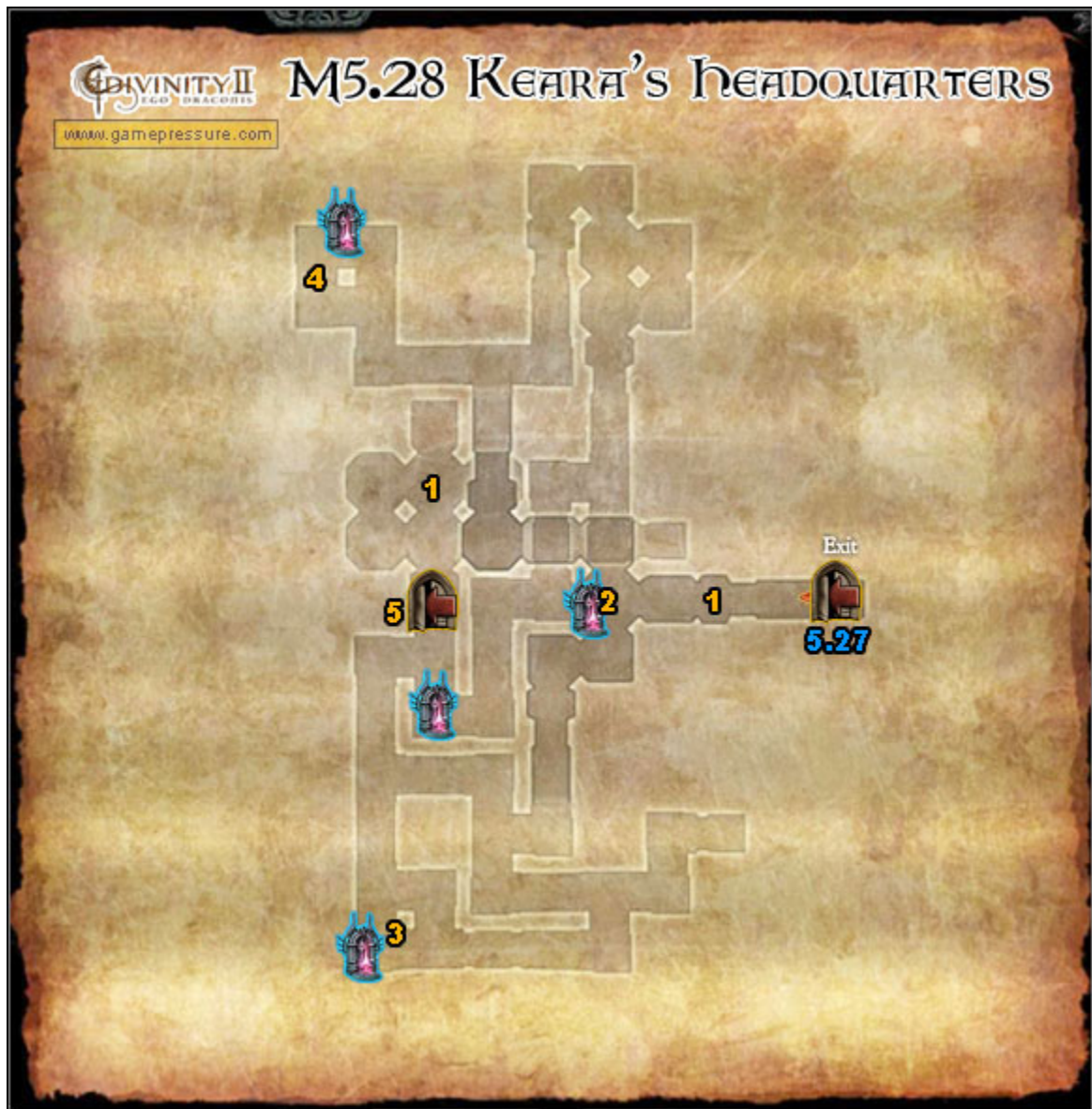
**G** Generators

**M5** Orobas Fjords

**M5.28** Keara's Headquarters



## Orobas Fjords - M5.28 Keara's Headquarters



1. **Keara** / **Valanir**

2. Statue

3. Statues

4. Statues

5. Gate

**M5.27 Keara's Flying Fortress**

## Orobas Fjords - Main quests

### Hall of Echoes Bound - X marks the Spot



After teleporting to **Orobas Fjord**, make your way to the mysterious cave hidden behind the waterfall **M5(M5.2)**. Fight your way to the elevator **M5.2(1)**, which you will find on the lower level. Go forward all the time, take the right path at the fork and continue until you get to three statues **M5.2(3)**. In order to open the gate, you have to complete the **Reaping the Seeds** quest **M5.2(3)**. After crossing the door you will have to cross a small obstacle course of fireballs. On the left, behind a wall, you will find a chest **M5.2(4)** with a **lever** inside. Put it in the machine after crossing the course. You will deactivate the barrier blocking the further path. Go up the stairs and get rid of the last monsters in the cave. You will reach a dragon – **Patriarch M5.2(5)**. He will open the entrance to the **Hall M5.2(x)**. During your way back, you'll get attacked by **Damian's** men.

**Prize:** 7500 experience points, 1560 gold, 1 additional option.



## Reaping the Seeds



Each of the three statues requests a seed from the tree which you will find in Orobas Fjords. Exit the cave, on the map you will notice the places where you have to go. In order to get to the further part of the map, you have to shut down the force fields forming a barrier. The bunker **M5(8)** is also behind the barrier, so head to the nearest teleport, which will move you right in front of the entrance. After going upstairs you will meet **Lady Kara** and **Lord John**. Take them out and the passage to the upper part will open. There you will bump into two more **Damian's** subordinates – **Beird** and **Abram**. If you decide to spare them, they will both become traders from whom you will be able to buy a couple useful items. You will also find levers which switch off the barriers.

### The First Hungry Statue

**Jievaras M5(5)**, talk to the tree, you will be asked to get rid of wyverns that have made themselves a nest on the tree. In return you will receive the seed.

**Prize:** 1 additional option.

### The Second Hungry Statue

**Yggdragsil M5(6)**, talk to the tree, you will be asked to get rid of a goblin which has built himself a hut on the tree. In return you will receive the seed.

**Prize:** 1 additional option.

### The Third Hungry Statue

**Irminsul M5(7)**, talk to the tree, you will be asked to solve a riddle. The answer is *Amfora*. You lose some energy for a mistake. In return you will receive the seed.

**Prize:** 1 additional option.

After collecting all the seeds return to the statues **M5.2(3)** and place them in. The door will be opened.

**Prize:** 1 additional option.

## Hall of Echoes Bound - Lock and Key



In order to open the Hall entrance, you need a special seal which **Maxos** has hidden in one of **Broken Valley** mountains. Head to the deserted land, to the mine entrance to be precise **M5.1(M5.20)**. However firstly you have to turn off the barrier which blocks the further path using the lever. The generator is not far from the mine **M5.1(G)**. You will obtain the key by completing the **A Guild without Master** quest **M5.1(1)**. After getting inside, head forward all the time. You will reach a closed **door M5.20(D1)**. The **key M5.20(K1)** is in **Amon's** hands **M5.20(1)**. Get rid of him and the other soldiers. Open the door and go to the big room, where you will meet **Ba'al M5.20(2)**. Finish off his subordinates and then take care of him. After killing him, you will acquire the **seal**. Leave the area using the teleport.

**Prize:** 11250 experience points, 1800 gold, 1 additional option.

## Hall of Echoes Bound - Come to no Harm part 1



In order to obtain the last item needed to get into the **Hall of Echoes**, you have to head to the capital – **Aleroth**. The only way of transport is by a zeppelin, which you will find in the port. There are some barriers blocking your way that you have to disable. You can do it by the bunker **M5(8)**. By using one of the special teleport you are able to move right next to the entrance. Take the ladder upstairs and clear the area. After shutting down the barriers head to **Sepp M5(13)**. You will learn that none of the zeppelins can take off. Firstly you have to complete the **On the Road Again** quest **M5(13)**. Once your transport is ready, head to **Aleroth**, where you will complete the rest of the **Hall of Echoes Bound - Come to no Harm part 2** quest **M6**. After returning you will be able to unlock the entrance to the **Hall M5(18)**. Read **Maxos' scroll** and go inside.

**NOTICE: Bring as much potions as you can, they will really come in handy.**

**Prize:** 11250 experience points, 1920 gold, 1 additional option.

## Hall of Echoes



As you enter the **Hall**, your character will transform into a dragon and you won't be able to turn back into a human. Destroy the four nests to unlock the passage **#1**, you can ignore the wyverns if you can't handle them. Hurry and fly to the big sphere **#2**.



Go along the path, you will arrive at an arena **#1**. Your task is to make it through **six** waves of enemies that you have met before. You'll have quite a hard time, try to use your creatures to turn your enemies' attention away. Below is a list of foes you will have to kill with their levels in the brackets.

1. **Marius** (31), **Gene** (30);
2. **Sassan** (31);
3. **Amdusias** (31);
4. **Laiken** (31), **Razakel** (30);
5. **Lady Kara** (31), **Lord John** (31);
6. **Ba'al** (32).

A passage will open, there will be a teleport **#2** – use it. You will become a dragon once again. Fly into another **sphere** in front of you.





You will move into a room which is in fact **Ygern's** memories. **Divine** is about to kill her. Your old friend – **Zandalor** the mage – is also here. You of course cannot let the woman die. This is the last fight in the game, a real nightmare. Try to use everything that you have learned during the game, every skill might be useful. After killing everyone you can watch the ending which will clear out the things you haven't understood.

## Orobas Fjords - Side missions

### Red Ore Alert

**Received from:** Crabbe M5(1)

You have to clear the mine M5(M5.7) of imps, so that the miners can return to work. After completing the task return to Crabbe.

**Prize:** 1 additional option.

### Grave Robbers

**Received from:** Arthur M5.5(2) / Laura M5(4)

Your task is to find four searchers scattered thorough the whole region:

Jimmy Dean M5(12);

Jack Bolton M5(11);

Laura M5(4);

Arthur Gremory M5.5(2).

They were searching for a cave with a precious treasure in it. After finding all four of them go to the entrance M5(M5.6) and talk to Laura about assembling the key. Once you reach the treasure, your companion will find a note saying that there is in fact no treasure at all. Once the quest ends, pull the three levers M5.6(1) in the cave. Some platforms will show up, go to the very top by jumping from one to another to get the chest with the treasure inside.

**Prize:** 1 additional option.

### Sight For Sore Eyes

**Received from:** Simeon M5(4)

A blind philosopher asked you to find two malachites, thanks to which he will be able to restore his eyesight. You can find those very rare crystals in one of the caves M5(M5.14). To get into it, you have to accept The Horror of High Hall M5(15) or Delicate Affairs quest M4(Radcliff), for which you will receive the needed stones. Return to the blind man and give him them.

**Prize:** 7500 experience points, 1 additional option.

## Stood Up

**Received from:** Crabbe M5(1)

A zeppelin was meant to fly for the man, but it still hasn't arrived. Head to the harbour, where you will find the person responsible for the zeppelins - **Zeppelin Master Page M5(13)**. The zeppelin needs to be repaired before taking off. Complete the **On the Road Again** quest M5(13). Eventually **Crabbe** will be in the port, go to him to claim your reward.

**Prize:** 2000 gold, 1 additional option.

## Down the Hatch

**Received from:** Jedediah M5(10)

One of the knights has been imprisoned and you will be asked to save him. Firstly you have to obtain **Chalice of the Dragon** and a plant called **Drudanae**.

### Chalice of the Dragon

The artefact is in **Tilian's** possession M5(14).

1. You can take the artefact by force, by informing that you want to free **Orobas** – everyone in sight will attack you. You will find the **key** opening the **Chalice Chest**.
2. You can say that you want it for yourself and offer **Arben's sword** in return. You will receive the **key** opening the **Chalice chest**.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

### A Puff of Drudanae

The plant you need to get is banned, so getting it might be quite troublesome. You will receive a hint to head to the **High Hall** in the north M5(15).

1. You can buy the plant from a man named **Nicolas**, for 3750 gold.
2. You can steal the plant from the garden in his basement.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

Afterwards return to **Jedediah** to perform the ritual of opening M5(M5.15). Inside you will find a dragon skeleton, **Orobas** has died. Nearby you will find **chest S1** which will open after you correctly answer three questions. Exit the crypt and tell **Jedediah** the sad news.

**Prize:** 1 additional option.

## Thorn in the Side

**Received from:** Tilian M5(14)

The commander will ask you to kill **Saul**, who currently is in prison for murdering one of the slayers. In order to get to the prison, you have to pass the guard: you can bribe him, challenge to a fight or intimidate him (read his mind and you will get to know about his dirty deeds). Eventually the door will be opened. Use the teleport to get into the prison. Pick up the key lying on the bench and open **Saul's** cage. Kill the bastard and return to **Tilian**.

**Prize:** 6000 experience points, 560 gold, 1 additional option.

## Between Troll and a Hard Place

**Received from:** Brutus M5(13)

Your task is to check what happened with a patrol sent to defeat a troll roaming in the **High Hall** area M5(15). Head to the spot, you will begin a conversation and automatically accept **The Runes of Wrath** quest M5(15). After completing it, return to Brutus.

**Prize:** 4500 experience points, 480 gold, 2 additional options.

## The Runes of Wrath

**Received from:** Quintus M5(15)

During the conversation some trolls will attack the village. Help the soldiers deal with the monsters. Your task is to force the mage hiding in the mine – Mundus – to stop sending trolls on the village. Two soldiers will go with you as backup. Head to the mine M5(M5.9). Go left on the intersection, you will reach a magical barrier M5.9(1), with Mundus behind it. Also be sure to take the two **Magical Runes** which one of the trolls will drop. You have to find another way. Head left to go round the whole mine and approach the mage from behind. You will find yourself in front of another barrier, but this time use the rune you have found on the platform to open the passage. Go to the elevator M5.9(2) and ride it up. Talk to the mage M5.9(3).

1. You can kill Mundus.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

2. You can convince him to stop attacking the village, however you will have to do something that will allow him to peacefully sit in his mine and never see another person from the village. Your task is to find a rune which will allow to make food. The **Chicken Rune** can be found in the cave beneath the waterfall M5.2(2).

**Prize:** 6750 experience points, 720 gold, 1 additional option.

## A Hunting We Shall go Again

**Received from:** Sejanus M5(13)

Your task is to localize and eliminate a few enemies. As proof of defeating them you have to bring and show Sejanus an appropriate item. You will receive a prize for every enemy killed.

**Barnabus:** location: M5.3(x), proof: **Barnabus' Ring**

**Ragon:** location: M5.4(2), proof: **Ragon's Ring**

**Alutiiq:** location: M5.7(2), proof: **Alutiiq's Mask**

**Moor:** location: M5(16), proof: **Moor's Ledger**

**Alrik:** location: M5(17), proof: **Alrik's Necklace**

**Prize:** 1 additional option.

You will receive an additional prize for dealing with everyone from the list.

**Prize:** 4500 experience points, 520 gold, **Tiberius' Bow**, 2 additional options.



## A Shaman's Ransom

**Received from:** Aurelius M5(13)

Your task is to eliminate the leader of a local gang called Red Hammer, who's a goblin shaman named Svadilfarier. Head in the direction of the cave M5(M5.13). You won't be able to reach your destination because of the barriers. Destroy all of the generators to shut it down. You can also get rid of the ballistas and nests so that they won't cause you any trouble in the future. After entering the cave, head to the shaman M5.13(1).

1. You can try diplomacy, thanks to which you will receive the **Death of a Champion** quest M5.13(2).

2. You can kill the giant goblin and give his head to Aurelius. During the fight your enemy will run away – leave the cave and finish him outside, this time in your dragon form.

**Prize:** 6000 experience points, 2000 gold, 1 additional option.

## On The Road Again

**Received from:** Zepellin Master Page M5(13)

You have to collect the parts needed to start the Zeppelin, there are **nine** of them in total. You will find them scattered thorough the whole land M5(S). If a barrier is still blocking you, destroy all the generators, ballistas and nests.

**Prize:** 6000 experience points, 560 gold, 1 additional option.

## Death of a Champion

**Received from:** Svadilfarie M5.13(2)

A goblin-shaman will ask you to kill one of the champions – Aurelius M5(13). You will receive a faked, poisoned head of the goblin, so that the Champion will think that you have completed **A Shaman's Ransom** quest M5(13). Once he touches the trophy he will be poisoned and in effect die. Return to the goblin. As you're no longer needed, he will attack you. During the fight your enemy will run away – leave the cave and finish him outside, this time in your dragon form.

**Prize:** 1 additional option.

## Much Ado About Goblins

**Received from:** Groth M5.13(3)

Groth want you to find a man who knows the goblin language so that he can write down their history. Someone fitting those requirements is Gwyn M5(15), who thinks of himself as a goblin. Offer him to go to the goblin cave and afterwards go there yourself to collect the prize.

**Prize:** 3000 experience points, 300 gold, 1 additional option.

## Divine Descendant

**Received from:** Gobie / Eamon / Mona M5(15)

A poor peasant complains about ghosts haunting his house. Two lying pretenders: Eamon and Mona are offering to take care of the problem for a small charge.

1. Offer to pay for the ritual (1000 gold).

**Prize:** 1 additional option.

2. You can offer your help in getting rid of the ghost. The other pretenders will run away and the ghost will turn out to be a normal person who changed its appearance using magic. He will run away after a while, so go back to the farmer.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

3. You can demand half of the sum the peasant offers in return for keeping quiet and not revealing the fraud.

**Prize:** 4500 experience points, 960 gold, 1 additional option.

4. You can summon the ghost, after which Eamon will run away.

**Prize:** 1 additional option.

## The Horror of High Hall

**Received from:** Beatrice M5(15)

A young woman will ask you for help in repairing a well that has been dry for several days. After reading her mind you will find out what really awaits you. Head to the other side of the village and enter the cave by the well. Go forward all the time, down the stairs. Once you get to the lava, turn right. You will come across one of the demons, Kezzz M5.14(1). However he will disappear after a while. Take the key K1 from the desk and go back. Go straight now, you will get to an elevator M5.14(2), use it to get to the lower level. You will arrive at a closed passage D1, open it using the newly gained key. Inside you will find a chest and in it a lever. Return to the elevator M5.14(2) and put the missing lever into the slot – go to the lower level. You will once again meet Kezzz, who this time will attack you. Go left and you will finally reach Zagan M5.14(3). After the initial conversation you will change into a dragon – kill the bastard. Once he's down the passage you used to get here will get buried. You will have to have some wyverns, destroy their nest so they don't respawn. Afterwards fly upwards and use the teleport to return to the village. Collect your prize from Beatrice.

**Prize:** 4500 experience points, 480 gold, 2 malachites, 1 additional option.

## A Guild without a Master

**Received from:** Williams M5.1(1)

In return for fighting off Damian's forces from the mine, Williams offers you the key to the hidden passage M5.1(M5.20) – because the main passage has been blocked. Take the stairs down the tower and eliminate any Black Ring troops on your way. After killing everyone the Champion will join you and you'll receive a reward your help.

**Prize:** 1500 experience points, 320 gold, 1 additional option.

## Mysterious Cave

Received from: **Bellegar** M5(10)

The cave is a choice test, in which you will have to choose one of two options during a three-step journey. Your **good** and **bad** decisions will determine at which exit you end up. Each ending has a prize. If you choose a completely good/bad path, you will be able to choose one weapon from the stand in addition to the standard prize. **Green** marks the good path/choice and **red** the bad.

**Decisions:**

### M5.10(1)

1. **Save the woman and fight off the man;**
2. **Let the woman get robbed.**

### M5.10(2.1)

1. **Persuade the woman to send her husband to war;**
2. **Give the man a stats point.**

### M5.10(2.2)

1. **Use the key to open the cage;**
2. **Use the key to open the chest.**

### M5.10(3.1)

1. **Leave the man alone;**
2. **Give the man a health and resistance point.**

### M5.10(3.2)

1. **Draw the guard's attention so that the man can escape;**
2. **Suggest a torture method.**

### M5.10(3.3)

1. **Use the lever on the left and set the peasant on fire;**
2. **Use the lever on the right and set the peasants free.**

## Close to the Bone

**Received from:** Valanir M5.28(1)

While being in Orobas Fjords head to one of Damian's Flying Fortresses M5(5.27). Destroy all the generators M5.27(G) to turn off the barrier. You can clear out the whole fortress or head to the teleport M5.27(M5.28), which will lead you straight to Keara's headquarters. You will decide to help her husband's ghost which wants to leave the fortress. In order to do this, you have to solve a small riddle - talk to five statues which you can find thorough the location and then name them properly. Each statue can give you some hints. (L – left statue; P – right statue; while looking at the portal)

### Hints:

**2.** Mayhem is not in the same room as Havoc; Devastation is in the same room as Chaos.

**3L.** I'm neither Chaos nor Havoc; Chaos is not in my room or Waste's.

**3P.** I'm in the same room as Waste; I'm neither Mayhem nor Waste.

**4L.** I'm Devastation or Chaos; Waste is in the same room as Mayhem.

**4P.** Mayhem is alone in his room; Havoc is in this room.

### Proper names:

**2. Devastation**

**3L. Havoc**

**3P. Mayhem**

**4L. Waste**

**4P. Chaos**

Use the teleport to get to the door M5.28(5). If all your answers are correct, the gate will open. You will play a mediator between Keara and the ghost. Your decision will determine if the ghost leaves the fortress.

**Prize:** 7500 experience points, 600 gold, 1 additional option.



## Orobas Fjords - Secrets

### Red Ore Alert

**Received from:** Crabbe M5(1)

You have to clear the mine M5(M5.7) of imps, so that the miners can return to work. After completing the task return to Crabbe.

**Prize:** 1 additional option.

### Grave Robbers

**Received from:** Arthur M5.5(2) / Laura M5(4)

Your task is to find four searchers scattered thorough the whole region:

Jimmy Dean M5(12);

Jack Bolton M5(11);

Laura M5(4);

Arthur Gremory M5.5(2).

They were searching for a cave with a precious treasure in it. After finding all four of them go to the entrance M5(M5.6) and talk to Laura about assembling the key. Once you reach the treasure, your companion will find a note saying that there is in fact no treasure at all. Once the quest ends, pull the three levers M5.6(1) in the cave. Some platforms will show up, go to the very top by jumping from one to another to get the chest with the treasure inside.

**Prize:** 1 additional option.

### Sight For Sore Eyes

**Received from:** Simeon M5(4)

A blind philosopher asked you to find two malachites, thanks to which he will be able to restore his eyesight. You can find those very rare crystals in one of the caves M5(M5.14). To get into it, you have to accept The Horror of High Hall M5(15) or Delicate Affairs quest M4(Radcliff), for which you will receive the needed stones. Return to the blind man and give him them.

**Prize:** 7500 experience points, 1 additional option.

## Stood Up

**Received from:** Crabbe M5(1)

A zeppelin was meant to fly for the man, but it still hasn't arrived. Head to the harbour, where you will find the person responsible for the zeppelins - **Zeppelin Master Page M5(13)**. The zeppelin needs to be repaired before taking off. Complete the **On the Road Again** quest M5(13). Eventually **Crabbe** will be in the port, go to him to claim your reward.

**Prize:** 2000 gold, 1 additional option.

## Down the Hatch

**Received from:** Jedediah M5(10)

One of the knights has been imprisoned and you will be asked to save him. Firstly you have to obtain **Chalice of the Dragon** and a plant called **Drudanae**.

### Chalice of the Dragon

The artefact is in **Tilian's** possession M5(14).

1. You can take the artefact by force, by informing that you want to free **Orobas** – everyone in sight will attack you. You will find the **key** opening the **Chalice Chest**.
2. You can say that you want it for yourself and offer **Arben's sword** in return. You will receive the **key** opening the **Chalice chest**.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

### A Puff of Drudanae

The plant you need to get is banned, so getting it might be quite troublesome. You will receive a hint to head to the **High Hall** in the north M5(15).

1. You can buy the plant from a man named **Nicolas**, for 3750 gold.
2. You can steal the plant from the garden in his basement.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

Afterwards return to **Jedediah** to perform the ritual of opening M5(M5.15). Inside you will find a dragon skeleton, **Orobas** has died. Nearby you will find **chest S1** which will open after you correctly answer three questions. Exit the crypt and tell **Jedediah** the sad news.

**Prize:** 1 additional option.

## Thorn in the Side

**Received from:** Tilian M5(14)

The commander will ask you to kill **Saul**, who currently is in prison for murdering one of the slayers. In order to get to the prison, you have to pass the guard: you can bribe him, challenge to a fight or intimidate him (read his mind and you will get to know about his dirty deeds). Eventually the door will be opened. Use the teleport to get into the prison. Pick up the key lying on the bench and open **Saul's** cage. Kill the bastard and return to **Tilian**.

**Prize:** 6000 experience points, 560 gold, 1 additional option.

## Between Troll and a Hard Place

**Received from:** Brutus M5(13)

Your task is to check what happened with a patrol sent to defeat a troll roaming in the **High Hall** area M5(15). Head to the spot, you will begin a conversation and automatically accept **The Runes of Wrath** quest M5(15). After completing it, return to Brutus.

**Prize:** 4500 experience points, 480 gold, 2 additional options.

## The Runes of Wrath

**Received from:** Quintus M5(15)

During the conversation some trolls will attack the village. Help the soldiers deal with the monsters. Your task is to force the mage hiding in the mine – Mundus – to stop sending trolls on the village. Two soldiers will go with you as backup. Head to the mine M5(M5.9). Go left on the intersection, you will reach a magical barrier M5.9(1), with Mundus behind it. Also be sure to take the two **Magical Runes** which one of the trolls will drop. You have to find another way. Head left to go round the whole mine and approach the mage from behind. You will find yourself in front of another barrier, but this time use the rune you have found on the platform to open the passage. Go to the elevator M5.9(2) and ride it up. Talk to the mage M5.9(3).

1. You can kill Mundus.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

2. You can convince him to stop attacking the village, however you will have to do something that will allow him to peacefully sit in his mine and never see another person from the village. Your task is to find a rune which will allow to make food. The **Chicken Rune** can be found in the cave beneath the waterfall M5.2(2).

**Prize:** 6750 experience points, 720 gold, 1 additional option.

## A Hunting We Shall go Again

**Received from:** Sejanus M5(13)

Your task is to localize and eliminate a few enemies. As proof of defeating them you have to bring and show Sejanus an appropriate item. You will receive a prize for every enemy killed.

**Barnabus:** location: M5.3(x), proof: **Barnabus' Ring**

**Ragon:** location: M5.4(2), proof: **Ragon's Ring**

**Alutiiq:** location: M5.7(2), proof: **Alutiiq's Mask**

**Moor:** location: M5(16), proof: **Moor's Ledger**

**Alrik:** location: M5(17), proof: **Alrik's Necklace**

**Prize:** 1 additional option.

You will receive an additional prize for dealing with everyone from the list.

**Prize:** 4500 experience points, 520 gold, **Tiberius' Bow**, 2 additional options.

## A Shaman's Ransom

**Received from:** Aurelius M5(13)

Your task is to eliminate the leader of a local gang called Red Hammer, who's a goblin shaman named Svadilfarier. Head in the direction of the cave M5(M5.13). You won't be able to reach your destination because of the barriers. Destroy all of the generators to shut it down. You can also get rid of the ballistas and nests so that they won't cause you any trouble in the future. After entering the cave, head to the shaman M5.13(1).

