

Walkthrough

for the Gothic II notr Mod

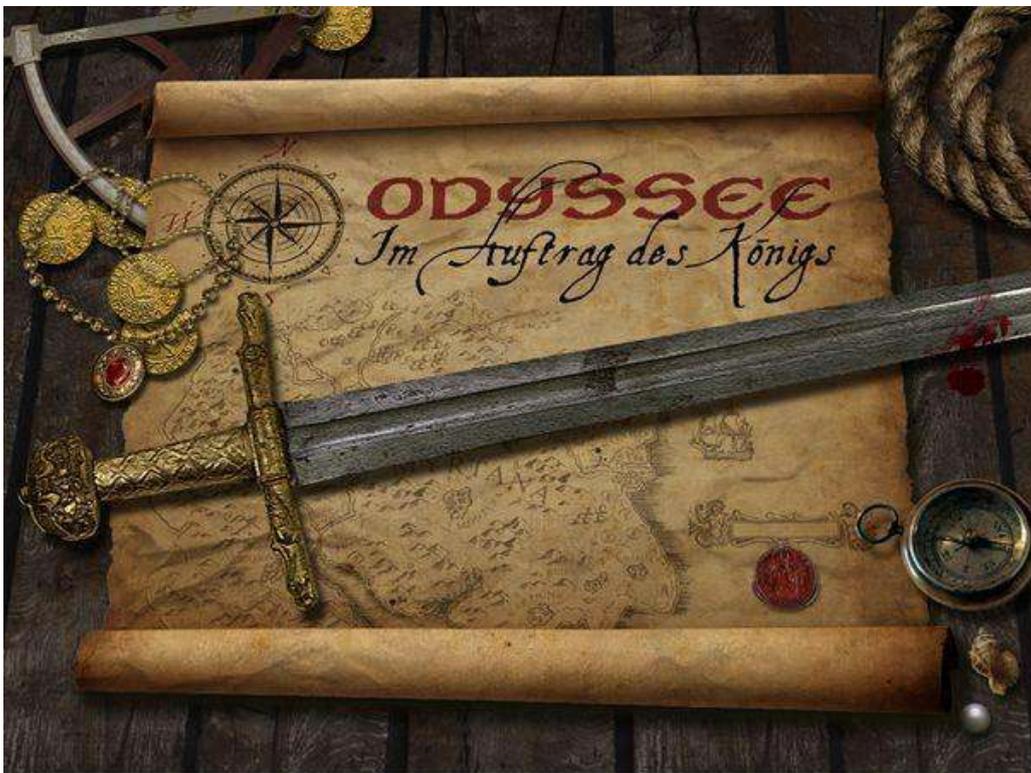
ODYSSEE

Version 2.45

von **VV0113**

first version to Khorinis of **Fafnirs Erbe**

many thanks also to **blackpirate** for countless contents



Dear Gothic friend,

you are the soldier Roland, in the service of the King, and your dearest wish is to become Paladin. But that does not work in your current location. So you decide to leave the island and face the challenges that will take you to your destination. But what you do not know yet, your fate is not yet fulfilled. So embark on the great journey and face the numerous tasks that need to be solved and the hard fighting that exists in many places. It becomes a true Odyssee.

So that you do not stand alone and if you do not know any more about one or the other task we will give you this complete solution. In case of doubt, ask her to be helpful support.

We wish you fun and lots of fun, your Odyssee mod team

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First steps

Installation

You will need a running Gothic 2 DNdR installation on the computer for the installation. Now follow the installation instructions for your respective version in the start post of the release thread in the modification forum or in the download area of Odyssee:

<https://forum.worldofplayers.de/forum/forums/101-modifications>

https://www.worldofgothic.de/dl/download_522.htm

Do not forget: install the latest system pack and the current Odyssee_Speech! If it does not work under Windows 10: Run as Admin, and change Gothic2.exe and the ModStarters to XP SP3. You always start the game with the GothicStarter.exe and NOT with the GothicStarter_mod.exe.

If the installation does not work for you, or you are too annoying, just have a look, if the Spine tool might be for you. It is similar in principle, as Steam and assumes for you the installation and configuration of Gothic and mods. For Spine Support, please ask in the current thread.

<https://forum.worldofplayers.de/forum/threads/1509647-RELEASE-Spine-Mod-Manager-5> (currently in Dec. 2017)

If you are missing the intro of the game:

There is a copy of the video named “DERTRAILERVONODYSSEE.bik”, just rename it to “Ody_Intro.bik”.

If bolting does not work after learning:

In **LOB Tool**, set the condition

“NPC_TALENT_BOLZENHERSTELLUNG_GELERNT” to “1”.

So that corpses can despawn:

In the Gothic.ini “spawnRemoveNPCOnlyifEmpty” set to “1”. There should not be another entry for “spawnRemoveNPCOnlyifEmpty” in the Odyssee.ini. You have to take a piece of the corpses to make them despawn.

System Pack

The Gothic system pack from MaGoth is quite a must, since it has some other features. ensures the compatibility with new Windows versions and increases the graphics capabilities many times over. It is also absolutely necessary for Odyssee for the shield fight. Download the g2odyssee version! Now start the game to create the Systempack.ini, where u.A. can set the following:

Exhibit Cross Menu: Set in Systempack.ini under “Interface Scale = 0”.

[https://forum.worldofplayers.de/forum/threads/1340357-Release-Gothic-%C2%BD-%C2%97-SystemPack-\(ENG-DEU\)](https://forum.worldofplayers.de/forum/threads/1340357-Release-Gothic-%C2%BD-%C2%97-SystemPack-(ENG-DEU))

General

In this complete solution these following abbreviations are used:

EXP / XP:	Experience
LP:	I learned
HP:	Health
NPC:	Non Player Character (computer controlled figure)

General Tips

If the player wants to go somewhere and has a strong opponent in his way, you can use a fear roll. If you want to plunder a building, you should learn to sneak, or use a roll of sleep. If the access is blocked somewhere, but there is a small loophole, you can use a meatbug roll. If the player is on a mountain and wants to go down to the valley or to a cave below, one can use the blood flywheel. Strong enemies can be defeated if necessary, by turning into a stronger animal (Troll, Ogre, Loewe, Shadowlayer, etc.). An antidote, which can only be obtained in Vengard, helps against monsters that cause damage to their deaths. Fire and Arrows make Fire damage, Ice and Magic Arrows magic damage. Many monsters are not so well protected against such damage. The Armor and Sniper talents (only available on the first 3 levels of difficulty) will do additional damage. One should learn as soon as possible locks cracking and pickpocketing, since one needs these talents for some missions. Some raids have a special bonus. They either give you special protection (eg, golem equipment) or increase your talent value (for example, cow rearing).

I can not put on rings / amulets, an item with no texture is equipped

This is a problem that will probably be fixed in version 2.5. If you do not want to install the latest version: It can happen that you can not loot (kill) your dead opponent because their names are not displayed. This is because a prioritized item named "yINSTANCE_HELP" (or even without a name) is on it with no texture, which must always be collected first before you can loot the opponent. The item is always automatically equipped if you have an Amulet / Ring / Belt slot free, and prevents you from creating new rings, amulets, or belt until you discard it (select item and "Jump" button to press). For some players, it helped to set "No.Take_Anim" to "1" in Systempack.ini - but then you will not have any resume animation, and some players will still have invisible items in their inventory afterwards ,

New talents

In Odyssee there are some new talents compared to G2 DNdR. You have to learn to swim here to move through the water and can learn to dive to stay longer under water. You can also make arrows and bolts on the workbench, as goldsmiths make rings and amulets, and improve his armor. For the three easier levels of difficulty, there are the new talents Champion and Champion in which you can reach 100NONPRMUTABL0 in the course of the game. They give you an additional attack bonus for melee and ranged attacks. You can now carry signs parallel to a one-handed weapon that give a defense bonus. Blades can be poisoned. Furthermore, special arrows and bolts can be made, which do extra damage (geschaerfte-, fire, butterfly, ice, poison, blasting, magic arrows / bolts).

World Change Problem in Chapter 4

At the beginning of Chapter 4, on the Albatross, Lord Baldwin names Paladin. Then it goes directly to Tamora. The problem is that the game crashes in a world change when the print ad of the quest update is running. Therefore, after the appointment as Paladin, you should first end and save the dialog before clicking on the World Change Dialogue after Tamora.

Hidden localities

Gems Athanos:

The one vein is approximately opposite the place where the beach with the lurkers is. If you want to teleport there, you have to go to the waypoint "ROCK_MEER_01." The other location is opposite the headland near the smugglers' cave, the waypoint is "ROCK_MEER_02". The hint can be found in the book "ItWr_Note Gemstones", which you can buy at Kuno.

Tamora: In the sea of Tamora there is, besides the sunken tower, a deep ditch in the sea. There are also some treasures.

Raids and friend / foe AI

In general, it depends on the guild affiliation whether NPCs are friendly to you (**gruen**), neutral (**weiss**), or hostile (**rot**). You can disguise this guild affiliation by donning the appropriate armor. For example, in Varant, without arming, the nomads are friendly and the assassins and orcs are hostile. If you wear an Assassin ritual, you will not attack an Assassin, but nomads will. Before teleporting you should always be sure to wear the correct armor, as the NPCs attack the player otherwise, which in the worst case is even irreversible. That they might even attack you again if you take off and back portals and use forgetting spells. Then u.U. Just one more trick: You let the NPC who is mad at you knock you down and go into the **Marvin-Mode**. There you revive yourself by F8 and talk to the NPC again, possibly in addition to a forgetting spell. However, this does not work!

Deposition / kill

If you have an altercation with a friendly NPC (such as a fight in the arena) and knock him down with a melee weapon, he is only unconscious and gets up after a short while. If the opponent is lying on the ground, you can hold down the attack button (usually the left mouse button) with the weapon in your hand and then stab him in the heart and kill him. This is not recommended! An enemy-minded NPC dies when it strikes the ground. Ranged NPCs always die. In some areas, there is an invisible killcount that causes the residents to attack one after killing too many NPCs in a specific area (city, for example). This is irreversible. One should therefore avoid unnecessary deaths. Many conflicts can be resolved without violence.

Quick looting

If you are loosing fast opponents and want to pick up items from the ground:

- In Systempack.ini “No_Take_Anim” set to “1” - then you will no longer have a cancel animation
- When looting, you can always use the “Jump” key to transfer entire stacks into your own inventory.

The game, however, loses some of its role-playing charm.

Inventory slots

The inventory is limited to 1024 slots. It counts a stack of 1 million gold just as a slot, like a rusty sword. So you can only carry 1024 items. If you want to pick something up and Roland shakes his head, it's probably because of it. So you should unlock something.

Pray

In Odyssee you can request a permanent bonus at the Innosschrein once a day (the day starts at 00:00 and ends at 23:59). You get a light healing potion for 20 gold and 1 mana for 50 gold. For 100 gold you get randomly confused 1 strength, 1 skill or 1 mana, but each maximum 10x power, 10x skill and 10x mana. Then you get 1 HP per 100 prayer each time. At the Adanos Shrine you get a small mana potion for 20 gold and 1 magical knowledge for 50 gold. For 100 gold you get by chance either 2 magical knowledge, or 1 out of 20 mana.

Damage calculation

Odyssee uses the damage calculation of Gothic 2 DNdR. For close combat, this means that the one-hand or two-handed skill first decides how high the chance (in percent) is on a direct hit (critical hit). Now the following formula of weapon damage (W) and power (S), as well as rival protection (R) of the opponent determines the damage:

$$\text{Critical hit: } \text{totaldamage} = W + S - R$$

$$\text{normal hit: } \text{Totaldamage} = \frac{W + S - R - 1}{10}$$

It's a bit different for ranged combat because there are no direct hits. The crossbow or bow skill decides here, if one meets at all. About 45m distance you can not meet. Below that, depending on the ranged skill (FS) and the distance (E), the chance is calculated as follows (if the hit chance is greater than 100NONPRMUTABLO, it is set to 100NONPRMUTABLO):

$$0m \leq E \leq 15m :$$

$$\text{chance}[\text{NONPRMUTABLO}] = 100 - \text{left}\left[\frac{(100 - FS) \cdot E}{15} \text{ right}\right]$$

$$15m < E \leq 45m :$$

$$\text{chance}[\text{NONPRMUTABLO}] = 1.5 \cdot FS - \text{left}\left[\frac{FS \cdot E}{30} \text{ right}\right]$$

If hit, damage from weapon damage (W), skill (G), and ruffian protection (R) is calculated as follows:

$$\text{Totaldamage} = W + G - R$$

The damage applies to both types of weapons: The minimum damage that is always dealt is 5. So, at level 1, you can troll a troll with a branch, and you always get damage when attacked at level 100 by a rat. The constants NPC_MINIMAL_DAMAGE = 5, RANGED_CHANCE_MINDIST = 1500cm and RANGED_CHANCE_MAXDIST = 4500cm are set in the AI.Constants.d.

From this it follows that it is worthwhile skilling the distance-killing skill through stone tablets to over 100, since one meets then better in middle distance, the maximum distance thereby does not change however thereby. For the melee skills it is not worth it to skillen over 100.

Tobacco

You can mix the basic substance apple tobacco at the alchemy table with other ingredients. These products can now be smoked on a hookah. You will get a permanent bonus for every 5 smoked tobacco bags.

Apple tobacco (pure):	Magic knowledge
Swamp tobacco (mixed with marsh herb):	Mana
Double Apple (2x AT mixed with Seraphis):	Strength
Mushroom tobacco (mixed with dark mushroom):	Skill
Honey tobacco (mixed with honey):	Health

Unfindable enemies

If some enemies disappear despite intense searching (for example, conquering cities), sometimes it helps to run far away, teleport away, or even change the world, sleep once and then go back. The opponents are so, should they hang out somewhere back on their spawn points set.

To save

You should often save and also use all 20 memory slots, so that, if something is with the current score, can go back to the penultimate level. Especially in quests, where you should run after NPCs (slave quest, Ansgar, etc.), it is often advisable to save on different slots.

Permanent bonuses

Permanent bonuses are obtained by taking Permanent Traces, plants, stone tablets, books, smoking tobacco and the repeated consumption of apples, dark mushrooms, tomatoes and bananas or their 10s recipes. You get for apples, tomatoes and bananas each for 30, you eat 1 power. For dark mushrooms, there are 5 mana per 50 eaten. One receives the bonuses also by the 10er of recipes (tomato / dark mushroom soup, apple / banana compote), then one must then accordingly 3 or 5 of eat.

Monster / opponents

As a general rule: Most opponents have a weakness, so you should try all possible ways to attack (melee, ranged, ranged with special arrows / bolts, magic), if not one is particularly helpful.

Rats: You can lure them, but they quickly let you down if your loot is somewhere and you did not hit them. Now you can pull them out individually and do them.

Lurker: Can one (like many other animals too) lure into the water, then swim around them and attack from the land with the sword, while they are still swimming and defenseless. **Molerats:** Either lure it into the water, or pull it out one at a time and keep it at bay with left / right strokes (this tactic also works for many other animals if you hit it at the right moment - Woelfe / Wargs / Feldraeuber).

Goblins: Very heavy in the pack, so always dodge and then hit with left / right.

Wolves: Single with right-handed left / right blows, or with the bow from a rise (also a tactic for many other enemies - such as ogres).

Razor / Dragon Snapper: Take one step back in the enemy attack so the attack will go nowhere. Then hit it until it can not be done, and take a step back. And so on ...

Orcs / NPC: Dodge with a Backward Step, and if the opponent strikes it, attack (Attention, some make a double Attack). With the appropriate EH level, you can then drive the opponent directly into the parade. Do not let it push against a wall. If the opponent runs sideways he is vulnerable (you too!).

Trolls: The trolls are very tall and behaved. You can either run around them quickly, or use a small obstacle (Cairn, etc.) between you so that they can not beat you, but you do. Special darts / bolts also do some harm to the black trolls, so you do not have to approach them on strike, but you need a lot of arrows, which are not free either ...

Daemons They fly very high, and therefore usually do not come through doors or low gear, this can be used to your advantage, if you stand in the right distance and then whine them, if they just pull out. **Zombies / mummies / bog bodies:** They are very strong. If you lure them individually, you can hit them with a left / right blow on a wall and do it there, they will not hit you, as they only beat very slowly and you keep bringing them into the parade. **Golem:** You can only inflict damage with a blunt melee weapon (Hammer / Mace) or magic. Some of them still have a strong ranged attack (Ice, Lava) that you should switch off quickly before using them. For the others, you should just make sure that they do not beat you off, you like to fly down a slope and is dead. But you can drive them quite well in the parade, then they are also very feeble. In the first 3 levels of difficulty, there is a golem armor available in the town of Tamora at the merchant Lars, which prevents it from flying away.

Drachenrufrune

At Irdorath, in a treasure pile on a tower in the Black Keep, you'll find a rune that can summon and ride a dragon. The script is not mature, so it can come to bugs. With the keys 'W', 'A', 'S' and 'D' you can control, right mouse button for up, 'X' for down. Left and right 'punish' with 'Q' and 'E'. You can, while flying another rune for e.g. Use fireball and spit fire.

I learned use

Since it is necessary for some quests to have some strength, skill and one-handed level, you should skillen this evenly at the beginning. Also, sometimes you still need 3-5 LP unexpectedly, e.g. to learn a hunting talent, one should always pick up a few LPs. From the 4th chapter you are then totally free in the choice of his points.

You do not get any more free health at the level-up, but you have to learn it now at Wulfias. So you should buy and use all Permanent HP Traces that you can find immediately. The cost of HP remains constant at 1 HP per HP, while all others (mana, strength, skill, EH, ZH, crossbow, bow and mana) become more expensive. The costs for the talents increase according to the DNdR scheme every 30 talent points, so it costs between 10 and 30 Strength e.g. 1 learning point (LP) to increase one power point, between 30 and 60 2 LP, between 60 and 90 3 LP, between 90 and 120 4 LP and from 120 5 LP. After that it will not be more expensive. But at 29/59/89 and 119 you can once again buy "favorably" for the old level 5 talent points, whichever you should!

From Khorinis you will find stone tablets, which increase the talents one-handed / two-handed / crossbow and bow for free. For the distance combat also values over 100 are worthwhile (see damage calculation), with the close combat one should stop however in good time before 100 with the skillen, since one would otherwise waste LPs. Strength, skill, life, mana and magical knowledge are open to the top.

prospecting

You can hack ore on a vein of ore until the vein is exhausted. With every hack you have a chance to scare something. This probability is the same for all materials within a shuffle group. The louts are:

Ores:	Magical ("normal") ore, black ore, iron ore, red ore
precious metals:	Silver, gold, aquamarine
Gems:	Ruby, Topaz, Emerald, Amethyst
salts:	Sulfur, salt, coal

Talking to Wenzel, after completing his quest [Red mine](#), he teaches you the basics to get himself 10NONPRMUTABL0 each of the subgroups of a shuffle group. So just search Floeze and hack! You can now teach yourself 10NONPRMUTABL0 for each material of a shoe group. So, for example 10NONPRMUTABL0 for iron ore, red ore, black ore, and magical ore, which will give you 40NONPRMUTABL0 in the ore group. You'll need to learn the rest through teachers during the game: **Homer** and **Gilbert** in Khorinis, **scatty** in the Temple of the Ancient People in Jharkendar, **Olaf** the Smith of the Archclan, and a **Slave** in the Temple Dungeon in Ashdod After having learned something from a teacher, one should interrogate one's knowledge - similar to the magic knowledge - on a floe. Once you have learned, Scatty will teach you up to 100 against LP. You then have to query your knowledge again in each case a Floez the Schuerfgruppe. If you have reached 100NONPRMUTABL0 in all four bridal groups, you will receive 15 permanent skills as a reward. In the character display is for a long time 0NONPRMUTABL0, only if you have reached 100NONPRMUTABL0 in a shuffle group, the character display is increased by 25NONPRMUTABL0. So read off your current state better when "testing" on a Floez.

Query magic knowledge

To learn the circles of magic (Seian: 1-5, Zyon: 1-2, Tartaron: 1-6, Almansor: 5-6, and from the 5th chapter Parlan: 1-5, Pyrokar: 6) you have to have the required number of magic knowledge, and then query this at a letter end. Only then is the value set and the teachers teach you the circles. Magical knowledge can be obtained by reading magical letterheads, stone tablets and once a day while praying at Adanos shrines. On Khorinis there is a letter vein in the old Waldlaeufer- / Goblindorf in the main building.