1. You can try diplomacy, thanks to which you will receive the **Death of a Champion** quest M5.13(2).

2. You can kill the giant goblin and give his head to Aurelius. During the fight your enemy will run away – leave the cave and finish him outside, this time in your dragon form.

**Prize:** 6000 experience points, 2000 gold, 1 additional option.

## On The Road Again

**Received from:** Zepellin Master Page M5(13)

You have to collect the parts needed to start the Zeppelin, there are **nine** of them in total. You will find them scattered thorough the whole land M5(S). If a barrier is still blocking you, destroy all the generators, ballistas and nests.

**Prize:** 6000 experience points, 560 gold, 1 additional option.

## Death of a Champion

**Received from:** Svadilfarie M5.13(2)

A goblin-shaman will ask you to kill one of the champions – Aurelius M5(13). You will receive a faked, poisoned head of the goblin, so that the Champion will think that you have completed **A Shaman's Ransom** quest M5(13). Once he touches the trophy he will be poisoned and in effect die. Return to the goblin. As you're no longer needed, he will attack you. During the fight your enemy will run away – leave the cave and finish him outside, this time in your dragon form.

**Prize:** 1 additional option.

## Much Ado About Goblins

**Received from:** Groth M5.13(3)

Groth want you to find a man who knows the goblin language so that he can write down their history. Someone fitting those requirements is Gwyn M5(15), who thinks of himself as a goblin. Offer him to go to the goblin cave and afterwards go there yourself to collect the prize.

**Prize:** 3000 experience points, 300 gold, 1 additional option.



## Divine Descendant

**Received from:** Gobie / Eamon / Mona M5(15)

A poor peasant complains about ghosts haunting his house. Two lying pretenders: Eamon and Mona are offering to take care of the problem for a small charge.

1. Offer to pay for the ritual (1000 gold).

**Prize:** 1 additional option.

2. You can offer your help in getting rid of the ghost. The other pretenders will run away and the ghost will turn out to be a normal person who changed its appearance using magic. He will run away after a while, so go back to the farmer.

**Prize:** 4500 experience points, 480 gold, 1 additional option.

3. You can demand half of the sum the peasant offers in return for keeping quiet and not revealing the fraud.

**Prize:** 4500 experience points, 960 gold, 1 additional option.

4. You can summon the ghost, after which Eamon will run away.

**Prize:** 1 additional option.

## The Horror of High Hall

**Received from:** Beatrice M5(15)

A young woman will ask you for help in repairing a well that has been dry for several days. After reading her mind you will find out what really awaits you. Head to the other side of the village and enter the cave by the well. Go forward all the time, down the stairs. Once you get to the lava, turn right. You will come across one of the demons, Kezzz M5.14(1). However he will disappear after a while. Take the key K1 from the desk and go back. Go straight now, you will get to an elevator M5.14(2), use it to get to the lower level. You will arrive at a closed passage D1, open it using the newly gained key. Inside you will find a chest and in it a lever. Return to the elevator M5.14(2) and put the missing lever into the slot – go to the lower level. You will once again meet Kezzz, who this time will attack you. Go left and you will finally reach Zagan M5.14(3). After the initial conversation you will change into a dragon – kill the bastard. Once he's down the passage you used to get here will get buried. You will have to have some wyverns, destroy their nest so they don't respawn. Afterwards fly upwards and use the teleport to return to the village. Collect your prize from Beatrice.

**Prize:** 4500 experience points, 480 gold, 2 malachites, 1 additional option.

## A Guild without a Master

**Received from:** Williams M5.1(1)

In return for fighting off Damian's forces from the mine, Williams offers you the key to the hidden passage M5.1(M5.20) – because the main passage has been blocked. Take the stairs down the tower and eliminate any Black Ring troops on your way. After killing everyone the Champion will join you and you'll receive a reward your help.

**Prize:** 1500 experience points, 320 gold, 1 additional option.

## Mysterious Cave

Received from: **Bellegar** M5(10)

The cave is a choice test, in which you will have to choose one of two options during a three-step journey. Your **good** and **bad** decisions will determine at which exit you end up. Each ending has a prize. If you choose a completely good/bad path, you will be able to choose one weapon from the stand in addition to the standard prize. **Green** marks the good path/choice and **red** the bad.

**Decisions:**

### M5.10(1)

1. **Save the woman and fight off the man;**
2. **Let the woman get robbed.**

### M5.10(2.1)

1. **Persuade the woman to send her husband to war;**
2. **Give the man a stats point.**

### M5.10(2.2)

1. **Use the key to open the cage;**
2. **Use the key to open the chest.**

### M5.10(3.1)

1. **Leave the man alone;**
2. **Give the man a health and resistance point.**

### M5.10(3.2)

1. **Draw the guard's attention so that the man can escape;**
2. **Suggest a torture method.**

### M5.10(3.3)

1. **Use the lever on the left and set the peasant on fire;**
2. **Use the lever on the right and set the peasants free.**

## Close to the Bone

**Received from:** Valanir M5.28(1)

While being in Orobas Fjords head to one of Damian's Flying Fortresses M5(5.27). Destroy all the generators M5.27(G) to turn off the barrier. You can clear out the whole fortress or head to the teleport M5.27(M5.28), which will lead you straight to Keara's headquarters. You will decide to help her husband's ghost which wants to leave the fortress. In order to do this, you have to solve a small riddle - talk to five statues which you can find thorough the location and then name them properly. Each statue can give you some hints. (L – left statue; P – right statue; while looking at the portal)

### Hints:

**2.** Mayhem is not in the same room as Havoc; Devastation is in the same room as Chaos.

**3L.** I'm neither Chaos nor Havoc; Chaos is not in my room or Waste's.

**3P.** I'm in the same room as Waste; I'm neither Mayhem nor Waste.

**4L.** I'm Devastation or Chaos; Waste is in the same room as Mayhem.

**4P.** Mayhem is alone in his room; Havoc is in this room.

### Proper names:

**2. Devastation**

**3L. Havoc**

**3P. Mayhem**

**4L. Waste**

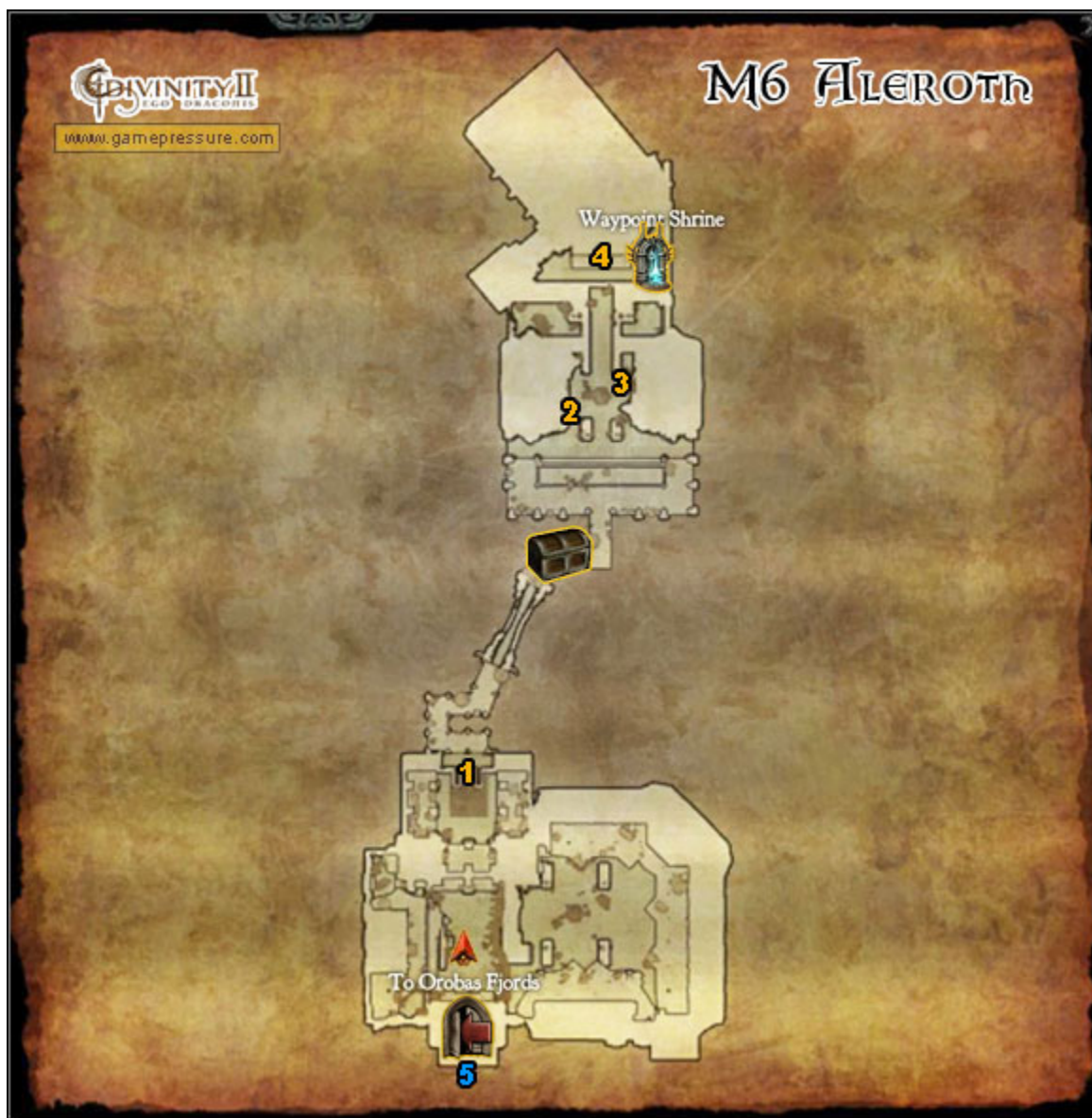
**4P. Chaos**

Use the teleport to get to the door M5.28(5). If all your answers are correct, the gate will open. You will play a mediator between Keara and the ghost. Your decision will determine if the ghost leaves the fortress.

**Prize:** 7500 experience points, 600 gold, 1 additional option.

# Aleroth

## M6 Map - Aleroth



1. Elevator
2. **Pilcher** (trader)
3. **Zarniyar** (trader)
4. **Augustus**



## Aleroth - Main quests

### Hall of Echoes Bound - Come to no Harm part 2



This is the **second part** of the **Hall of Echoes Bound – Come to no Harm** quest **M5(13)** which you begin in **Orobas Fjords M5**.

After flying to the island you will be welcomed by **Zachariah**. You will learn that **Zandalor** and **Deodatus** have opened a portal through which a wave of undead came to the town. Afterwards you will come across a couple of Slayers, including your old friend **Rhode**. She knows that you're a **Dragon Knight** and will want to kill you but **Angharad** will stop her. You can go to meet the mage in the north part of the town. Use the elevator **M6(1)** to get to the higher level. You will come across an enraged crowd wanting to get out of the town through the portal. Talk to **Augustus**, who's standing on the stairs **M6(4)**. He'll allow you to use the teleport. Choose the location at the end of the list – **Ministry**.



Once you're inside, go to the centre of the room to talk with **Zandalor**. You will learn that the mage has obtained the shield you need in another dimension, but the portals didn't close after his return. Your task is to help him close all (5) the portals by keeping the enemies away from him. Once you're ready, head with the master to the first portal. The first two won't be too demanding. You have to keep the monsters away from him for **15 second**. Each time you have to tell **Zandalor** that you're ready. After closing the two, you will return to the centre of the room and will have to face enemies coming in from **three sides** at the same time. Additionally you have to keep them busy for **1 minute**. You definitely won't make it yourself, call your Creature and an additional demon or undead. Having a team like this, **Zandalor** should be able to close the portal without any problems. In return you will receive the **Shield**. Use the teleport and return to **Orobas Fjords**, where you will finish the rest of the **Hall of Echoes Bound** quest **M5(18)**.

## Aleroth - Secrets

### Mind reading






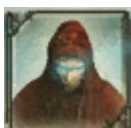
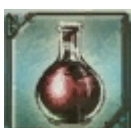
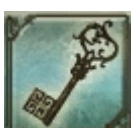
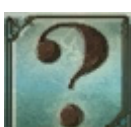
**Pilcher M6(2)**, the trader will lower his prices.

**Zarniyar M6(3)**, the trader will lower his prices.


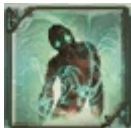


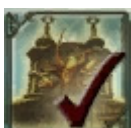
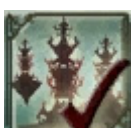

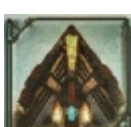


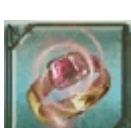
**Augustus M6(4)**, you'll receive an additional stats point.




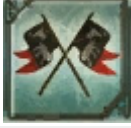
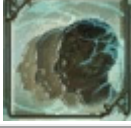


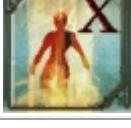



**Zandalor M6(teleport)**, you'll receive an additional skill point.





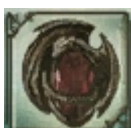

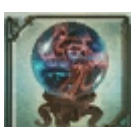
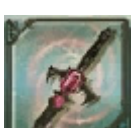
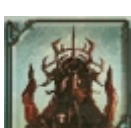
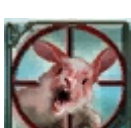
# Achievements

Picture	Name	Requirements
	Peeping Tom	You have read someone's mind.
	All Aboard!	You finished Farglow. Happy hunting!
	Gaining Power	You have leveled up. Congratulations!
	Shop Till You Drop	You have traded with someone.
	The Damned One	You met Damian.
	Mirror, Mirror	You have made use of an illusionist's services.
	Master Brewer	You have created a potion.
	Hold the Key	You have obtained the key to the Maxos Temple.
	Lovis Lore-Master	You correctly answered all of the questions about Lord Lovis.



	Path of the Pious	You have gained entry to the Maxos Temple
	Off the Leash	You have summoned your creature.
	The Feral Fjords	You have discovered the Orobas Fjords.
	The Maxos Baedeker	You have found the book that will lead you to the Hall of Echoes.
	The Great Escape	You have made it out of the Maxos Temple.
	The Dragon Roars	You have destroyed Damian's armada and successfully protected your Battle Tower.
	Spell-Struck	You have found the spell that will reveal the Hall of Echoes.
	Master Studiorum	You have made use of your skill trainer.
	Shape of the Dragon	You have morphed into a Dragon.
	Adrift	You have found Michael's raft.
	Enchante	You have enchanted an item.

	You're Going to Die, Charlie	You have killed Charlie the goblin.
	Dragon Ho!	You have found a true Dragon: the Patriarch.
	Cave in	You have found Adah and Mahalath's secret cave.
	On the Run	You have sent one of your runners on a mission.
	Family Fortune	You have read the mind of the three Gremory siblings.
	Turn a Blind Eye	You have cured blindness.
	Bounty Hunter	You have brought to justice all of Rivellon's most wanted criminals.
	Divinity	You have reached an epic level.
	Saint or Satan	You have shown you are either utterly good or evil in Bellegar's cave.
	The Sigil, the Seal	You have found the seal that will open the gate to the Hall of Echoes.
	Dim Lights, Dark City	You have discovered Aleroth.

	Shielded	You have obtained the shield that will protect you in the Hall of Echoes.
	Past the Gates	You have reached the Hall of Echoes
	Pillar of Strength	You have upgraded all your Battle Tower platforms to their maximal potential.
	Dragon Knight	You have finished the game.
	A Dragon Stone's Throw Away	You have used the Dragon Stone.
	Chicken Out	You have killed Caspar.
	She Never Saw it Coming	You scared away the fortune teller.
	Prince Charming	You have charmed an item.
	Castle Thrasher	You have destroyed all of Damian's Flying Fortresses.
	Bunny Bagger	You have killed the Killer Bunny.

# World Atlas

## Introduction



The *Divinity II: Ego Draconis* atlas contains all the materials that weren't included in the basic guide. Here you will find a description of the skills, potions and spells – that means an enormous amount of charts. Additionally there are maps with marked enemy territories and a bestiary containing most of the characters and enemies which you will meet during the game.

**Artur „Arxel” Justynski**

**Translated to English by Jakub „cilgan” Lasota**



## Map Legend



Passages to other locations.



Chests (also golden).



Keys.



Books etc.



Normal teleport – it lets you choose the destination point from among the places that you have already visited.



Special teleport – it works in one way only and you can't choose the destination point.



Important places (for example magician/archer/warrior sets in Damian's Flying Fortresses).



A zone in which you can't transform into a dragon.



0-5th level enemies



6-10th level enemies



11-15th level enemies



16-20th level enemies

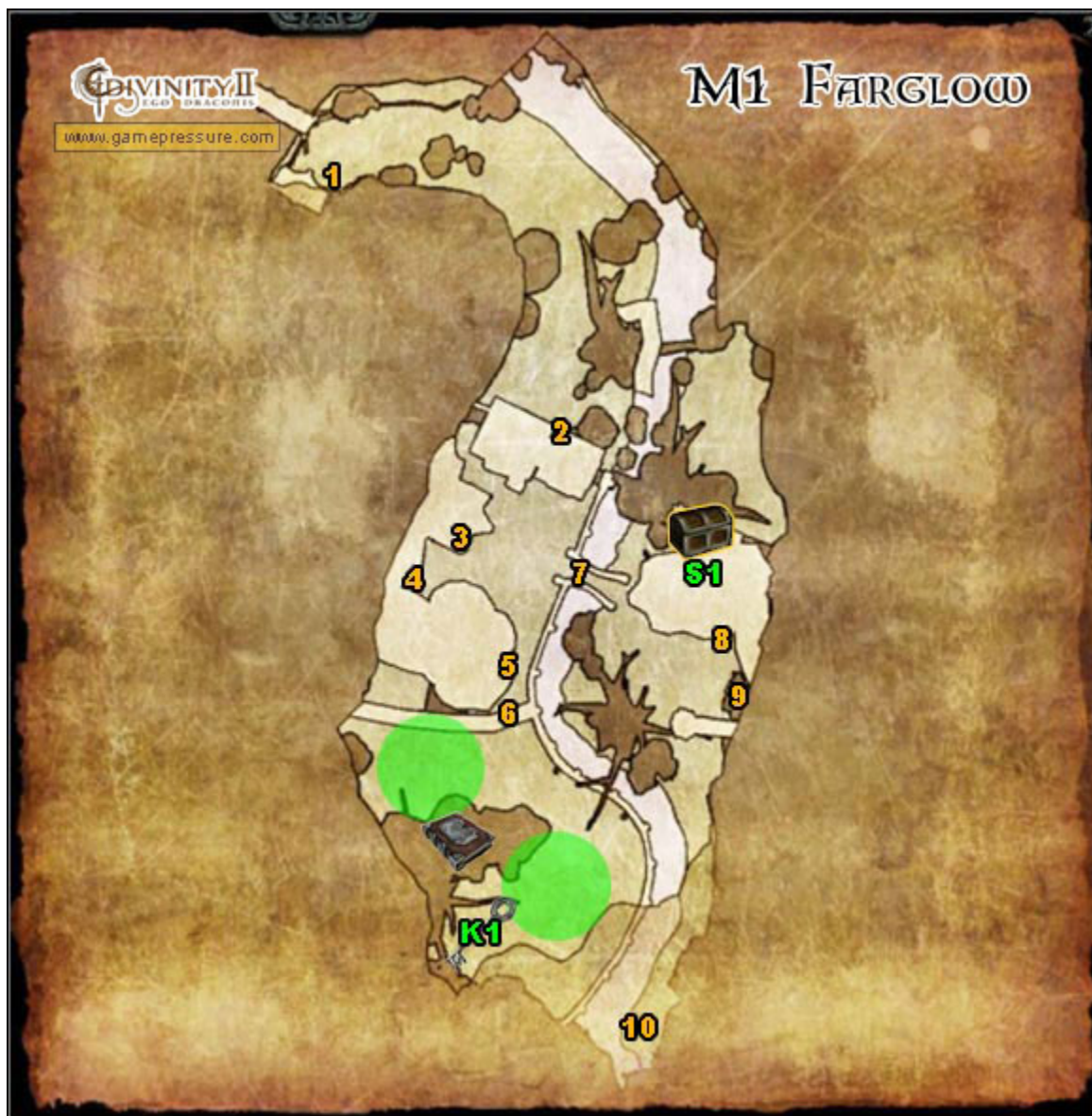


21-25th level enemies



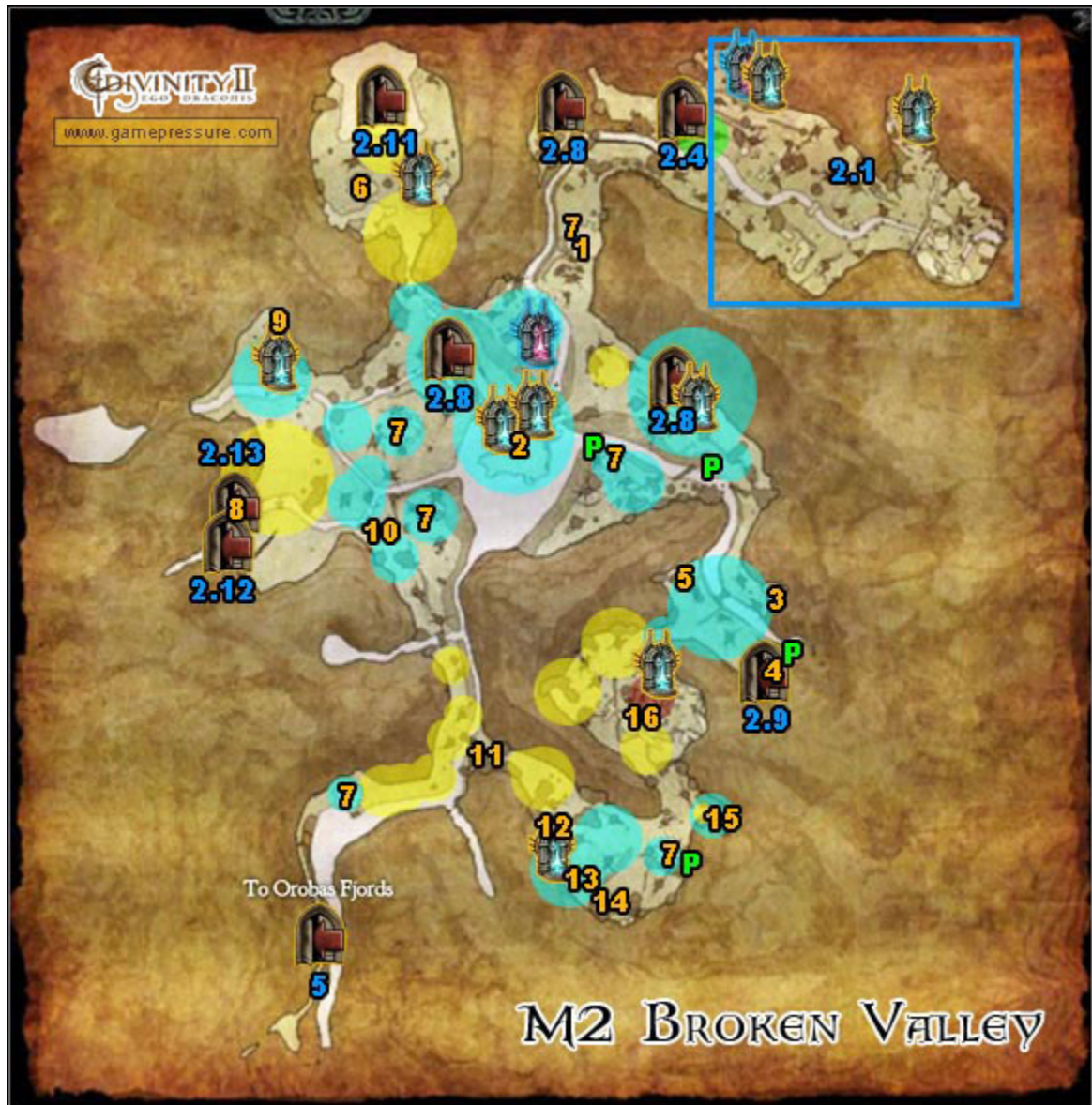
26+th level enemies

# World Atlas - Farglow



1. **Rhode** / **Marius**
  2. **Edmund**
  3. **Aravir** (archery trainer)
  4. **Alberic** (magic trainer)
  5. **Gawain** (melee trainer)
  6. **Sonja**
  7. **Isobel**
  8. **Tiresias** (trader)
  9. **Gerald** (trader)
  10. **Morgana** / **Toral**
- K1** key to chest **S1**

# World Atlas - Broken Valley





1. **Rhode**
2. **Carlin** (trader) / **Toshan**
3. **Noryfundus** (trader)
4. **Christopher**
5. **Eugene**
6. **ZixZax**
7. **Bellegar**
8. **Sosostra**
9. **Dreavan**
10. **Filip** / **Jenae**
11. **Tagos Axe**
12. **George Gremory**
13. **Viper**
14. **Rothman**
15. **Yup'ik**
16. **Williams**

## **P** Scrolls

### **M2.1** Village

### **M2.4** Secret Passage

### **M2.8** Derelict Tunnels

### **M2.9** Bandit Camp

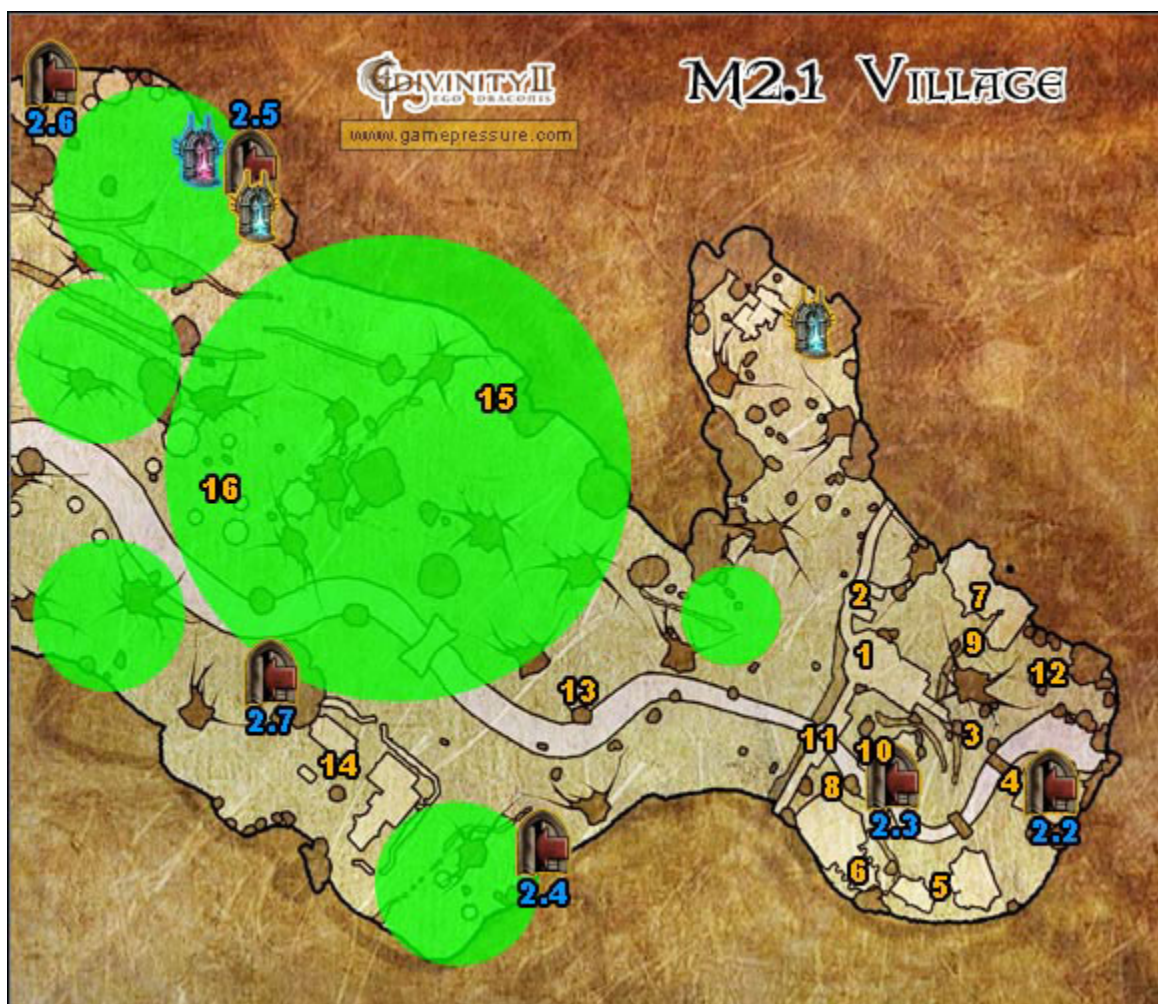
### **M2.11** Maxos Temple

### **M2.12** New Miners' Dig

### **M2.13** Miller's Storage

### **M5** Orobas Fjords

## Broken Valley - M2.1 Village



1. **Rhode** / **Louis** / **Captain Rodney** / **Peavey**
2. **Keane** / **Wellesly**
3. **Merchant Lamotte** (trader)
4. **Arnold** / **Romon**
5. **Folo** (trader)
6. **Derk** (blacksmith)
7. **Ollie** / **Bermaid Elsa** / **Tim** / **Doctor Needleman** / **Locke** (trader) / **Brave Sir Robin** / **David**
8. **Richard**
9. **Elisabeth**
10. **Winthrop** / **Linda** / **Upton** (miller)
11. **Sean**
12. Lock's wagon
13. **Quincy**
14. **Lomax** / **Dana**
15. **Mouse**
16. **Hjalmar**

## **M2.2 Tomb**

## **M2.3 Watermill Basement**

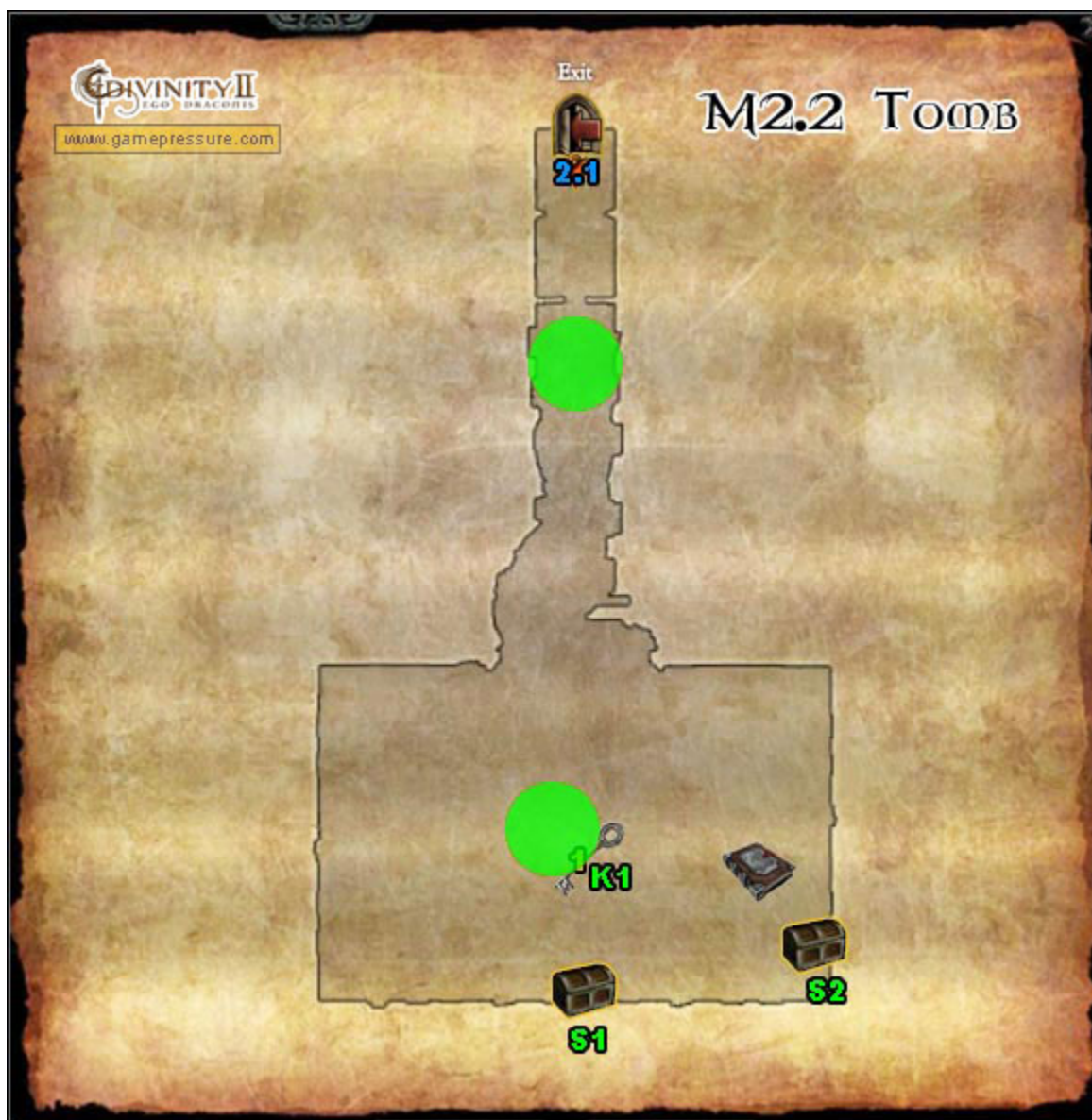
## **M2.4 Secret Passage**

## **M2.5 Lost Cavern**

## **M2.6 Old Cave**

## **M2.7 Forgotten Outpost**

## Broken Valley - M2.2 Tomb



1. **Arben Ghost**

**K1** Key to chest **S1**

**S2** Golden chest

**M2.1** Village



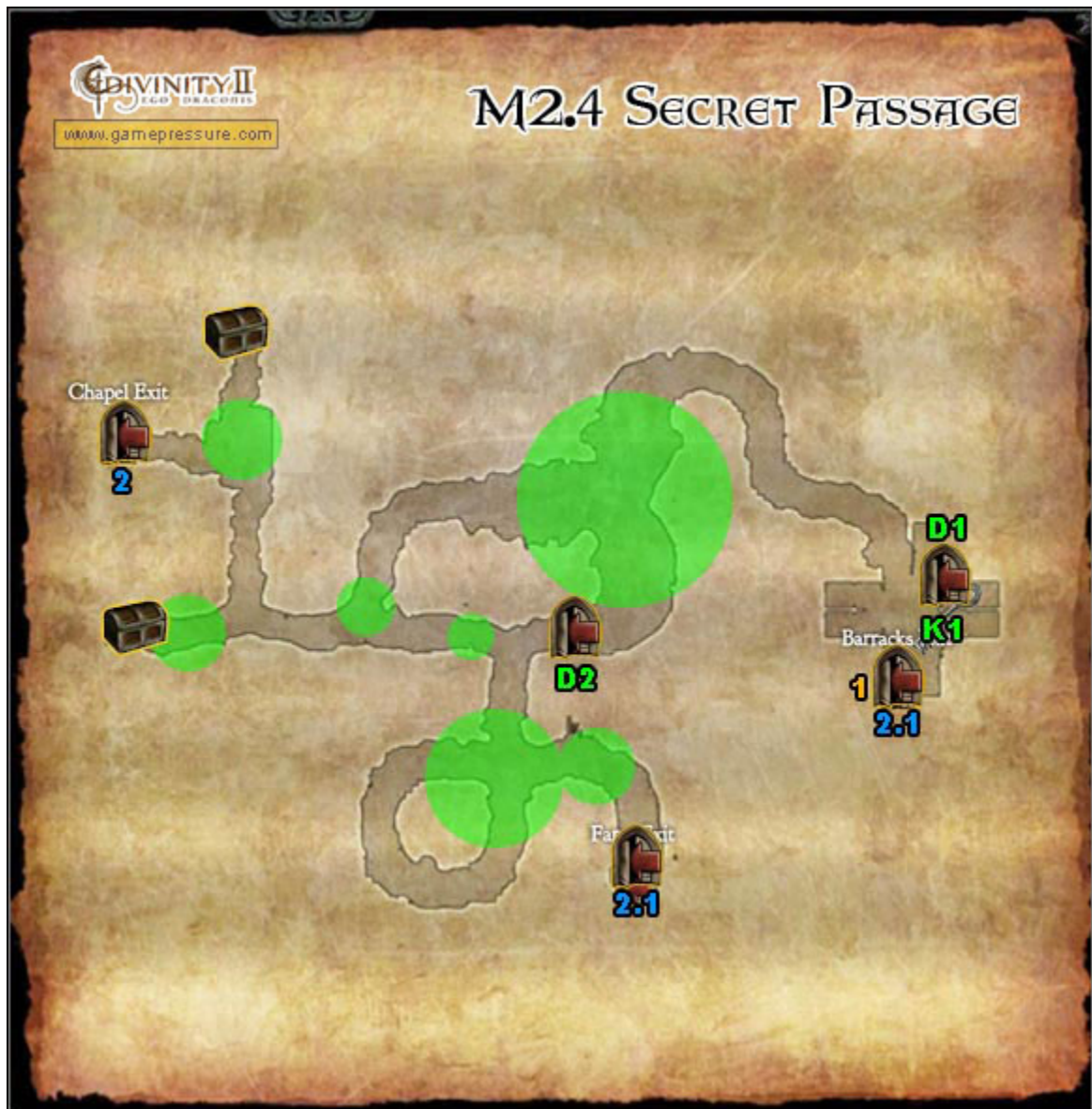
## Broken Valley - M2.3 Watermill Basement



1. **Abanayabar** (alchemist)

### M2.1 Village

## Broken Valley - M2.4 Secret Passage



1. **Martis**

**K1** Key to door **D1**

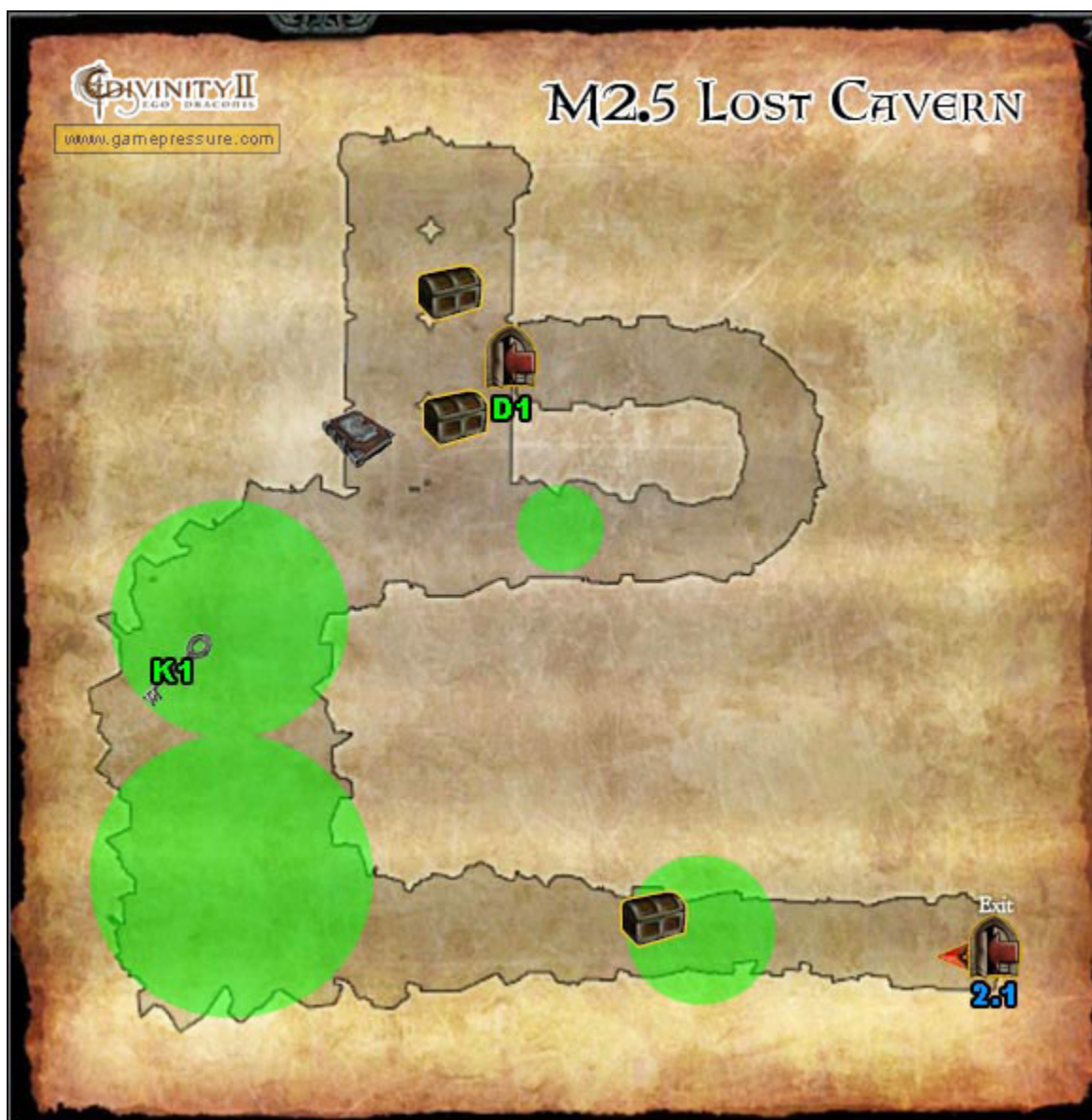
**D2** A door, **Martis** has the key **M2.4(1)**

**M2 Broken Valley**

**M2.1 Village**



## Broken Valley - M2.5 Lost Cavern



**K1** Key to door **D1**

**M2.1** Village

## Broken Valley - M2.6 Old Cave



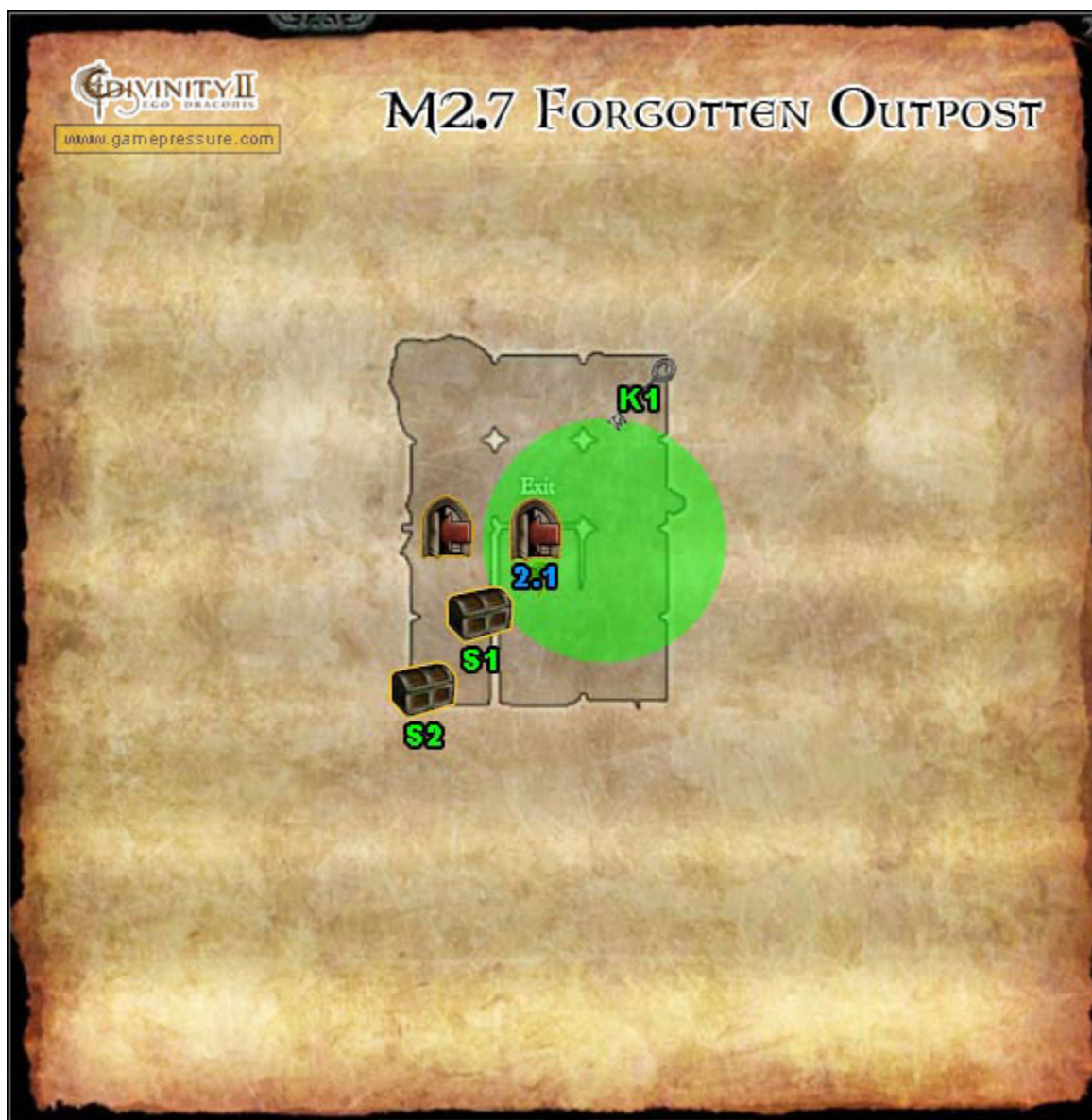
1. **Naberius** (necromancer)

**K1** Key to chest **S1**

**M2.1** Village



## Broken Valley - M2.7 Forgotten Outpost

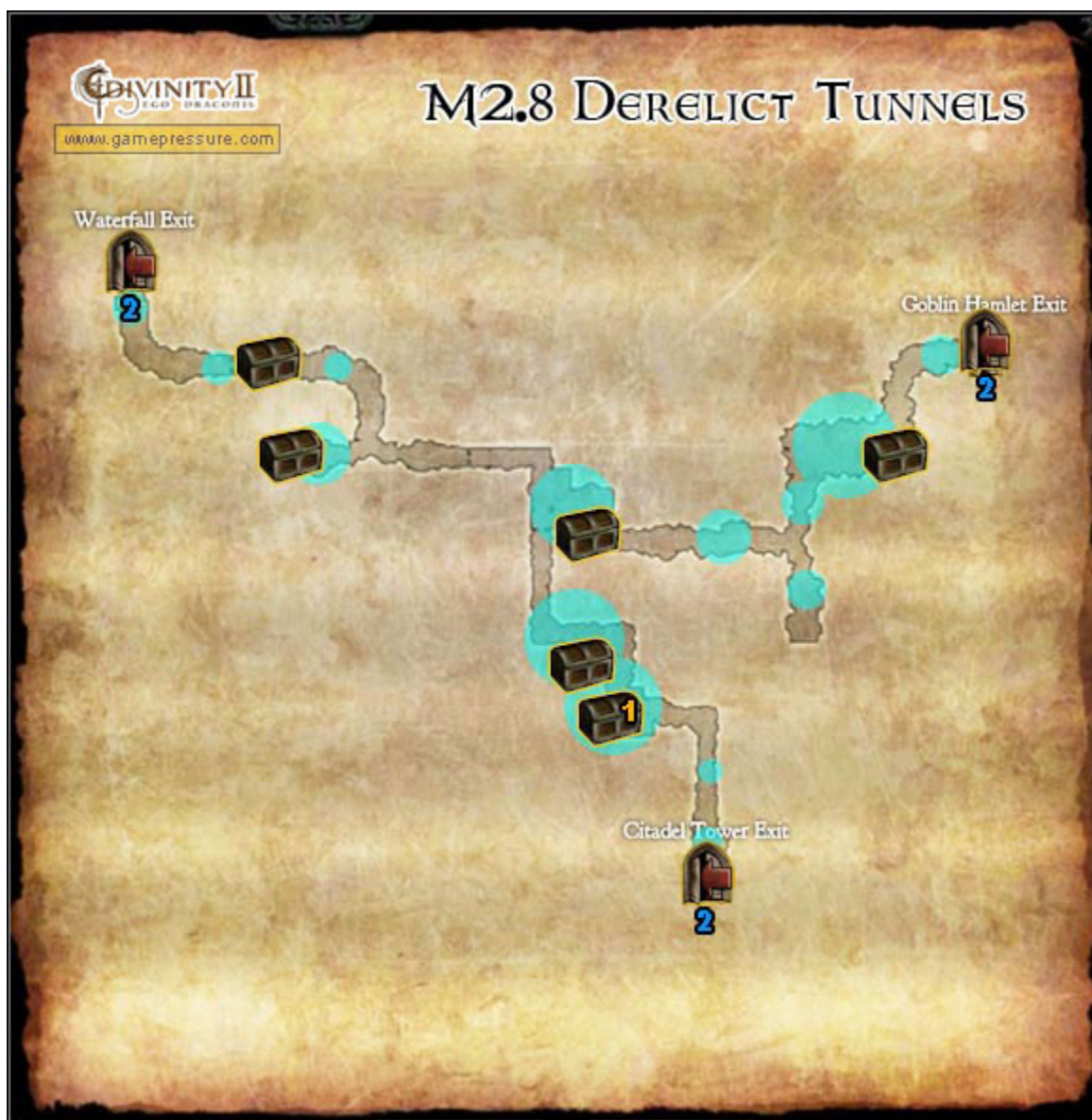


**K1** Key to chest **S1**

**S2** Golden chest (more in **Secrets**)

**M2.1** Village

## Broken Valley - M2.8 Derelict Tunnels



1. **Hallorn**
2. **Broken Valley M2**



## Broken Valley - M2.9 Bandit Camp



1. **Clement** / **Sybille**
2. **Tagos**
3. **Martis** (trader)
4. **Rangar**
5. **Leda**
6. **Jagon**
7. **Christopher**
8. **Butelka Rumu**

## **M2 Broken Valley**

### **M2.10 Dark Cave**



## Broken Valley - M2.10 Dark Cave



1. **Jagon**

**M2.9** Dark Cave

# Divinity II RE.II Maxos Temple

www.gamepressure.com

1. A book
2. **The Librarian**
3. Abalam
4. **Amdusias**
5. Amdusias' headquarters
6. **Damian**

**M2 Broken Valley**

**M3 Sentinel Island**



An important place connected with opening the teleport.



## Broken Valley - M2.12 New Miners' Dig



1. **Crystal Skull**

**K1** Key to chest **S1**

**M2** Broken Valley



## Broken Valley - M2.13 Miller's Storage



**K1** Key to door **D1**

**M2** Broken Valley

# World Atlas - Sentinel Island



1. **Island**
2. **Hermit** (trader)
3. **Jonah**
4. **Tombstone**
5. **Vacca**
6. **Wyvern Mother Egg**
7. Necromancer totem
8. **Wesson** (enchanter)
9. Alchemist totem
10. **Jonelath** (necromancer) / **Igor** (necromancer)
11. **Allan** (alchemist)
12. **Catherine**
13. Enchanter totem
14. **Hermosa** (trainer) / **Barbatos** (alchemist) / **Radcliff** (enchanter) / **Turgoyn** / **Sam** (trader)
15. **Kenneth** (trainer)
16. **Elfrith**
17. Trainer totem
18. **Ancient Journal**
19. **Battle Tower M4**
20. Michael's raft



## Sentinel Island - M3.1 Vacca's Cave



### **M3** Sentinel Island

**K1.** Key to chest **M3(S1)**



## Sentinel Island - M3.2 Laiken's Study

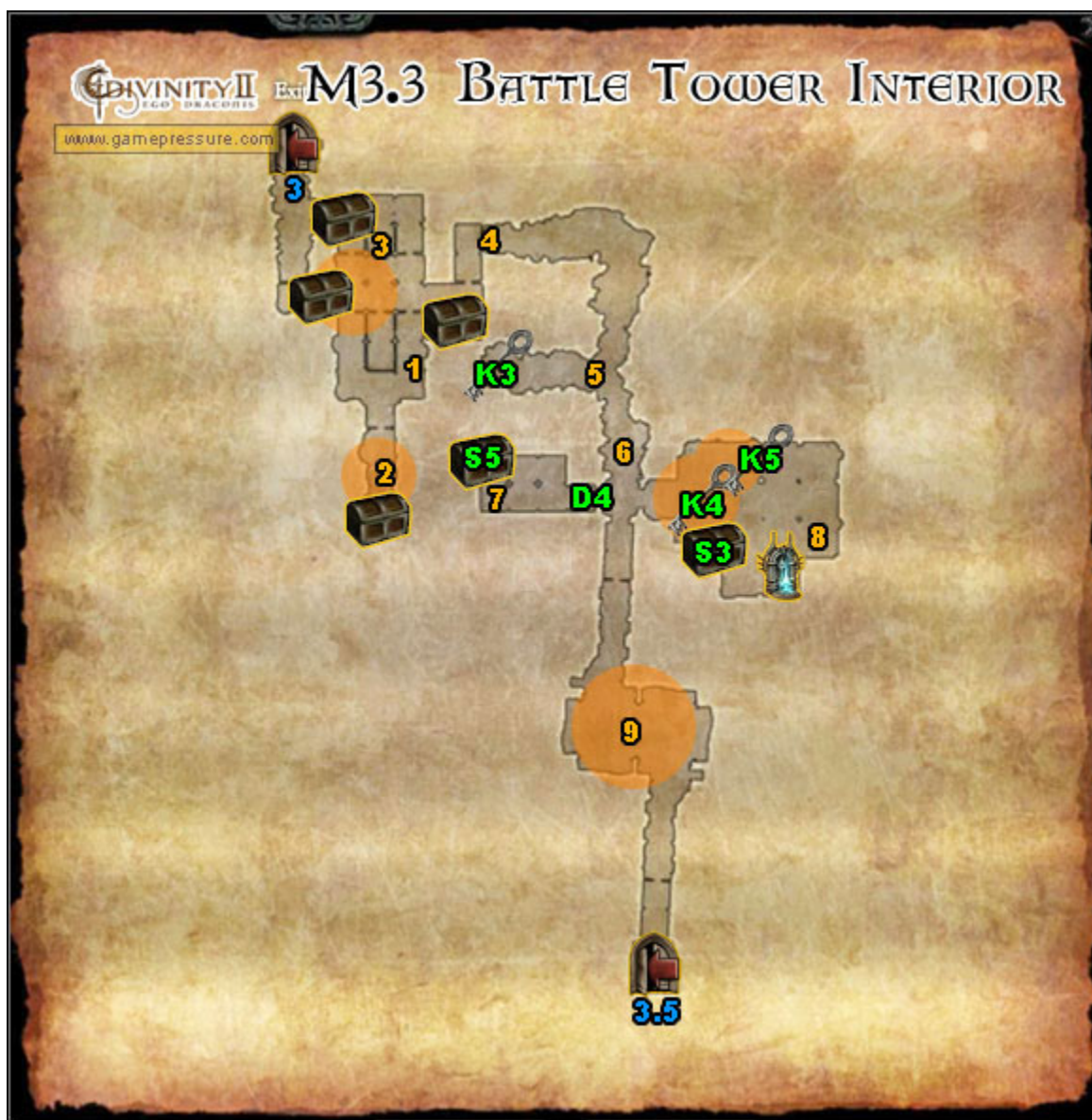


1. **Sassan**

**M3** Sentinel Island

**K1** Key to chest **S2**

## Sentinel Island - M3.3 Battle Tower Interior



1. Hidden passage

2. **Explosive charges**

3. **Elijah**

4. Buried passage

5. Buried passage

6. **Sassan**

7. **Erlking**

8. **Grimm** (level 0)