Required Knowledge for the Circles:

Circle 1: 55 - Circle 2: 100 - Circle 3: 150 - Circle 4: 200 - Circle 5: 250 - Circle 6: 300

Teleportrunen and Karten

Athanos:

	Map Athanos	Located in the hallway in front of the lodgings
ItRu_TeleportAthanosburg	Teleport to Athanosburg	In the harbor tower
ItRu_TeleportAthanosdorf	Teleport to the village on Athanos	In the harbor tower
ItRu_TeleportAthanosHafen	Teleport to the port Athanos	
ItRu_GeheimerBurgsaalAthanos	Teleport to the secret library in Athanos	Do you get from Seian

Tamora:

	Map Tamora	To buy at Finko
ItRu_TeleportTamoraStadt	Teleport to the city of Tamora	Tower of the city wall
ItRu_TeleportTamoraFriedhof	Teleport to the old cemetery	
ItRu_TeleportTamoraKloster	Teleport to the old Inno temple	
ItRu_TeleportTamoraJagdhaus	Teleport to the hunting lodge	
ItRu_TeleportTamoraSteinkreis	Teleport to the old stone circle	
ItRu_TeleportTamoraStrand	Teleport to the old fishing village	old fisherman
ItRu_TeleportTamoraBurg	Teleport to the castle in Tamora	

Adarmos:

ItRu_TeleportAdarmosKapelle	Teleport to the chapel in Adarmos	In the inventory of the bodyguard Gregor
ItRu_TeleportAdarmosKorsaren	Teleport to the Corsair camp	

Khorus:

	Map Khorus	Do you get from Martis
ItRu_TeleportKhorusdorf	Teleport to the village on Khorus	
ItRu_TeleportKhorusJaegerlager	Teleport to the Jaeger camp on Khorus	

Khorinis:

	Map Khorinis	Card Dealer Brahim
ItRu_TeleportOgerhoehle1	Teleport to Ogerhoehle (Khorinis)	Corpse of Theophil in the cave
ItRu_TeleportSeaport	Teleport to the port city Khorinis	Grants True Rune travel with Tarrok (RR)
ItRu_TeleportMonastery	Teleport to the monastery in Khorinis	Shadowleaf Cave on the way to the Pyramid (RR)
ItRu_TeleportFarm	Teleport to the big farmer in Khorinis	Small lurker island at Erol's former hut (RR)
ItRu_TeleportXardas	Teleport to Xardas to Khorinis	In Xardas' library
ItRu_TeleportPassNW	Teleport to the pass in Khorinis	At the other end of the Tarrok Cave (RR)
ItRu_TeleportTaverne	Teleport to the tavern in Khorinis	Orlan (commodity), (RR)
ItRu_TeleportRitualwald	Teleport to the stone circle in the ritual forest	In the stone circle
ItRu_TeleportWaranInsel	Teleport to the Waran Island in Khorinis	Do you get from Gernot
ItRu_TeleportSternwarte	Teleport to the observatory	In the observatory
ItRu_TeleportGoblindorf	Teleport to the old Waldlaeuferdorf	Chest in Spencer's hut
ItRu_TeleportOgersteinkreis	Teleport to Ogersteinkreis	In the stone circle
ItRu_TeleportGeisterschiff	Teleport to the old wreck	At the Goblin Floas in a Cove
ItRu_TeleportLeuchtturm	Teleport to the lighthouse	In the inventory of the Orksan leader at the lighthouse
ItRu_TeleportFischer	Teleport to the fishing village	
ItRu_TeleportPyramide	Teleport to the pyramid	Inventory of the bandit Emil
ItRu_TeleportKhorinisNorden	Teleport to the refugee camp in the north	Old Trollhoehle behind the refugee camp
ItRu_TeleportAndre	Teleport militia camp Onars yard	Do you get from Lord Andre

Valley of Mines:

	Map Minental	If you get from Garond
ItRu_TeleportPassOW	Teleport to the pass in the valley	At the exit of the old mine
ItRu_TeleportOC	Teleport to the castle in the Minental	in the castle, next to the pentagram
ItRu_TeleportOWDemonTower	Teleport to the Daemonenturm in the Minental	
ItRu_TeleportAltesLager	Teleport to Burg im Minental	
ItRu_TeleportSektenlager	Teleport to the former cult camp	
ItRu_TeleportOrkgrab	Teleport to Orkgrab	
ItRu_TeleportFreieMine	Teleport to the free mine	
ItRu_TeleportNeuesLager	Teleport to Hagens camp	Pat in the pub of Lord Hagens camp
ItRu_TeleportUrshak	Teleport to Orc Field Lord Urshak	Next to the tent in the camp
ItRu_TeleportKlosterruine	Teleport to the monastery ruins	Bone Mage at the Monastery Ruin
ItRu_TeleportSchlaefertempel	Teleport to the Schlaefertempel	Chest in Xardas' basement
ItRu_TeleportSchlaefersaal	Teleport to the hall of the Schlaefertempels	Knochenfuerst Hades
ItRu_TeleportOrklagerPalisade	Teleport to Orklager behind the palisade	behind the palisades Orc colonel behind the palisade

Jharkendar:

Map of Jharkendar	Buy from Jenkins at the Pirate Camp	
ItRu_TeleportKillian	Teleport to the Druid Killian	Chest in the stone circle at Killian
ItRu_TeleportOgerhoehle2	Teleport to Ogerhoehle (Jharkendar)	Killian (merchandise)
ItRu_TeleportGregsLager	Teleport to Greg's pirate camp	behind Skips Huette
ItRu_TeleportGregsSchiff	Teleport to Greg's pirate ship	

Varant:

	Map Varant	For sale at Amad in Ugar
ItRu_TeleportPassVarant	Teleport to the pass of Ishtar	Pickpocketing at Kabir / Belasar's chest / chest in t
ItRu_TeleportKuesteVarant	Teleport to the coast cave of Patara	at a signpost in front of the tunnel to Patara
ItRu_TeleportUgar	Teleport to the city of Ugar	to buy at Ishkra, Osiris or Othello
ItRu_TeleportSkelron	Teleport to Skelron's cave	Tartaron
ItRu_TeleportRuinenTadmor	Teleport to the ruins of Tadmor	Ruin near Gemnock
ItRu_TeleportOrklagerDessert	Teleport to Nemrosh's Orklager	Nemrosh's tent / to buy at VoloK
ItRu_TeleportHarun	Teleport to Harun's tent camp	
ItRu_TeleportSchwarzmagiertempel	Teleport to the Temple of Ashdod	to buy at Alfonso / in Baal Handschars Grab
ItRu_TeleportAschdod	Teleport to the valley of Ashdod	Chest in the tower in front of the entrance to the va
ItRu_TeleportAschdod2	Teleport to the Black Magician grave	
ItRu_TeleportAmarna	Teleport to Amarna Fortress	Karim
ItRu_TeleportBeliarturm	Teleport to Beliar Tower	Chest on the ground floor of the tower
ItRu_TeleportWestvarant	Teleport to Rhobars Castle in Westvarant	Uderus
ItRu_TeleportNomaden	Teleport to the camp of nomads	Mercury
ItRu_TeleportSaid	Teleport to Said in the nomad camp	In a tent near Said
ItRu_TeleportPatara	Teleport to the coast of Patara	Gernot (before the first landing)
ItRu_TeleportVarantruine	Unknown teleport in Varant	Griffin cave at the cliffs under the pass

Vengard:

	Card Vengard	Can I buy from the fire mage Uderus
ItRu_TeleportVengard	Teleport to Koenigsburg	Lord Baldwin / Corpse of Hector in Gotha / Undead Rufus
ItRu_TeleportCityVengard	Teleport to the city of Vengard	Shaman Rovash
ItRu_TeleportMyrtanakueste	Teleport to the Myrtanakueste	Lord Baldwin
ItRu_TeleportOrklagerMyrtana	Teleport outside the barrier	King Robar

Faring:

	Card Faring	To buy at Paddy in Rebel Camp
ItRu_TeleportAidan	Teleport to the rebel camp at Faring	near Aidan on the ground
ItRu_TeleportFaringturm	Teleport to the watchtower of Faring	Body of Guntram on the battlefield

Montera:

	Map Montera	For sale at Melander in the Forest Rearing Camp
ItRu_TeleportGotha	Teleport to Gotha	Gurak / Potros
ItRu_TeleportGothaKerker	Teleport dungeon of Gotha	undead Rufus
ItRu_TeleportWaldlaeufer	Teleport to the forest elders	Melander
ItRu_TeleportMonteraSchrein	Teleport to the Innos shrine in the hidden valley	Chest at the shrine
ItRu_TeleportRebellen	Teleport to the rebel camp of Montera	next to the hut on a chest

Nordmar:

	Map Nordmar	Do you get from Xardas
ItRu_TeleportErzclan	Teleport to the arch clan	at Leif on a dresser
ItRu_TeleportFeuerclan	Teleport to the Fire Clan	to buy at Hertha (Erzclan)
ItRu_TeleportWalrossclan	Teleport to the walrus clan	to buy at Thorwin
ItRu_TeleportNordmarErzmine	Teleport to the Ore Mine of the Archclan	in the hut at the ore mine
ItRu_TeleportNordmarJagdhuette	Teleport to the Hunting Lodge of the Archclan	
ItRu_TeleportBerserkerdorf	Teleport to the Berserker village	
ItRu_TeleportXardasNordmar	Teleport to Xardas to Nordmar	at Xardas on the mantel
ItRu_TeleportBeliarWest	Teleport to Ruins of the Aurarath Temple	Chest in Xardas' basement
ItRu_TeleportBeliarNord	Teleport to the Nordlands	Chest in Xardas' basement
ItRu_TeleportIsagrath	Teleport to Isagrath	High Priest Rasghul in Isagrath

The Gothic Variable Editor - GVE

With the LUV you can change variables in your score. This allows you to quit quests in an emergency, or change conditions manually. But do so only on the advice of a Odyssee team member, because you can also very quickly shoot your score. Unzip / install the tool somewhere and open the GVE.exe to start. You can load your game in the menu under

Savegame / Manuell. (Best backup before, or copy your savegame folder manually) Then enter in the search field the name of the variable you want to change. Double-click on the column on the right, and change the value as you were applied.

More information: https://www.worldofgothic.de/dl/download_388.htm

Marvin-Mode

The Marvin Mode is the developer mode of Gothic. Anything that changes its score is not really thought that way and some people would consider it a cheat. Odyssee should no longer contain any gross errors. However, it may be necessary to enter Marvin Mode so that you can continue playing. So here is a short explanation of the Marvin mode: To enter Marvin Mode press: "bmarvinb" (without quotation marks) "b" is here the key that opens the character menu, should it be different for you, replace "b" with it. To finish it again press "b42b" You should NEVER save in Marvin Mode. There is a likelihood that this will irreparably damage the memory. In Marvin mode, some keys are assigned special functions:

[F2]	Open / close console
[F8]	Revival + Full Life
[O]	targeted NPC can be controlled
[C]	targeted NPC attacks
[F]	First-person view
[F3]	Window mode
[F4]	Camera normal
[F5]	Freeze camera position
[F6]	free movement of the camera (a, y, mouse)
[F7]	jump to another section
[Alt] + [Ue]	active camera on / off
[G]	Show frame rate
[F9]	Stop time (monsters are sometimes not displayed)
[F10]	Skip 1 frame - works only with "time stop"
[Alt] + [O]	Debug Info
[Alt] + [P]	Show position
[Alt] + [K]	Show combat system information
[Alt] + [E]	Show environment values
[Alt] + [U]	Show waypoint network
[Z]	Run laps
[K]	Move character a few meters forward (also through walls)

this list is from http://www.mogelpower.de/cheats/Gothic-2-PC_32868.html

edit abilities	Change Character Properties
insert InsertCode	Insert the item directly in front of you
goto vob InsertCode	Teleport to the NPC / next item of this type
goto waypoint WaypointName	Teleport to the waypoint
goto pos x z y	Teleport to position (x, z, y)
set time hh	Set the world time until it is hh clock the next time (00 < hh < 24)
set clippingfactor x	Change the visibility (1 < x < 10)

ID = number of an NPC (each has a different one). Not really important to you. NAME = Name of the NPC (Reset on reload / restart). SLOT = * NPCTYPE = * FLAGS = Inviolability on / off ATTRIBUTES = Attributes (0 = Current Life Energy, 1 = Maximum Health, 2-3 = See 0 and 1 only in Mana, 4 = Power, 5 = Agility, 6-7 = Charging some kind of life energy over a certain period of time (more precisely below by Akaz).) PROTECTION = protection (1 = in front of weapons, 3 = in front of fire, 5 = in front of magic, 6 = in front of projectiles) DAMAGE = * DAMAGETYPE = * GUILD = guild (0 = guildless, 1 = guardsman, 23 = meat bug) LEVEL = level FIGHT_TACTIC = is for NPCs how they behave when attacked by the hero) WEAPON = * VOICE = voice (not really adjustable) VOICEPITCH = voice distortion (distorts the voice until the next load / restart) BODYMASS-WP = * (I could explain some of them, but I do not work properly) EXP = total experience points EXP_NEXT = experience points to the next level

A list of Insert Codes for weapons, raids, and items can be found in the appendix of this walkthrough.

Chapter 1

Athanos

Tips:

- Wolf knife found below the stone circle on a small platform
- Willow arch in the first grave to the left of the crypt
- Paladin diviner in Marbod's secret room
- Best EH weapon is the Officer's Saber, available for purchase from Kuno
- Best ranged weapons are hunting bow / lightweight crossbow, available for purchase from Kuno
- If you still have low HP, it is worth it with HP Ring (crypt) and HP Amulet (Jutta) without sleeping, or eating something to regenerate HP: You must have less HP than Ring and Amulet as bonus, put both down and put on again and you immediately have the HP, both give without doing anything.

Paladin

Quest giver: Roland

Exp.: 500

This quest is initiated by Roland's self-talk at the beginning of the game and ends with Lord Baldwin's appointment to the Paladin after Khorinis returns to the ship at the beginning of Chapter 4 after passing [The message to Lord Baldwin](#).

Attention: [World Change Problem in Chapter 4](#)

Detention

Quest giver: Gunther

Exp.: 100

Gunther's response after self-talk starts the quest. After the dialogue with Gunther you lie down again until 15:00 clock, because before there is no further conversation option with him. Then you get from him the key to the next room, the sleeping quarters of the gunmen, behind him. There you will find the key to his chest during a thorough search in the corner under the box. You apply the sleeping magic from the inventory to him (or wait until it's dark) and plunder his chest. There is another key in it. This belongs to the door, which connects the bedroom with the lounge of the gunmen. There you meet Hinz and Kunz. Hinz asks for a long conversation with the two a bottle of milk, which is obtained from the box, which was in the corner of the previously visited room (the key for Gunter's chest). If you click on them in the inventory, you get the milk, with which you now get the key from Hinz to the next door. There you get in touch with the castle captain Bruno and the quest is over. Alternatively, if you do not want to use the sleep magic on Gunther, you can sleep until midnight and then plunder your chest.

News from Vengard

Quest giver: Ralf

Exp.: 75

In the course of the quest [hire](#) one talks u.a. with the Paladin Erik. In the course of the dialogue, the conversation also comes to Vengard. The listener then tells Ralf.

Note: After that you can call Ralf on the book for skill and he will be able to teach as a talent for the 'crack open' talent and as dealer for lockpicks.

Basic training

Quest giver: Bruno

Exp.: 100

If you ask Bruno for a better armor, he says that you first have to complete the basic training as a gunman. For this you have to increase the practical skills (strength, skill, one-hand combat and crossbow shooting) at Bruno to the required values. Strength and skill have to be increased to at least 30 and one-handed combat and crossbow shooting to 10. Since at level 30, the skills are more expensive, you should optimally increase to 29 and then again 5. The EXP on Athanos should be enough. You also have to learn the theory and read the corresponding books. The books are available at:

Skill:	From Ralf's chest after being told about News from Vengard .
Strength:	From Herbert's chest after learning to crack with Ralf Schloesser.
One-hand combat:	On a bookshelf in one of the bedrooms.
Crossbow:	Behind some barrels on the outer wall of the castle.

Olegs sounds

Quest giver: Oleg

Exp.: 150 Reward: 100 gold coins

Oleg misses his sounds. Especially Ralf, Herbert and Gunther he suspects. Ralf and Herbert have credible wise no idea where the sounds could be. Gunther alone is suspicious of his behavior. Follow him and he will lead you straight to where he buried the lute. If it does not appear after digging, just sleep one night and the item can be found.

Olegs song

Quest giver: Oleg

Exp.: 150 Reward: 50 gold coins

Since Oleg now has his lute again, he wants to practice the newly composed song by him. His textbook is outside the castle. He asks you to get this. You have to go under the drawbridge of the castle and down to the plateau. There is the chest in which the song book is in a cave. The key for the chest you get of course by Oleg. In the cave, however, are also a few goblins, you have to do before.

Secret Destinations

Quest giver: Ralf

Exp.: 100

Ralf informs you that a ship has moored the fleet in the harbor, but no one gives this information. It is also forbidden to enter the ship. Also, the talks with Marbod, Oliver and the other paladins show no success here.

With the start of the second chapter, when you are on board, you get closer to the solution. After liberating the militiaman Martin from their imprisonment after the naval battle with the orcs (at the end of 2 Cor.), One gets information from him. About this one speaks with Wulfias, the fire mage on board. This one considers her so important that she should be told immediately to Lord Baldwin, the commander of the ship. So you talk to him and then experience the destination of the journey.

The Alchemist

Quest giver: Ralf

Exp.: 100

Ralf tells you about this one. One can also talk to Bruno, Marbod and the other paladins, but not alone. Only when you have successfully completed the additional exam [The Night Watch](#) by Bruno in the course of the quest [hire](#) you get the key to the tower room of the alchemist Seian. There you do two tasks ([Ingredients for Seian](#) and [The lurking test](#)) for him and get more information. But it will not continue until you surprise him after midnight with his experiments. He talks about magic in general and his experiment in particular. Here the quest runs parallel to the quest [The old library](#). After the Teleportrune is finished and you have agreed to search the old library instead of Seian, Seian tells you that he once was a fire mage himself. This is the end of this quest.

The mysterious ship

Quest giver: Marbod

Exp.: 75

During the conversation with Marbod, in which you talk to him about hiring on the albatross, in another option comes the language on the ship itself to which he gives some information. This can be said to the fisherman Fred in a conversation, as he also wonders why the ship is there and what else is behind it.

Sign up

Quest giver: Roland

Exp.: 250

If during the quest [Secret Destination](#) u.a. He talks to Gottfried and tells him that a delegation is meeting with Marbod in the big hall. In the conversation with Erik, not only does [News from Vengard](#) become known to Ralf, but also that the delegation is looking for food and personnel to reinforce it. This is referred to as Marbod, who, however, refuses to suggest you as a reinforcer, which starts the quest. Then you go back to Erik, who now gives you a letter for Marbod. After reading the letter, Marbod tentatively agrees to put you on the list of candidates.

But first you have to have completed the [Basic training](#). After reporting it to Marbod, he has more tests. So you should solve for him the [Lurkerproblem](#). Furthermore one should do their tasks for the paladins Oliver and Herbrandt. This is first spoken to Oliver, as Herbrandt first refers to Oliver. However, Oliver has no special tasks and sends one to Bruno, who is to give a task. Bruno sends you to the chef Jonathan, for whom you should make the [Supplies distribution](#) and get meat ([Meatballs for Jonathan](#)). In addition, you should talk to the Schaefer Hermann and see if you can help him with his

problem ([The Woelfe of Athanos](#)). Then you talk to the farmer Johann and ask him what worries him ([A son-in-law for Johann](#) and [Heudiebe](#)). Last but not least, Bruno is said to be the Alchemist himself ([Healing and manatraces](#) from the Alchemist) and there is also a [Vigil](#) available. For Herbrandt, you should find the [disappeared weapons](#) again, transfer the detainee in the castle ([The traitor](#)) and make him arrested and then secure [The smugglers' caves](#). After all the tasks are done, you go to Marbod, who then gives you the consent. After exploring the secrets of the library, you can get on the ship.

Supplies distribution

Quest giver: Jonathan

Exp.: 75

You are to distribute the food to the blacksmith and 5 paladins for the cook Jonathan.

Lurkerproblem

Quest giver: Marbod

Exp.: 650

After completing the basic training and reporting to Marbod, because he wants to leave the island, he has an extra exam for you. On Athanos the lurkers are a problem as they are very close to the village. You should kill this for him and bring him the proof for the proof. It will spawn new lurkers as soon as the quest is started, if you have already done all the old ones. On the coast between the harbor and the cabin of Klaus there are also some lurkers.

Prerequisite: You have to learn to speak with Klaus.

Missing whistle

Quest giver: Marbod

Exp.: 100 Reward: 25 gold coins

Marbod has lost his pipe again. You can also talk to Ralf (funny dialogue), who also knows nothing worthwhile. The pipe is located at the foot of the stairs opposite the entrance to the dungeon on a box. Take them to Marbod to complete the quest.

Joints of meat for Jonathan

Quest giver: Jonathan

Exp.: 50 Reward: Staerkesuppe +1

Thou shalt fetch 50 meatballs from the Jaeger Klaus for the cook Jonathan.

The wolves of Athanos

Quest giver: Hermann

Exp.: 500 Reward: 200 gold coins

The Schaefer Hermann complains that the wolves nearby threaten his flock of sheep and that is why he can hardly sleep at night because of his concern for his animals. You roam through the forest behind the village to the cemetery and also around the huge rock tower halfway. With the last wolf comes the information that the wolves of Athanos are dead. After that, you report to Hermann.