9. **Razakel**

### **M3 Sentinel Island**

**K3** Key to chest **S3**

**K4** Key to door **D4**

**K5** Key to chest **S5**



## Sentinel Island - M3.4 Forlorn Cave



1. **Mahalath** / **Adah**

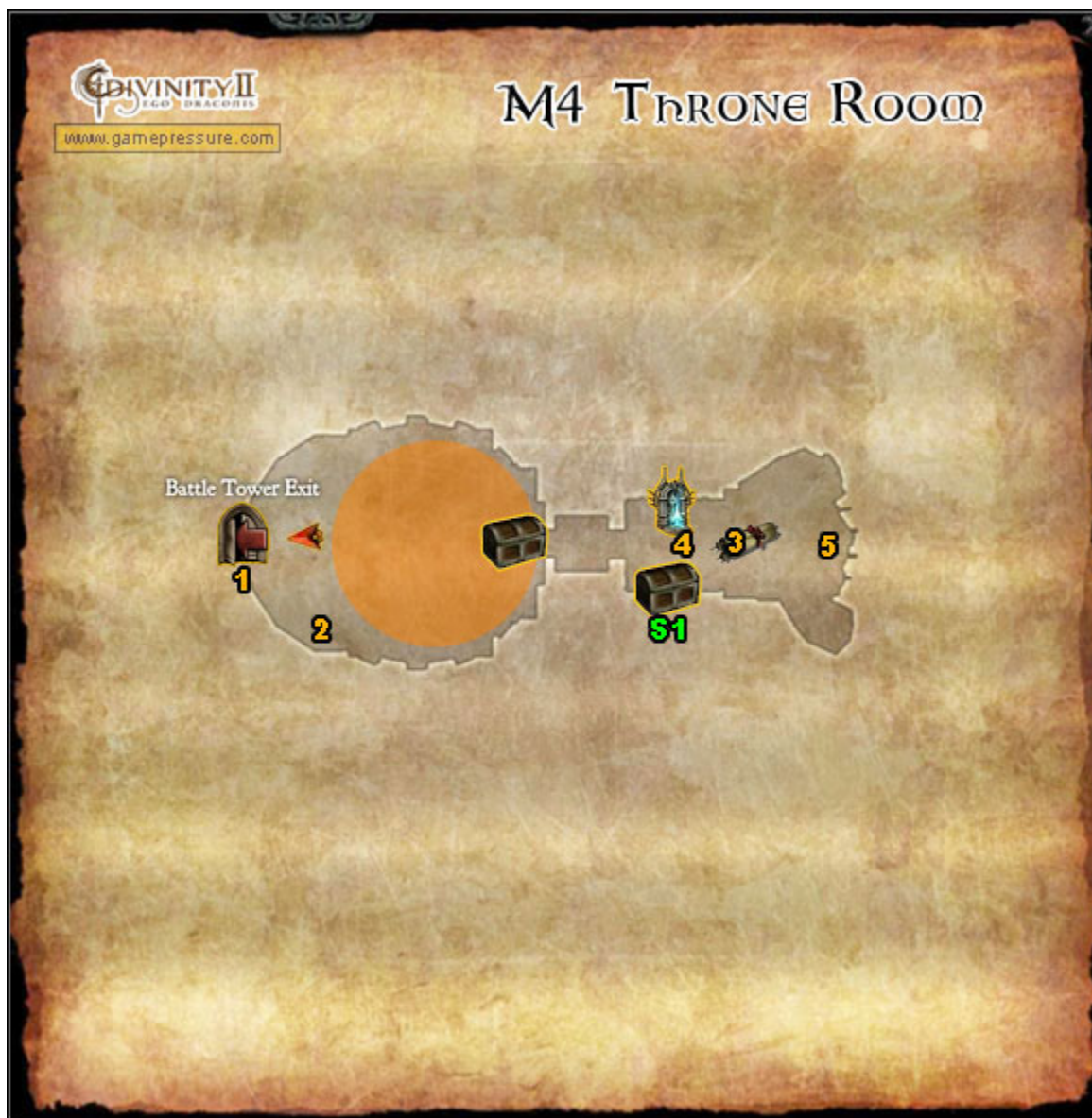
2. **Mahalath**

3. **Adah**

**M3 Sentinel Island**



# World Atlas - Throne Room



1. Battle Tower Terrace
  2. **Harry** / **Tom** / **Dick** (searchers)
  3. **Maxos' scroll**
  4. **Hermaphroditus** (illusionist)
  5. **Sassan** (trader)
- S1** Chest (more in **Secrets**)

# World Atlas - Orobas Fjords



1. **Crabbe**
2. **Cadby**
3. **Laura**
4. **Simeon**
5. **Jievaras**
6. **Yggdragsil**
7. **Irminsul**
8. **Beird** (trader) / **Abram** (trader)

---

9. **Lister**

10. **Artemas** (trader) / **Tibus** / Jedediah

11. **Jack Bolton** (corpse)

12. **Jimmy Dean** (corpse)

13. **Mullet** (trader) / **Zeppelin Master Page** / **Sepp** / **Irwin** (trader) / **Aurelius** / **Morgan** / **Leon** (trader) / **Brutus** / **Sejanus**

14. **Tilian** / **Montagu**

15. **Quintus** / **Gwyn** / **Eamon** / **Gobie** / **Mona** / **Nicolas** (trader) / **Beatrice**

16. **Moor**

17. **Alrik**

18. **Hall of Echoes**

**S** Airship parts

**S1** Gremor's family chest (more in **Secrets**)

**M5.1 Broken Valley**

**M5.2 Primordial Cave**

**M5.3 Sinister Cavern**

**M5.4 Dark Cave**

**M5.5 Imps' Lair**

**M5.6 Lost Tomb**

**M5.7 Depleted Ore Mine**

**M5.8 Stone's Flying Fortress**

**M5.9 High Hall Mines**

**M5.10 Mysterious Cave**

**M5.11 Raze's Flying Fortress**

**M5.12 Kali's Flying Fortress**

**M5.13 Red Hammer Tribe**

**M5.14 Well Cave**

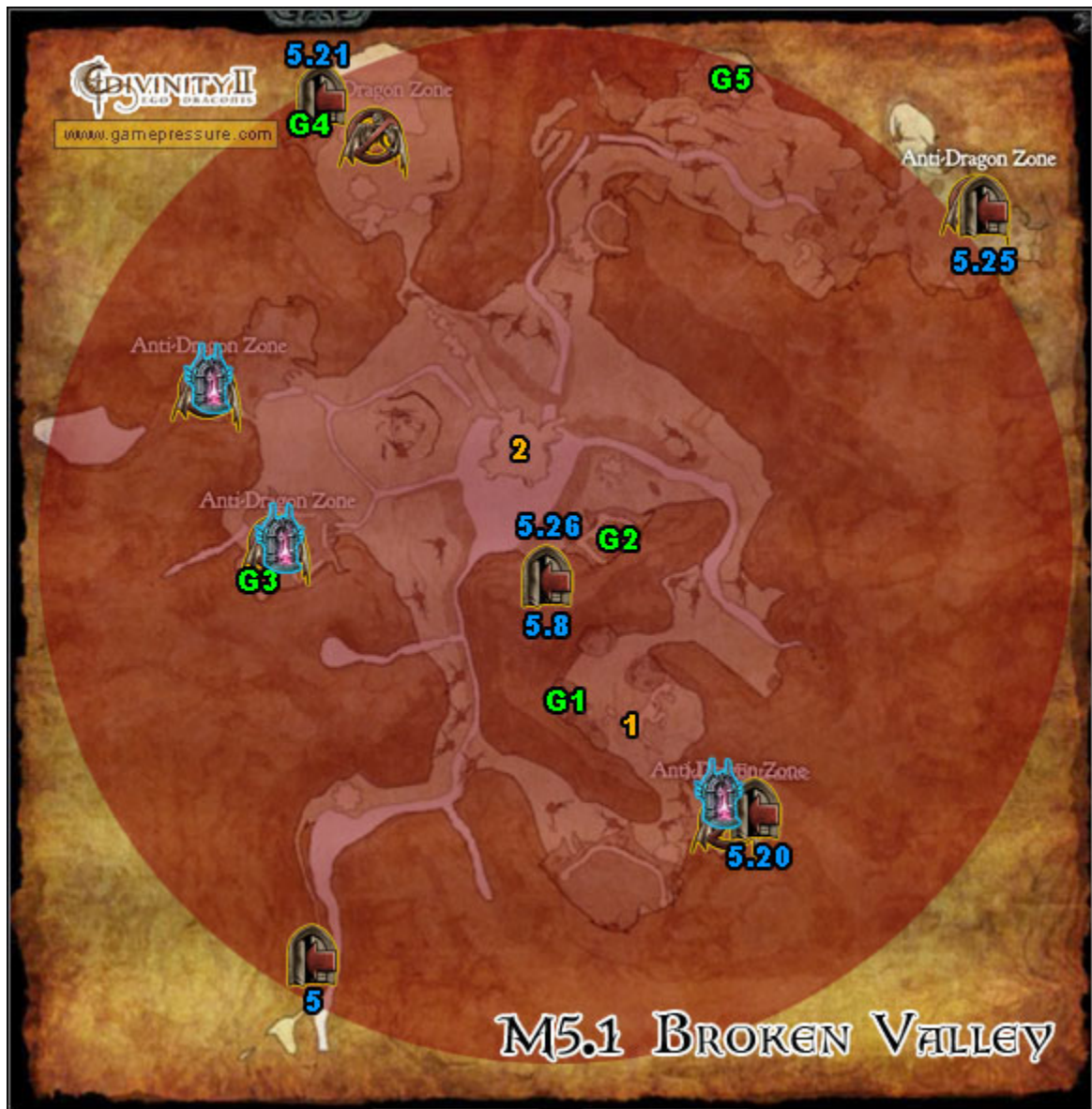
**M5.15 Orobas Crypt**

**M5.16 Bone Burrow**

**M5.27 Keara's Flying Fortress**



## Orobas Fjords - M5.1 Broken Valley



### 1. Williams



## 2. **Doctor Needleman**

**G** Generators

### **M5 Orobas Fjords**

#### **M5.8 Stone's Flying Fortress**

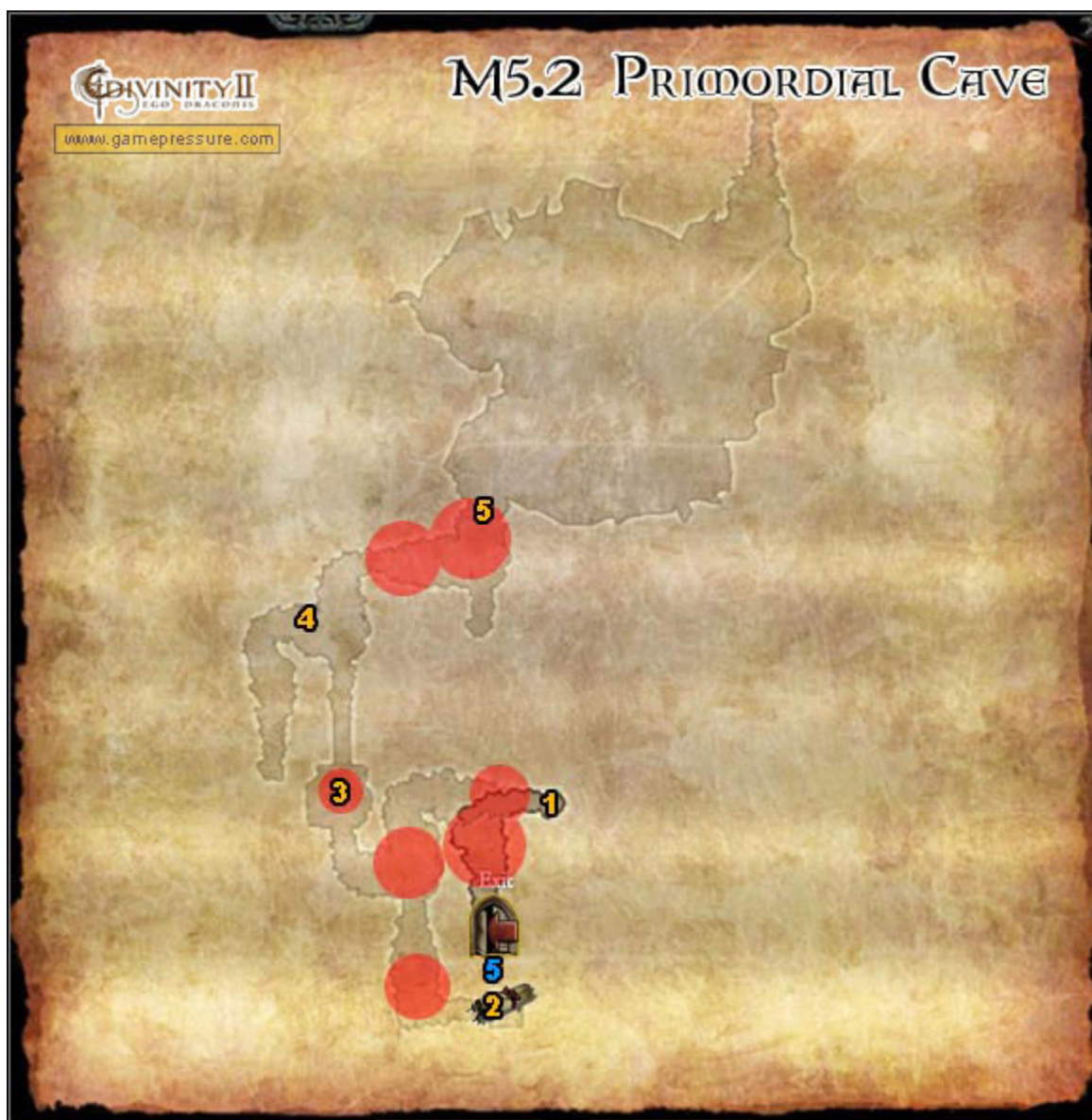
#### **M5.20 Mine**

#### **M5.21 Geshniz's Headquarters**

#### **M5.25 Rayhun's Headquarters**

#### **M5.26 Needleman Storage**

## Orobas Fjords - M5.2 Primordial Cave



1. Elevator
  2. **Chicken Rune**
  3. **Golden Statue**
  4. Lever
  5. **Patriarch**
- M5 Orobas Fjords**

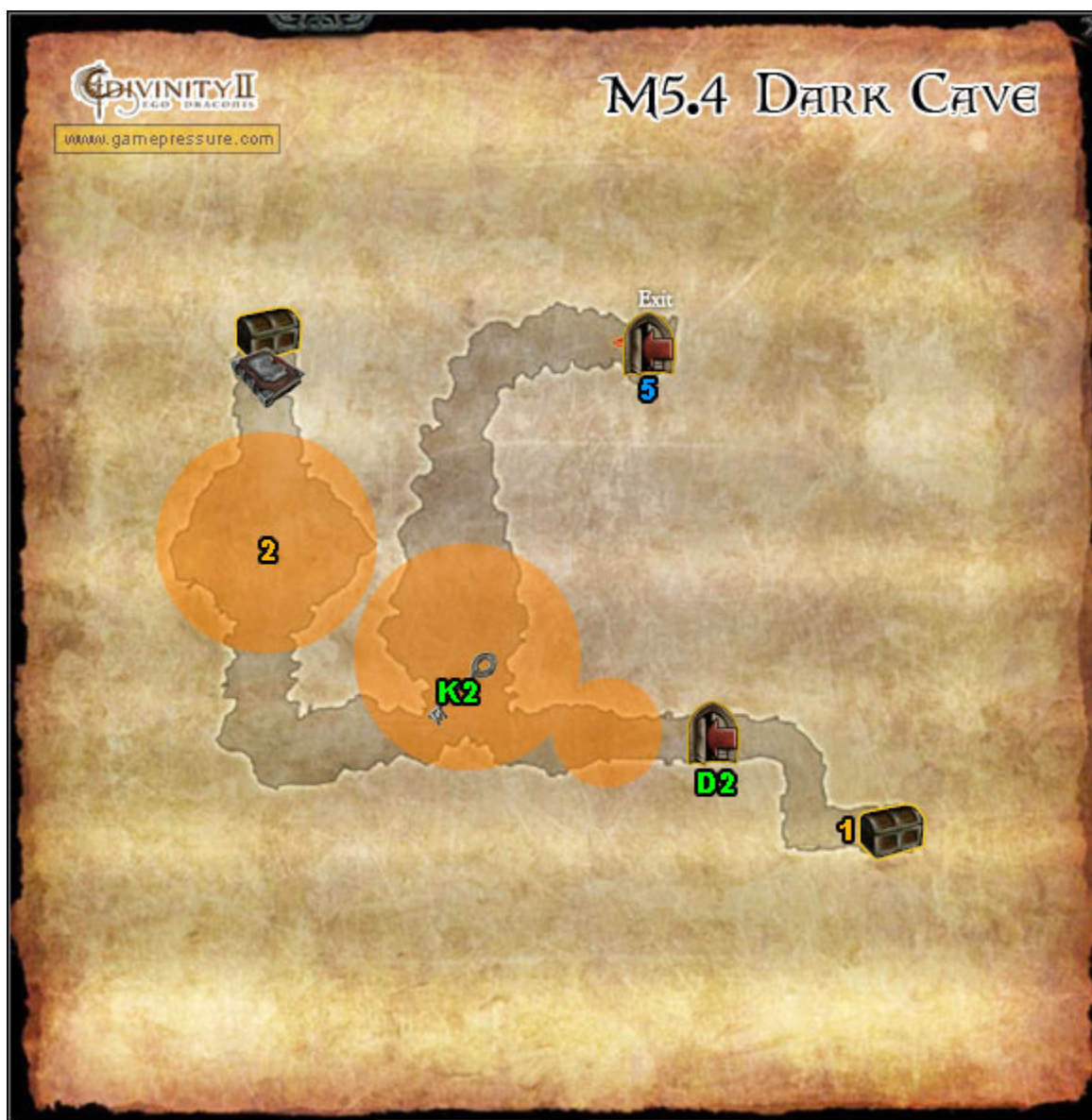
## Orobas Fjords - M5.3 Sinister Cavern



1. **Barnabus**
  2. Lever
  3. Lever
  4. **Book of the Dead**
- G** Generator
- M5** Orobas Fjords



## Orobas Fjords - M5.4 Dark Cave



1. Platforms

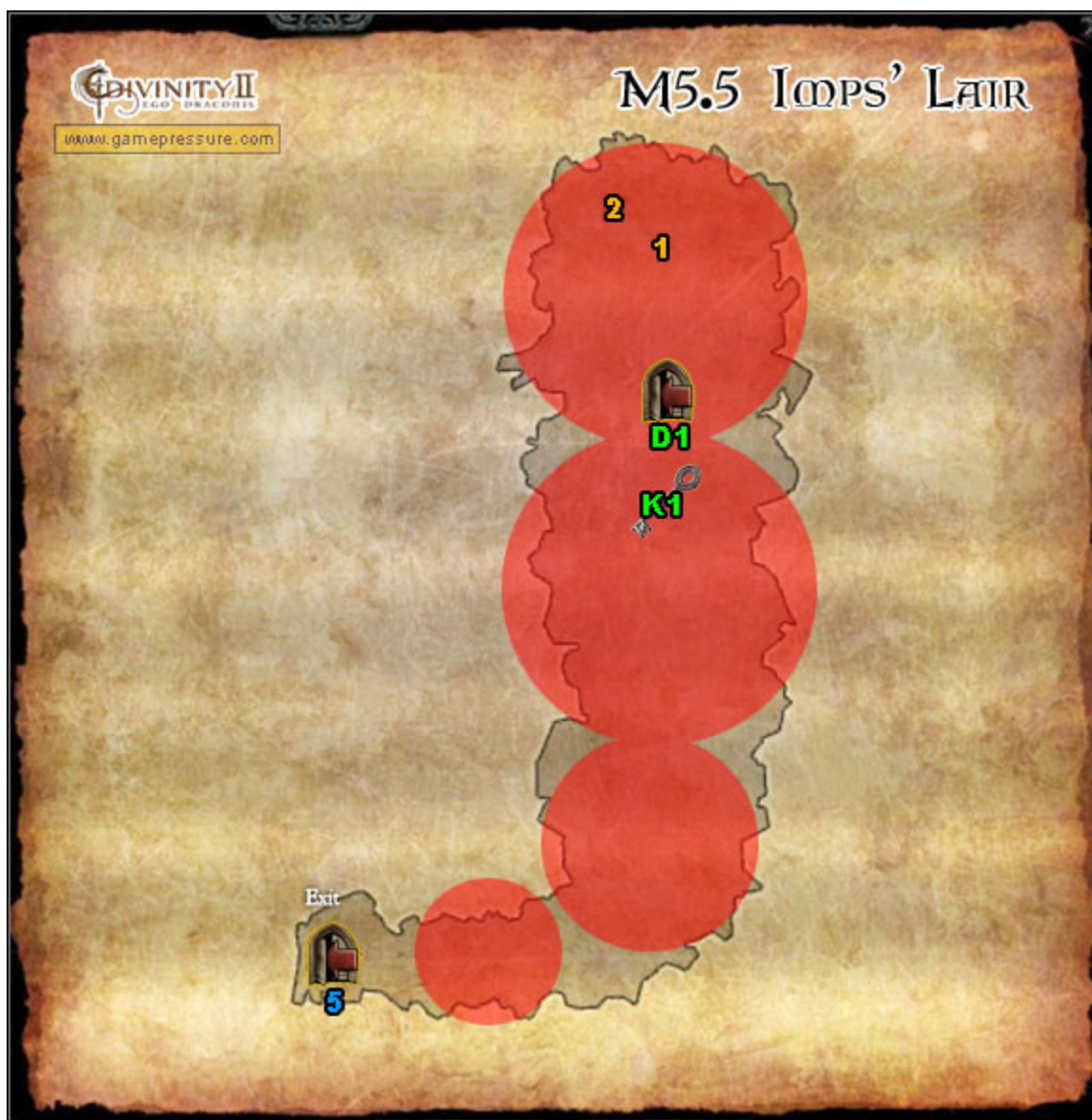
2. **Ragon**

**K2** Key to chest **S2**

**M5** Orobas Fjords



## Orobas Fjords - M5.5 Imps' Lair



1. **Imp Boss**
  2. **Arthur Gremory**
- K1** Key to door **D1**  
**M5** Orobas Fjords

## Orobas Fjords - M5.6 Lost Tomb



1. Lever

**M5** Orobas Fjords



## Orobas Fjords - M5.7 Depleted Ore Mine



1. Elevator

2. **Alutiiq**

3. Lever

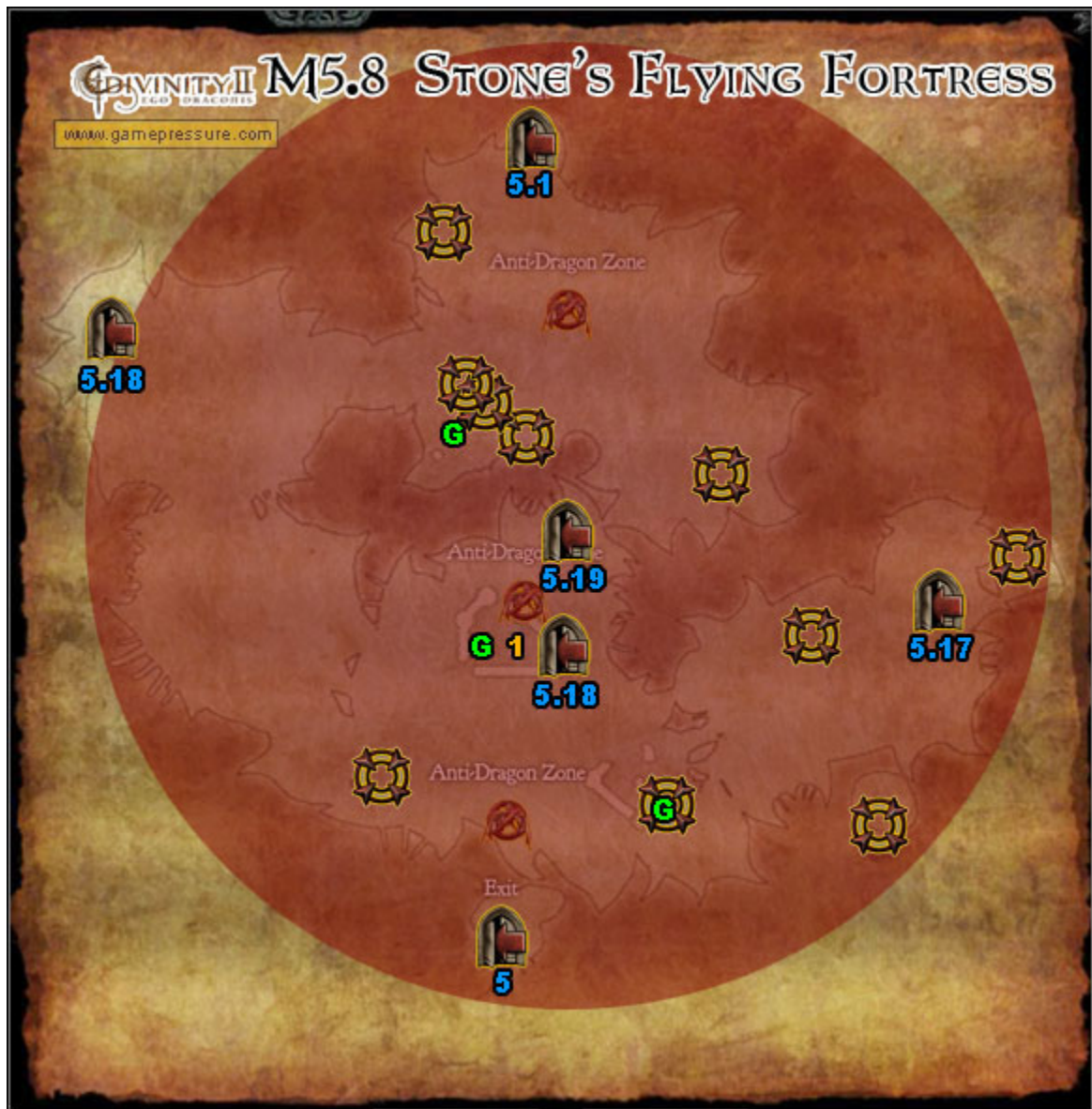
4. Pedestal (level -1)