A son of Johann

Quest giver: Johann

Exp.: 150 Reward: Staerkeamulett +10

Johann has promised his daughter Charlotte to Hermann's son Klaus by old agreement. But they do not want each other. Charlotte wants Fred. Speak to Hermann, Charlotte, Fred and Klaus. Reports Hermann from this conversation. He is angry because Fred is too poor for him. In the course of this conversation comes out that Hermann Fred would accept as a son-in-law, if he puts 1000 gold pieces on the table. Pay for these 1,000 gold pieces in Fred's name and bring him and Charlotte the good news that there's nothing in the way of marriage. In return for your friendship service, in return you will receive from Fred the amulet of his father.

The traitor

Quest giver: Herbrandt

Exp.: 350

This quest is an afterthought to [Disappeared Weapons](#) and will be automatically included in the tracking.

Heudiebe

Quest giver: Johann
Exp.: 150

The farmer Johann complains that despite the guards in the village, hay bales are constantly at night disappear. At midnight, lay in wait outside the barn. Then appear there some different goblins, which you have to kill of course. As soon as it gets light, go out to the village in the forest. You will soon find the first hay bale. If you go straight on the rocks You see, you see the second next to a tunnel passage. If you are now the way to the At the end, on the high plateau, follow, you will also find the three missing hay bales. bring then all 5 hay bales back to Johann.

vigil

Quest giver: Bruno
Exp.: 50/200

Before you can leave Athanos you have to do another night watch. There are two Options:

- You can leave the Night Watch, as suggested by Flint, to him. Here you tell him, if you received the quest from Bruno. He then tells you the next morning that everything is in Was okay and you can report Bruno. With Bruno, you can only say that Flint The guard has taken over for you, but nothing extraordinary has happened. Therefore there is then 50 exp.
- You bring the night watch around yourself. In addition you get the key to the small harbor tower from Bertrand. In this night watch, you have to pay attention to everything out of the ordinary. There are 5 Events of which from 1 o'clock in every hour one happens and Bertrand the next Tomorrow (6 clock) will query you.

These events are:

- a meeting of Charlotte and Fred (1-2 o'clock)
- Flints appearance in the village at the entrance to the castle (2-3 o'clock)
- rats at the small harbor tower (3-4 o'clock)
- a sheep in the village (4-5 o'clock)
- and a lurker behind Johann's barn (5-6 o'clock)

Bertrand already knew that, but wanted to get it confirmed by you. He is happy with you and You should tell Bruno that the night watch is over. For this there are 200 Exp. If you do the night watch yourself, you will not only get more exp Feedback, but additionally the Exp. By the sheep, the rats and the Lurker.

Old stories

Quest giver: Wenzel
Exp.: 200

When you talk to Wenzel, he tells you about one of his experiences, but he does not even dwell on it, because nobody in the castle believes him anyway. Everyone considers him a storyteller. Especially Ralf and Herbert do not believe his stories. If you refer to Wenzel after the talks with Herbert and Ralf and express your interest, He is ready to tell you about it. He tells you about a livestock ([The gunsmith](#)) that he saw back then in Myrtana. Also by smugglers ([The smugglers' caves](#)), a naval battle ([The sunken fleet](#)), via [The old library](#), via the [Red mine](#). [The rat kingship](#) is also mentioned by him. If you look at the quest [The gunsmith](#) (in the 4th chapter on Varant lockable) has done all the others and has returned to him, you point Wenzel out that you also with Ralf will talk. You do this and then give Wenzel about it.

Missing weapons

Quest giver: Herbrandt
Exp.: 350

This is Herbrandt's exam in the quest [hire](#). Weapons are constantly disappearing from the armory. You should get these again. In the course of The dialogue turns out that this requires an insider, which you also have to look for (Start the quest [The traitor](#)). Talk to Kuno, who gives you a better weapon and more Information gives. A first stop for the weapons smuggler is a small armory that is located on a half plateau on Goblinberg. This you achieve via a ladder. There you meet Stone, a dealer of weapons smugglers. You have to turn it off and the letter, he read in his inventory. If you feel well enough, take care too right around his three companions standing at the foot of the mountain in the direction of the red mine. The letter contains information about the mastermind of arms smuggling on Athanos. It's Bud who Prisoners in the dungeon of the castle. Carry this information to Herbrandt. Together, you decide to interrogate the prisoner. Talk

to Raimund and Bud. With the information of Bud Are you going back to Herbrandt? You mentioned to Bud that the Mittaeter from the castle must seek another contact and agree with Herbrandt to set a trap. You also bring Flint with the boat, but without giving him all the details. At 03:15 clock appears the Verraeter by the cave. It's flint. After you've struck him down, you want him in the dungeon but he flees. You track and put him. After that he follows you without further resistance. After you put him in the dungeon, you tell Herbrandt about it. (Completion of the quest [The traitor](#)). Now you take the thread of this quest again and look for the other smugglers. Since she is with Boats have come, they have to be at a stand section. For this you go to Beach section near Klaus. From there you always float in the left hand, up to come to a stall where three boats are. In front of the cave, the first smuggler awaits you who attacks you immediately. Then there are two more in the cave waiting for you. After these too are dead, you collect all weapons and leave this part of the hoard through the gate, with the wind is actuated. It leads to the part of the cave where you found the Shadowleaf Skeleton. reports Herbrandt of your discovery and give him the required 3 paladin swords.

smuggler's den

Quest giver: Herbrandt

Exp.: 100 Reward: 100 gold coins

You will receive this quest directly after the quest [Disappeared Weapons](#). In Herbrandt's order you should bring the Paladin Gottfried and the Waffenknechte Hinz and Kunz to the smugglers' fortress. Then you report it back to Herbrandt. Inform also Wenzel for the still running quest [Old stories](#) from him over here. Open the access from the water with the winch access through the Shadowleaf Shelter (see quest [The horn of one Schattenlaefers](#)) and get the 3 into it.

The Gerbil King

Quest giver: Wenzel

Exp.: 350

After gaining access to the Hideaway under the quest [Disappeared Weapons](#) Smuggler got, there is a barred gallery area, for which there is no switch gives. The only way through is the use of a meat bug morphing. Here you have to struggle through masses of rats and giant rats to Rattenkoenig. After eliminating this, Wenzel reports it.

The old library

Quest giver: Wenzel

Exp.: 250

There is also a TB entry for this when you read about it at the letter in Marbod's Chamber. This quest is required to get to the ship, but it can only be solved if you have access to the alchemist Seian. After getting some ingredients for him (see the quest [The alchemist](#)), he talks about his experiment in trying to make a teleportrune. He asks you to get him a missing ingredient. He still needs "consecrated water". 3 Bottles can be found at the large Innos statue at the Goblinberg. He would like to have but a bottle of it for the time being. After you give him the bottle, he tells you to come back the next day, then be the Teleportrune he's working on. After you get ready For Seian you have to search the old library for information about Xardas, because he wants to find out if the accusations against his former teacher are true, the quest [Xardas' diaries](#) starts.

So you teleport to the library between midnight and 4:00 and read everything that is readable. In the case of the ten spellbooks ([Dangerous books](#)) that you do not understand, you should expect some surprises. As you read the letter next to the writing desk, you are teleported from the library to the stone circle. Then go to Seian and report to him. Do not forget Wenzel.

The red Mine

Quest giver: Wenzel

Exp.: 100

There is also a TB entry for this if you look at one of the letters on the ground floor above read. You have to go to the Jaeger Klaus, which is not the easiest, because the way in the one Direction by goblins, bloodflies, lurkers and boars and in the other by wolves, giant rats and boar is made difficult. Directly at Klaus the mine entrance can be seen. There are frolicking Again from 5 Giant Rats, which can be done either by yourself or by Klaus. Short after the entrance one can already see halfway a supported passage, which however is verschuettet. Here you have to look for a way past the rubble in the back. To this To create, you have to turn into a meat bug. In front of the shaft door one finds next to some useful things also the key to the door. After walking through the door, comes the TB entry and you can go back to Wenzel and tell him about it. *Recommendation: One should first start with the snub in the mine, after talking with Wenzel about their Discovery has spoken.*

Dangerous Books

Quest giver: Beschwoerungsbuch

Exp.: 500

After you've opened the first book about the summonses, this quest starts. It will be a few rats spawned. There are a total of 10 spellbooks that open the different creatures appear. Now you can, as in the quest [The old library](#) Described, leave these and Seian first report on your find refund, but then you ask you to go back and check all the other books, or you go exploring The library continues to examine all the conspiracy books and then report to Seian afterwards. Seian then takes the Beschuerbungsbuecher to their study in itself.

Raymond sleep

Quest giver: Raimund

Exp.: 150 Reward: 100 gold coins

Raimund reports that the scraping noise robs his bedbugs of sleep. After you Has access to the old library and looks around there on behalf of Seian, you will also find one Lot of meat bugs. After these are all done, the TB entry comes and you can Raimund reports about it.

Potions from Alchemists

Quest giver: Bruno

Exp.: 100

Bring healing and mana wraps from alchemist Seian for Bruno and bring him.

The horn of a shadow runner

Quest giver: Theodor

Exp.: 250 Reward: 300 gold coins

Theodor, the smith at the castle, needs the horn of a shadowleaf for a special sword. From Klaus' campsite half left is a Molerat cave and hidden behind the rock basin lies the entrance to a cave. Before that, however, is a boar, which must first be conquered. At the end of the cave is a shadow skeleton skeleton, from which one takes the horn.



Food Item

Quest giver: Jutta

Exp.: 75 Reward: 3 Heiltraenke

Jutta wants 12 Rueben vom Bauern Johann and ask you to get them. Johann tells you that you should get these directly from the field. If you come to Jutta with the Rueben, she asks you to bring them to Jonathan, the cook at the castle. You realize that Jonathan also ordered 2 dozen fish from her brother Fred and asks you to take them with you. If you ask Fred, he tells you to take the fish lying around there. You're supposed to come back after you hand it over to Jonathan.

fishing

Quest giver: Fred

Exp.: 100

After talking to Fred about the fish for Jonathan, Fred talks to you again, there It now occurs to him that he no longer has sufficient fish for his own market stall and both Anna when Dorothee also wanted to have 6 fish each. This should not be ordinary fish, but Be herring. That's why Fred asks you to do a fishing tour to Molerat Island and give him 20 Get pegs. To release the ship you have to press the switch on the bollard. If you If you do not get enough pegs on the way, you should look for them on the beach of the island. To the There are also some beaches on the main island (swimming around the island if necessary). Then you bring him the catch.

The Lost Tower Key

Quest giver: Goetz

Exp.: 150 Reward: 150 gold coins

When you talk to Goetz at the warehouse in the village, he tells you that he lost the key to the big harbor tower. On demand he tells you that he drunk him near some lurkers lost. If you leave the village in the direction of the forest, you will pass the old sawmill. Directly Behind the left hand on the cliff you can see some lurkers there. The key is in close proximity to a Lurkerpaar in a Gebuesch.



apple harvest

Quest giver: Dorothee

Exp.: 100

20

rat infestation

Quest giver: Anna

Exp.: 100 Reward: 50 gold coins

Anna is scared of rats. Thou shalt for them the groups of rats at the boot skeleton behind Johanns Barn and the at the hay bales eliminate behind the cereal grains.

Help in the hunt

Quest giver: Klaus

Exp.: 250

You should help Klaus with the hunt and get him 50 meatballs. To do this, you'll give everything you can find there. Scavengers, Molerats and Giant Rats. If that is not enough, you are still looking for boars and wolves.

Note: Klaus will then be released as a teacher of hunting talent.

Serves Seian

Quest giver: Seian
Exp.: 200 Reward: perm. Trank nach Wahl

Here you should get him 3 ingredients (5x fire root, 4x blood fly wing, 1x Minecrawlerzangen), which he needs for a Traenke. (There are new bloodflies spawning.) If you've killed all the crawlers in the Red Mine, you'll find one in the Old Mine near the orc.) After that, Seian is unlocked as a dealer.

Lurkernest

Quest giver: Seian
Exp.: 250 Reward: 100 gold coins

Immediately after the feedback of the quest [Ingredients for Seian](#) you get from him the task to get him an additional 5 lurking eggs. You reach the cave, if you run from the village out into the forest, you are exactly straight on the rock face. Then you keep right. The cave entrance lies hidden behind a Gebuesch on the first tree near the rock face.

The old watchtower

Quest giver: Ingolf
Exp.: 250 Reward: 3 Heiltraenke

You are addressed by Ingolf that he always sees a glow at night at the old watchtower above the cemetery, although the watchtower has not been used for a long time. He asks you there to see if everything is right. When you enter the tower at midnight and run upstairs, a number of different goblins appear there. You kill these and report them to Ingolf the next day.

scout

Quest giver: Ork
Exp.: 200 Reward: 500 Goldstuecke + 5 Traenke

If you follow the main course of the red mine, you get the TB entry that you saw an orc in the red mine. This one kills (if one is strong enough alone, if not lures you turn it to Klaus). Afterwards, he is pillaged and reported to Marbod. This one says that if it is a spaeher is, this must have come to Athanos by boat. This one should look for. You find the boat on the beach below the old watchtower and report Marbod from your find.

Guarding the Red Mine

Quest giver: Marbod
Exp.: 50 Reward: 50 gold coins

You will receive this quest immediately after the return of the quest [scouts](#) from Marbod. Marbod wants to know the red mine secured for the future and wants a man there post. He does not know whom and therefore asks you. Now here are Wenzel, Herbert and Gunther to choose from. Name one and Marbod will direct you to give the order to monitor the red mine on his behalf. So select the selected one and report that to Marbod.

The rival

Quest giver: Roland
Exp.: 200

Depending on the time of day, you'll meet Herbert nearby or directly with Jutta. Talk to him. Now you have two possibilities. You threaten Herbert with Seian and can dissuade him from Jutta. This allows you to solve the quest without a fight. The second option is Herbert's challenge. Talk to Herbert again after you have knocked him down. Also, you bring him to Jutta drain. If you choose the first option, you will miss the Exp. For the precipitation of Herbert.

Xardas diaries

Quest giver: Seian
Exp.: 700 Reward: 300 gold coins

You should get hold of Seian Xardas' diaries, which he hopes to find out if and if so why his old teacher actually dropped out of Innos. You can find Volume I in the locked library on Athanos. You meet Seian later in the observatory on Khorinis (chapter 3), which is located in the mountains above the excavation site in the north. At the cobbled stone area, go up the ramp and follow the path paved with ogres. There are several ways into the area: The easiest (following the path at Dragomir) is initially closed by a gate. Later, after visiting Daron at the stone circle in the forest (which is the second Way is) is a guardian of the bandits in front of the gate, where you can remove the key. You can also use the series of teleporters to get into the pyramid, or go past the fishing village by the cave. Seian brings you to look for the other diaries of Xardas. He found indications that these could be found in and around the observatory as well as in the libraries in Xarda's tower

and the monastery. You should look there first.

- Volumes II and III can be found in the basement library of the monastery
- Volume IV in Xarda's Tower
- Band V lies in a chest in the hidden basement of the observatory
- Volume VI is in a chest, located in Shadowlark's Cave near the Observatory is located. Walk the path towards Oger-Steinkreis. The cave is located on the right side.

After you find the books and read them, you give them to Seian.

The Missing Sailor

Quest giver: Erik

Exp.: 75

After you walk through the gate to the harbor at Bertrand, you'll be waiting on the other Page already Erik. The albatross can not take off because the sailor Knut is exhausted and first must be sought. You can find it when you make your way across the ship to the plateau hochlaeufst. Talk to him and then report Erik report.

Paladin's Sword

Quest giver: Auffinden eines Schwertes

Exp.: 50

On the way to Klaus on your left, near the lake there is a Paladin sword between a cliff face and a tree, which starts the quest. It will automatically terminate when you use Gerbrandt to complete its [Disappeared Weapons](#) quest you have in the course to complete the quest [hire](#), which deals 3 missing paladin swords.

Annotation: This quest is just the point of your attention for this Excite swords. Since you have 2 of 4 until the award of the quest by Herbrandt Swords can be found and lack of gold an omnipresent problem on Athanos represents, you might be tempted to sell those swords. But you are for Gerbrandt needed 3 swords, you knew the quest after the sale of 2 in advance Do not loosen found swords.

The sunken fleet

Quest giver: Wenzel

Exp.: 250

There is also a TB entry for this when you read it at one of the letters on the ground floor. This is a subquest to the main quest [Old stories](#). You swim out from Fisher Fred Towards Molerat Island. There you can already see parts of two shipwrecks. If you swim a little farther out and dive right between Moleratinsel and Athanos, you can find a completely sunken shipwreck in two parts at the bottom of the sea. In addition to some bags of gold, which are distributed around the wreck, one finds in the interior of the rear in a box an amphora *syrian oil*. You have to u.U. dive into the bug several times until the engine detects it. If you succeed in standing in a bubble in the ship's bow and has the oil already in the inventory. This initiates the quest [Valuable oil](#). This one then shows Wenzel. *Condition: Because Roland can not swim at the beginning, you only have to learn this from Fred.*

Recommendation: Since you can learn to swim only 30s, you should also at Fred learn to dive. This extends the dive time to 90s. For one thing, it will This quest is stress free and on the other hand you need the diving in the further Game history otherwise.



Precious Oil

Quest giver: Tauchgang
Exp.: 250

During the dive you will find a bottle of 'Syrian oil' in the sunken Admiral ship. You show this to Wenzel after you tell him about your find. He does not want to have it, and refers you to better sales options in Varant or Myrtana. But you should the oil in Sell 2nd chapter on the fire mage Caio, where there will be a sales dialogue if you Ask him about his studies. For the oil you get from him 2000 gold pieces.

The Gunsmith

Quest giver: Wenzel
Exp.: 300

Wenzel tells you that once he saw a weapon he never saw before. Unfortunately, he did not have enough gold to buy a copy. However, to be able to properly lead this weapon you have to be very skilled. This quest will take place in 4./5. Chapter finished after you hit a gunsmith in the dungeon of the city of Ugar. After seeing Ugar liberated, you free him from the dungeon and he shows you his art.

A letter to his father and mother

Quest giver: Schreiben am Schreibpult
Exp.: 50

In the second team room, where you meet Hinz and Kunz, there is a writing desk where you can write a letter to the parents, with which this quest starts. To write this, however You also need a piece of paper. You can find this for example. B. on the ground floor of the castle in Saal from Marbod. You should only pay close attention to the time when you get the paper. If you then find Rolands mother at the refugees in the north of Khorinis, you get a TB entry and the quest is complete.

Chapter 2

Warship " Albatros "

boatswain

Quest giver: Harald
Exp.: 500

If you talk to Gernot again after the chapter transition, he will send you to Harald, your current main contact. When you tell Harald that you want to become a paladin, he tells you that you first have to prove yourself as a maritime soldier and of course you have to be a boatswain as well. To be proposed as a boatswain, Gernot tells you that you have to convince

the four most experienced sailors on board - [Ship Service](#) and [Help for the cook](#), Wolfgang ([Stolen food](#)), Halvor ([Betting with Halvar](#)) and Hawk ([Fight against the orcs](#)). You also have to earn the [Respect](#) of the team. However, this quest will not start until you have given Harald the feedback for his quests. After you get Hawk the wished orca texts, you can go to Gernot and address him. He sends you to Harald, from whom you get the boatman's service.

The underside of the Albatros

Quest giver: beim Betreten der neuen Schiffsraeume
Exp.: 50

This quest will unlock when you enter the new shipping areas. It refers to a lower deck, which you can only enter when you come back from the island of Kondehra back to the ship in Chapter 2. Enter the lower deck and open the chest there. The quest will then be completed. The room includes u.a. a separate chest where you can store all the items that you do not always want to carry around in your inventory. You can not always visit this room during the game, especially in the game. Not every chapter, but always when you are in the sea-world from which you can travel to all the islands.

ship service

Quest giver: Harald
Exp.: 50

You can talk to all the sailors, but only Dandolo is ready to help you. In return, he wants you to do something ([strandgut](#)) for him as well. When you've done your part, Dandolo does his job and you can unsubscribe from Harald.

Help for the ship's cook

Quest giver: Harald
Exp.: 100

After you have done the ship's service, Harald sends you to the ship's cook Albin. Albin needs a new pan, which you should get from the storekeeper Wolfgang. He does not give it out so easily. After being sent back and forth a few times between Albin and Wolfgang, you ask Harald for advice. He himself wants to stay out officially, but says that there is probably only the possibility to buy a pan at Wolfgang and then give Albin. That's exactly what you do.

stolen provisions

Quest giver: Wolfgang
Exp.: 100

The warehouse manager Wolfgang complains about the fact that food is constantly disappearing. He suspects that he will be stolen. He himself expresses no suspicion about it. If you tell him you're mindful of it, you can ask him about the crew, except the paladins. Harald is the better contact person. So ask him to all to whom he can give information. You will know that Knut, and everyone on board knows this, is a [Mieser Schlaeger](#) and Sven is sure that he is running a brisk [Swampweed trade](#) on the ship. You can now ask everyone on board, but apart from Sven, nobody has any helpful information. He confides to you now that the Paladin Beowulf disappears every evening around 22:00 clock in the hold. So wait at 22:00 in the storage room on Beowulf. He tells you that he is not the thief, but has often heard noise from the hold at around 01:00. But until now he had no time to get to the bottom of it himself. So be there at the appointed time and you will find the thieves. They are rats. Take care of them all and then tell Wolfgang.

Pirates gold

Quest giver: wird beim Lesen der Piratenschatzkarte auf der Felseninsel aktiviert
Exp.: 500

On the rocky island you will find 5 journals of a stranded pirate. The first on the beach, the second in the hut, the third in the cave with the table, the fourth in the dead Nat, and the fifth in the body of Jones himself, who also has a chest key for the treasure chest on top of the mountain. Open the treasure chest and read the treasure map. Later in Varant: If you kill Redbeard, you will receive the key to his chest on the ship, which contains a copy of Rauhbein's treasure map and a letter from Mendoza. Part of Mendoza's treasure is here in Varant. A certain pike was sent on the treasure hunt. You'll find the treasure hideaway on the coast as you continue to swim past the landing site at Ernst. Remove the corsairs from the barge and follow the path along the coast. You'll find Pike and 3 Corsairs sitting in an old ruin. Take care of it. Pike has a letter that tells you that Mendozas treasure is in the grotto behind the ruins. Enter the grotto and climb up the rocks at the undead pirate on the left. You come to a plateau with many mushrooms. At the end are 4 more undead and a chest. It contains 1500 gold coins, 8 pearls, 4 golden goblets and a piece of Rauhbein, indicating that most of the treasure is elsewhere. You can defeat the other undead and monsters in the grotto and then leave them either through a water tunnel below or via teleport.

Bet boozing with Halvar

Quest giver: Halvar

Exp.: 100

Halvar challenges you to go betting. If you make it, he too will suggest you to the boatswain. Now you can address all (except the Paladins, of course) for this challenge, but only Dandolo and Ernst are of help. Dandolo, because he refers you to Ernst and Ernst, because he gives you the advice to ask Wolfgang. But he has problems at the moment ([Stolen food](#)). But if you are ready to help him, he might have a good tip for you. So you go to Wolfgang and listen to his problem first. Afterwards he tells you that he would like to wipe Halvar off, and if he found his rum and grog supply he would have an idea how to do it. Then you go in the hold looking for Halvars Vorraeten. After you have found these, you go back to Wolfgang. He remembers that Halvar does everything except wine. So he blends Halvars Vorraete with wine. With these you go to Halvar and start betting. After defeating Halvar, you can report to Wolfgang and him about this victory. However, Halvar suspects fraud and is now no longer ready to beat you to the boatswain. In addition, the sextant ([Missing Sextant](#)) is gone.

Fighting the orcs

Quest giver: Hawk

Exp.: 200

Hawk wants to propose you to be promoted as proof that you are capable of having 12 light orca texts from you. The first 2/4 you can already get on Adarmos, depending on how you decide to search for [Erik's Amulet](#). To get the rest you have to wait until the island of Khorus is reached. After that, Hawk is happy with you and recommends you.

respect

Quest giver: Harald

Exp.: 250

In order to gain the respect of the team, you complete Dandolo's counter-petition ([strandgut](#)) in the quest [Ship Service](#). For Albin, you have already done something ([Help for the cook](#)). Now he has one more task ([Fish for albin](#)) for you. Knut is known onboard as [Mieser Schlaeger](#). Put him in his place and you are sure of his superiority of respect. You can win Sven's respect if you do not scold him in quest [Swampweed trade](#), and if you help him get the most out of his biggest wish ([Magic of light for Ernst](#)), he's for you too.

jetsam

Quest giver: Dandolo

Exp.: 100

In return for helping Dandolo with your [Ship Service](#), in return for scouring you for the island the ship is anchoring for, he wants to scour some valuable stranded material and give him a fair share of 100 gold pieces. So pick the island carefully. In your search you will also come across 5 diaries that will lead you to a chest with a treasure map. By reading this treasure map we started the quest [Pirates Gold](#). After your return to the ship Dandolo give his share and he gets to work.

Fish for Albin

Quest giver: Albin

Exp.: 100 Reward: 50 gold coins

After Albin has his new pan, he now wants 2 dozen fish that you should get from Wolfgang. But this one is not enough anymore. If you tell Albin this, he just says that you should come up with something. Enough fish can be found on the beach near the monitor. If you have the fish, you give that albin and that's it.

Missing Sextant

Quest giver: Halvar

Exp.: 100

Since in Halvar's eyes you fought with unfair means when betting, he is mad at you and not ready to give you his consent to the promotion. But what weighs even heavier, is the fact that he has lost in the drunken head even the sex data. To salute him, you offer to seek the sextant for him. You'll find him in the Kraehennest on the mainmast. Then you go to Halvor and tell him about the finding. He does not want to have the sextant and tells you to bring him directly to Gernot. You do that too. Now that you have straightened things out, Halvar is ready to beat you to the bosun.

lousy racket

Quest giver: Wolfgang

Exp.: 225 Reward: 100 gold coins

When you talk to Wolfgang about the crew, the conversation also comes down to Knut, who is described as a whore on board because he provokes everyone. He tries it with you too. But if you get into it, you'll get angry with the paladins, who will not tolerate fighting within the crew on board. With it you can forget your way to the Paladin. But if you talk to me seriously in the course of Wolfgang's Quest [Stolen food](#), you can also ask him about Knut. He then refers you to Dandolo, who has so far been the only one to succeed against Knut. If you then go to Dandolo, he tells you how he has managed without fighting witnesses against Knut. Go to Knut with this knowledge and challenge him to have a big mouth only in the presence of the paladins. He then asks you to meet him at midnight in the hold so you can carry it out. After the battle won, call him again to complete the quest. After that, everyone talks to you about the fight and congratulates you. Wolfgang is even worth a little extra.

Sumpfkraut trade

Quest giver: Wolfgang

Exp.: 100 Reward: 50/100 gold coins

When you catch up with Wolfgang about the crew, you also learn from Sven, whom Wolfgang suspects of trading swamp weed on board. If you now talk to Sven in the context of your investigation into Wolfgang's quest [Stolen food](#), you can also bring the conversation to the swamp weed trade. Sven denies categorically, of course, while telling him that you'll stop him. During your subsequent search of the hold, you will find incriminating evidence in the form of a note. Read this and then go to Sven. You confront him with the evidence and he will beg you not to betray him. In return, he offers you his help. Now you have two options:

- You're telling him you do not scold him if he's going to swamp deal right now Stop what he does. Then you go to Wolfgang and tell him that you have found the evidence for Sven's guilt, but do not want to make it official (100 exp.). Then Wolfgang is a bit angry but does not take it crooked. However, your reward from him will be less with 50 gold pieces.
After that, Sven is at your disposal as a pickpocketing teacher and as a dealer.
- You curse Sven at Wolfgang and give this to prove the found slip. Wolfgang is very pleased (100 Exp.) And gives you as a reward 100 Goldstuecke. *Sven does not want to have anything to do with you after that, is not available to you as a teacher and dealer and also denies his approval for the quest [Respect](#).*

Lichtzauber for Ernst

Quest giver: Ernst

Exp.: 200

The sailor Ernst is enthusiastic about the magic and would like to try a magic. However, he is so intimidated by the behavior of the Paladins that he does not dare to ask. You offer your help and go, as suggested by Ernst to Paladin Konrad, who rejects your request but bruesk and sends you to repent to the fire mogul Wulfias, who should ask for you at Innos for forgiveness. You talk to Wulfias, who tells you that the idea of an exchange would have been better and tells you right away that Konrad once asked him for a bottle of holy water. For a donation of 50 Goldstuecken you get indulgence and go back to Konrad. So you offer Konrad a bottle of consecrated water in exchange for a magic spell. Konrad agrees and thus you can bring Ernst the desired scroll.

Haralds Armor

Quest giver: Roland

Exp.: 50

Of course, you also want to have a new armor. But first, Harald exchanges your military equipment for a light naval defense. Only when you have been promoted to 2nd Boatswain, Harald is ready to sell you a new armor. You can buy these from him after completing the last task, which was done for Hawk and then talking to Gernot, who will send you to Harald after your promotion.

Sold payout

Quest giver: Harald

Exp.: 50

From Wolfgang you learned that Harald knows most about the Paladins. Talk to Harald about this and you will learn that Gernot u. a. also responsible for the payout. If you go to Gernot right now, it just tells you that you have to do something for it first. But after you have done all Harald's tasks, he tells you to come to Gernot immediately. That's when you get your pay.

Plants for Wulfias

Quest giver: Wulfias
Exp.: 100

If you're talking to Wulfias in the [Magic of light for Ernst](#) quest, you can also ask him after the welcome dialog if he'll teach you the magic as well. He refuses, but is ready to teach you alchemy. In advance, you should get him but some herbs. Do that and then he will be available as a teacher of alchemy and as a dealer.

Erzwaffe

Quest giver: Hawk
Exp.: 200

ATTENTION: You will only get this quest if you learn to forge at Hawk.

If you talk to Hawk, you can ask him if he teaches you blacksmithing. After you have learned that, you can also ask him if he can teach you to forge weapons. He affirms this on the condition that you bring him 5 chunks of magical ore, as it can not be done without it. Bring it to him and you can now learn a new weapon with him in each chapter. Note: Although you can already ask Hawk about the forging of weapons in the first conversation, you will only be able to get rid of him without this talent. Also you will not have enough magical ore at this early stage in the game, but that changes to Tamora.

look-out

Quest giver: Gernot
Exp.: 50 Reward: 100 gold coins

After leaving Khorus and now knowing that the orcish fleet is traveling with 20 ships in the area, Gernot gives you the task to occupy the lookout and look out so that the albatross will not be surprised by ships of this fleet. And actually a ship attacks. But fortunately you had your eyes open and could warn the team in time. When Gernot sees you the next time, he praises you for it.

The island Kondehra

The island Kondehra

Quest giver: Gernot
Exp.: 250

You should collect information about the status on the island for Gernot, because of this no longer messages have arrived at the king. So talk to everyone on the island, especially Olderson and Sandrock. After you have done everything there, Gernot report.

The Orkflotte

Quest giver: Gernot
Exp.: 250

Gernot needs information about the ork fleet. For this you should ask the inhabitants of Kondehras if they know anything about the ork fleet and their possible whereabouts. Most do not know and they are not interested. The farmer Olderson has indeed seen something in the last hurricane, but at the moment is not very willing to talk as long as [The disappeared Innosschrein](#) is not back in place. After finding the [Access to Sandrock's Castle](#) and talking to him about it, one also learns of him that there was a huge hurricane, but he has not seen anything of a fleet. You should ask the farmer Olderson about it. So you have to first make sure that the Innosschrein comes back to its place. Then you can talk to Olderson again about the Orcfleet [Sunken ship](#). When you get back on board, Gernot reports about it. Then it goes to the next island. At your next stop, the island of Tamora, no one of the common people knows anything about an orc fleet. Thus, first [A way to the governor](#) must be found to gain access to the castle. But even here there is no information from anyone at first. Only when the governor Bruno has been proved that Fulko was [A shady advisor](#), he is only ready to talk to a person at all. However, in order to get the information you need, you must first clear [The mines of Tamora](#) for management, eliminate [The Orcso fielder](#), which is the vanguard of the island, and agree to get [Digger for Tamora](#). After you have done everything on Tamora, you return to the ship and report Gernot. Then it goes on to the next island. On the island of Adarmos, which you are heading for next, you should ask the big farmers, who leads the island also for the Ork fleet. However, he was killed in a scuffle with the son of the village chief, Now the Soeldner Rosh leads the village. However, to be able to reach these, [The way to Rosh](#) must first be found. If you have succeeded, he will tell you that he has seen the fleet, but before he tells you more, he first wants to know what you have learned about the [Corsairs on Adarmos](#). If you have satisfied his thirst for knowledge, he will tell you what he has been able to observe about the path of the orc fleet. Your further path leads you to the island of Khorus, where you are to take care of the [Provisions recording](#), which you will not succeed until you have found all [Orcs on Khorus](#) and successfully mastered [The Liberation of Khorus](#) by destroying them. The villager Harald, whom you can find with some other refugees in an old tower ruin, tells you what

he has observed about the orc fleet. This is what you tell Gernot. After winning the naval battle against the orcs, you find a prisoner in a cell on their ship. [The prisoner](#) is called Martin and is a member of the Khorinis militia. As part of his release, you will also find a [Letter in orkischer language](#) to be translated by Wulfias. After this is done you first read it yourself and then you give the translation Gernot.

The gray wolf

Quest giver: Gyges
Exp.: 150

If you want to talk to Gyges about the disappeared Innos shrine, he is not responding to it, because the gray wolf in the vicinity of his flock of sheep causes him great concern. So go to the big tree at the end of the Schafswiese. There is the wolf. Kill him and then tell Gyges. Nevertheless, nothing can come to the disappeared Innosschrein.

The Lost Innoschrein

Quest giver: Oskar
Exp.: 150

The Innoschrein has disappeared and that makes for bright excitement in Oskar. He even suspects Sandrock, the militiamen at the castle, of having something to do with the disappearance. The others do not know about it. When talking to Gyges about the Innos shrine, he can not concentrate because [The gray wolf](#) worries him, which is very close to his sheep. However, if you have rid him of his concern and refer to him again, he will not comment on it. After finding [Access to Sandrock's Castle](#) and talking to him about it, you learn from him that the shrine has a protective mechanism controlled by a small Innos statue on a pedestal on the top of the mountain and he saw Gyges standing nearby. Now when you go back to Gyges and address him to the statue, he tells you he took it. If you want them from him, he'll tell you that he lost them on his ascent when he fled from some scavengers. Then you go to the end of the sheep meadow and then stop right. There the scavengers appear. However, none of the scavengers has eaten the statue. So again back to Gyges and confronted him. Now he admits that the statue fell into a cave on his descent and because there was no way to recover the statue from his location, he left it there. So if you've climbed the first levels to the top of the mountain, you can actually see a hole in the bottom near the cliff face. If you jump in there you will end up in the water and find the small statue of Inno. From there, a waterfall goes down. You have to go down there and then dive through a hole under water to get out again. After you are back on land, go to the top of the mountain and put the statue of Innos back in its place (100 Exp.), Which brings the Innoschrein back to its original place. Now you go to Oskar and share it with him (50 Exp.), Whereupon he performs a true dance of joy.





Access to Sandrocks Burg

Quest giver: automatisch an der Haengebruecke

Exp.: 50

If, as described by Oskar, one follows the path, one arrives at a bridge over the Lurkerbucht and leads to the castle. Shortly before the end of the suspension bridge comes the TB entry that the drawbridge is up and you should ask the inhabitants, especially Oskar, for another way. This is the start of the quest. So go to Oskar and ask him. He calls you the alternative route to the castle. Do it that way, and if you find Sandrock and he speaks to you the quest is over.

Sandrock it's boring

Quest giver: Sandrock

Exp.: 50 Reward: 100 gold coins

When you talk to Sandrock, he tells you that he is bored and he has already read everything he found. Also the letter below in his kitchen. When you read the book on the stand, you learn about three colored stone tablets and also hint at where they are. These stone tablets in their place are supposed to reveal a secret. If you are already in pursuit of the [The disappeared Innoschrein](#) and / or [Pirates Goblins](#) quests, you will find the green stone tablet on a small plateau en route to the Mechanism of the Innos Shrine. The red stone tablet can be found at the Minecrawler Warrior when you inspect the hoax system after finding the Innos statue. The blue stone tablet lies on a rock top under the water surface. You'll find these when you look out to Lurkerbucht for the sea. There you see a cloud of gypsy, which shows you the way to the rock. If you now lay the stone tablets in the niches in the lowest room of the castle, a hidden door opens, which opens the way to a library. If you look closely at the library, you'll find a lower floor that still has some surprises in store.



Rats at the harbor

Quest giver: Sandrock
Exp.: 150 Reward: 100 gold coins

If you've talked to Sandrock, you can go back and find out that he's having trouble with rats grappling with Port at his provisions. Kill the rats and let Sandrock know.

sunken ship

Quest giver: Olderson
Exp.: 250

Once the Innos shrine is back in place, talk to Olderson again. In this conversation you learn that although he has seen ships, he can not say whether they were from the orcs or not. However, one of the ships sank in the hurricane, so you can check it out for yourself. So you go back to the beach where your boat is. From there you can see two rocks in the sea. Swim there and do a dive (hopefully you already learned that from Fred on Athanos or Hawk on the Albatros). There you will find a wreck and some crawls. So you have the proof that the orcs have passed Kondehra. After completing everything on Kondehra and getting back on board, report back to Gernot.



Gyges Hirtenstab

Quest giver: Gyges
Exp.: 100 Reward: Schaffell

After telling Gyges that you have recovered the Innos statue and put it in its place, he tells you that he has lost his shepherd's staff. When you have agreed to help him, he shows you the place where his shepherd's staff fell down. So go get the rod and bring it back to Gyges.

Heidelinde and Brosius

Quest giver: Heidelinde
Exp.: 100

Heidelinde is sad because Brosius does not take care of her as before. When you talk to Brosius about it, he tells you that his constant moaning is getting on his nerves. If you have found the secret library in the quest [Sandrock is boring](#), you will find a novel in this one. With this novel you now surprise Heidelinde, who is very pleased to have something against her lonely hours. If you tell Brosius that is surprised, but not particularly grateful, that now calm again.

Griselda important contract

Quest giver: Griselda
Exp.: 0-30/200 Reward: Staerkesuppe +2

Griselda wants to cook the food for her husband Oskar. That's why you should ask him what he would like to do. So you go and ask him. With the answer you return to Griselda. Now you have to get the required ingredients, but you have to ask Oskar where they are, as he usually gets the ingredients for the food. He tells you that you can find the herbs at the

big tree at the end of the Schafswiese and in its closer environment. After you have brought the herbs to Griselda, you should then ask Oskar where he would like to eat. So back to Oskar and asked for it. After he has told you that, you now have two options to proceed. You can stop the quest, which logically failed, or continue. If you continue the quest, you now have two options at Griselda. Since Griselda constantly confuses you with Gyges during your dialogues, you can continue as follows:

- You insist on alerting Griselda of her ongoing mistaken mistake, causing her to suffer a fainting spell and getting you Oskar immediately. He is horrified and asks you if you have at least a healing potion for Griselda. Back at Griselda, you can now say that you have nothing with you, or offer her a medicinal plant. In both cases, you get 0 exp. And the quest failed. If you offer her a healing potion, depending on the quality of the potion you will get between 10-30 Exp., But the quest failed anyway.
- You can let the confusion go and tell her you're Gyges. In that case you will get a herbal soup (strength +2) for Oskar and one for you. If you then give the soup to Oskar, you will receive 200 Exp.

pirates Goblins

Quest giver: Kampf am Strand
Exp.: 300

If you land on the bay of Kondehra, you will be attacked by two pirate goblins, which starts this quest. The book "Pirate Goblins", which you will find in the kitchen of Sandrocks Castle, will give you more information. It's about goblins dressed up with the clothes and weapons of dead pirates and a pirate treasure. If you're on the quest [The disappeared Innosschrein](#) and / or [Sandrock is boring](#), you'll find yourself in the Hoof System, where the Innos statue is located in a Tuempel, where there are plenty of pirate goblins. There you will also find a chest with enjoyable content and a note. Other pirate goblins can be found at the platform of the mechanism for the Innosschrein. But these will not be the only pirate goblins you'll encounter on your journey, because in a second book you'll learn that the pirate goblins have built a total of 7 floats and sailed away with them. 2 of the floats can be found on Tamora on a hidden beach, 2 more can be found on Khorus and the last 3 are on Khorinis.

Provisions for Sandrock

Quest giver: Sandrock
Exp.: 150

If you say goodbye to Sandrock after you've done everything on Kondehra, he'll have a request to you. You should bring him some food when you come back. You can find / buy these in different locations during the rest of the game. If you've got everything together, go back to Sandrock and give him this.

Ring of Speed

Quest giver: Truhe in der Piratengoblinhoehle
Exp.: 250

Once you've discovered the cave with the pirate goblins, you'll find the letter [1] of a certain Berengar in the chest there, telling you that he wants to create a speed ring. Since he misses the ingredients but on Kondehra, Berengar wants to travel to Tamora to complete the ring there. In the castle of Tamora you will find another letter [2] in which you will learn that Berengar has moved on to Adarmos. If you are on Adarmos, another letter will mention [3] (found in the main house in Rosh's chest) that Berengar has traveled to Khorinis and wants to stay overnight in Hanna's hotel. There you will find another letter in a chest [4]. In this it is mentioned that Berengar visited the monastery to sell the finished ring Salandrill. If you have the skill, you can steal the 5. letter from Salandrill, saying that Berengar chose not to sell the ring and set off for the fishing village on the Khorinis coast. There you will find the 6. letter stating that Berengar has hidden the ring in the swamp. And it is a small cave near the wetland, where you will also find Rauhbein's pirate wreck. In a chest you will find the recipe for the ring and complete the quest. You can now make the ring on a tool table if you have previously learned at Hawk Goldsmithing Level 1.

The island Tamora

Unrest on Tamora

Quest giver: Gernot
Exp.: 350

Gernot sends you to the island, as the governor of Koenig should have said goodbye and in case that is so, you should do everything in your power to tie the governor back to the king. Stephan, a man in paladin armor, whom you usually meet at the city's market square or in the tavern, confirms the descent of the islands of Kingdom. [A way to the governor](#) is now the only way for you to speak directly with him, to find out what to do, so that the governor is faithful to the king again.