**K1** Key to chest **S1**

**S2** Chest (more in **Secrets**)

**M5** Orobas Fjords

## Orobas Fjords - M5.8 Stone's Flying Fortress



1. **Xanlosch** / **Isabelle**

**G** Generators

**M5** Orobas Fjords



**M5.1 Broken Valley****M5.17 Stone's Greenery****M5.18 Stone's Pasagge****M5.19 Fortress Headquarters**

A complete mage set

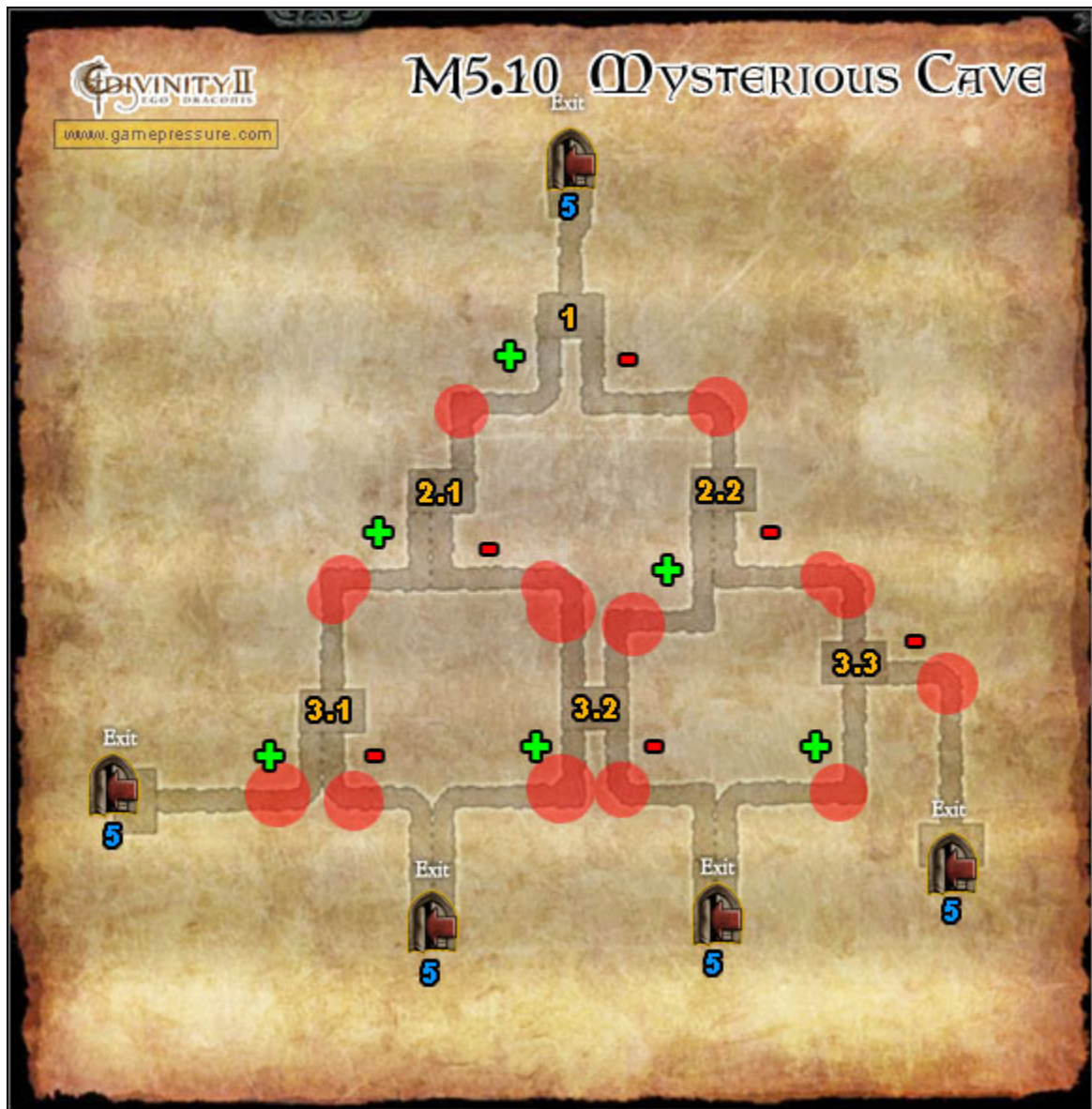
## Orobas Fjords - M5.9 High Hall Mines



1. Barrier
2. Elevator
3. **Mundus**

### M5 Orobas Fjords

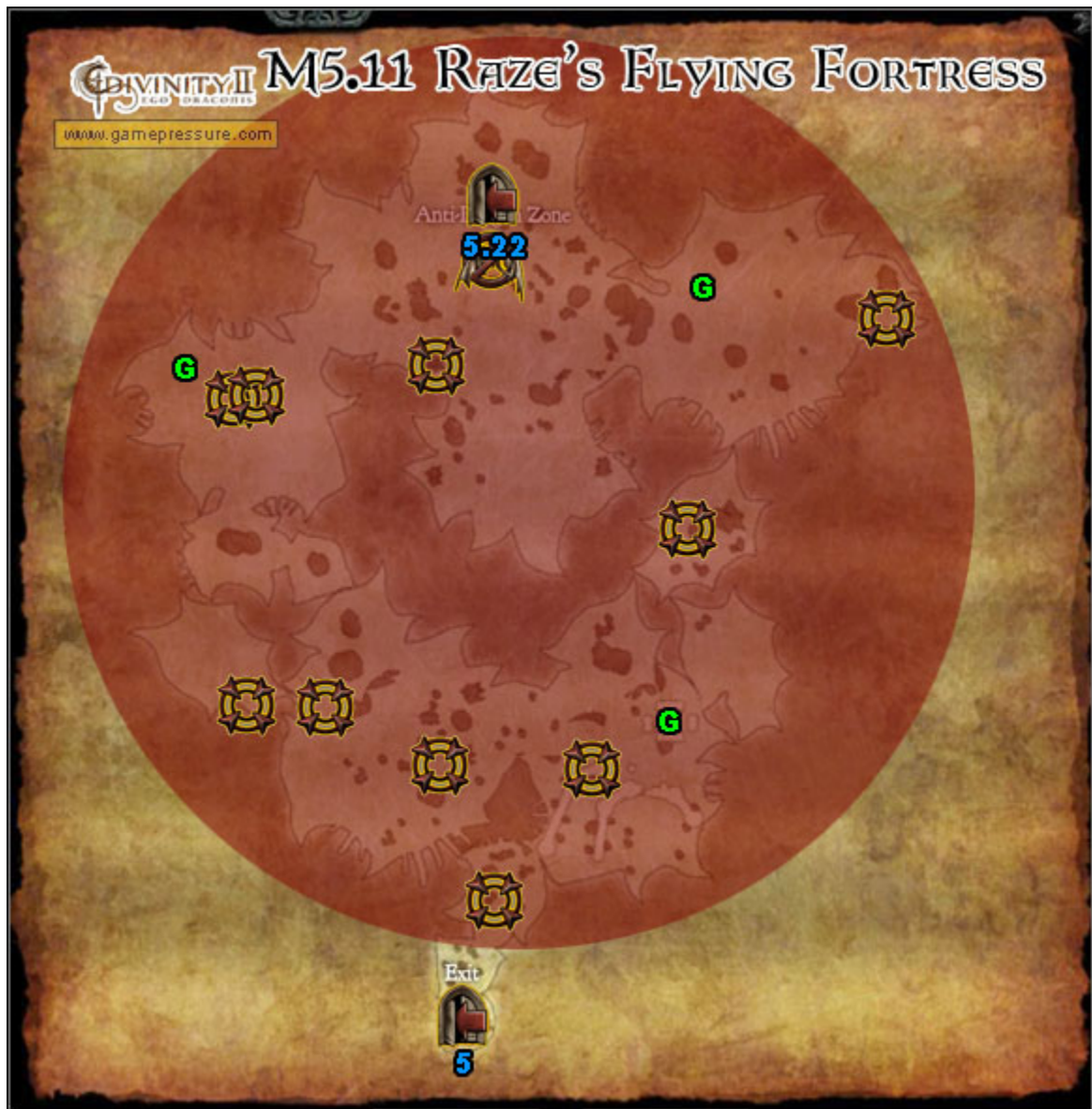
## Orobas Fjords - M5.10 Mysterious Cave



A thorough description in the **Mysterious Cave** quest [M5\(10\)](#)  
[M5](#) Orobas Fjords



## Orobas Fjords - M5.11 Raze's Flying Fortress



**G** Generators

**M5** Orobas Fjords

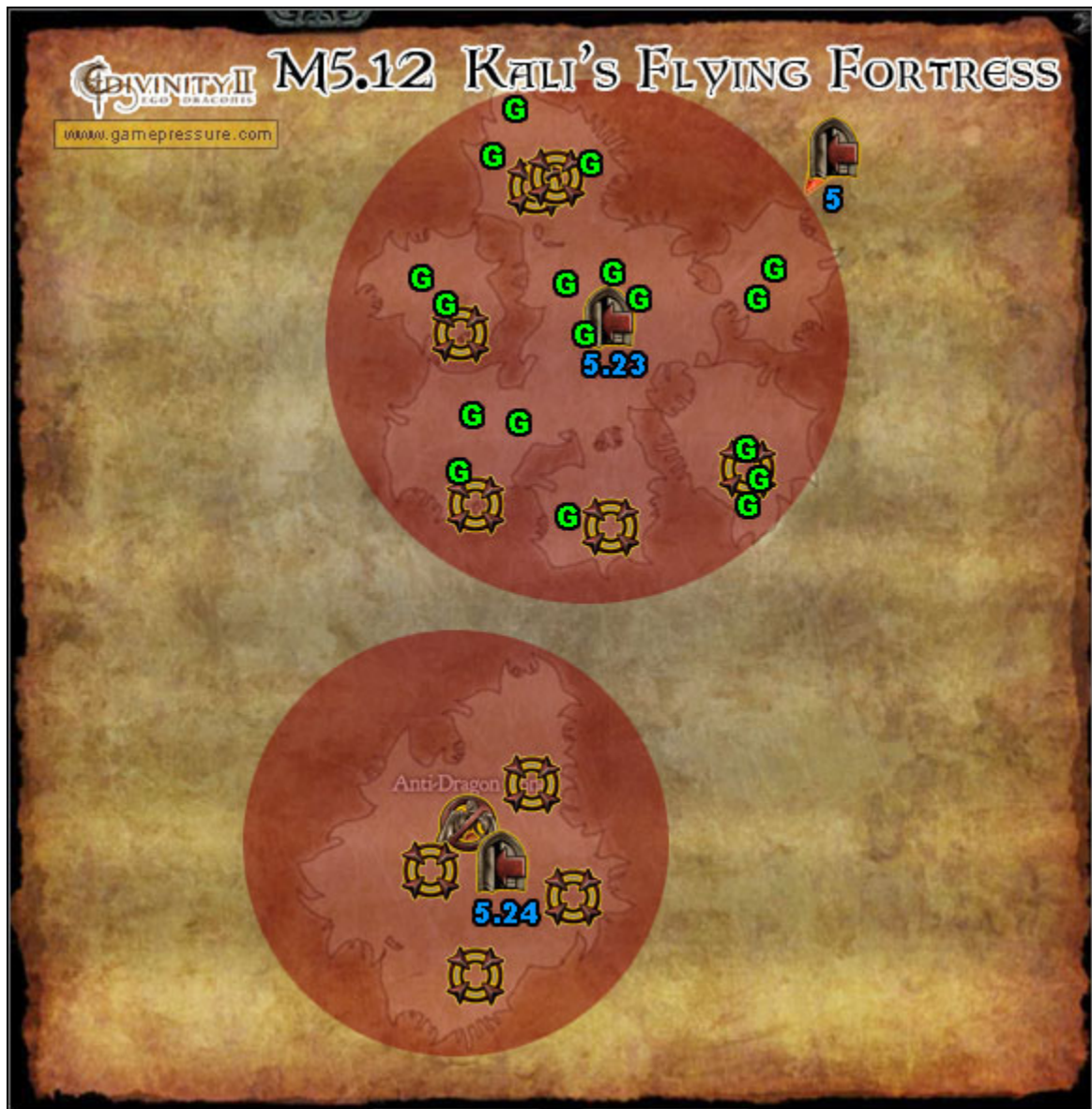
**M5.22** Raze's Headquarters



Complete archer set



## Orobas Fjords - M5.12 Kali's Flying Fortress



**G** Generators

**M5** Orobas Fjords

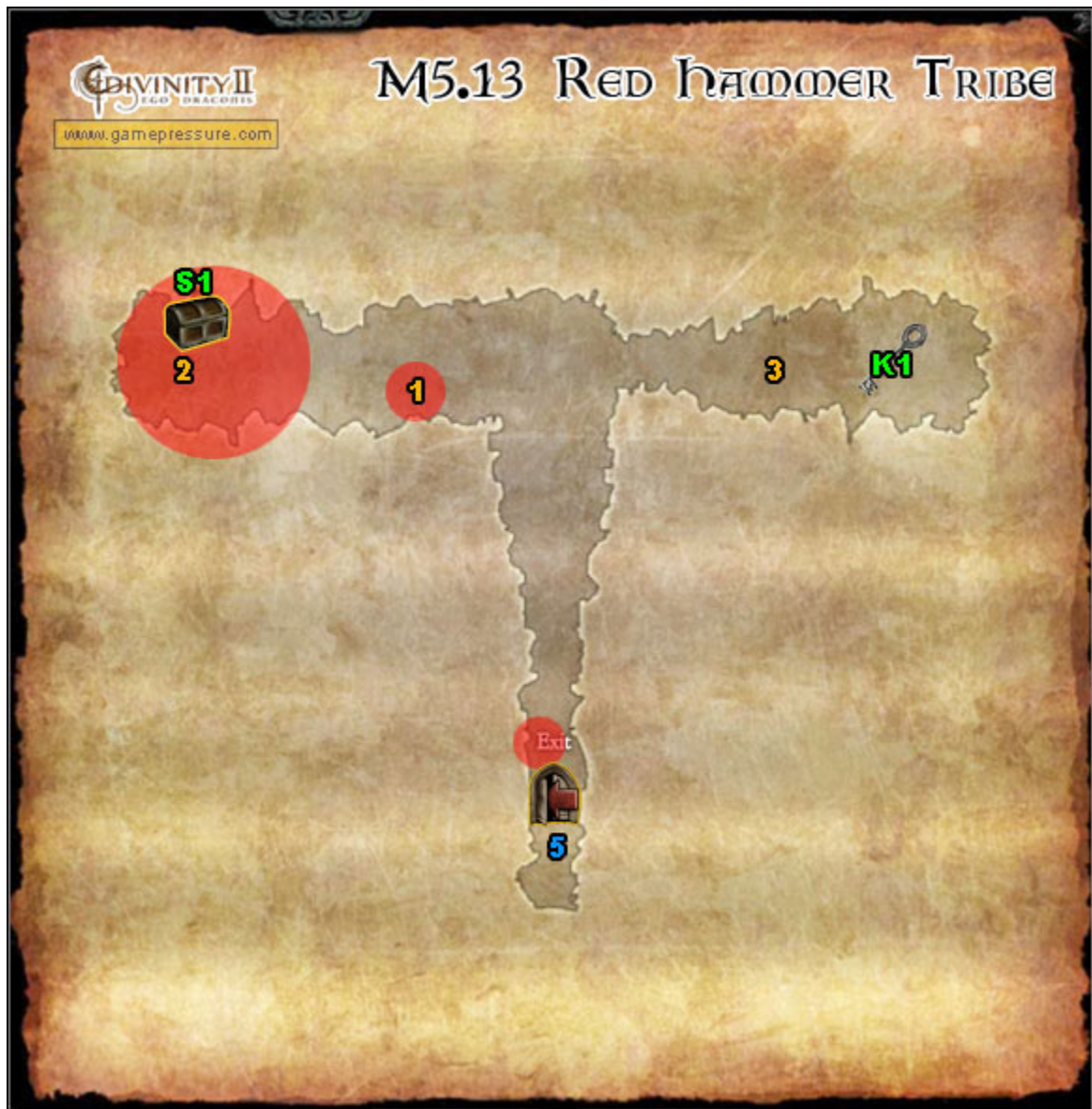
**M2.23** Kali's Storage

**M5.24** Kali's Headquarters



Complete warrior set

## Orobas Fjords - M5.13 Red Hammer Tribe



1. **Timpuk** (trader)

2. **Svadilfari**

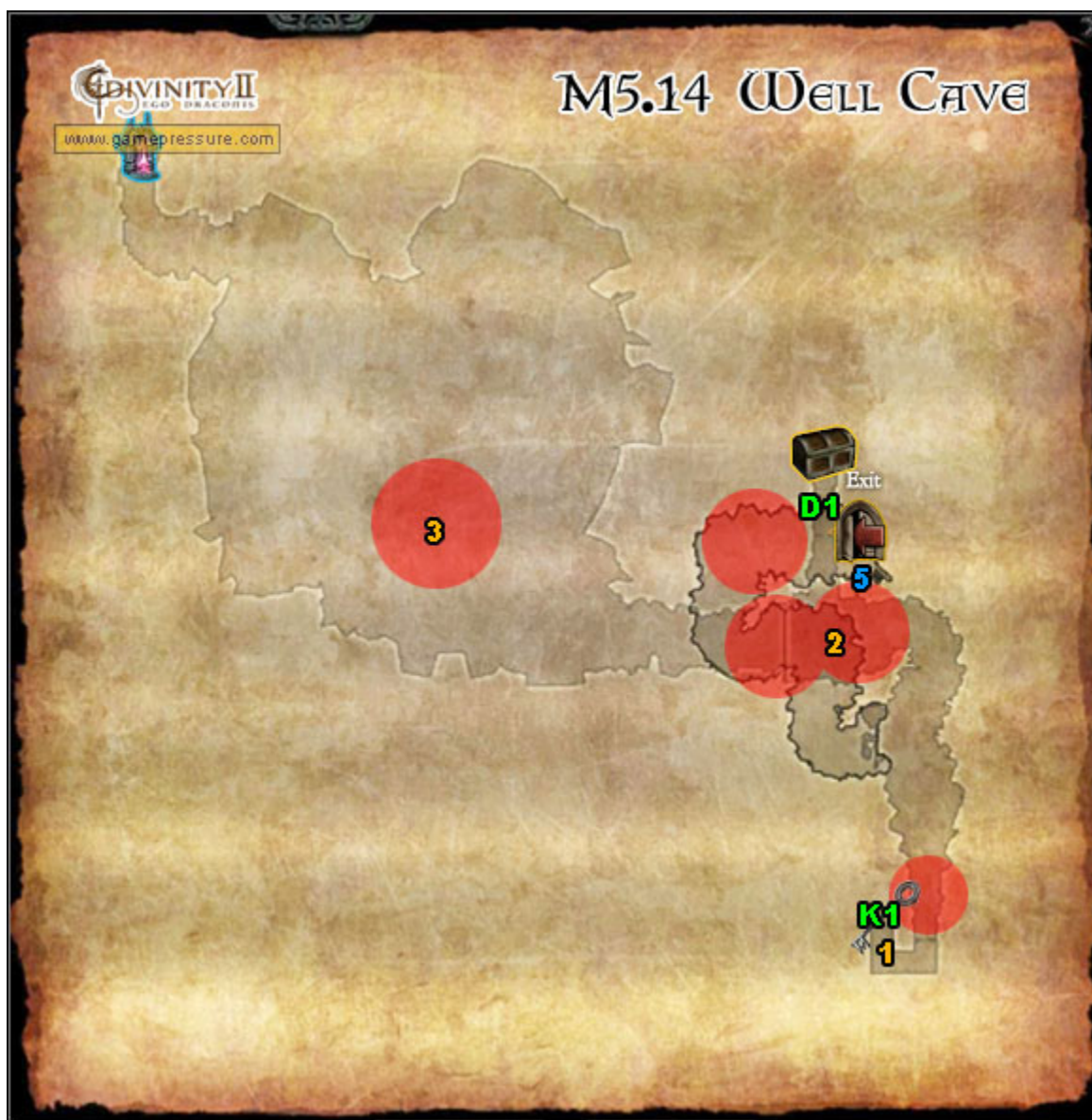
3. **Groth**

**K1** Key to chest **S1**

**M5** Orobas Fjords



## Orobas Fjords - M5.14 Well Cave



1. **Kezzz**
2. Elevator
3. **Zagan**

**K1** Key to door **D1**

**M5** Orobas Fjords

## Orobas Fjords - M5.15 Orobas Crypt



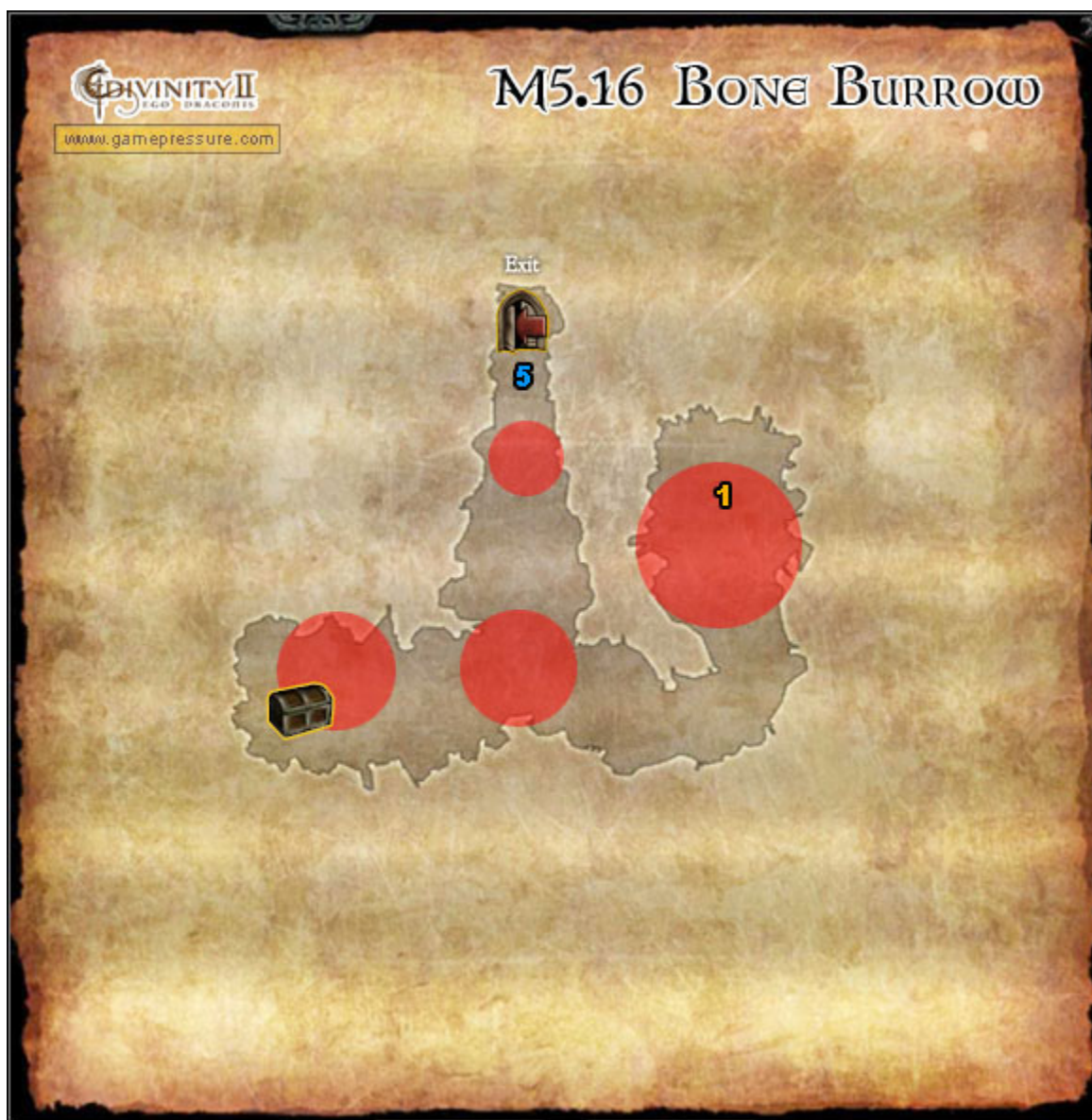
1. **Orobas**

**S1** Chest (more in **Secrets**)

**M5** Orobas Fjords



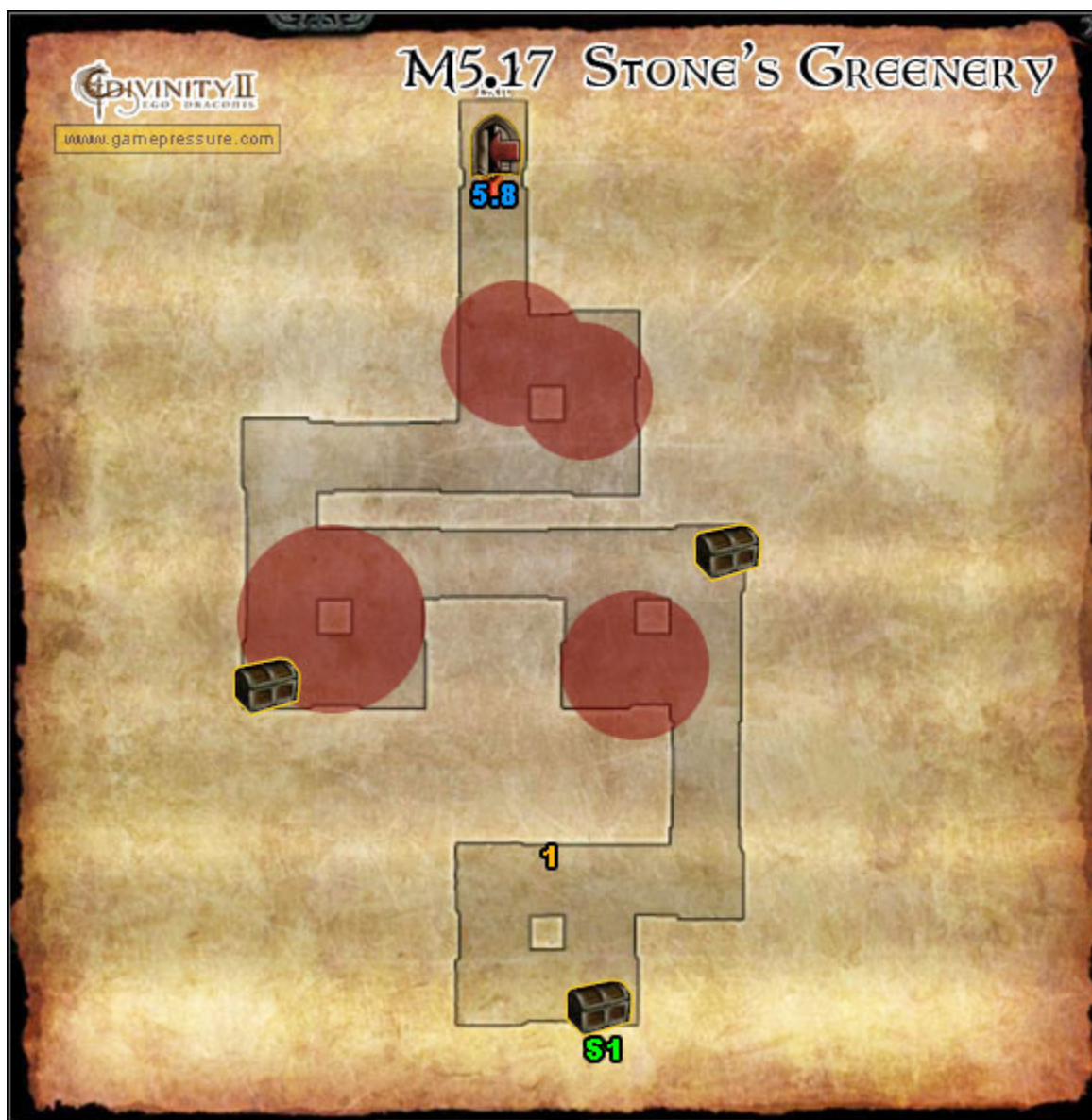
## Orobas Fjords - M5.16 Bone Burrow



### 1. **Ultimate Creature Boss**

### **M5** Orobas Fjords

## Orobas Fjords - M5.17 Stone's Greenery



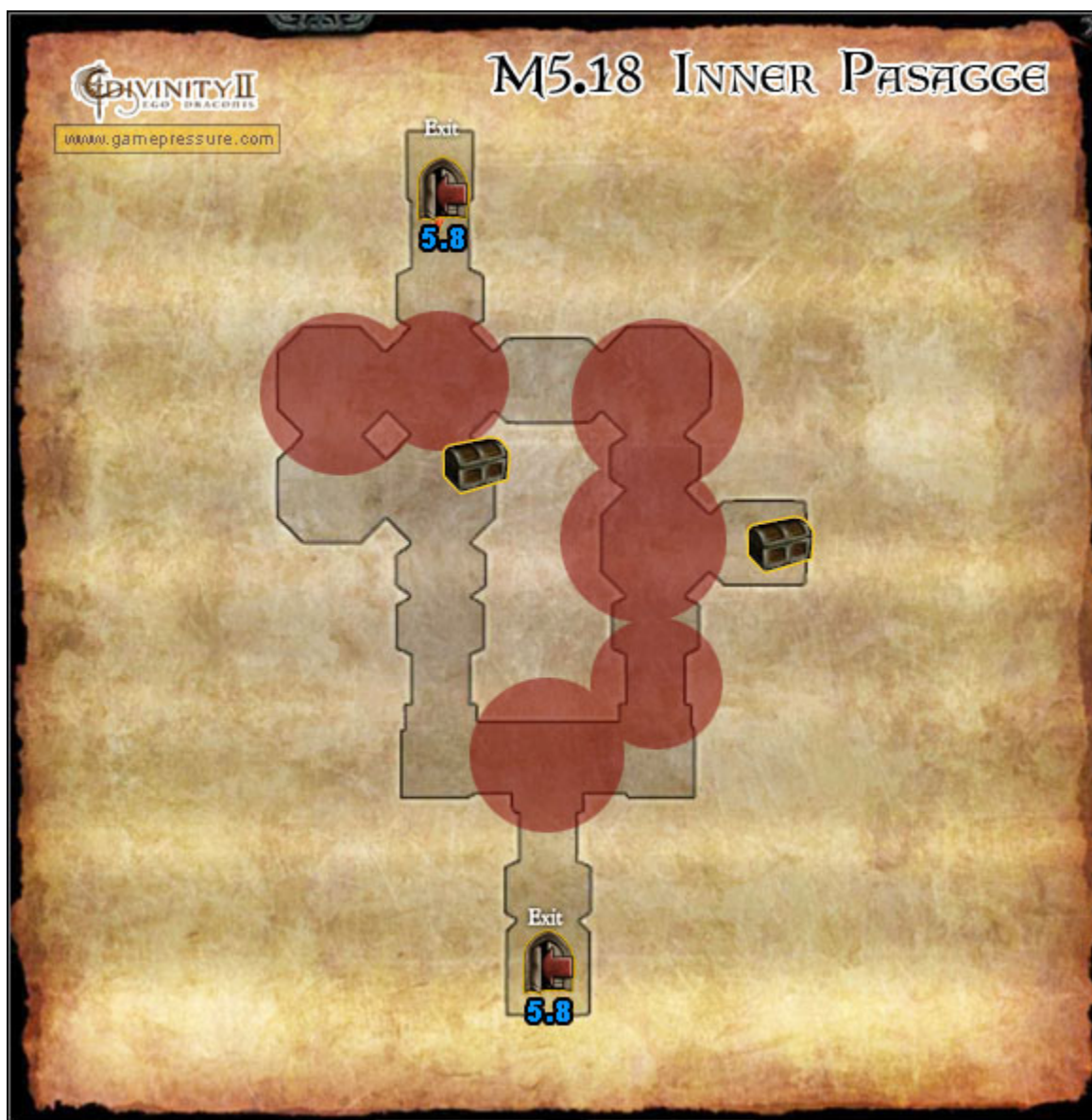
1. Fountain

**S1** Golden chest

**M5.8** Stone's Flying Fortress

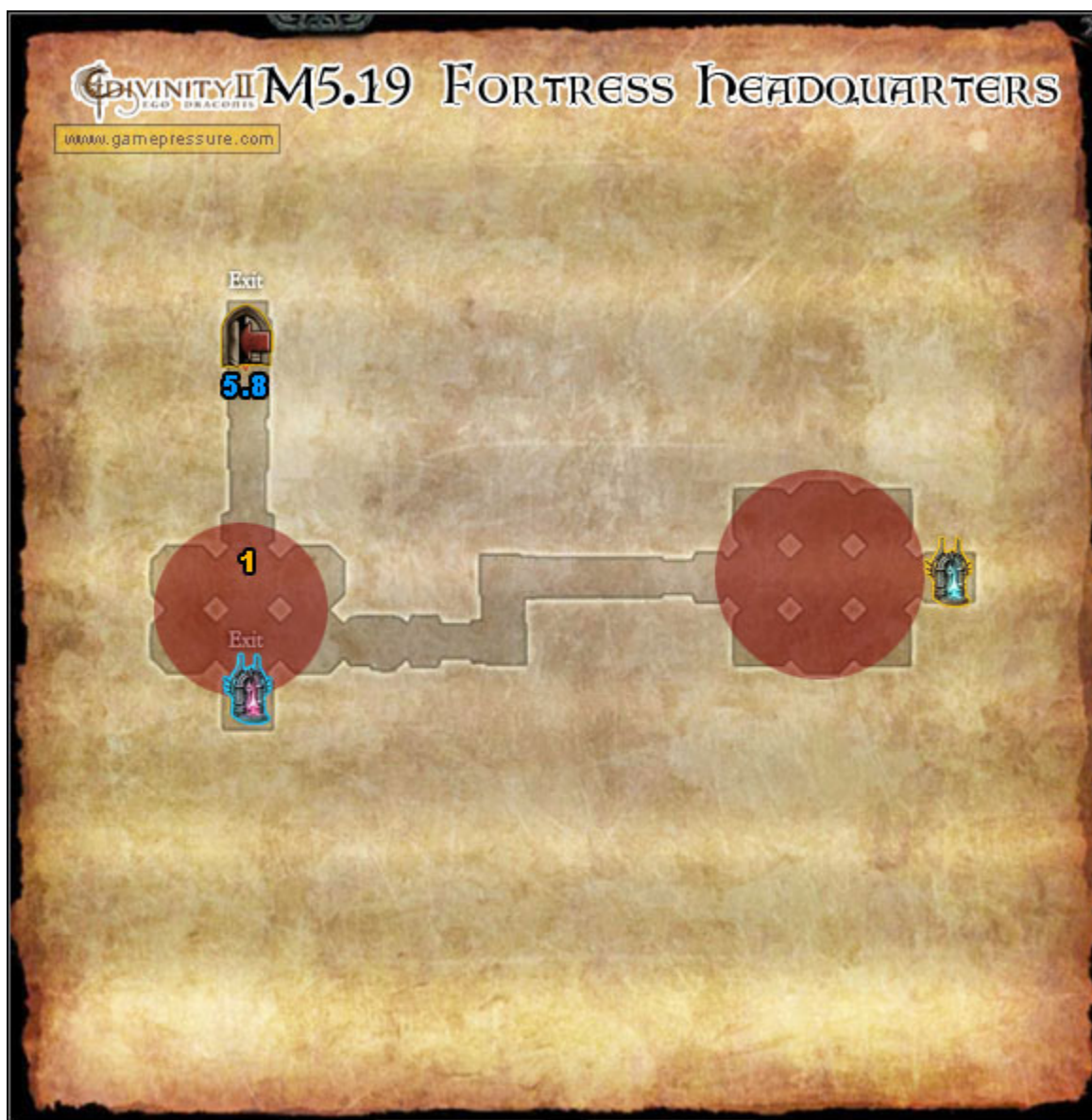


## Orobas Fjords - M5.18 Stone's Pasagge



### M5.8 Stone's Flying Fortress

## Orobas Fjords - M5.19 Fortress Headquarters

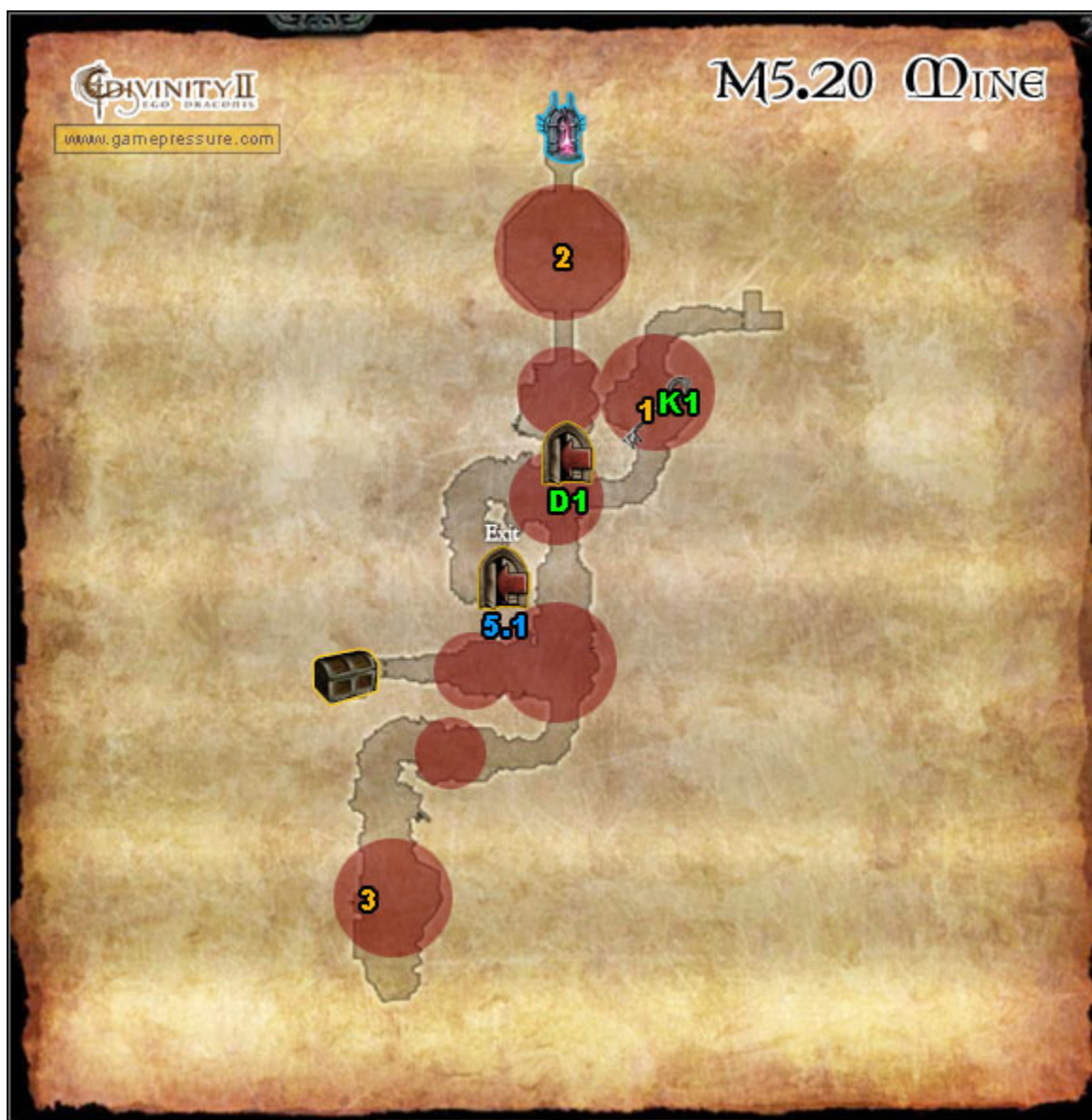


### 1. **Stone**

#### **M5.8** Stone's Flying Fortress



## Orobas Fjords - M5.20 Mine



1. **Amon**

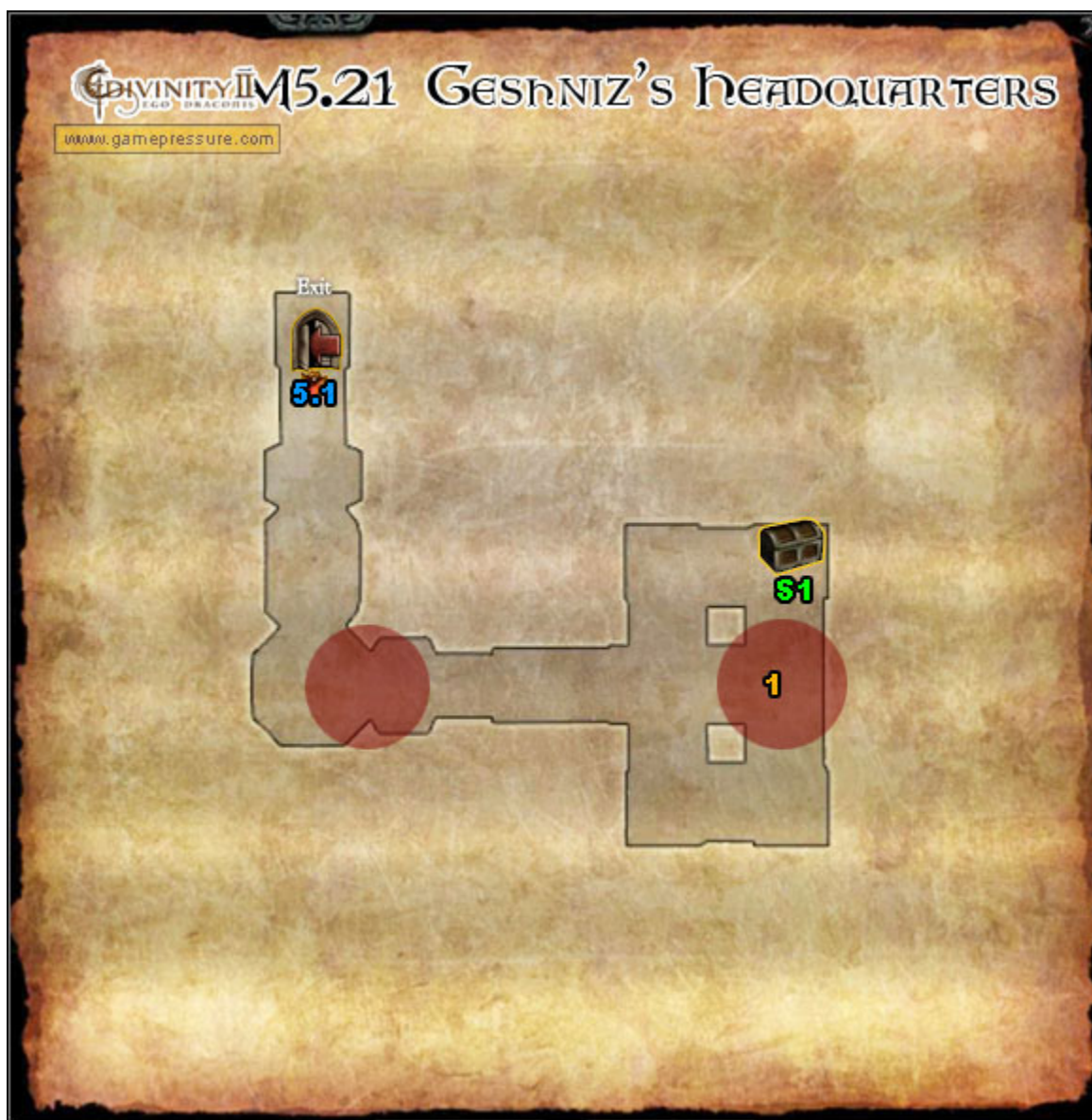
2. **Ba'al**

3. Lever

**K1** Key to door **D1**

**M5.1** Broken Valley

## Orobas Fjords - M5.21 Geshniz's Headquarters



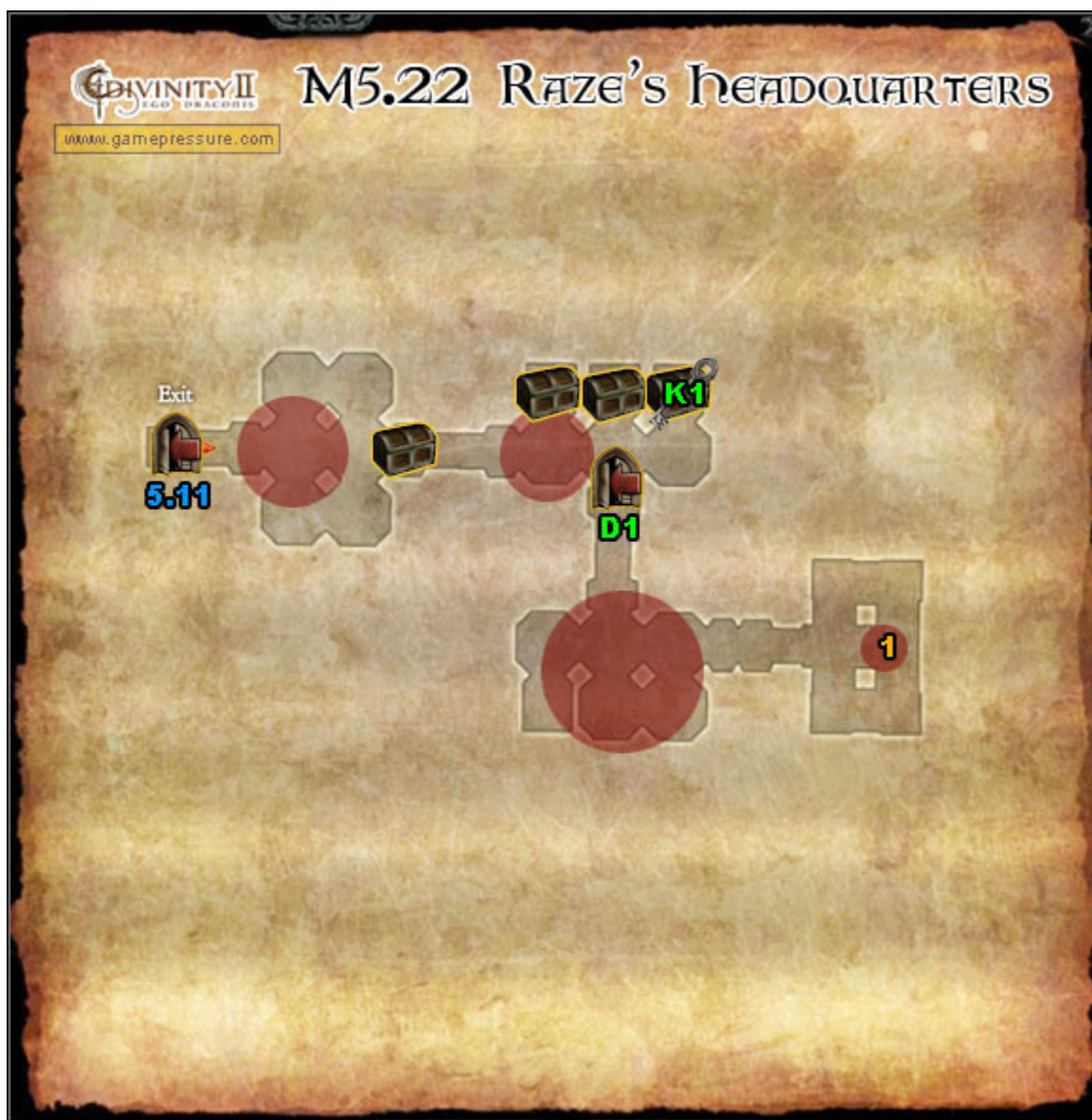
1. **Geshniz**

**S1** Golden chest

**M5.1 Broken Valley**



## Orobas Fjords - M5.22 Raze's Headquarters

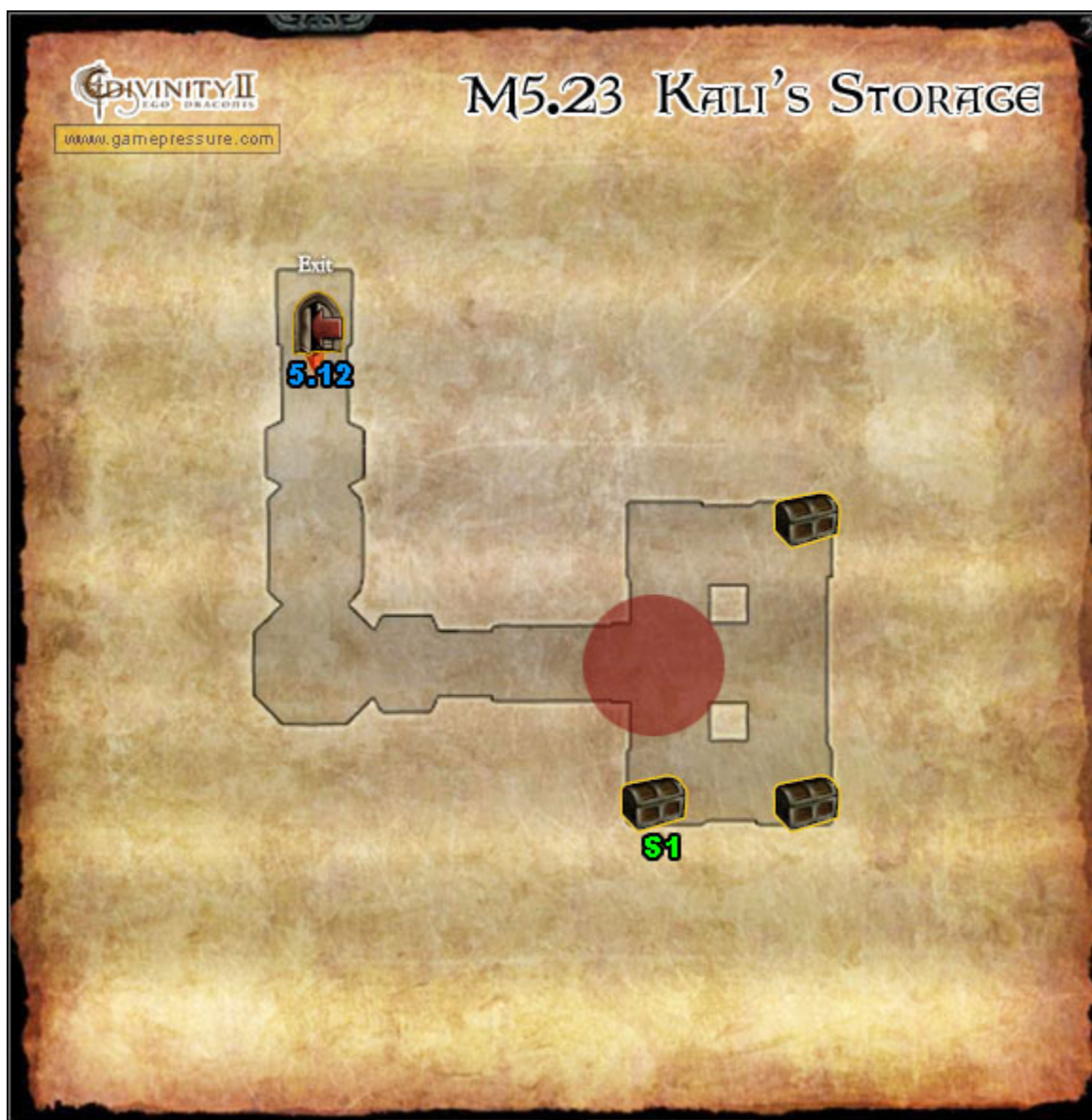


1. **Raze**

**K1** Key to door **D1**

**M5.11** Raze's Flying Fortress

## Orobas Fjords - M5.23 Kali's Storage

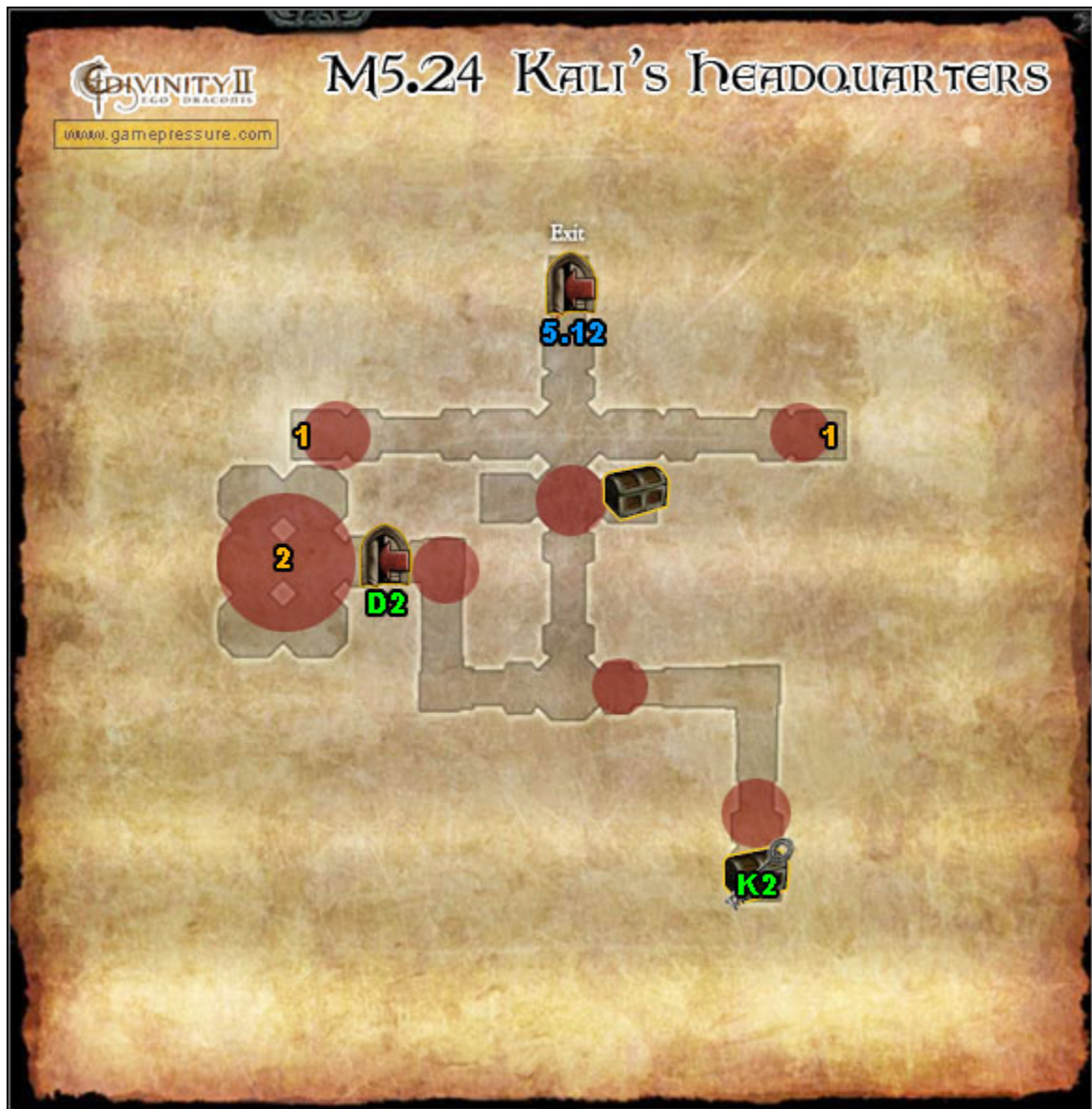


**S1** Golden chest

**M5.12** Kali's Flying Fortress



## Orobas Fjords - M5.24 Kali's Headquarters



1. Lever

2. **Kali**

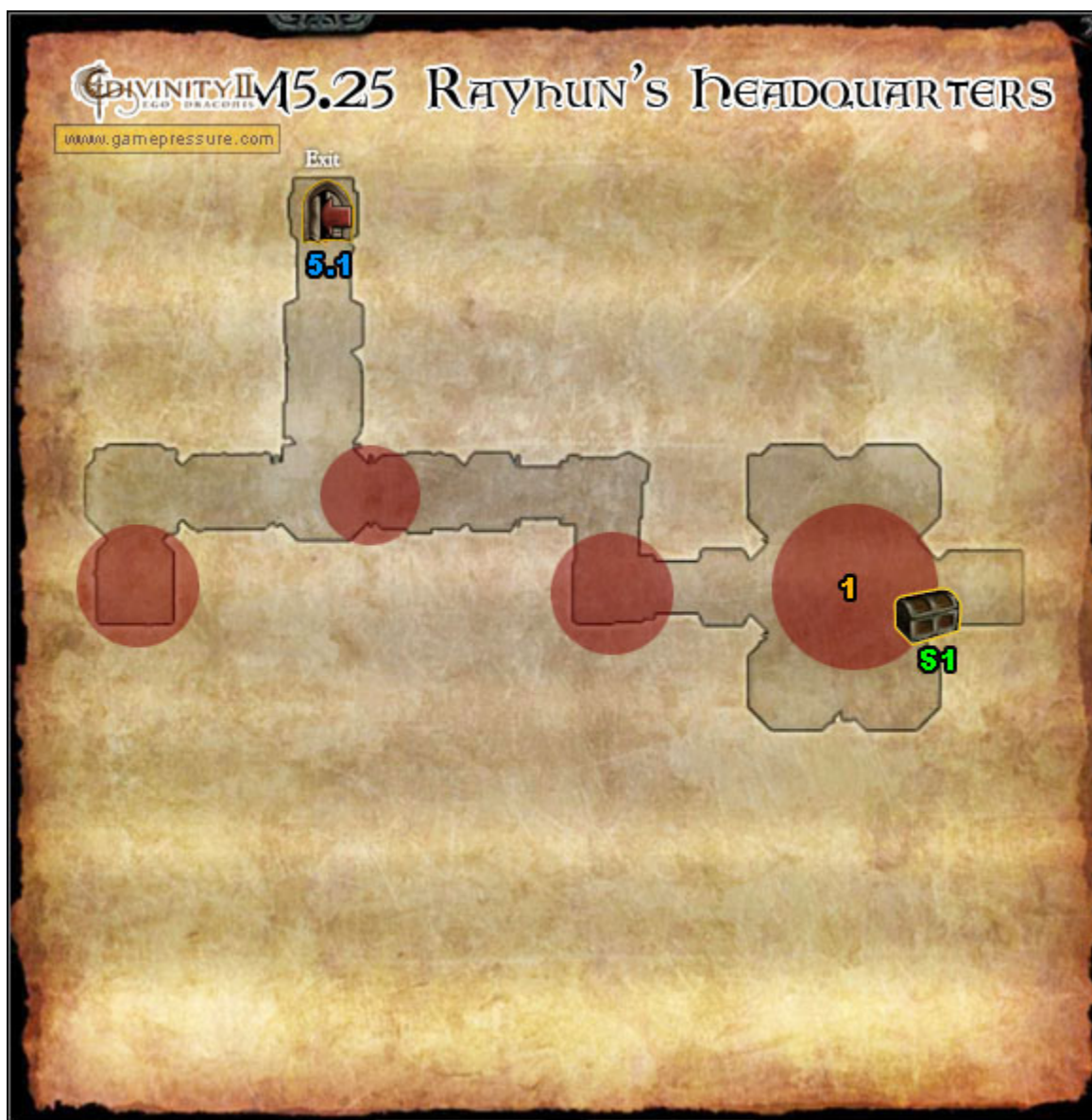
**K2** Key to door **D1**

**M5.12** Kali's Flying Fortress

**S1** Golden chest

**M5.12** Kali's Flying Fortress

## Orobas Fjords - M5.25 Rayhun's Headquarters



1. **Rayhun**

**S1** Golden chest

**M5.1 Broken Valey**



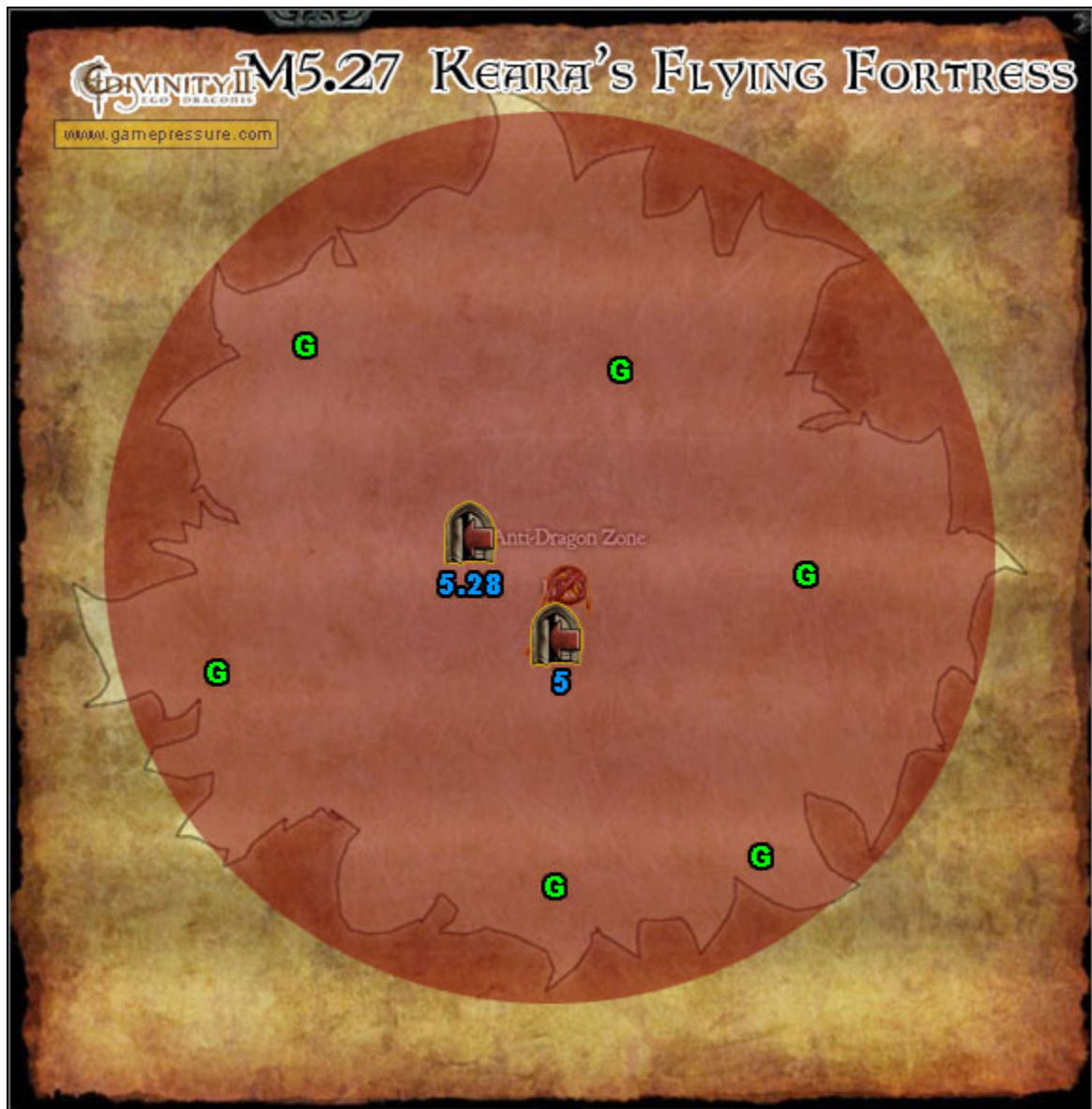
## Orobas Fjords - M5.26 Needleman Storage



**K1** Key to door **D1**

**M5.1** Broken Valley

## Orobas Fjords - M5.27 Keara's Flying Fortress



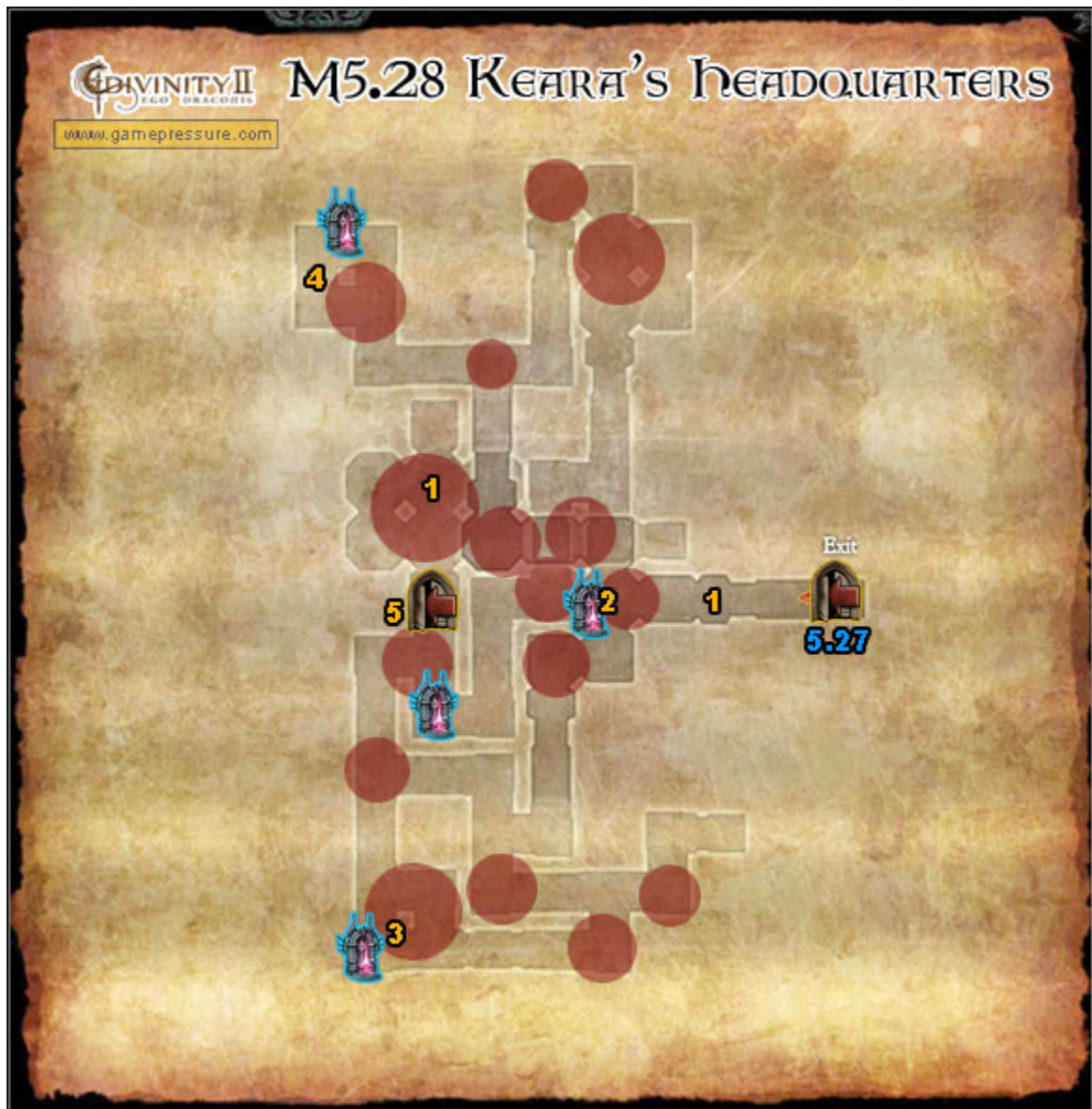
**G** Generators

**M5** Orobas Fjords

**M5.28** Keara's Headquarters



## Orobas Fjords - M5.28 Keara's Headquarters



1. **Keara** / **Valanir**

2. Statue

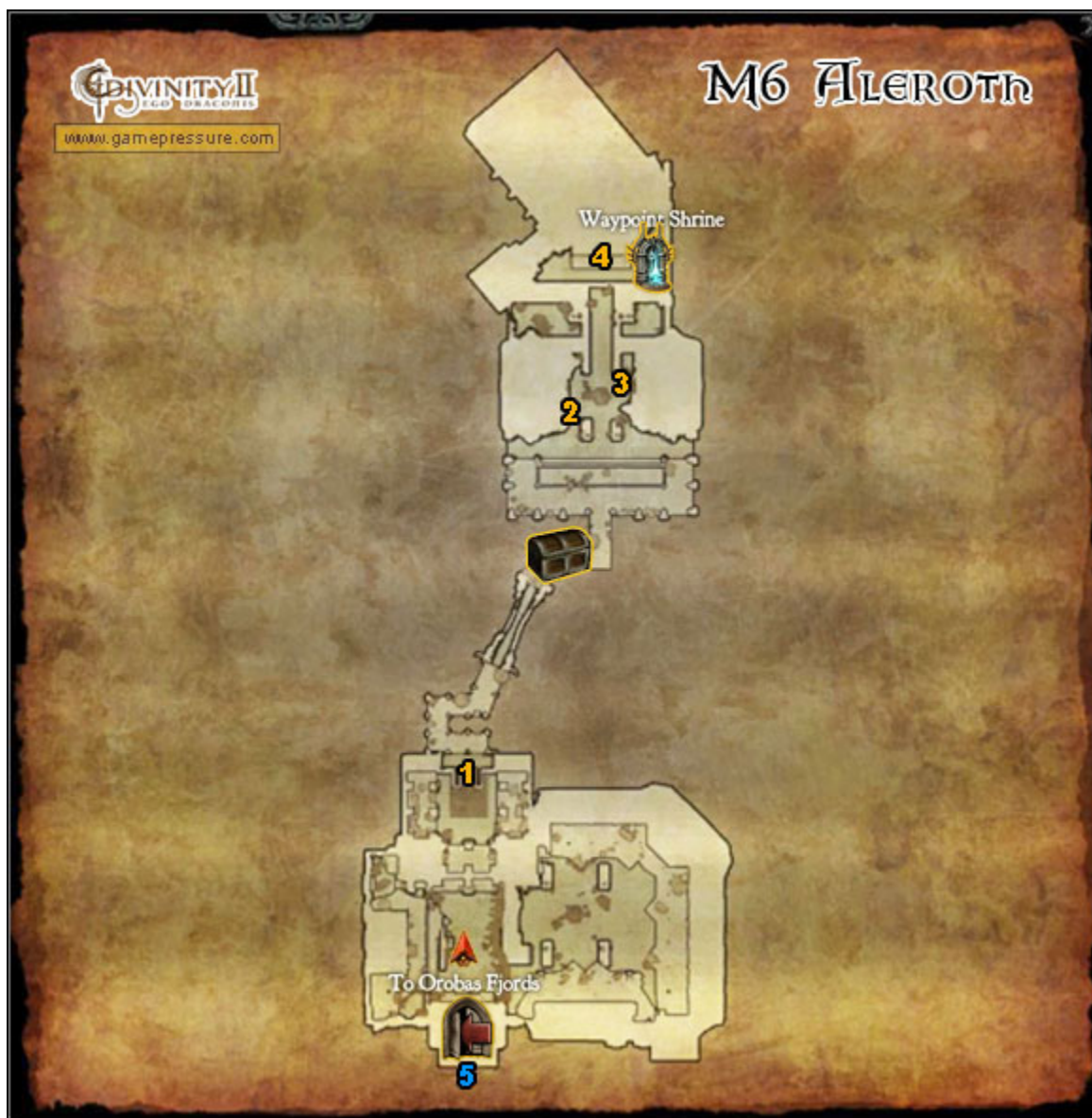
3. Statues

4. Statues

5. Gate

**M5.27** Keara's Flying Fortress

# World Atlas - Aleroth




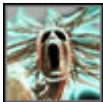

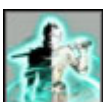

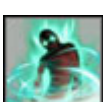
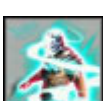
1. Elevator
2. **Pilcher** (trader)
3. **Zarniyar** (trader)
4. **Augustus**

# Skills






## Priest

**Recommended:** Summon Undead, Summon Ghost, Fear, Summon Mastery.

**Notice:** In the beginning you can raise your skills to level 5 max. Once you have the obtained the Battle Tower, your trainer will allow you to raise your skills up to level 15.

Picture	Name	Comment
	Summon undead	One of the more useful skills. The summoned undead will effectively draw the enemies attention.
	Summon Ghost	Useful in the beginning when you don't have the gold to buy enough potions. Its role is to heal you and attack the enemies. Long cooldown.
	Fear	Useful when fighting against a large group of enemies. It causes the enemies to retreat for a while.
	Hide In Shadows	Not a very useful ability. It allows you to become invisible for a given period of time.
	Charm	It lets you to charm an enemy so that he will fight on your side; each enemy has to be charmed individually. Not very useful.
	Summon Mastery	Increases the damage done by your summoned monsters.
	Curse	Curses the enemies around us, lowering the damage they inflict and their defence.







	Blind	You can blind an enemy, not very useful.
	Life Tap	Sacrifice a part of your health and gain mana. Now very useful, it's better to use skills that decrease mana usage and buy potions.
	Master Herbalist	Lowers the amount of components you need to prepare potions. If you have enough gold, you don't need this.
	Summon Demon	Summons a high level Demon, the undead is very good.
	Way of the Wise Wizard	Temporarily increases your defence against magic.

# Magician

**Recommended:** Magic Missile, Fireball, Mana Efficiency/Mana Leech, Healing.

**Notice:** In the beginning you can raise your skills to level 5 max. Once you have the obtained the Battle Tower, your trainer will allow you to raise your skills up to level 15.

Picture	Name	Comment
	Magic Missile	Shoots a couple of fireballs at your enemies. A very useful skill, it hits multiple enemies at once.
	Fireball	A fireball which damages enemies around the target – a must have!
	Mana Efficiency	Lower the amount of mana needed to use a spell. If you don't have enough gold to buy potions, it's worth investing.
	Polymorph	Turns the enemy into a ladybird, not useful.
	Confusion	The target stands still for a couple of seconds, not very useful while fighting multiple enemies.
	Magic Blast	A couple of quick attacks, unfortunately it hits only a single enemy.
	Mana Leech	A successful attack on an enemy turns a certain percentage of the damage into mana.







	Destruction	Increases the damage of your magical attacks.
	Firewall	Creates a wall of fire, unfortunately it lasts only for a little while.
	Healing	A healing skill. Useful if you don't have the gold to buy enough potions.
	Way of the Battle Mage	Temporarily increases your defence against magical attacks.


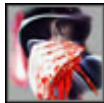
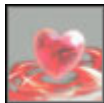
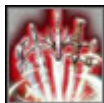
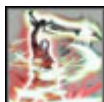
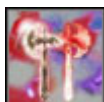


## Warrior

**Recommended:** Fatality, Life Leech, Regenerate, Thousand Strikes, Reflect.

**Notice:** In the beginning you can raise your skills to level 5 max. Once you have the obtained the Battle Tower, your trainer will allow you to raise your skills up to level 15.

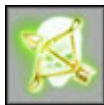






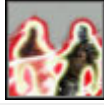


Picture	Name	Comment
	Whirlwind	Damages the enemies around, useful on lower levels.
	Rush Attack	Attacks a single enemy from a distance with a multiplied damage. Not very useful because of the individual aspect.
	Jump Attack	Increases the damage dealt with a jump (also consumes mana). Works on an individual enemy only. Useful in the early part of the game.
	Fatality	Allows you to instantly kill an enemy after his health drops to a given level. Useful in the early part of the game.
	Defensive Posture	Temporarily increases your defence against melee and distance attacks.
	Battle Rage	Temporarily increases the damage done with melee attacks.

	Life Leech	A successful attack on an enemy turns a certain percentage of the damage into health points.