However, the access to the castle alone does not bring you closer to your goal, as the governor Bruno does not speak to you at this time and instead refers you to his advisor Fulko. Only when you manage to prove to Bruno that Fulko was [A shady advisor](#) and you turned it off, does Bruno talk to you. But to be king again, Bruno demands that the protection of the island be guaranteed. In order to settle this financially, [The mines of Tamora](#) must be free again and [Digger for Tamora](#) must be found. Further, the problem must be that [The Orcso fielder](#) Tamora besiege be eliminated. For this you should first run [Negotiations with Jacko](#), the leader of the Orcsoeldner on Tamora, but unfortunately they are negative. As a result, you have to kill the Orcsoeldner all. After you made the mines walkable again and the Orksoeldner are turned off, Bruno is ready to join the king again, because he knows that you need some time to recruit the Buddler.

The orcs' mercenaries

Quest giver: Stephan

Exp.: 650

In conversation with Stephan, you learn about the Orcso forces on Tamora and that there is a ceasefire agreement with them. The villagers do nothing against the Orksoeldner and in return they do not attack the city. In order to get further here, not only has [A way to the governor](#) been successfully found, but Fulko, who was [A shady advisor](#), has to be off. For only then does the governor Bruno talk to you. The Orksoeldner are namely a problem for Bruno, which must first be solved before he is ready to close again to the king. For this you should first run [Negotiations with Jacko](#), the leader of the Orcsoeldner on Tamora, which will be negative. The logical consequence is that you have to kill all Orcsoeldner. You will find them (1) before the entrance to the city, (2) by the campfire next to the small lake, (3) on the hill above Igor, where you negotiated with Jacko, (4) in the forest camp, (5) before and in the ore mine and (6) in the watchtower. Jacko and the Orc are hiding (7) in the old hunting lodge on a rocky island, which can only be reached via a long suspension bridge. After the last Orcsoeldner is dead (you get an info-overlay and a corresponding TB-entry) you report Bruno about your success.

One way to governor

Quest giver: Joseph

Exp.: 400

In order to come to the governor, you need the consent of at least 3 citizens of Tamora. First of all, as recommended by Joseph, talk to Finko ([Arrows for Finko](#)). Then visit the pub and talk to the bartender ([Blues songs for the bartender](#)) and Stephan. However, he wants to see gold for his approval ([Bribe of the guard](#)). After you have done everything, you get from Stephan the key to the castle. If you refuse to pay Stephen, you have to gain access to the castle otherwise. You have to get rid of the guards first. Because you could use a fear spell. At the castle wall, between the tower and the main building, you climb up and transform yourself into the grate of the main room in a meat bug to get inside. You then have to talk to Bruno and the bars will be opened. The key to the exterior door can be found in a chest in Bruno's bedroom. However, this can only be a temporary solution, because the guards keep you up every time you want to go to the castle. You can then only about the teleport to Bruno.

A shady adviser

Quest giver: Stephan

Exp.: 250

This is Fulko, who has managed by cunning and blackmail to make the governor Bruno and officially become his "advisor" ascend. Bruno is still the first man to the outside, but Fulko pulls the Faeden in the background and has first enforced first that since then no one can enter the castle so easily. You learn about Fulkos existence from Stephan, whom you mostly meet in the pub. Recognizing Fulko's true intentions, transposing him, and ultimately making him harmless is not an easy task. So you have to find [A way to the governor](#) first. He does not speak to you yet, so you can not ask him about Fulko at this time. Even his servant Janus is at first quite constricted, if it is addressed to Fulko. Only after you have activated [The secret of the servant](#), he is ready to talk. Now he would like to tell you more, but the water mage Telem has been robbed and suspected to have done so. So [The thief](#) has to be found first and Telem must have his amulet back. After telling Janus that Telem has returned his amulet, he tells you that he believes that [ghosts](#) is up in the castle. Also, he is sure that there is a [Haunting the castle hall](#) because he has heard Fulko talking to a ghost. If you are in the castle hall at midnight, you can convince yourself of the apparition. If you confront Fulko the next day because of his nocturnal activities, he reacts extremely indignantly. He also creates suspicion because he often sees you talking to Janus. If you talk to Janus about it afterwards, you are thinking about how to prove to Fulko the betrayal that he has learned from his conversation with the Spirit. In the search for possible proofs you first take care of the [poltergeists](#), because Janus told you about the ghosts. You disclose two hidden assassins and tell Janus who or what his ghosts were. Still, you only see one way to get here. The bartender had told you about someone who had tried to talk to the governor and now sits in the dungeon. [The man in the dungeon](#) is the one you have to talk to. Since you now have Janus' trust, he tells you that Stephan is responsible for the prisoners and has the key to the dungeon in a chest in his chamber. For that you get the key from Stephan. Stephans chamber is in the left rear area of the castle. From Bruno's throne, you have to go through

the grid in the left rear. On the first floor is Stephans chamber. Then you go to the dungeon and talk to the prisoner. You learn from this that Fulko, except that he is in league with the dark forces, is also an accomplice of the Orcoeldner, who is to play the city and the castle in their hands and that there is written evidence for this. You go to Janus and tell him what you have learned. Together, you will advise on how to come to this. After you have the letter, leave it and give it to Janus too. Now you confront Fulko with the evidence, whereupon he attacks you immediately. After killing him, Bruno informs about the events. From now on, Bruno will speak directly to you.

Closed cellar

Quest giver: automatisch
Exp.: 100

The quest becomes active when the player in Chapter 2 stands in front of the grate to the basement of the Castle of Tamora. It gives the player the hint that one should not enter this and possibly on a return to the island gets the opportunity to do so. The quest ends in chapter 4, if you can approach Bruno for the wine cellar. You then get 100 XP.

Arrows for Finko

Quest giver: Finko
Exp.: 200 Reward: 20 gold coins

Finko is waiting for the arrows, which the hunters Hans and Markus should get him. You offer to get her for him. The Jaeger you find, if you leave the village and at the foot of the village sunrise on the right by the forest. Before you get them from them, you should do something for them first. After you have done the jobs for Hans ([Hans and his elm bow](#)) and Markus ([Boar fur for Markus](#)) you get the arrows and you can give them Finko. With that you have his voice.

Blue lilac to bartenders

Quest giver: Barkeeper
Exp.: 50 Reward: 5 besondere Wacholder

When you speak to the bartender in the pub, you learn about an undead ([The Stammer](#)), among other things. After trying out all the conversation options and the conversation is over, he speaks to you. He wants to have 10 Blue Songs. For this he gives you in return 5 special pussies. You should already have found the plants on your previous path. If not, he will also tell you where to find them on demand. After you give him the Blues songs and get your reward, he offers to give you a recommendation if you take on another task.

juniper berries

Quest giver: Barkeeper
Exp.: 150 Reward: Empfehlung fuer die Burg

After you have brought the bartender the 10 blue songs, he gives you the order to get him 20 juniper berries. For this he is ready to recommend you to Stephan, so you come to the castle. The berries are on the side where the Holzfaeller Gunther lives. If you go from there to the edge of the rock at the end of the plain and already see the sea, you have to turn right into a small area, which is teeming with wolves and leads to an old fireplace. On the way there you find four bushes on the edge, where you can collect enough berries. Bring these to the bartender and you have his voice for the castle.



honeycomb

Quest giver: Bertha
Exp.: 150 Reward: 100 gold coins

If you talk to the citizen Bertha, who usually stays on the ground floor of the two-story house on the market square, you will receive a quest from her, along with some information. You are to bring her 4 honeycombs. These can be found at the tree trunks of the Waldstueck, where also the Jaeger Hans and Markus are. There are usually some wild bees buzzing around the honeycombs, which can be sighted from afar with crossbow or bow. As soon as you bring the honeycomb to Bertha, you will receive 100 gold pieces from her as a reward.

The dead man in the swamp

Quest giver: Daniel
Exp.: 150

In the swamp you will find the dead citizen Daniel carrying a letter for his brother Ruben. If you bring this Ruben, you will receive only a few experience points, but now the following quest [A valuable book](#) will be unlocked. These can only be solved in the 4th chapter, if you have entered Tamora again.

A valuable book

Quest giver: Ruben
Exp.: 150

Ruben tells of a valuable book which his brother Daniel has been looking for. But you can only find it in chapter 6 if you visit the secret cellar in the castle and find the dead Ruben there. If you've read the book, the quest ends and gives you 150 exp.

Bribing the guard

Quest giver: Stephan
Exp.: 400

The guards have not been paid for a long time. That's why Stephan wants 500 Goldstuecke of you for his approval. Give it to him and everything is fine.

Hans and his elm bow

Quest giver: Hans
Exp.: 150

Hans was surprised in the hunt by a rotting wild boar and lost his bow in the vicinity of a wolf pack while fleeing. This

you should get him in return for the release of his arrow package. Kill the wolves and give Hans back his bow. Note: After Hans has left his bow, he is available as archery instructor.



Keiler skins for Markus

Quest giver: Markus

Exp.: 150

Markus proposes a deal for the release of his arrow package. You should get him 6 boar skins. You will find boar if you go to the left after leaving the village at the foot of the village entrance.

Note: After giving the skins to Mark, he is available as a teacher for sneaking and for hunting talents.

The mystery of the Servant

Quest giver: Roland

Exp.: 150

If you have contacted Janus on the Orcsoeldner and after the conversation again, you can ask him where he comes from. If you're interested in his ancestry, he'll break the conversation anyway, saying it's none of your business. Then you can steal Janus the key to his chamber (30 skill needed). So go to his chamber, get his journal and leave it. If you go back to Janus afterwards, he is mad at you, that you have hurt his privacy, but then tells you his story and is ready to talk to you in all things.

ghosts

Quest giver: Janus

Exp.: 250

If you have ventured [The secret of the servant](#) and talk to Janus about Fulko again, he tells you that he thinks there are ghosts in the castle because he hears sounds from areas of the castle where no one is at night. After you have told Janus about your observations about the [Haunting the castle hall](#), you check the [poltergeists](#) for further proof and tell Janus who / what his ghosts were and that you think Fulko is the mastermind.

Haunting in Burgsaal

Quest giver: Janus

Exp.: 150

If you've been slipping on [The secret of the servant](#) and talking to Janus about Fulko again, he tells you that he thinks it haunts the castle hall because he heard Fulko talking to a ghost at night without understanding the details. If you are there at midnight, you can witness that Janus was not mistaken. Tell him about it.

poltergeists

Quest giver: Janus

Exp.: 150

If in the course of quest [ghosts](#) you search for evidence that Fulko is up to no good, you will pierce the entire castle, noting that the poltergeists are two Assassins who are in the Hiding tower rooms of the castle. You are immediately attacked by them and you have to kill them. Tell Janus what you found out.

The man in the dungeon

Quest giver: Barkeeper

Exp.: 150

After you have already learned from Stephan that the governor has recently a consultant, you can also ask the bartender for this. In the course of this conversation, you will learn that sometime someone has ever tried to talk to the governor and now sits in the dungeon. But to get ahead, [A way to the governor](#) has to come first, so you get access to the castle. There, the servant Janus would still know, but he refuses to talk to you about it first. So now you have to gain your trust first, and that's only possible if you read [The secret of the servant](#), find out what's behind the [Haunting the castle hall](#), and what's up with the [ghosts](#), whose existence the servant is convinced of. After you have gained this trust, Janus tells you that Stephan is responsible for the prisoners and has the key. First you get from Stephan the key to his chamber (pickpocketing, 45 skill required). In the chest there is the key to the dungeon. Take this one and talk to the prisoner afterwards. From him you learn that Fulko is a collaborator of Orksoeldner and this is a way to open the city to take. There is even a letter as proof for this. After handing over and killing Fulko, who was [A shady advisor](#) and telling Bruno about it, you go to the prisoner and tell him that he is now a free man again and can go his own way unmolested.

Negotiations with Jacko

Quest giver: Bruno

Exp.: 250

After unmasking and killing Fulko, who was [A shady advisor](#), you are now to conduct negotiations for the unconditional withdrawal of Tamora's Orcsoelders and their leader Jacko. Jacko, of course, refuses and threatens in turn with the capture of the island by the orcs he is just waiting for. You now report Bruno of this rejection.

Note: Bruno asks you to personally take care of the Orcsoeldner. You will do this under the already running quest [The Orcso fielder](#) and end with it.

Mines of Tamora

Quest giver: Bruno

Exp.: 750

After Fulko, [A shady advisor](#), has been unmasked and killed, you can then ask Bruno what he needs to do to rejoin the King. Among other things, his conditions are that the mines can be re-cultivated so that mining for ore, salt and silver is able to generate the gold needed for protection. However, the mines must be walkable again. You will get a map with their location and some information about the mines from him and you should bring along some ore, salt and silver to prove that the mines are free again. After you have visited all the mines and dismantled the corresponding chunks as proof, you report to Bruno about this. Furthermore, it is necessary to find [Digger for Tamora](#), but Bruno gives you some time.

Note: Before you go, you should first learn the hunting talents " taking hearts " from Jaeger Mark, as the hearts are important in the process.

salt mine

Quest giver: Bruno

Exp.: 250

The salt mine is occupied by monsters. Kill them, remove the salt and give Bruno the required salt chunks as proof that the mine is free again.

Ore Mine

Quest giver: Bruno

Exp.: 250

The ore mine is currently occupied by the Orksoeldnern. Since you have to kill them anyway in the course of the quest [The Orcso fielder](#), two birds are killed with one stone. After the Orcsoeldners are dead, you deconstruct both the iron ore and the magical ore and bring it to Bruno to prove that the ore mine is accessible again.

silver mine

Quest giver: Bruno
Exp.: 250

The entrance to the silver mine is verschuettet and Bruno sees no way to take this back into operation. Go there anyway and climb to the top of the mountain, inside which the silver mine hides. Up there on the plateau you can see a hole that leads into the interior of the mountain, but suffer no descent. Look closely at the plateau. You will find there a chest, the contents of which will enable you to descend into the interior of the mountain. There too you will have to reckon with surprises. Break the silver off here as well and bring Bruno the required chunks as proof that the mine is accessible again.

A royal dress

Quest giver: Isabell
Exp.: 250

From Bruno's daughter Isabell you get the order to get her a truly royal dress. You will only get this dress in Vengard if you stole it from the queen's wardrobe as part of the [A novice behind bars](#) quest. After giving the dress to Isabell, she will give you 1000 gold pieces as a reward. You should first free Nolan from prison, because it may be that Isabell takes off both of your clothes, and then you have none left in the inventory.

Digger for Tamora

Quest giver: Bruno
Exp.: 500

In addition to demanding that [The mines of Tamora](#) be free again and the threat of [The Orcso fielder](#) eliminated, Governor Bruno demands that the Kingdom of Buddler be reconnected so that the ore, salt and silver needed to pay for the protection can be mined. Thou shalt get for the mines ever three, so a total of 9 Buddler. Bruno assumes that you could become a member of Khorinis. In the observatory area on Khorinis you can actually find the necessary Buddler around their leader Slim. But before they leave their camp, they still need [Pickaxes](#). After you have got them for you, you should negotiate in the [Fishing village](#) with the local fishermen transport to the Albatros. At the end of the fisherman Simon is ready to carry out the crossing of the Buddler. If you leave Khorinis at the end of Chapter 3, you will immediately sail for Tamora. Talk to Slim. He gives you the job to talk to Bruno about the pay of the diggers. Bruno is not ready to meet the demands. So you have to choose an option. If you choose the "Comrade of the Bosse" dialog option, you decide to blackmail the Buddler to accept Bruno's offer. However, this will later lead to the fact that you should better not visit the Buddler, after you had all of them in the mines, because they will usually avenge on you. On the other hand, with the dialog option "Diplomat" you decide to cheat on the dads, so that they willingly work for little pay in the mines. With the dialog option "I hate exploiters" you again hit the side of the diggers and ask the governor to pay the diggers properly. Zneverknirschend Bruno will agree. You tell Slim the result and bring the diggers to the mines. But before you do that, it would be safer to kill all the monsters on the way alone, especially as there are some orcs at the ore mine. If you then bring the Buddler to the mines, you must follow the following order. Talk to Shorty first and get all the Buddler to the Silver Mine, which is the first mine on the way and is located near the coast. If you've gone a long way to the mine, you can talk to Shorty again. He will then stay there with two buddies. Talk to Slim and bring all the other diggers to the ore mine. This is the mine in the mountains, which lies between the starting beach and the city and was occupied in the 2nd chapter by the Orksoeldern. At the entrance to the mine, you talk to Slim. He then leaves the group with two other buddies. Talk to Balto and take him and the last two diggers to the Salt Mine, which is on the other side of the island, to the left of the city. You only have to go there a little bit. Then you can talk to Balto again and he will stay with his two companions. All you have to do is tell Bruno that the diggers are working in the mines. The quest will then be closed.

The abandoned house

Quest giver: Untersuchen des Hauses
Exp.: 250

If you follow the path of Edgar's quest [The griffin](#) after killing the griffin, or if you choose to climb to the right at the head of the rock stairs instead of to the left, you will inevitably come to a plateau in the mountains where you will find a house. If you examine this, the quest will start when reaching the upper floor. There you will also find a band of [The Chronicles of Tamora](#). The related quest will start with the reading of the book. This house belongs to Ambrosius, which you will find on the start beach just before reaching the end on your left. Note: If you first checked the entire starting beach and met Ambrosius there when you arrived, you do not have the appropriate conversation option. This will only be activated after the start of the quest.

The Stammler

Quest giver: Barkeeper
Exp.: 500 Reward: 300 gold coins

You learn about him from the bartender when you talk to him about Bruno and ask him what you should pay particular attention to on Tamora. To get further here, first [A way to the governor](#) has to be found. However, you can only address this to the Stammler if you find him alone, or if you have unmasked and killed Fulko, the [A shady advisor](#). But Bruno knows nothing and sends you to his servant Janus. He is not much help either and refers you to the water mage Telem, whose library is intended to provide information. So you're talking to Telem, who tells you the story of the stammerer. But he does not have the key to the library. This one has the librarian Adam, who lives in the city. Adam, however, refuses to release the key without the express permission of the governor. So you go back to Bruno and ask him for this. Now that you have told Bruno why you need access to the library, he gives it to you. However, he expects you to end this curse and promises 300 gold pieces for your success. When you come back to Adam, you get the key from him. In the library you will find Telem's Diary of the Descendant of the Stammerer, which mentions that the location of the focus that gives access to the tomb is [The abandoned house](#) in the mountains. Likewise the key to the chest, in which the focus is kept. There arrived in the chest but only a note that tells you that the focus was moved to a different location for security reasons. He is buried in the salt mine, in front of the big pile of rubbish in the middle. If the focus does not appear after digging, just sleep one night and the item can be found. Get him, go to the tomb and talk to the Stammler. He tells you that the curse is just about breaking a ritual and also what you need to do it all. Namely the hearts of a stone, a salt and a silver, which you can find on Tamora. You will find a stone holm at the waterfall, the other two are spawned in the respective mines. You also need a blessed weapon, which you need to talk to on the ship with Gernot. However, this has only a simple weapon, which requires either 100 strength or 60 skill. It's your choice. As far as blessing is concerned, you should talk to Telem afterwards. This one says that you can have the weapon blessed in the old Inno temple in the mountains. You get there through the swamp, which is located directly on the coast below the castle. Fight your way through and you will end up with a passage to the temple. There you can either jump over the drawbridge with acrobatics or search for a way out over the mountains. When you have all the ingredients for the ritual, go to the circle of stones mentioned by the founder and do the ritual that summons Abraxas, the author of all evil for the stammerer. After killing Abraxas, go to the Stammerer and tell him about it. He has already spotted the breach of the spell and then disappears after a last brief conversation. Now go to Bruno and tell him that the curse that read in the cemetery is over. He gives you the promised reward and then sends you to the landlord, so that the end of the curse on the island is known about him. He does not believe you and even threatens local ban, but you do not have to care anymore. You have done your duty.

buried treasure

Quest giver: Ambrosius
Exp.: 250

After hearing from Ambrosius that [The abandoned house](#) is his lodging, you can ask him what he is doing on the beach. In the course of the conversation, you learn that he is looking for the buried treasure of the old Seeraeuberkapitaens Sven Eisenbart, but so far had no success. So it makes you want to help him against getting involved in finding what you get from him an old document to help you find. Your search starts on the other side of the rock formation you are standing in front of. To get there, you run along the rock face towards the island interior. Then you stomp on a tunnel-like passage, he leads you to the other side. Leave this and all other documents that you find very attentive and you will find the treasure in the end. Then return to Ambrosius and share the treasure with him at your own discretion or not.

Message from the watchtower

Quest giver: Stephan
Exp.: 250 Reward: 200 gold coins

After talking to Stephan and learning what you have to do to gain access to the castle, you can ask him if he has a job for you. He tells you that he has not heard from the post on the old watchtower for a long time. That's why you offer to look there for the right. From the beach section of your arrival, you can see the watchtower on the top right of a plateau. You can reach it when, from the foot of the entrance to the city, you walk almost straight ahead in the direction of the rock face visible on the horizon. Right at the foot of the rock wall is a small rock barrier, which you can easily cross. Right behind you keep left. After a short distance, you recognize a rock formation in front of you again. Shortly before that, you can see a passage halfway between two rock walls with some palm trees. This is where you cross. Where the landscape crosses into the beach area, you will see a path on the right side of the cliff that leads upwards. Follow this straight on and it leads you directly to Watchtower. However, this is now occupied by Orksoeldnern. After eliminating them and inspecting the watchtower, you will find the body of the post. Keep the letter in his inventory and then return to Stephan to report. In the course of the conversation, you can also tell him that you have eliminated the Orcsoeldner, ending the quest.

Note: This quest is not part of the conditions to gain access to the castle.

The thief

Quest giver: Klaus
Exp.: 150/200 Reward: 400Goldstuecke + 3 Heintrænke

In your search for jobs, you also talk to Klaus. This was actually the task to look for the thief of the amulet of the water mage Telem. A task that he gladly passes on to you. But now to talk to Telem, you must have gained access to the castle via the quest [A way to the governor](#), as Telem temporarily stays there for study purposes. There you talk to Telem, who unfortunately can not tell you anything about the thief, why you should talk to the inhabitants of the city. There you go first to the bartender, who answers very brusque that he can not say anything. You better talk to the gatekeeper Joseph. If you now talk to Joseph, he does not believe you, that you have been asked by Klaus to look for the thief and demands proof first. So go to Klaus and talk to him. He gives you a recommendation for Joseph as proof. After Joseph has read these, he willingly gives all the information he can give. Although he can not say anything about the thief himself, he has given up the persecution of the thief only after he had disappeared in the big forest to the right of the city. After the possibility of any hiding you should speak better with Adam, since the Tamora like no one else knows. Adam now tells you that the mountains are too small and there are only a few caves. So you leave the city and you stop right before reaching the forest. Then you can already see the mountains through the forest. At the foot of the mountains you will find Igor in a cave. He is the thief. You speak to him, but he denies everything and the conversation inevitably leads to a fight. After defeating Igor, get Telem's amulet from his inventory. When Igor is regained, you ask him to come along. Igor straightens and, in case you let him go, offers you pickpocketing and skill. You can accept that, return your amulet to Telem and tell him that the thief has escaped (150 exp.) Or reject and bring him to the dungeon. If you then give Telem back his amulet and tell him that the thief will not do any further damage, there will be a small bonus (50 exp.). With the return of the amulet to Telem, the quest is over.

Adanosschrein

Quest giver: Telem
Exp.: 150 Reward: 200 gold coins

Note: This is a follow-up quest from Telem after you return his amulet to him.

You will find the Adanos shrine when you walk from the foot of the entrance to the city almost straight ahead towards the rock face visible on the horizon. Right at the foot of the rock wall is a small rock barrier, which you can easily cross. Right behind you keep left. After a short distance, you will see a rock formation in front of you again. On the left side of the formation you can see an ascending path. This leads you directly to the plateau where the shrine stands.

Telem tells you that the residents of the city have been avoiding the Adanos Shrine, which is located in the mountains on the coast for some time. You should find out why that is. If you visit the shrine, you will see that some goblins are playing around with it. Kill them and then report them to Telem.

The Griffin

Quest giver: Edgar
Exp.: 250 Reward: 200 gold coins

Note: You'll find Edgar walking from the foot of the city gate almost straight toward the rock face visible on the horizon. Right at the foot of the rock wall is a small rock barrier, which you can easily cross. Right behind you keep left. After a short distance, you recognize a rock formation in front of you again. Here you keep left and you can directly see a few sheep and in the background Edgar's hut. He stands in front of it.

The Schaefer Edgar has a problem. A Young Griffin has settled on Tamora and is constantly picking up one of his sheep, so he sees his existence as a Schaefer threatened, why you offer yourself to take care of the Griffin. From Edgar, you run back to the rock formation and continue straight on the path that leads you through a passage between two rock faces. Where the landscape crosses into the beach area, you will see a path on the right side of the cliff that leads upwards. Follow this path. Just before a crippled tree on the way, you'll see another path up the hill. This path ends on a small plateau where you can see a rock staircase. At the top you take the left side for the further ascent. This path leads you to Greif after two more climbs. Kill it and tell Edgar about it.

The Chronicles of Tamora

Quest giver: Lesen eines Bandes
Exp.: 300

If you look for bookshelves everywhere on Tamora, you'll find 5 bands that tell you the story of Tamora. You can find these bands:

Volume I	in Telem's Library
Volume II	in Telem's house in town (at the market square opposite Rubens booth)
Volume III	in Stephans Kammer
Volume IV	in the Abandoned House
Volume V	in the Innostempel

The sunken tower

Quest giver: Lesen eines Zettels
Exp.: 300

From this you will experience in the fireplace room of the castle. Press the switch and find hidden behind the fireplace, the message of a Schatzjaegers. The quest starts with reading this note. You will find the tower if you go to the palm tree at the back end of the second Lurker beach and then look out to the sea. Then you can see the top of the tower in the distance below the water surface. So you swim there, dive at the back of the tower and you're the darling. Back on the beach, you open your inventory and open all found gold coins. After opening the gold sack with 250 gold pieces comes a last diary entry, which concludes the quest.

Pickpocket

Quest giver: Janus
Exp.: 50

Use pickpocketing to get the key to the library from the librarian Adam, who has his house right on the market square.

Return quests for Tamora 3.-6. Chapter

Attack of the Orcs

Quest giver: Bruno
Exp.: 800

When you reach Tamora in the 4th chapter, the orcs have taken over the city. Most residents were able to flee to the castle. You have to go to Bruno and use the teleport to the castle. Bruno will now give you the job to eliminate the orcs in and around the city. When this is done, all you have to do is report it to Bruno to complete the quest.

Kriegst role

Quest giver: Bruno
Exp.: 500

If you get the quest [Attack of the orcs](#) from Bruno in the 4th chapter, you get too The task is to take care of their four war roles, which are located in front of the castle and the Orkschiffen. If these are dead, then the quest can be completed at Bruno.

Orcish warships

Quest giver: Bruno
Exp.: 500

If you get the quest [Attack of the orcs](#) from Bruno in the 4th chapter, you get too The task is to take care of their warships, which are anchored to the beach, which is located to the right of the starting beach. All you have to do is swim around the mountain and walk a bit down the beach towards the wetlands to meet them. Once you've killed the orcs on both ships, you can teleport to the castle and finish the quest with Bruno.

Attack from the underworld

Quest giver: Janus
Exp.: 750

When you return to Tamora in the 6th chapter, Janus, who you meet on the beach, tells us that the castle and the city were conquered by Beliar's creatures. You must therefore kill all the monsters that are inside the city and the castle and report this to Janus to complete the quest.

The island of Adarmos

The island Adarmos

Quest giver: Gernot
Exp.: 250

This quest starts at Gernot when you sail for Adarmos and ends at Rosh when you learn where the orc fleet has sailed.

Corsairs on Adarmos

Quest giver: Gernot
Exp.: 250

Since you have learned from Bruno, the governor of Tamora, that the Orc fleet has been associated with some corsair ships off their coast, Gernot gives you the assignment to question the big farmers who are on the island in charge. This is however dead and now the village is led by the Soeldner Rosh. However, before the village leader tells you where to find it, he asks you to go to the blacksmith first, as [The blacksmith Vico](#) is the only one in the village who, with the permission of Rosh, is allowed to make weapons and arrows. Listen to what Vico wants, do that and then let the village head know. Then he tells you where to find Rosh. Now that you know where [The way to Rosh](#) is, you are not easily admitted to it. To accomplish this, you must first complete an assignment for his guard Kosta. When that's done, you can go to Rosh. But first he wants to know what you could find out about the Corsairs. So tell him what you have learned and he will give you the information you need for Gernot.

The way to Rosh

Quest giver: Dorfvorsteher
Exp.: 325 Reward: 100 gold coins

After [The blacksmith Vico](#) has agreed to produce more weapons and arrows for the Jaeger Baromir in the future, the village chief says, where you can find the foreman leader Rosh. On the way, however, his guard Kosta stops you and tells you that you must first find out what the corsairs are planning on Adarmos. For this you get a suitable armor from him. He also tells you that he heard that there should be a black mage among the corsairs, about whom you should also collect information. So you have to pretend to hire the Corsairs. To do this you go to the corsair camp and become an officer who stays on the ship. He tells you to talk to people to see what you can do for them. [The Spear of the Corsairs](#) was sent by Mount, but did not respond. [Erik's Amulet](#) has disappeared and you should see that you get it back, the Corsairjaeger wants [Meat for the camp](#) and you should also pick up [Bjorns Kraeuter](#) from Emilio. Finally, the corsair officer wants [The treasure of the village](#) to come into his hands. After all this is done and you have been picked up by the Corsairs, Bjorn sends you to the Black Mage Zyon, so you can collect the information here as well. Back again you tell Kosta about Zyon and his disappearance. The latter is even worth a small reward to Kosta and thus the way to Rosh is free for you.

The scouts of the Corsairs

Quest giver: Mount
Exp.: 150 Reward: 50 gold coins

Mount has sent Spaiher Alvarez to find out about the mercenaries in the village and their plans. However, Alvarez has not reported. You should now check what's going on and get the information. Incidentally, you also get [Information about Rosh](#), which you should definitely tell the corsair officer. Alvarencan be found in a cave hidden behind overhanging tendrils. It is located halfway between the two camps on the left when you come from the Forders.

The blacksmith Vico

Quest giver: Dorfvorsteher
Exp.: 100

The headman has made it a condition that he will give you the way to the Foreman leader, that you ask the blacksmith to provide more weapons and arrows for the Jaeger Baromir, so that he can hunt more, since the harvest alone is not sufficient to feed the village population. So you talk to Vico about it. In return, he wants 3 chunks of magical ore and you also forgive where you might find it. You can now get this, or give it to you from your Tamora excesses (75 Exp.). Then you go to the village chief and tell him that Vico is ready to do more for Baromir (25 exp.).

Eriks amulet

Quest giver: Erik
Exp.: 300 Reward: 150 gold coins

The Corsair Erik has lost his charm of skill on a raid to the village. You should get it back for him. First, you ask the shepherd Carvallho. This tells you that it has the Soeldner Everaldo. In exchange for the amulet, however, he would like two light orca texts or alternatively 200 gold pieces. The orcs can be found as you leave the village and walk straight ahead, with the cliff face to your left. At the very end is a camp with two orcs. You now give Everaldo the orca texts or the 200 gold pieces (150 exp.) And get the amulet. This will take you Erik (150 Exp.) And get your reward.

Note: There are four light orca texts. You can now give Everaldo the two wished, or you keep all four for the quest of Hawk, to get a better armor faster. Since you will find enough on Khorus, you can spare 2 without any problems.

Meat for the camp

Quest giver: Korsarenjaeger
Exp.: 125 Reward: 30 gold coins

The corsair hunter at the entrance to the camp complains that they are running out of meat. You offer to go hunting for them, which makes them happy. Then you should bring the meat to the storekeeper Mount and get the gold from him.

Note: You will not be able to do this unless you have previously logged Mounts [Quest The Spear of the Corsairs](#) back to him and ask him if he has anything else to do for you.

Bjorn herbs

Quest giver: Bjorn
Exp.: 250

Bjorn had ordered Emilio Kraeuter from the depositor, but they have not been delivered yet. You should get this for Bjorn. So go to Emilio, pay the herbs and bring them to Bjorn.

The treasure of the village

Quest giver: Korsarenoffizier
Exp.: 250

The corsair officer has heard that there should be a treasure of 3000 gold pieces in the village. You should get him this. So go to village and talk to the headman there. He then tells you that you should come back the next day. The next day you get the gold and can bring it to the corsair officer.

The Black Mage Zyon

Quest giver: Bjorn
Exp.: 575 Reward: 3 Heiltraenke

After the corsair officer sends you to Bjorn, after completing all orders and with the [Information about Rosh](#), he too is of the opinion that Zyon must be informed immediately. You can also combine this with bringing him the required aquamarine he wanted. So you go up to the chapel and let yourself be teleported by his bodyguard Gregor to him in the chapel. There you talk to Zyon and give him the aquamarine. Now he wears you up to go to the imprisoned fire mage Caio and ask him how to recharge it. So you go to Caio and pretend to recognize him as Kaempfer Innos. Together, you want to stop Zyon now. In addition, he gives away a spell that Zyon can weaken so much that he can no longer sustain the spell that holds Caio captive. After you have spoken the spell, Caio appears in the chapel. Then Zyon telephones away and you can only tell Caio about his disappearance. At the end, Caio teleports you out of the chapel again. But you will see Zyon again later.

found list

Quest giver: Lesen des Zettels vom Baum
Exp.: 50

Behind the chapel is a high plateau, where the mercenary Emilio has created a bed. Up there, a note from Melvin to Emilio is attached to a tree. If you read the note and after you have brought Bjorn his herbs, you can address Emilio at the next meeting on this note. Then you have 3 talk options with him. If you take the first two options “ The people in the village will be interested ” or “ No time ”, the quest is finished normally. If you take the 3rd option “ I’ll help you ”, you’ll get the chance to help with the elimination of [Emilio’s Disaster](#)’.

Emilios disaster

Quest giver: Emilio
Exp.: 510

Emilio has used too much of Melvin’s pest control in fighting the meatbug problem in his field above the chapel, and now the Molerats are bustling up there. Emilio asks you to go to Melvin and get a remedy for the Molerats now. When you talk to Melvin, he does not like hearing about it. For an effective antidote, he additionally requires 3 pieces of a certain herb. Get him this and he brews the Traenke, which you then bring to Emilio. Do not forget to order Melvin’s warning “ friendly regards ”.

Information about Rosh

Quest giver: Alvares
Exp.: 120

If you are sent from Mount to Alvares to get information, you will learn from this, that the forensic leader Rosh is looking

for a spell. This information should be given to the corsair officer. Whatever you do. This information is so explosive that you should also inform Bjorn.

Note: If you refer to the corsair officer, you have two talk options. “ He is looking for a spell ” and “ Oh, not so important ”. If you choose the 2nd option, the 1st will disappear after the Corsican Officer’s answer and the quest will not be resolved.

The lost Son

Quest giver: Dorfvorsteher

Exp.: 300

You should ask the farmer who administers Adarmos about the whereabouts of the orc fleet. This came however with the son of the village chief and dispute, in whose escalation the big farmer was killed. As a result, the son of the village chief left the island without a known destination. On the island of Khorus you hear for the first time from his son name Garrik, who left a lasting impression on the local inhabitants. You will find Garrik on Khorinis, where he finds himself in the search for Rosi’s son Till at the fork to the stone circle / lighthouse, near Akil’s court.

The Drueckeberger

Quest giver: Bantor

Exp.: 100

If you talk to the farmer Bantor, he will complain to you about the villager Pablo, who is constantly on the verge of work. First, you have to look for Pablo, who hid in front of the entrance to Rosh House and report this to Bantor. Then you should talk to Pablo again and persuade him to go back to work. In dialogue, you have both the ability to convince him with arguments or to threaten him with violence. Pablo will then resume work. If you report this to Bantor, you will receive a bag of Krauttabak as a thank you.

Return quests for Adarmos 3.-6. Chapter

Garrik’s return

Quest giver: Dorfvorsteher

Exp.: 150

When you enter Adarmos in chapter 6, the village chief tells you that his son Garrik has returned. Since Garrik complained to Rosh about his tyrannical rule, he had to leave the village because Rosh wanted to arrest him. So you have to look for Garrik. You can find him in the cave where Alvares was hidden in the second chapter. Garrik tells you that Rosh Baromir killed when he wanted to help Garrik. Garrik wants to take revenge on Rosh. After this dialogue, the quest is ended.

Billing with Rosh

Quest giver: Garrik

Exp.: 350

After Garrik tells you that Rosh has killed Baromir and Garrik wants revenge on Rosh, you decide to help Garrik to free the village from the rule of the Soeldner. The quest [Billing with Rosh](#) will now be unlocked. Before it goes against Rosh, however, must first be turned off his money. After this, you can now fight against Rosh, who is staying at Baromir’s hut. After killing Rosh, you report it to Garrik. This completes the quest.

Powerful golems

Quest giver: Dorfvorsteher

Exp.: 400

When you visit Adarmos again in Chapter 4, the village head tells you that seven magical ore golems have suddenly appeared and that you need to talk to Caio about it immediately. He stays with some of the mercenaries in the corsair camp because of the fight between both groups and the corsairs were killed. Caio suspects that black mage Zyon, who fled the island in Chapter 2, summoned the golems in revenge. Since the golems are immortal, one needs a sacred weapon to defeat the golems. Caio therefore instructs you to go to Khorinis and ask Pyrokar to hand over the Holy Hammer. The subquest [Message for Pyrokar](#) will now be unlocked. In Khorinis, however, Pyrokar will tell you that he does not want to give you the hammer, so you’ll have to return to Adarmos without a hammer. If you tell Caio this, it will send you to the water mogul Telem, as according to a legend, there should also be a Holy Ax found on Tamora. can. The subquest [Message for Pyrokar](#) will now be closed and the [Embassy to Tamora](#) will be unlocked. Your next goal is called Tamora. When you talk to Telem, the subquest [Embassy to Tamora](#) is completed. Telem now tells you about the legend of the Holy Ax and gives you the advice to examine the cellar of Bruno, because there is a secret cave where you could find the ax. But the key to Keller is Bruno, with whom you have to speak. You get three dialogue options to continue the conversation with him, but they do not affect the result. Bruno will refuse to surrender the key in all cases. You must therefore steal the

key. In the basement there is a switch in the bottom room near the wine barrels, which opens a secret wall. If you press this, you can enter the secret cave. In the front area you will find a chest, in the back room, however, a Adanos shrine on which the ax lies. However, to get to the ax, you must eliminate the artifact guard. After you take the ax, you can travel to Adarmos and tell Caio that you have found the ax. You can now kill the Golems. When you have done this, you immediately report this to Caio. To thank you, you get from him three permanent Traenke, namely for mana, strength and skill. Then you tell the village head that the danger is over, so that the quest can be completed.

Embassy for Pyrokar

Quest giver: Caio

Exp.: 75

Subquest the main quest [Mighty Golems](#). You can find more information there.

Message by Tamora

Quest giver: Caio

Exp.: 75

Subquest the main quest [Mighty Golems](#). You can find more information there.

The merchant ship

The merchant ship

Quest giver: Harald

Exp.: 250

Shortly before reaching the island Khorus coming from the Adarmos, you will meet a merchant ship. Harald gives you the job to translate and ask the captains if they have possibly seen the ork fleet and could observe their course. However, before you can get to him, you must first defeat the [Fever on board](#) and be concerned about the [Rum for Bjoern](#). When you talk to captain Ahab, he tells you, unlike what sailor Hans has slipped out, that they did not meet any ork ship. This is what you report to Harald, in which, not least because of the itinerary that Ahab told you, and the political situation, there is a suspicion that Ahab is doing business with the orcs. You should get [Access to the cargo compartment](#) and look for proof of this theory there. This is not so easy. After you have finally succeeded, you find in your search an Orcstandarte, which serves as a sign that the owner is in friendly contact with the orcs. Confronted with this evidence, Ahab confesses everything and reveals the orcs' further itinerary. You will report about it to Harald.

Fever on board

Quest giver: Bjoern

Exp.: 50

You want to talk to the ork fleet with the captain, but for the first time the fever of the sailor Hans must be fought. But that's enough for a pitcher of Grog to get back on his feet, so you give him one and everything is fine. You should already have found the grog in the course of the game. But if you've drunk or sold it yourself, you can get the grog from Wolfgang as well.

Rum for Bjoern

Quest giver: Bjoern

Exp.: 100

In order to be admitted to the capita, it is not enough to have only fought the [Fever on board](#). No, Bjoern has not drunk anything clever for a long time. Before he gives you the key to the captain's cabin, he wants you to have 5 Kruger Rum. You have either found them, or if you should have drunk or sold them, you can buy some from Wolfgang. Give Bjoern his rum and you'll get the key.

Access to the load compartment

Quest giver: Harald

Exp.: 50

As part of the [The merchant ship](#) quest, you'll want to gain access to hold as Harald assumes the Orca captain is doing business. So you ask Ahab about the access, which he strictly rejects. The threat of sinking refusing to inspect, as suggested by Harald, remains without effect. So you go to Harald again and tell him the state of affairs. He then says that you should try to convince the team what a mutiny is. Bjoern and Hans, however, refuse to take this step. Instead, Hans gives you the crucial clue how you can still get Ahab to grant you access. Change the clue and Ahab grants you access to the hold.

The island Khorus

Tip: - Eschenbogen in the Piratengoblinhoehle

Proviant Up

Quest giver: Gernot
Exp.: 200

You should translate Ernst and Dandolo to Khorus and get more food for your trip there. You will receive the provisions in the village from the merchant Martis. However, he has fled from the orcs and is now with some other refugees in the old tower ruin, as well as the village is occupied by the orcs. Only when you can tell him the successful [Liberation of Khorus](#), you get from him the key to his camp and you can pick up the necessary food.