	Bleed	A chance that the enemy bleeds out, additionally inflicts double damage.
	Regenerate	A must have skill! Automatic health recovery.
	Thousand Strikes	Series of quick strikes at, unfortunately, a single enemy. The damage is increased.
	Death Blow	Increases the chances for a critical strike.
	Reflect	Deflects a percentage of the damage dealt by the enemies onto themselves.

# Archer

**Recommended:** Potion Efficiency, Splitting Arrows, Evade, Explosive Arrows.

**Notice:** In the beginning you can raise your skills to level 5 max. Once you have the obtained the Battle Tower, your trainer will allow you to raise your skills up to level 15.

Picture	Name	Comment
	Poison Arrows	Shoots poisoned arrows that damage the enemy over time. Useful in the beginning of the game.
	Ranger Surprise	Shoots an arrow which lowers the enemy's defence.
	Ranger Strength	Increases the damage done with ranged weapons.
	Stun Arrows	Shoots an arrow which immobilises the enemy for a certain time, works on individual targets.
	Ranger Stealth	Increases the distance from which you can attack for the 1st time.
	Potion Efficiency	Increases the efficiency of potions, very useful!
	Splitting Arrows	Allows to attack and damage a quite big group of enemies at once, useful.
	Evade	Increases the chance of evading melee attacks.
	Explosive Arrows	Shoots an arrow which additionally explodes and damages the enemies around the blast. A great solution for big groups of foes.
	Way of the Ranger	Temporarily increases the damage done by ranged weapons and defence against them.

## Dragon Slayer

**Recommended:** Mindread, Wisdom, Lockpick.

Increase the skills connected with the weapon you use the most/prefer.


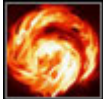


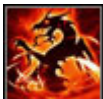

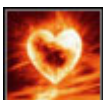
**Notice:** In the beginning you can raise your skills to level 5 max. Once you have the obtained the Battle Tower, your trainer will allow you to raise your skills up to level 15.

Picture	Name	Comment
	Unarmed Expertise	Increases the damage dealt while unarmed – completely useless.
	Single-Handed Weapon Expertise	Increases the damage done while fighting with a single weapon.
	Dual-Wielding Expertise	Increases the damage done while fighting with two weapons.
	Sword and Shield Expertise	Increases the damage done while fighting with a weapon and a shield.
	Two-Handed Weapon Expertise	Increases the damage done when attacking with a two-handed weapon.
	Mindread	Lowers the amount of experience points you have to spend on reading someone's mind – very useful.
	Wisdom	Increases the amount of experience gained – very useful.
	Lockpick	Lets you open chests with higher security. It's useful if you want to open every chest you come across.
	Encumbrance	Increases the capacity of your backpack – useful in the later part of the game, when you'll be running out of space, although only till you gain the Battle Tower, which provides you with a chest capable of holding 400 items.



# Dragon

**Recommended:** Firebreath, Fire Sphere, Dragon Burst, Summon Friend, Dragon Spirit.

Picture	Name	Comment
	Firebreath	A basic ability, breathing fire is always useful.
	Fire Sphere	Another basic ability, a fireball. It doesn't work of towers.
	Dragon Polymorph	Transforms another dragon into a ladybird, a definitely useless ability.
	Dragon Burst	A huge fireball which spreads around – useful against a large group of enemies, doesn't work on towers.
	Summon Friend	A second dragon which turns the enemy attention but dies quite easily. However the cooldown is short.
	Dragon Shield	A shield which takes away stamina.
	Dragon Spirit	A very useful healing skill. It's less useful than potions, but there's not always time to change into human form.

# Potions

## Introduction

Below is a list of all the potions in the game, including the effects they give and ingredients needed to create them. The whole thing has been divided into categories according to the attribute that the potion affects. The most optimal choice is to have Allan as your alchemist (you'll be able to create awesome potions) and develop the *Master Herbalist* skill to the max (5/5), it will lower the amount ingredients needed by 80%.



Potion creation screen

## Allan brew

You will be able to create this potion only if you choose **Allan** as your alchemist in the **Battle Tower**.

Level	Ingredients	Effect
1	4x Whisperwood 4x Holy Basil 4x Earth Root 4x Dragon Nail 4x Black Rose	Increases every resistance by 36 points for 360 seconds.

## Potions - Health

Level	Ingredients	Effect
1	1x Ginseng	Heals 74 hit points over 5 seconds.
2	2x Ginseng	Heals 98 hit points over 5 seconds.
3	2x Ginseng 1x Black Rose	Heals 134 hit points over 5 seconds.
4	3x Ginseng 2x Black Rose	Heals 170 hit points over 5 seconds.
5	4x Ginseng 3x Black Rose	Heals 206 hit points over 5 seconds.
6	3x Ginseng 1x Dragon Nail	Heals 242 hit points over 5 seconds.
7	4x Ginseng 2x Dragon Nail	Heals 278 hit points over 5 seconds.
8	5x Ginseng 3x Dragon Nail	Heals 314 hit points over 5 seconds.
9	4x Ginseng 1x Fanny Blossom	Heals 350 hit points over 5 seconds.
10	5x Ginseng 2x Fanny Blossom	Heals 386 hit points over 5 seconds.



## Potions - Mana

Level	Ingredients	Effect
1	1x Earth Root	Regenerates 62 mana over 5 seconds.
2	2x Earth Root	Regenerates 82 mana over 5 seconds.
3	2x Earth Root 1x Black Rose	Regenerates 112 mana over 5 seconds.
4	3x Earth Root 2x Black Rose	Regenerates 142 mana over 5 seconds.
5	4x Earth Root 3x Black Rose	Regenerates 172 mana over 5 seconds.
6	3x Earth Root 1x Dragon Nail	Regenerates 202 mana over 5 seconds.
7	4x Earth Root 2x Dragon Nail	Regenerates 232 mana over 5 seconds.
8	5x Earth Root 3x Dragon Nail	Regenerates 262 mana over 5 seconds.
9	1x Fanny Blossom 4x Earth Root	Heals 292 mana over 5 seconds.
10	2x Fanny Blossom 5x Earth Root	Regenerates 322 mana over 5 seconds.

## Potions - Hit points and mana

Level	Ingredients	Effect
1	1x Ginseng 1x Earth Root	Regenerates 62 mana and hit points over 5 seconds.
2	2x Ginseng 2x Earth Root	Regenerates 82 mana and hit points over 5 seconds.
3	2x Ginseng 2x Earth Root 1x Black Rose	Regenerates 112 mana and hit points over 5 seconds.
4	3x Ginseng 3x Earth Root 2x Black Rose	Regenerates 142 mana and hit points over 5 seconds.
5	4x Ginseng 4x Earth Root 3x Black Rose	Regenerates 172 mana and hit points over 5 seconds.
6	3x Ginseng 3x Earth Root 1x Dragon Nail	Regenerates 202 mana and hit points over 5 seconds.
7	4x Ginseng 4x Earth Root 2x Dragon Nail	Regenerates 232 mana and hit points over 5 seconds.
8	5x Ginseng 5x Earth Root 3x Dragon Nail	Regenerates 262 mana and hit points over 5 seconds.
9	4x Ginseng 2x Fanny Blossom 4x Earth Root	Regenerates 292 mana and hit points over 5 seconds.
10	5x Ginseng 2x Fanny Blossom 5x Earth Root	Regenerates 322 mana and hit points over 5 seconds.