Orc Khorus

Quest giver: Sichtung eines Orkspaehers
Exp.: 100 Reward: 100 gold coins

After landing on Khorus, discover an Orc Spooker exploring the beach on your left. Immediately report this to Gernot, who instructs them to learn all about the orcs there. Especially where to stay. When you find the refugees who have settled in the old tower ruin, village head Tom tells you that [The Orc patrols](#) is making the area unsafe. The villager Harald tells that the orcs have taken over the village as well. The lighthouse Tadeus, tells you that [The Lighthouse of Khorus](#) is also occupied by the orcs. This is what you tell Gernot.

The exemption from Khorus

Quest giver: Roland
Exp.: 250

In a cave on the beach you will find the villager Vikas, who fell in this cave in his flight from the orcs. In the course of the conversation you promise him the liberation of Khorus. You're talking to Gernot, who does not like your premature promise because he knows Lord Baldwin will not make a man of such a mission. The only concession you get from Gernot is that you can ask Dandolo if he would like to help you with this task. In addition, you learn from Vikas that some of the other refugees are in the old tower ruin. There, village head Tom tells you that [The Orc patrols](#), who roam the beach and especially in the area between the village and the first path to the beach, make the area unsafe, and the villager Harald tells you that the orcs have taken over the village as well. Valine, the wife of the village chief, mentions that there are 20 orcs under the leadership of an orc shaman. The Tadeus lighthouse, located on a rise between the second path from the beach to the inland and the lighthouse, tells you that [The Lighthouse of Khorus](#) is also occupied by the orcs. After you have made all Orcs unbothered, you communicate the complete liberation to the merchant Martis. If you leave the island, do not forget to tell Vikas about the liberation.

The Orkpatrouillen

Quest giver: Tom
Exp.: 150 Reward: 4 Heiltraenke

Village head Tom, who has taken refuge with some of the other refugees in the old tower ruin, tells you that she is very worried about being discovered by the Orc patrols roaming there. The one team is on the beach and from there on the way to the lighthouse. But the one who is the most dangerous for the refugees is the one who patrols between the village and the first path down to the beach. Take care of these two spoils and then tell Tom about it.

The lighthouse of Khorus

Quest giver: Tadeus
Exp.: 150 Reward: 100 gold coins

The lighthouse Tadeus, which stands on a hill between the second path from the beach to the interior of the island, you will learn that the orcs have also occupied the lighthouse after your landing. Thou shalt drive her from there, so that Tadeus can do his job again. So go to the lighthouse, eliminate the orcs there and then tell Tadeus that the lighthouse is free again.

Vikas

Quest giver: Vikas
Exp.: 100

In a cave on the beach, to the right of your landing site, you meet Vikas, who fell into this cave during his escape from the orcs. He tells that he belongs to a refugee group that has taken refuge in the old tower ruin. For fear of the orcs, he

wanted to stay there but first. You tell him to go to your camp, so to Ernst and Dandolo. In the old tower ruin, you learn then from Harald that Vikas has been sent to the neighboring island a week before to get help. Since nothing has been heard of him since then, it is believed that the orcs have caught him. Now you can tell him that you have found Vikas in a cave on the beach and he is so well.

The Holy Book

Quest giver: Petra

Exp.: 100

Petra, the wife of merchant Martis, has lost her son and can no longer read in her favorite book, the holy book, which alone can give her some comfort in these difficult times. The book is in the chapel not far from the village, but now, just like the bridge in front of it, it is occupied by the orcs. So you go down to the chapel and get the book. You give this to Petra, so she can find some comfort and peace.

Medicine for Valine

Quest giver: Valine

Exp.: 100

Valine, the wife of the village chief Tom, has a fever and asks you to get her from the herbalist Valandrae a medicine. If you have not made this tent available to Valandrae, [The woman from the old stone circle](#) yet, you have to do it first. Before she can not help you, since all her Traenke and Kraeuter are there. Once this is done you can address her to the medicine for Valine. For this she needs special mushrooms, which you first have to collect for them. If you have given her the mushrooms, she tells you that you can pick up the medicine the next day. Bring these to Valine.

The woman from the ancient stone circle

Quest giver: Valandrae

Exp.: 150 Reward: 4 Heiltraenke

Valandrae studies the old stone circle and is kraeuterkundig. At present, however, it is slightly above the stone circle, which is also located in close proximity to the lighthouse, on a hill near the beach, because not only the orcs are in the lighthouse, but above all, because the stone circle for the moment just so Goblins and wild animals teem. However, the orcs are not their primary problem. So you go to the stone circle and kill the goblins and all the beasts there. Afterwards Valandrae returns to her tent. *Note: This quest is a prerequisite to have a corresponding conversation option for the quest [Medicine for Valine](#) with you.*

Nerve Drink for Kolwin

Quest giver: Kolwin

Exp.: 100 Reward: 50 gold coins

Kolwin, who has taken refuge with some others in the old tower ruin, has a problem. Since the orcs are on the island, his nerves are blank and can no longer sleep properly. He asks you, because of the orcs he can not go himself to him to get his supply of wine, which is in a chest in a cave nearby. He hands the key to the chest and tells you where the cave is. So go into the cave and get the supply of wine. Then Kolwin is happy again.

Wargfelle

Quest giver: Henry

Exp.: 150

In the Jaeger camp, which you reach when you go up the first path into the interior of the island and then stop at the top left, you meet Jaeger Henry. This is especially because of the danger of the four-legged companion of the orcs, the warghounds worried. It should have arrived over a dozen of these animals with the orcs on the island. If you give him 12 Wargfelle to prove the death of these animals, he would be calmer. So go and calm Henry down.

Meat for Loga

Quest giver: Loga

Exp.: 50

Loga, a Jaeger from the Jager camp, which you reach when you go up the first path into the interior of the island and then you keep on the top left complains that since the orcs occupied the island can hardly go hunting without danger. That's why he asks you to support him in doing so. In return, he is ready to teach you archery and skill. Get him the desired amount of meat and you have another teacher on Khorus.

Note: The Jaeger Enzo is ready to teach you hunting skills if you are ready to take care of the island's orc problem. The Jaeger Refty is ready to train in hand-to-hand and strength.

Ferrell

Quest giver: Martis
Exp.: 200 Reward: 300 gold coins

You learn from merchant Martis that his son, Ferrell, when he came to Elenna's aid, in which he drew the orcs to himself, ran into the mine while fleeing from the orcs to hide himself there. These were the orcs then, when they could not find him verschuettet, so he does not come out. Martis' wife Petra assumes that Ferrell is still alive, while Martis himself rather takes the death of his son. You declare yourself ready to look and get a card from Martis. A pickaxe lies in the ruins. After the village is cleansed by the orcs, you make your way to the mine. You find Ferrell in the bottom of the mine after beating crawlers through tons of crawlers. On the way back, you'll be free again and then lead Ferrell to the rope ladder that leads out of the mine. In the village you then tell Martis that his son is still alive and soon returns to the village.

Return quests for Khorus 3.-5. Chapter

Where is Kolwin?

Quest giver: Harald
Exp.: 150

When you come to Khorus in the 4th chapter, you get from Harald to look for the order Colvin, who has been missing for several days. Since no inhabitant in the village knows where Kolwin is, you should next ask the Jaeger. There you get the tip to ask Jaeger Enzo, who is on the beach. Specifically, at the back rise leading to Valandrae and the lighthouse. Enzo gives you the tip to ask the lighthouse Tadeus. Tadeus then tells you that Kolwin wanted him to have schnapps, but he did not want to give it to Kolwin. Tadeus needs it himself to warm in winter, because he has hardly any coal left to heat. To still get the schnapps, Kolwin wants to get therefore for Tadeus coal. Coal can only get to Colvin in the coal mine, where Kolwin will finally meet. Now all you have to do is tell Harald that you have found Kolwin and complete the quest.

The oracle ship

The prisoner

Quest giver: Martin
Exp.: 200 Reward: 100 gold coins

If you inspect their ship after the naval battle against the orcs, you will find Martin, a member of the Khorinis militia, in a cell. He asks you to free him, whatever you offer. However, Martin does not want to leave the ship without his sword, which should be somewhere below deck. So you go there and look for the sword. After you find it in a chest, you bring it to Martin, who then leaves the ork ship with you. When you arrive at the Albatros, you tell him that he is safe now.

Letter in orcish language

Quest giver: Lesen des Briefes
Exp.: 50

[The prisoner](#) Martin, a member of the Khorinis militia, whom you find on the ork ship, asks you to seek his sword. In addition to the sword, you will also find this letter in orkischer language in the chest. Since you are not able to do the Orcish, you go to Gernot and tell him about your find. However, he and the other paladins are also unable to read the letter. That's why Gernot sends the letter to Wulfias, the fire mage on board. He takes over the letter and tells you to finish the translation until the next day. So you go the next day, pick up the translation, read it and then give it to Gernot.

Ore for the king

Quest giver: Martin
Exp.: 1000

After [The prisoner](#) Martin was freed from you and taken to the Albatross after winning the naval battle against the orcs, he tells you that Lord Hagen has left for Minental. If you report Lord Baldwin on the matter of the Orc Fleet after the Fire Mage Wulfias advised you to do so, you can also ask Lord Baldwin about Lord Hagen's mission. So you learn that this was sent to get magical ore from the valley of the mine. Once you've arrived on Khorinis, your next destination, Gernot will wake you up to find out what happened and where Lord Hagen is. After gaining access to City via Giacomo's [Pictures sale](#), and first sending it to Grant, the leader of the orkhoists on Khorinis, Scott's [Management Report](#), who is staying in Orleans Tavern "To the Dead Harpy", you are now to sign up for Grant notice how the [Loyalty of the Orcso Nerds](#) is in front of him. You also have to talk to Hamlet, the jailer. In prison you meet the captive Paladin Cedric. Which was imprisoned by the orcs. After expelling yourself as Lord Baldwin's envoy, you learn that the Paladins around Lord Hagen in the Mental Valley have been taken by the orcs and they just manage to hide 10 boxes of ore in the old mine from their access. Lord Hagen, however, is still ensnared by the orcs in the Mental Valley. After you have managed to steal Grant's key for the door to the old mine, you go there and get the Erzkiten. You then hand them over to Gernot.

Note: These are not the only ore boxes you can find. At Onar's farm you hear about the farmer Gunnar about a 'madman' who wanted to know where to live undisturbed. [The hermit in the mountains](#) is called Gilbert and is a former digger from the penal colony. After you've killed [Gilbert's goblin problem](#) and killed the [Monster in the mine](#), he'll tell you where he left two more ore boxes. You can also give these to Gernot.

Black Mage to Khorinis

Quest giver: Martin

Exp.: 500

After [The prisoner](#) Martin was freed from you and taken to the Albatross, he tells you that before the orcs could kill him, a black magician came and prevented that. Instead, he was captured and was supposed to be taken somewhere by ship, but he did not know where to go. You report about it to Wulfias, the fire mage on board. He is very worried about the news and tells you that once you've arrived on Khorinis, you should try to find out more. There you will find the militiaman Heckard at Erol's lodge on the Lurkersee. He tells you that while hunting on the willow plateau, he was injured by sturdier and more resistant lurkers than usual. He considers this to be the work of the black magicians. After gaining access to City via Giacomo's [Pictures sale](#), you'll meet Zordian, Khorinis' top black wizard. Now you have the opportunity to hear him out about the plans of the black magicians. However, the crucial information can be found in Donshak, the orc army leader on Khorinis. After successfully checking out for Grant as he is about [Loyalty of the Orcso Nerds](#), he tells you that Donshak wants to talk to you, probably about the new Arena Champion of Khorinis that you now have after your fight with Evans to learn. Assuming you have enough skill (80+), you can steal Donshak's letter with controversial content. If you steal the letter from Donshak, you will receive it from orc colonel Zardok after bringing the orca reinforcement to the lighthouse. After reading Donshak's letter, you return to Gernot and give him the letter.

Important missions to Khorinis

Quest giver: Martin

Exp.: 500

If you have freed Martin on the orc ship and he tells you what happened in Khorinis, this quest will start. It should help you to have an overview of all important quests on Khorinis to find your way around better. The quest will be closed if you leave Khorinis at the end of Chapter 3 again. The following quests have to be done on Khorinis to leave the island.

[Digger for Tamora](#)

The quest can not be completed on Khorinis yet. You have to bring the Buddler into the fishing village and organize a crossing to the Albatros.

[Black Magician on Khorinis](#)

You must remove Donshak's letter, read it, and then notify the trapped Cedric and then Gernot.

[Ore for the king](#)

You have to get the 10 ore boxes out of the abandoned mine. Grant has the key to the mine. But there is another key in his chest that stands in the barracks.

[Orksoeldner on Khorinis](#)

You have to complete all the quests in town and choose Grant "Beliar" or "Inno's". If you have completed quest [Buendesangebot](#) or are being escorted by Grant from the city, you will need to report your collected information first to Cedric and then to Gernot, thereby completing the quest.

[The Orklager](#)

You must, along with Khaled and Lord Andre's help, eliminate the Orklager from Onar's court.

[Message to Lord Baldwin](#)

You will need to receive this quest from Lord Andre after completing the [The Orklager](#) quest.

[The observatory](#)

You must have solved this task, as well as all its subquests.

Chapter 3

The island Khorinis

Where is Lord Hagen?

Quest giver: Gernot

Exp.: 200

After asking Gernot in Chapter 3 what to do on Khorinis, this quest will unlock. It is intended for orientation and should help you to progress in the story. In the diary you will get the hint to start your search on Onars farm. On the farm of Onar you will receive in the conversation with the peasants Gunnar the hint to continue your search in Dexter's former camp, as there is the militia. You should talk to Lord Andre right there. He will tell you where Lord Hagen is. The quest ends with this information and you can now complete several quests for Lord Andre to help you advance in the story.

Risk of monitor lizards

Quest giver: Gernot

Exp.: 250

In the third chapter, when you enter the Thieving Isle off Khorinis and talk to Gernot, after the dialogue with him, an assault by the Waranen takes place that must be fought off. After this is done, Gernot gives you the job to kill all the monitors on the island, so that they are not bothered by them. When you have completed this task, you will receive 200 gold pieces as a reward.

smugglers

Quest giver: Baltram

Exp.: 250 Reward: 250 gold coins

On the small beach, to the right of the harbor of Khorinis (on the left side of Treasure Island), you will meet Baltram, who will organize the escape of the survivors from the city. You talk, but Baltram does not really trust you because you left Khorinis a long time ago and he did not know you very well either. The fear of spies of the orcs is great. Baltram would like to see as evidence a certificate that identifies you as acting on behalf of the King. So you go back to Gernot, who gives you a power of attorney already issued by Lord Baldwin. With this you go again to Baltram. After seeing the proxy, he tells you that the other refugees are in the sewers, but there are problems with the sluice out of the city. What exactly is it, you should ask Farim. From this you learn that [The lighthouse of Khorinis](#) has been occupied by the orcs and it is therefore too dangerous at the moment to continue to smuggle refugees over this way into the interior of the island. You take care of this problem and then go to the sewer. Alrik is waiting for you at the entrance, telling you a lot about the attack. You tell him that the way over the lighthouse is free again, which pleases him, but there has been another inconvenience in the meantime. Gritta, who is also there, refuses to take the flight over sea and beach. So you have to talk to her first. Gritta confirms the information you already received from Alrik. Then you talk to Alrik again and you agree that Alrik and the others take the way over the beach and you come up with an alternative for Gritta. This is that you lead her through the city to the lighthouse. You tell her that first and then Alrik, whereupon he sets off with the others to the beach at Baltram and then all go to the lighthouse. If you have managed to create an orc-free passage from the hotel to the east gate (it is easiest at night), get Gritta out of the sewers and lead them to the lighthouse. Then you talk to Alrik again and tell him that you have now brought Gritta heal from the city, whereupon she sends you to Baltram.

A beer to quench your thirst

Quest giver: Buerger in der Kanalisation

Exp.: 50

In the sewer of Khorinis City, just before you get to the back main room with the refugees, you hit the refugee Booze. If you say this, he just wants a beer. Give it to him and the thing is done.

The lighthouse of Khorinis

Quest giver: Farim

Exp.: 200

Farim tells you that the orcs have occupied the lighthouse and therefore it is not possible at the moment to continue to evacuate refugees from the city. So you go up to the lighthouse and remove the orcs. Then you tell Farim that the lighthouse is now free again.

Orc mercenaries on Khorinis

Quest giver: Baltram

Exp.: 750

You learn from Baltram that the orcs were supported by Forders in their attack on Khorinis. You report this to Gernot, who then instructs you to learn all about the Orksoeldner. For this you should talk to the population. But this can, if at all, only very superficial and above all general information. However, after gaining access to the city via Giacomo's [Pictures sale](#), you're working directly for Grant, the leader of the orkholders on Khorinis. As part of his orders [Management Report](#), [Loyalty of the Orcso Nerds](#), [Arenakaempfe](#) and [Donshak](#), you'll learn all about the Orksoeldner. After Donshak has nothing left for you to do, he sends you back to Grant. Since you have worked so well for Grant, he suggests that you join the Orksoeldnern. Now you have two choices. You can choose between:

- **For Beliar:**

In this case, he gives you the job to submit Khaled, the leader of the Forensors, to Onars Yard with a [Buendnisangebot](#).

- **For Innos:**

In this case, he no longer has any use for you and will drive you out of town. After that he demands the restitution. Since you do not know if you might not have to go to town again, you are of course refusing.

Whatever you decide, Grant will be dead at the end of the road. Afterwards you will report to Gernot.

The painter

Quest giver: Gespraech mit Giacomo

Exp.: 200

You meet the painter Giacomo at the waterfall on the willow plateau near Bengars farm. He asks you to bring him [Drawing paper](#). After you have brought him this, you can also take his [Pictures sale](#) for him because he is very busy at the moment. If you have delivered the last picture and given him his gold for it, you can ask him if you can do anything for him and you can indeed. Of the usual motives, however, he has enough. Now it has to be something special. It has to be a [Orc searched](#) ready to model it. After completing this task to his satisfaction, he does not need any further help from you.

father and mother

Quest giver: Baltram

Exp.: 400

During your conversation with Baltram, you also learn that your parents managed to flee inland before [The lighthouse of Khorinis](#) was occupied by the orcs. Where they are now, he can not tell you. Even the hunter Niclas, whom you find near the lighthouse knows nothing about it. From the merchant Erol, who is in the lair at Lurkersee with some other refugees from Sekob's farm and the landlord Orlan, you learn that many people have fled to the north. Some also stay on Onars farm. He does not know where your parents fled. Since they are not on Onar's farm, so you have to go north and search them there. You will get there if you get the [Scrolls for Lord Andre](#) and he will send you north to let the fire mage Daron give you the key to the monastery. There you will actually find your mother, who has been molested by Moe since her father Bosper was on the hunt. You make Moe stop his harassment. Then you go in search of Bosper. You can find this in the portal yard of the excavation site. But before he comes out with you, you must first prepare [Bospers rescue](#). After all is done, you go with Bosper into the refugee camp and bring him to your mother. Then you talk to Bosper again.

wanted Ork

Quest giver: Giacomo

Exp.: 200 Reward: 200 gold coins

Condition: You can only solve this quest if you keep the Ork Tarrok alive during the Daron quest [Dangerous cave](#), despite the paging assignment.

After successfully completing Giacomo's [Pictures sale](#), you can ask him if he has anything left for you to do. He affirms that. Now you should get him a peaceful orc willing to model him, as he is fed up with the usual motives. You can find it in Tarrok, which you will encounter in the fire inspection area in the north. You'll get there when you're on your way to getting [Scrolls for Lord Andre](#). Because you have to go to the fire mage Daron, who is with many other refugees in the north. From these you should get the key to the monastery. He will not let you have the key unless you have previously inspected the [Dangerous cave](#). Now, if you've left Tarrok alive, you'll make another [Rune Travel](#) with him, at the end of which you can ask him what he's up to now. If you say it again, you can address it to Giacomo and his wish. After initial hesitation, Tarrok finally agrees and lets himself be led by you to Giacomo, whom you then mediate to find the desired orc.

Locate Heckard

Quest giver: Wulfgar
Exp.: 100 Reward: 50 gold coins

In front of the tower building, in which Lord Andre is staying, you will find Wulfgar, the captain of the city guard. He asks you to look for the militiaman Heckard, who left for hunting days ago. He suspects him on the willow plateau. However, you find him at Erol's lodge on Lake Lurker, where he retired injured. That's what you say to Wulfgar.

drawing paper

Quest giver: Giacomo
Exp.: 100

Giacomo needs, to continue to paint, new drawing paper. This you should get from the dealer Erol. However, he does not know where Erol is now. You can find him with some other refugees in the cave on Lurkersee. So get the paper and give it to Giacomo.

images sale

Quest giver: Giacomo
Exp.: 300

After you have given Giacomo his drawing sheets, you can still deliver his pictures. These go to the former governor Larius, who has fled the city and is now with other refugees at the towers at the Trollschlucht near Onars Hof. The next picture gets the bandit Gregor, whose messenger Gonzales du am Lurkersee should meet and the last picture gets the black magician Zordian, who is staying in the city and you his contact Grant, whom you meet in the Teleporterhoehle near the east gate sends, There is still a problem here. To get through the ranks of the orcs you should get a badge, but Giacomo has lost what it was. That's why you should first deliver the first two pictures and then come back to him. He thinks he remembered what it was until then. So you first give the pictures to Larius and Gonzales and then return to Giacomo. He actually remembered what it was. He hands over the one armor that gives you unobstructed access to the city. After handing over his image to Zordian, you go to Giacomo and tell him that all the pictures have been taken.