## Potions - Strength

Level	Ingredients	Effect
1	1x Farhangite	Increases your strength with 3 for 180 seconds.
2	2x Farhangite	Increases your strength with 5 for 180 seconds.
3	2x Farhangite 1x Black Rose	Increases your strength with 8 for 180 seconds.
4	3x Farhangite 2x Black Rose	Increases your strength with 11 for 180 seconds.
5	4x Farhangite 3x Black Rose	Increases your strength with 14 for 180 seconds.
6	3x Farhangite 1x Dragon Nail	Increases your strength with 17 for 180 seconds.
7	4x Farhangite 2x Dragon Nail	Increases your strength with 20 for 180 seconds.
8	5x Farhangite 3x Dragon Nail	Increases your strength with 23 for 180 seconds.
9	4x Farhangite 1x Fanny Blossom	Increases your strength with 26 for 180 seconds.
10	5x Farhangite 2x Fanny Blossom	Increases your strength with 29 for 180 seconds.

## Potions - Dexterity

Level	Ingredients	Effect
1	1x Fatfern	Increases your dexterity with 3 for 180 seconds.
2	2x Fatfern	Increases your dexterity with 5 for 180 seconds.
3	2x Fatfern 1x Black Rose	Increases your dexterity with 8 for 180 seconds.
4	3x Fatfern 2x Black Rose	Increases your dexterity with 11 for 180 seconds.
5	4x Fatfern 3x Black Rose	Increases your dexterity with 14 for 180 seconds.
6	3x Fatfern 1x Dragon Nail	Increases your dexterity with 17 for 180 seconds.
7	4x Fatfern 2x Dragon Nail	Increases your dexterity with 20 for 180 seconds.
8	5x Fatfern 3x Dragon Nail	Increases your dexterity with 23 for 180 seconds.
9	4x Fatfern 1x Fanny Blossom	Increases your dexterity with 26 for 180 seconds.
10	5x Fatfern 2x Fanny Blossom	Increases your dexterity with 29 for 180 seconds.



## Potions - Intelligence

Level	Ingredients	Effect
1	1x Stardust	Increases your intelligence with 3 for 180 seconds.
2	2x Stardust	Increases your intelligence with 5 for 180 seconds.
3	2x Stardust 1x Black Rose	Increases your intelligence with 8 for 180 seconds.
4	3x Stardust 2x Black Rose	Increases your intelligence with 11 for 180 seconds.
5	4x Stardust 3x Black Rose	Increases your intelligence with 14 for 180 seconds.
6	3x Stardust 1x Dragon Nail	Increases your intelligence with 17 for 180 seconds.
7	4x Stardust 2x Dragon Nail	Increases your intelligence with 20 for 180 seconds.
8	5x Stardust 3x Dragon Nail	Increases your intelligence with 23 for 180 seconds.
9	4x Stardust 1x Fanny Blossom	Increases your intelligence with 26 for 180 seconds.
10	5x Stardust 2x Fanny Blossom	Increases your intelligence with 29 for 180 seconds.

## Potions - Resistance

Level	Ingredients	Effect
1	1x Whisperwood	Increases all your resistances with 4 for 180 seconds.
2	2x Whisperwood	Increases all your resistances with 6 for 180 seconds.
3	2x Whisperwood 1x Black Rose	Increases all your resistances with 8 for 180 seconds.
4	3x Whisperwood 2x Black Rose	Increases all your resistances with 10 for 180 seconds.
5	4x Whisperwood 3x Black Rose	Increases all your resistances with 12 for 180 seconds.
6	3x Whisperwood 1x Dragon Nail	Increases all your resistances with 14 for 180 seconds.
7	4x Whisperwood 2x Dragon Nail	Increases all your resistances with 16 for 180 seconds.
8	5x Whisperwood 3x Dragon Nail	Increases all your resistances with 18 for 180 seconds.
9	4x Whisperwood 1x Fanny Blossom	Increases all your resistances with 21 for 180 seconds.
10	5x Whisperwood 2x Fanny Blossom	Increases all your resistances with 23 for 180 seconds.

# Enchants

## Introduction

You will gain the ability to enchant items quite early in the game. A bit later you will receive your own enchanter in the **Battle Tower**. You can enchant every item – only those with empty slots. You can also take enchants out of the items. This gives you virtually limitless modification options, depending on your needs. In order to enchant an item, you first need to have the needed ingredients, you can send out your searchers to find the ingredients you need, it's probably the best and fastest method. There's an enormous amount of enchant formulas in the game, many of them also have higher levels available and that means better effects and more ingredients needed to create them.



Item enchanting screen

## Enchants - Life Leech

Level	Ingredients	Effect	Cena
1	1x Iron 1x Amber	5% chance of converting 5% of damage done into hit points.	150
2	2x Iron 1x Amber	6% chance of converting 7% of damage done into hit points.	250
3	1x Fossile 1x Droxlerite 1x Amber	7% chance of converting 9% of damage done into hit points.	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Amber	8% chance of converting 11% of damage done into hit points.	550
5	1x Red Ore 1x Gold 2x Amber	9% chance of converting 13% of damage done into hit points.	700
6	2x Red Ore 2x Gold 2x Amber	10% chance of converting 15% of damage done into hit points.	850
7	2x Red Ore 1x Droxlerite 3x Amber	11% chance of converting 17% of damage done into hit points.	1000



8	3x Red Ore 2x Droxlerite 3x Amber	12% chance of converting 19% of damage done into hit points.	1150
9	3x Red Ore 1x Black Rock 3x Amber	13% chance of converting 21% of damage done into hit points.	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Amber	15% chance of converting 25% of damage done into hit points.	1450

## Enchants - Poison

Level	Ingredients	Effect	Cena
1	1x Venom Stone 1x Iron 1x Aquamarine	5% chance of poisoning your enemy on a successful hit doing 2 damage over 1 second.	150
2	1x Venom Stone 2x Iron 1x Aquamarine	6% chance of poisoning your enemy on a successful hit doing 6 damage over 3 seconds.	250
3	2x Venom Stone 1x Fossile 1x Droxlerite 1x Aquamarine	7% chance of poisoning your enemy on a successful hit doing 12 damage over 6 seconds.	400
4	2x Venom Stone 1x Red Ore 2x Fossile 2x Droxlerite 2x Aquamarine	8% chance of poisoning your enemy on a successful hit doing 18 damage over 9 seconds.	550
5	3x Venom Stone 1x Red Ore 1x Gold 2x Aquamarine	9% chance of poisoning your enemy on a successful hit doing 24 damage over 12 seconds.	700
6	3x Venom Stone 2x Red Ore 2x Gold 2x Aquamarine	10% chance of poisoning your enemy on a successful hit doing 30 damage over 15 seconds.	850
7	4x Venom Stone 2x Red Ore 1x Droxlerite 3x Aquamarine	11% chance of poisoning your enemy on a successful hit doing 36 damage over 18 seconds.	1000

8	4x Venom Stone 3x Red Ore 2x Droxlerite 3x Aquamarine	12% chance of poisoning your enemy on a successful hit doing 42 damage over 21 seconds.	1150
9	5x Venom Stone 3x Red Ore 1x Black Rock 3x Aquamarine	13% chance of poisoning your enemy on a successful hit doing 48 damage over 24 seconds.	1300
10	5x Venom Stone 4x Red Ore 1x Malachite 2x Black Rock 4x Aquamarine	15% chance of poisoning your enemy on a successful hit doing 54 damage over 27 seconds.	1450

## Enchants - Fire Curse

Level	Ingredients	Effect	Cena
1	1x Iron 1x Crystal	5% chance of igniting your enemy on a successful hit doing 2 damage over 1 second.	150
2	2x Iron 1x Crystal	6% chance of igniting your enemy on a successful hit doing 6 damage over 3 seconds.	250
3	1x Fossile 1x Droxlerite 1x Crystal	7% chance of igniting your enemy on a successful hit doing 12 damage over 6 seconds.	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Crystal	8% chance of igniting your enemy on a successful hit doing 18 damage over 9 seconds.	550
5	1x Red Ore 1x Gold 2x Crystal	9% chance of igniting your enemy on a successful hit doing 24 damage over 12 seconds.	700
6	2x Red Ore 2x Gold 2x Crystal	10% chance of igniting your enemy on a successful hit doing 30 damage over 15 seconds.	850
7	2x Red Ore 1x Droxlerite 3x Crystal	11% chance of igniting your enemy on a successful hit doing 36 damage over 18 seconds.	1000



8	3x Red Ore 2x Droxlerite 3x Crystal	12% chance of igniting your enemy on a successful hit doing 42 damage over 21 seconds.	1150
9	3x Red Ore 1x Black Rock 3x Crystal	13% chance of igniting your enemy on a successful hit doing 48 damage over 24 seconds.	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Crystal	15% chance of igniting your enemy on a successful hit doing 54 damage over 27 seconds.	1450

## Enchants - Spontaneous Combustion

Level	Ingredients	Effect	Cena
1	1x Iron 1x Diamond	5% chance of igniting enemies that are close doing 2 damage over 1 second.	150
2	2x Iron 1x Diamond	6% chance of igniting enemies that are close doing 6 damage over 3 seconds.	250
3	1x Fossile 1x Droxlerite 1x Diamond	7% chance of igniting enemies that are close doing 12 damage over 6 seconds.	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Diamond	8% chance of igniting enemies that are close doing 18 damage over 9 seconds.	550
5	1x Red Ore 1x Gold 2x Diamond	9% chance of igniting enemies that are close doing 24 damage over 12 seconds.	700
6	2x Red Ore 2x Gold 2x Diamond	10% chance of igniting enemies that are close doing 30 damage over 15 seconds.	850
7	2x Red Ore 1x Droxlerite 3x Diamond	11% chance of igniting enemies that are close doing 36 damage over 18 seconds.	1000

8	3x Red Ore 2x Droxlerite 3x Diamond	12% chance of igniting enemies that are close doing 42 damage over 21 seconds.	1150
9	3x Red Ore 1x Black Rock 3x Diamond	13% chance of igniting enemies that are close doing 48 damage over 24 seconds.	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Diamond	15% chance of igniting enemies that are close doing 54 damage over 27 seconds.	1450

## Enchants - Mana Leech

Level	Ingredients	Effect	Cena
1	1x Iron 1x Emerald	5% chance of converting 2% of damage done into mana.	150
2	2x Iron 1x Emerald	6% chance of converting 3% of damage done into mana.	250
3	1x Fossile 1x Droxlerite 1x Emerald	7% chance of converting 4% of damage done into mana.	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Emerald	8% chance of converting 5% of damage done into mana.	550
5	1x Red Ore 1x Gold 2x Emerald	9% chance of converting 6% of damage done into mana.	700
6	2x Red Ore 2x Gold 2x Emerald	10% chance of converting 7% of damage done into mana.	850
7	2x Red Ore 1x Droxlerite 3x Emerald	11% chance of converting 8% of damage done into mana.	1000



8	3x Red Ore 2x Droxlerite 3x Emerald	12% chance of converting 9% of damage done into mana.	1150
9	3x Red Ore 1x Black Rock 3x Emerald	13% chance of converting 10% of damage done into mana.	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Emerald	15% chance of converting 12% of damage done into mana.	1450

## Enchants - Extra Damage Normal

Level	Ingredients	Effect	Cena
1	1x Iron 1x MoonStone	Increases your normal damage with 1 point	150
2	2x Iron 1x MoonStone	Increases your normal damage with 3 points	250
3	1x Fossile 1x Droxlerite 1x MoonStone	Increases your normal damage with 6 points	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x MoonStone	Increases your normal damage with 9 points	550
5	1x Red Ore 1x Gold 2x MoonStone	Increases your normal damage with 12 points	700
6	2x Red Ore 2x Gold 2x MoonStone	Increases your normal damage with 15 points	850
7	2x Red Ore 1x Droxlerite 3x MoonStone	Increases your normal damage with 18 points	1000

8	3x Red Ore 2x Droxlerite 3x MoonStone	Increases your normal damage with 21 points	1150
9	3x Red Ore 1x Black Rock 3x MoonStone	Increases your normal damage with 24 points	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x MoonStone	Increases your normal damage with 27 points	1450

## Enchants - Extra Damage Magic

Level	Ingredients	Effect	Cena
1	1x Iron 1x Diamond	Increases your magical damage with 1 point	150
2	2x Iron 1x Diamond	Increases your magical damage with 3 points	250
3	1x Fossile 1x Droxlerite 1x Diamond	Increases your magical damage with 6 points	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Diamond	Increases your magical damage with 9 points	550
5	1x Red Ore 1x Gold 2x Diamond	Increases your magical damage with 12 points	700
6	2x Red Ore 2x Gold 2x Diamond	Increases your magical damage with 15 points	850
7	2x Red Ore 1x Droxlerite 3x Diamond	Increases your magical damage with 18 points	1000



8	3x Red Ore 2x Droxlerite 3x Diamond	Increases your magical damage with 21 points	1150
9	3x Red Ore 1x Black Rock 3x Diamond	Increases your magical damage with 24 points	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Diamond	Increases your magical damage with 27 points	1450

## Enchants - Hatemonger

Level	Ingredients	Effect	Cena
1	1x Iron 1x Obsidian	Increases your critical hit chance with 2 points	150
2	2x Iron 1x Obsidian	Increases your critical hit chance with 6 points	250
3	1x Fossile 1x Droxlerite 1x Obsidian	Increases your critical hit chance with 12 points	400
4	1x Red Ore 2x Fossile 2x Droxlerite 2x Obsidian	Increases your critical hit chance with 18 points	550
5	1x Red Ore 1x Gold 2x Obsidian	Increases your critical hit chance with 24 points	700
6	2x Red Ore 2x Gold 2x Obsidian	Increases your critical hit chance with 30 points	850
7	2x Red Ore 1x Droxlerite 3x Obsidian	Increases your critical hit chance with 36 points	1000

8	3x Red Ore 2x Droxlerite 3x Obsidian	Increases your critical hit chance with 42 points	1150
9	3x Red Ore 1x Black Rock 3x Obsidian	Increases your critical hit chance with 48 points	1300
10	4x Red Ore 1x Malachite 2x Black Rock 4x Obsidian	Increases your critical hit chance with 54 points	1450

## Enchants - Endurance

Level	Ingredients	Effect	Cena
1	1x Iron 1x Opal	Increases your mana with 1 point	150
2	2x Iron 1x Opal	Increases your mana with 3 points	250
3	1x Fossile 1x Droxlerite 1x Opal	Increases your mana with 6 points	400
4	1x Venom Stone 2x Fossile 2x Droxlerite 2x Opal	Increases your mana with 9 points	550
5	1x Venom Stone 1x Gold 2x Opal	Increases your mana with 12 points	700
6	2x Venom Stone 2x Gold 2x Opal	Increases your mana with 15 points	850
7	2x Venom Stone 1x Droxlerite 3x Opal	Increases your mana with 18 points	1000



8	3x Venom Stone 2x Droxlerite 3x Opal	Increases your mana with 21 points	1150
9	3x Venom Stone 1x Black Rock 3x Opal	Increases your mana with 24 points	1300
10	4x Venom Stone 1x Malachite 2x Black Rock 4x Opal	Increases your mana with 27 points	1450

## Enchants - Life Line

Level	Ingredients	Effect	Cena
1	1x Iron 1x Pearl	Increases your hitpoints with 1 points	150
2	2x Iron 1x Pearl	Increases your hitpoints with 3 points	250
3	1x Fossile 1x Droxlerite 1x Pearl	Increases your hitpoints with 6 points	400
4	1x Venom Stone 2x Fossile 2x Droxlerite 2x Pearl	Increases your hitpoints with 9 points	550
5	1x Venom Stone 1x Gold 2x Pearl	Increases your hitpoints with 12 points	700
6	2x Venom Stone 2x Gold 2x Pearl	Increases your hitpoints with 15 points	850
7	2x Venom Stone 1x Droxlerite 3x Pearl	Increases your hitpoints with 18 points	1000

8	3x Venom Stone 2x Droxlerite 3x Pearl	Increases your hitpoints with 21 points	1150
9	3x Venom Stone 1x Black Rock 3x Pearl	Increases your hitpoints with 24 points	1300
10	4x Venom Stone 1x Malachite 2x Black Rock 4x Pearl	Increases your hitpoints with 27 points	1450

## Enchants - Melee Protection

Level	Ingredients	Effect	Cena
1	1x Iron 1x Pyrite	Increases your melee armour rating with 2 points	150
2	2x Iron 1x Pyrite	Increases your melee armour rating with 3 points	250
3	1x Fossile 1x Droxlerite 1x Pyrite	Increases your melee armour rating with 4 points	400
4	1x Venom Stone 2x Fossile 2x Droxlerite 2x Pyrite	Increases your melee armour rating with 5 points	550
5	1x Venom Stone 1x Gold 2x Pyrite	Increases your melee armour rating with 6 points	700
6	2x Venom Stone 2x Gold 2x Pyrite	Increases your melee armour rating with 7 points	850
7	2x Venom Stone 1x Droxlerite 3x Pyrite	Increases your melee armour rating with 8 points	1000



8	3x Venom Stone 2x Droxlerite 3x Pyrite	Increases your melee armour rating with 9 points	1150
9	3x Venom Stone 1x Black Rock 3x Pyrite	Increases your melee armour rating with 10 points	1300
10	4x Venom Stone 1x Malachite 2x Black Rock 4x Pyrite	Increases your melee armour rating with 11 points	1450

## Enchants - Ranged Protection

Level	Ingredients	Effect	Cena
1	1x Iron 1x Quartz	Increases your ranged armour rating with 2 points	150
2	2x Iron 1x Quartz	Increases your ranged armour rating with 3 points	250
3	1x Fossile 1x Droxlerite 1x Quartz	Increases your ranged armour rating with 4 points	400
4	1x Venom Stone 2x Fossile 2x Droxlerite 2x Quartz	Increases your ranged armour rating with 5 points	550
5	1x Venom Stone 1x Gold 2x Quartz	Increases your ranged armour rating with 6 points	700
6	2x Venom Stone 2x Gold 2x Quartz	Increases your ranged armour rating with 7 points	850
7	2x Venom Stone 1x Droxlerite 3x Quartz	Increases your ranged armour rating with 8 points	1000

8	3x Venom Stone 2x Droxlerite 3x Quartz	Increases your ranged armour rating with 9 points	1150
9	3x Venom Stone 1x Black Rock 3x Quartz	Increases your ranged armour rating with 10 points	1300
10	4x Venom Stone 1x Malachite 2x Black Rock 4x Quartz	Increases your ranged armour rating with 11 points	1450

## Enchants - Magic Protection

Level	Ingredients	Effect	Cena
1	1x Iron 1x Ruby	Increases your magic armour rating with 2 points	150
2	2x Iron 1x Ruby	Increases your magic armour rating with 3 points	250
3	1x Fossile 1x Droxlerite 1x Ruby	Increases your magic armour rating with 4 points	400
4	1x Venom Stone 2x Fossile 2x Droxlerite 2x Ruby	Increases your magic armour rating with 5 points	550
5	1x Venom Stone 1x Gold 2x Ruby	Increases your magic armour rating with 6 points	700
6	2x Venom Stone 2x Gold 2x Ruby	Increases your magic armour rating with 7 points	850
7	2x Venom Stone 1x Droxlerite 3x Ruby	Increases your magic armour rating with 8 points	1000



8	3x Venom Stone 2x Droxlerite 3x Ruby	Increases your magic armour rating with 9 points	1150
9	3x Venom Stone 1x Black Rock 3x Ruby	Increases your magic armour rating with 10 points	1300
10	4x Venom Stone 1x Malachite 2x Black Rock 4x Ruby	Increases your magic armour rating with 11 points	1450

## Enchants - Healing Aura

Level	Ingredients	Effect	Cena
1	2x Gold 1x Sapphire 1x Malachite	Heals you slowly with 0.05 points per second.	150
2	2x Gold 1x Sapphire 1x Malachite	Heals you slowly with 0.1 points per second.	250
3	3x Gold 1x Sapphire 1x Malachite	Heals you slowly with 0.15 points per second.	400
4	3x Gold 2x Sapphire 1x Malachite	Heals you slowly with 0.2 points per second.	550
5	4x Gold 2x Sapphire 1x Malachite	Heals you slowly with 0.25 points per second.	700
6	4x Gold 2x Sapphire 1x Malachite	Heals you slowly with 0.3 points per second.	850
7	5x Gold 3x Sapphire 1x Malachite	Heals you slowly with 0.35 points per second.	1000

8	5x Gold 3x Sapphire 1x Malachite	Heals you slowly with 0.4 points per second.	1150
9	6x Gold 3x Sapphire 1x Malachite	Heals you slowly with 0.45 points per second.	1300
10	7x Gold 4x Sapphire 1x Malachite	Heals you slowly with 0.5 points per second.	1450

## Enchants - Retribution Aura

Level	Ingredients	Effect	Cena
1	2x Gold 1x Spinel	10% chance of automatic retaliations against those that harm you for 20% of the damage done to you.	150
2	2x Gold 1x Spinel	12% chance of automatic retaliations against those that harm you for 23% of the damage done to you.	250
3	3x Gold 1x Spinel	14% chance of automatic retaliations against those that harm you for 26% of the damage done to you.	400
4	3x Gold 2x Spinel	16% chance of automatic retaliations against those that harm you for 29% of the damage done to you.	550
5	4x Gold 2x Spinel	18% chance of automatic retaliations against those that harm you for 32% of the damage done to you.	700
6	4x Gold 2x Spinel	20% chance of automatic retaliations against those that harm you for 35% of the damage done to you.	850
7	5x Gold 3x Spinel	22% chance of automatic retaliations against those that harm you for 38% of the damage done to you.	1000
8	5x Gold 3x Spinel	24% chance of automatic retaliations against those that harm you for 41% of the damage done to you.	1150
9	6x Gold 3x Spinel	25% chance of automatic retaliations against those that harm you for 44% of the damage done to you.	1300
10	7x Gold 4x Spinel 1x Malachite	27% chance of automatic retaliations against those that harm you for 47% of the damage done to you.	1450



## Enchants - Magic Damage Aura

Level	Ingredients	Effect	Cena
1	2x Gold 1x Topaz	Enemies that harm you with weapons or magic have a 5% chance of suffering 1 shock(s) of 2 magic damage.	150
2	2x Gold 1x Topaz	Enemies that harm you with weapons or magic have a 6% chance of suffering 3 shock(s) of 6 magic damage.	250
3	3x Gold 1x Topaz	Enemies that harm you with weapons or magic have a 7% chance of suffering 6 shock(s) of 12 magic damage.	400
4	3x Gold 2x Topaz	Enemies that harm you with weapons or magic have a 8% chance of suffering 9 shock(s) of 18 magic damage.	550
5	4x Gold 2x Topaz	Enemies that harm you with weapons or magic have a 9% chance of suffering 12 shock(s) of 24 magic damage.	700
6	4x Gold 2x Topaz	Enemies that harm you with weapons or magic have a 10% chance of suffering 15 shock(s) of 30 magic damage.	850
7	5x Gold 3x Topaz	Enemies that harm you with weapons or magic have a 11% chance of suffering 18 shock(s) of 36 magic damage.	1000
8	5x Gold 3x Topaz	Enemies that harm you with weapons or magic have a 12% chance of suffering 21 shock(s) of 42 magic damage.	1150
9	6x Gold 3x Topaz	Enemies that harm you with weapons or magic have a 13% chance of suffering 24 shock(s) of 48 magic damage.	1300
10	7x Gold 4x Topaz 1x Malachite	Enemies that harm you with weapons or magic have a 15% chance of suffering 27 shock(s) of 54 magic damage.	1450

## Enchants - Poison Aura

Level	Ingredients	Effect	Cena
1	1x Venom Stone 2x Gold 1x Aquamarine	Enemies that approach have a 5% chance of suffering 2 poison damage over 1 second.	150
2	1x Venom Stone 2x Gold 1x Aquamarine	Enemies that approach have a 6% chance of suffering 6 poison damage over 3 seconds.	250
3	2x Venom Stone 3x Gold 1x Aquamarine	Enemies that approach have a 7% chance of suffering 12 poison damage over 6 seconds.	400
4	2x Venom Stone 3x Gold 2x Aquamarine	Enemies that approach have a 8% chance of suffering 18 poison damage over 9 seconds.	550
5	3x Venom Stone 4x Gold 2x Aquamarine	Enemies that approach have a 9% chance of suffering 24 poison damage over 12 seconds.	700
6	3x Venom Stone 4x Gold 2x Aquamarine	Enemies that approach have a 10% chance of suffering 30 poison damage over 15 seconds.	850
7	4x Venom Stone 5x Gold 3x Aquamarine	Enemies that approach have a 11% chance of suffering 36 poison damage over 18 seconds.	1000

8	4x Venom Stone 5x Gold 3x Aquamarine	Enemies that approach have a 12% chance of suffering 42 poison damage over 21 seconds.	1150
9	5x Venom Stone 6x Gold 3x Aquamarine	Enemies that approach have a 13% chance of suffering 48 poison damage over 24 seconds.	1300
10	5x Venom Stone 7x Gold 1x Malachite	Enemies that approach have a 15% chance of suffering 54 poison damage over 27 seconds.	1450

# Bestiary

Below you will find a list of characters and enemies which you will encounter while travelling through **Rivelon**. Because of the lack of any information on the levels and health of the monsters in the game, the list is limited to a picture and a name.



Goblin



Froblin



Froblin Beholder

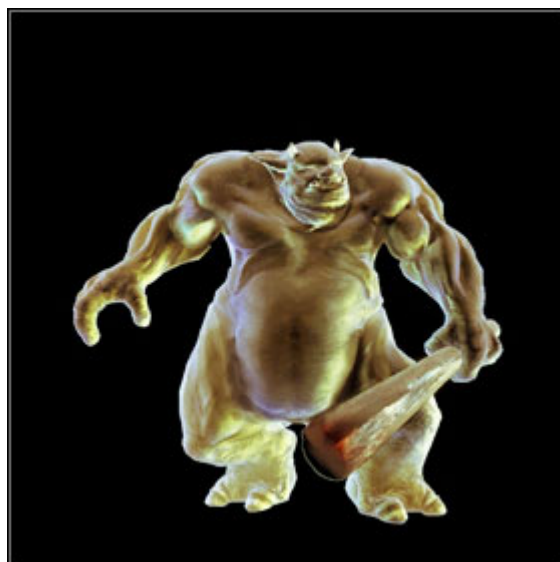


Froblin Boss





Demon



Forrest Troll



Flying Froblin



Flying Undead



Crawler



Memory Eater



Real Ghost



Undead



Skeleton



Walking Armor



Dragon Elf



Wyvern



Damian's Dragon



Patriarch



Creature – Pet



Creature – Undead





Armored Boar



Killer Rabbit



Zandalor



Laiken



Bandit



Black Ring



Mine guard



New Order



Champion



Divine Champion



Dragon Slayer



Sassan



Citizen



Priest



Best Game Guides on Net at:  
<http://guides.gamepressure.com>