Heckards crossbow

Quest giver: Heckard
Exp.: 200 Reward: 100 gold coins

Militia officer Heckard, whom you meet at Erol's lodge on Lurkersee, lost his crossbow while hunting on the willow plateau in the fight against [Weird lurkers](#). You offer to go there and get them. So you go to the willow plateau, kill the lurkers and bring Heckard back his crossbow.

The Red Lantern

Quest giver: Bromor
Exp.: 150

When you talk to the refugee Bromor on the way past the willow plateau, he asks you if you can find out what happened to the red lantern, his brothel in Khorinis. Once you have access to the city through the image sale quest, you can check out the harbor district. Enter the red lantern and the quest will update. Back at Bromor, you tell him that everything is decayed and he's pretty kinky. He also misses his income of 300 gold pieces and a box with promissory notes. You can take these from the Orco Hulk, who is staying in the valley behind Xardas' Tower, where you find in DNdR Lester. Bromor gives you the whole 300 gold to thank you for the casket.

Reconquest of Khorinis

Quest giver: Lord Andre
Exp.: 3000 Reward: 2500 gold coins

Lord Andre, whom you meet at the towers at the Troll Canyon near Onars Court, tells you that in the current situation he sees little chance to conquer Khorinis, since the orcs have not only the city, but also the surrounding area under their control. First, the [Orcs on the farms](#) would have to be made harmless, which would improve the situation a bit. After you have been able to free the smaller Hoefe, only [The Orklager](#) remains, the Onars court besieged. In order to be successful here, you should get [Scrolls for Lord Andre](#) from the monastery. But before you can go against the orcs you have to take care of a new problem. [deserters](#) of the city guard have been making the area unsafe for some time now as highwaymen, and are furthering the civilian population. The [Orcs at the passport](#) must also be turned off in order to find out if there is a possibility to contact Lord Hagen, who is in the Mental Valley. However, this is not possible because the orcs have blocked all access to the mental. That is why the Orcish siege army of Onars Hof is again in the focus of further development. In addition, you should first negotiate a ceasefire with the Forders on Onars court. Since the conditions are rather bad, you

have to win [Confidence of the Forders](#) first. After you have succeeded, you want to tell Lord Andre this. However, this was abducted in the meantime by strangers. Thus, first the [Attack on Lord Andre](#) has to be cleared up and Lord Andre released. After his liberation, he and Khaled join forces and under your leadership the final strike is made against the Orklager. The battles, however, have so tired the troop that you must single-handedly disengage the remaining orcs in the city. Now that you have freed the city from the besiegers, you report to Lord Andre about it, whereupon the refugees return to the city.

You can conquer the city in later chapters. However, if you wait too long, you may not be able to do the follow-up quest on Lord Andre [The remains of the Orkarmee](#), which usually starts in Chapter 4.

Special Healing Potion

Quest giver: Heckard
Exp.: 100/200 Reward: 50/0 gold coins

In his fight against [Weird lurkers](#) on the willow plateau, the militiaman Heckard was injured. He asks you to visit the alchemist Constantino and ask him for a healing potion. If [the lighthouse of Khorinis](#) is still occupied by the orcs, you will find Constantino in the Khorinis Sewers. When the lighthouse has been freed from you and the refugees around Alrik already know this and have set off, you will also find Constantino there. So find Constantino and ask him about the healing potion. For this he needs some herbs including a dragon root and the blood of the mutated lurkers. After he has all the ingredients, he tells you that you should come back the next day, then the potion is ready. So you go to him the next day, bring the potion and bring it to Heckard. After drinking the potion, he will spontaneously offer you 50 gold pieces as a reward. Now you have two options to complete the task:

You choose the first option and take the gold. For that you get 100 Exp. You reject the gold and get 200 Exp.

Strange Lurker

Quest giver: Heckard
Exp.: 500 Reward: 100 gold coins

Militiaman Heckard tells you that while hunting on the willow plateau, he's met with particularly strong and resistant lurkers who seem to have mutated, losing his crossbow. He suspects that this is the work of the black magicians. Since you are already on the way to the willow plateau through the search for [Heckard's Crossbow](#), you kill the lurkers and report back to Heckard.

Orcs on farms

Quest giver: Lord Andre
Exp.: 250 Reward: 250 gold coins

Lord Andre tells you that before you can remember the city's recapture, you first have to clear out the smaller peasant farms in the area to cut off the orcs from their supplies. So you set off to make the orcs on Akils / Lobarts / Sekobs and Bengar's yard unbreakable. After the last yard is freed, inform Lord Andre.

Orc Lobart Hof

Quest giver: Lobart
Exp.: 250 Reward: 150 gold coins

Lobart and his people can be found in a well-hidden cave near the city wall. He tells you that his court was also taken by the orcs. You go to Lobart's court, send Beliar's henchmen to Beliar, and then tell Lobart that his farm is free again, whereupon he and his people return there.

Orc Sekobs Hof

Quest giver: Sekob
Exp.: 250 Reward: 250 gold coins

The farmer Sekob, whom you find with other refugees in the cave at the Lurkersee, hid there with his people, since the orcs also occupied his farm. Kill the orcs there and then share this with Sekob. Although he will not return to his farm for fear of the other orcs, but that should not take care of you.

Orc Bengars Hof

Quest giver: Bengar
Exp.: 250

The farmer Bengar, who has his farm on the willow plateau, has rescued himself with other fugitives on Onars farm, which is protected by Foreldnern. You will find him on the way to the Troll Canyon. His farm, like all the other little

hoefs, was occupied by the orcs. So you go up to the willow plateau and destroy the orcs who are there. After the yard is clean again, go to Bengar and report on it. However, he still remains on Onars court, but that does not bother you.

Orcs on Akil's farm

Quest giver: Akil
Exp.: 250

You find Akil in the cave near his farm, heading for the lighthouse, where he hides with his people in front of the orcs who have occupied his yard. You clear the orcs and tell Akil that his yard is now clear again.

Twilight

Quest giver: Akil
Exp.: 200

After turning off the [Orcs on Akil's yard](#) and returning to it, you can ask him why he looks so sad. He then told you that his servants Egill and Ehnim joined the bandits in the north following the orcs' attack. He asks you to convince her to come back to the farm. If you want to get the [Scrolls for Lord Andre](#), you also have to go north to the fire mage Daron, who will give you the key to the monastery. As you walk across the bridge and through the door in the palisade, you come to a bandit camp, where you also meet Egill and Ehnim, who attack you both immediately after you address them. After showing them each their limits, she talks to them again. In this conversation, you can tell them that the orcs are driven out by Akil's Court, after which they both head home. Then all you have to do is tell Akil that the two of them will return.

Note: Jaeger Gaan, who is also on the farm, can teach you hunting skills, but he wants 100 gold pieces for that purpose.

Food for Grom

Quest giver: Grom
Exp.: 100

The woodcutter Grom, who has his camp on the way to the Troll Canyon, near Onars farm, offers in return for some food to teach you hunting skills. Bring him his food and you have a teacher.

Management report

Quest giver: Grant
Exp.: 100 Reward: 50 gold coins

After handing over his picture to the last recipient Zordian at the [Pictures sale](#) by Giacomo, you should come back to Grant. He encourages you to go to the Soeldner Scott, who is with some of the other blacksmiths and orgies and eavesdroppers in Orlans 'Dead Harpy' tavern, and to learn from them how the situation is there. So you go to the tavern and talk to Scott there. He does not know anything specific, because his spy Harro, whom he has sent out to explore the situation in the north, has not yet returned. He was to find out how far the bandits have spread and what it looks like in general. The absence of the spell indicates to Scott that Harro was most likely caught and killed by the bandits. You will now head north past Dragomir's Jager camp and actually find Harro's corpse on the way there. With him you will find a letter to Scott. After reading it you go back to Scott and report from the find of the corpse. Likewise, you give him the letter. He then tells you what you should tell Grant, and then you do.

Lousy types

Quest giver: Orlan
Exp.: 300 Reward: 100 gold coins

You can find Orlan, the innkeeper of Tavern "To the Dead Harpy", with some other refugees in the cave near Lurkersee. They either stand or hide because some Orcso-men and Adepts of the Black Mages have appropriated them. So you go up to the tavern and make sure that the besiegers feed for the worms, so Orlan and the others back to the tavern can. At the end, you tell Orlan that he and the others can go back.

Note: You should wait until you get the order from Grant to get the [Management Report](#) from Scott for him and only after you have unsubscribed do you take care of the others, otherwise you will only have Grant's death tell Scott what half of the Exp cost you and the reward.

Loyalty of the orc mercenaries

Quest giver: Grant
Exp.: 250 Reward: 200 gold coins

After catching Scott's [Management Report](#) for Grant, he now sends you to explore the loyalty of his people, as he has

heard that some of the Orcsoeldners are dissatisfied and some have lost their reputation. But you should not address the people directly, as this could possibly cause a stir, what Grant can not use. Rather, you should talk to the innkeepers of the pubs, Cass and Butch, who get a lot of attention. Grant is here all interested in the attitudes of Evans, his representative, and Hamlet, whose No. 2. So first you go to Cass, who took over the pub from Coragon. From him you learn that he is satisfied so far with Grant, but it should look different with the Orksoeldnern in the waterfront. More can not be found out of it. Now you go to Butch, the innkeeper of the pub in the harbor district. But even after drinking a beer with him and offering him gold for information, you learn nothing about it. So you go back to Grant and tell him you're stuck because Butch is not talking. Grant then sends you back to Cass, as this and Butch know each other well. Maybe Cass knows how to get to Butch. You ask Cass how to get to Butch, which makes Cass suspicious. He wants to know why you ask so many questions about you. Now you have two answer options that will eventually bring you to the same goal. Cass tells you that he heard that Grant should be dropped off by Evans, but he has no evidence but only circumstantial evidence. But since he knows that Butch is one of Grant's people, he tells you how to get rid of Butch's tongue. So you go back to Butch and implement Cass's advice. After you have succeeded, you can offer Butch the offer to get from him the information for half of your profit, which Butch accepts. So you know that and why many mercenaries in the waterfront are dissatisfied with Grant. Likewise, that Evans actually wants to sell Grant. But he does not know how to do that, but Hamlet, Evans No. 2 and at the moment jailer in prison at Khorinis, should know that. Then you go to the barracks, but where the Orkwache denies you the [Access to the prison](#). You go back to Grant, give him an interim report and point out the problem with the Orkwache, whereupon Grant gives his okay and you can now talk to Hamlet. You pretend that you know about the withdrawal action, whereupon he tells you that the action is imminent, with the moneymen Mark handed over a letter that Grant breaks the neck of the orcs. This is immediately communicated to Grant, who instructs you to get this letter from Mark. After you've stolen and read Mark's [Message for Karosh](#), the shaman and adviser to Donshak, the chief orc leader on Khorinis, you're handing it over to Grant, who now instructs you to hand that message over to Karosh. After you have returned from there and again Grant keeps you, sees only one way, especially Evans in his place. You have to weaken Evans reputation with the Orksoeldnern in the waterfront, which is only about a fight in the arena. After successfully completing [Arenakaempfe](#) and becoming the new arena champion, you go to Grant and tell him you defeated Evans in the arena.

Homer

Quest giver: Homer

Exp.: 100

In the pub of the lower town you meet the former Straefling Homer. This tells you his story. However, you expect him to leave the city as the orcs will not stay permanently in Khorinis. But since he does not know where he should stay, you offer to look for a solution. Then you talk to Khaled, the leader of the Soeldner on Onars farm, the Homer knows well from earlier times well. He likes to offer Homer a seat, which you only have to tell Homer.

Black Mage before Xardas Tower

Quest giver: Orkoberst Zardok/Bartok

Exp.: 500

Reward: 50 gold coins

This quest can be awarded by two questers. If you can already enter the occupied city, you will meet the orc-colonel Zardok, who orders you to look for the black magicians in front of Xardas's Tower. You then go to the tower, but now you should swap the slave ritual for a neutral clothing, so do not wear marine equipment. Just before you reach Xarda's tower, you meet the Jaeger Bartok, who warns you against going further, as there are some black magicians in front of the tower with their Adepts. These have given him a lot of gold for it when he goes for them in the tower to bring them a specific book. Because it was too dangerous for him, he refused. If you continue now, the adepts will first meet you. One of them, Achilles, then sends you to Roaz, the highest black magician there. This will offer you the same offer as Bartok, namely 500 Goldstuecke, if you give him [The book in Xardas Tower](#). If you try to act higher, he'll get you to get the book first. After he has the book, it depends on how you behaved before. If you agree with the 500 gold pieces, you will get them. If you try to act higher, you will not get anything. On the contrary, they will try to kill you.

Note: Since Roaz and his people have no meaning after that and it's more important to give Seian the books, you can confidently take the 500 Gold pieces from Roaz and then eliminate them all there.

After you have retrieved the book, you eliminate the black mages and their adepts. Then you go back to Bartok and tell him that the black magicians and their adepts are no longer a threat. Bartok is happy and gives you even 50 gold pieces for this information. If you got the quest from Zardok, you still go to him. You will then get a follow-up quest from this one.

The book in Xardas Tower

Quest giver: Roaz

Exp.: 500

Volume IV of Xardas' Diaries, which you are to search for Seian, is in Xardas' Tower, which is sealed off by magic from

three black magicians. Roaz, the leader of the black magician there instructs you to get this book for him. When asked why he does not go himself, he tells you that the creatures who guard the tower seem to be immune to their magic and the orcs fighters do not want to expose themselves to this danger. So you go to the tower and get the book. Roaz offers 500 gold pieces of its own. If you accept, you get the gold too. But if you want to negotiate higher, he first asks the book. After you give it to him and ask for your gold, you do not receive gold but are attacked.

Access to prison

Quest giver: Orkwache

Exp.: 150

If you check for Grant, as it is for the [Loyalty of the Orcso Nerds](#) against him, you also have to talk to Hamlet, the jailer in the prison barracks, but they are denied access by the Orkwache. This is what you tell Grant, who then gives you permission to enter the prison, which you then tell the Orkwache and gain access to.

Watch for the lighthouse

Quest giver: Orkoberst Zardok

Exp.: 250

After you have solved the quest [Black Mage in front of Xardas' Tower](#), Orcish Colonel Zardok, who is standing in front of the gate to the Upper City, gives you another assignment. Since the orcs have heard nothing more from their warriors at the lighthouse, four warriors should be sent there for reinforcement. Zardok orders you to search for the warriors Bolek, Tabok, Nempek and Grampek and take them to the eastern city gate, which is located in the direction of the lighthouse and tavern. Bolek can be found at the beer bar near the gallows, where the herald used to announce his messages. The other three orcs are in the harbor district. The Ork Tabok can be found in a house in the harbor district, in the building behind Ignaz Haus. The Ork Nempek can be found on the upper floor of the harbor storage area, which is located on the left next to the shipyard, and the Ork Grampek can be found at the end of the long harbor quay when you go to the Ork ships. The four orcs now go to the eastern city gate. When you've talked to all four orcs, you're going there too and talking to Zardok, who's already at the Eastern Gate. After you have told him that you have found all the orcs, you go with these to the lighthouse. Just before the lighthouse you have to decide. Either you kill the orcs on their own, so as not to endanger the refugees at the lighthouse, or you lead the orcs to the lighthouse and kill them together with the refugees. As soon as the orcs are dead, you go back to Zardok and make this white knows his mission. He gives you 100 gold pieces and the quest is completed.

The captured paladin

Quest giver: Treffen im Gefaengnis von Khorinis

Exp.: 250

Reward: 100 gold coins

If you check for Grant, as it is ordered to the [Loyalty of the Orcso Nerds](#), you will also get the [Access to the prison](#) because you have to talk to the jailer Hamlet there. Here you meet the Paladin Cedric, who was to explore the situation in Khorinis for Lord Hagen, who is trapped in the Valley of the Mental, and was captured and imprisoned by the orcs. After showing yourself to him, he tells you where the paladins have hidden the boxes of [Ore for the king](#) in front of the orcs. If you ask him later, if you should free him, he refuses at first, because he also wants to find out why the black magicians are on Khorinis and what the Orcsoeldner want. After giving him this information, he is ready to flee. Now you only have to take care of a free passage to the east gate. When that happens, you go to Cedric to free him and then take him to Lord Andre.

Message for Karosh

Quest giver: Grant

Exp.: 100

As part of the conspiracy of Evans and Hamlet, some of the Orcsoeldners who come in search of the [Loyalty of the Orcso Nerds](#) over Grant, their leader on Khorinis, you learn of a letter that the Verschwoerer Karosh, the shaman and adviser Donshak, the army leader the orcs on Khorinis, want to pass. This letter is intended to break Grant's neck with the orcs and ensure that Grant is replaced by Evans as the leader of the Orcsoeldner. This letter should be delivered by the Orksoeldner Mark. After Grant learns of the existence of this letter through you, he instructs you to get this from Mark without causing much of a stir. You go now to Mark, the blacksmith in the barracks and steal this said letter. After reading the letter, you give it to Grant, who then sends you the letter to Karosh to signal the orcs that this letter contains nothing but slander. For this he gives you permission to enter the upper town where Karosh is staying. So you go to Karosh, give the letter and then tell Grant the handover.

Arena battles

Quest giver: Grant
Exp.: 450 Reward: Ein Katana

Evans, the deputy of Grant, the leader of the Orkhoeldner on Khorinis, wants to become the leader himself and plans to sell Grant by means of a promiscuity. To prevent this, Evans, who is currently the arena champion of Khorinis, must be defeated in the arena, thus weakening his reputation, especially with the orkeno docks in the waterfront. You agree to accept this (minimum requirements for this are 120 strength or skill and 50NONPRMUTABLO one-handed or two-handed combat - this can also be achieved with amulets, rings, belt and sword bonus). Grant agrees and even more, even willing to train you for this in Staerke and one-hand combat. If you are strong enough and have the necessary combat experience, Grant will give you a better armor and send you to Trompek, the orc who acts as arena leader. You talk to him and tell him about his initial hesitation that Grant gave you permission to fight in the arena. That accepts Trompek and explains the rules to you. Now you ask Butch, Hamlet and finally Evans out in order. After defeating Evans, you go to Trompek and receive your reward.

Donshak

Quest giver: Grant
Exp.: 250 Reward: 100 gold coins

After the [Arenakaempfe](#) have been successful for you and you are now the new champion of Khorinis, Grant sends you to Donshak, the supreme army leader of the Orcs on Khorinis. He has heard that there have been problems with the forging of the weapons and sends you to [Grimok](#), the orc smith, to find out when the weapons are ready. After helping Grimok and telling Donshak about it, he has another assignment for you. You are to deliver Donshaks [Message to the orkheer](#) to Mardok, the orc leader of the camp at Onar's Court. This requires but still [Trak from the alchemist](#). After reporting the handover of the message to Donshak, you alert him to Mardok's request and he sends you to the local alchemist. After you have made Donshak communication about the delivery of the Traenke, he has no further orders for you. You should report to Grant again.

Message to the Orkheer

Quest giver: Donshak
Exp.: 150 Reward: 50 gold coins

After [Grimok](#) has received his ore, Donshak gives you the order to deliver a written order to Orc Field Master Mardok, who is camped in front of Onar's court. With this letter you go first to Gernot, but since the letter is written in Orkischer script, Wulfias must first translate this. You should come back the next day. With the original you also get a translation for you. You give the original as applied Mardok.

Potions from Alchemists

Quest giver: Mardok
Exp.: 150

After handing over Mardok's [Message to the orkheer](#), as instructed by Donshak, he immediately sends you back to Donshak, as he still needs healing skills. This in turn sends you to alchemist Ezzo, who is in the Upper Town. However, Ezzo does not have enough medicinal plants to brew the required strains, so you'll need to get them first. After giving him the plants, you should come back the next day to pick them up, which you do. Then you bring Mardok the Traenke, whereupon he instructs you to tell Donshak that he is now provided with everything, what you do then.

alliance offer

Quest giver: Grant
Exp.: 50/100

Grant sends you a boycott offer to Khaled. You should convince him to go along with him, Grant, and the orcs before Onar's court against Lord Andre. You go to Khaled and talk to him. He is undecided on how to proceed here and asks you for advice. Now you have 2 options:

- **Accept:** You're raising Khaled to the Alliance. In that case, Khaled would like guarantees from Grant that his promises after the victory also stand. This is what you tell Grant. There However, Khaled has not given any specific guarantees, Grant suggests as a sign of Approve the immediate lifting of the siege of Onars court. With this Information you go to Khaled, who accepts this offer and to the Alliance ready. Now if you go to Grant to give him Khaled's promise to be a brother Tell, you find Grant killed by Evans and Hamlet. As these are you too If you want to kill, you only have to flee. You go now to Khaled, to him from Grants To teach death.
- **Decline:** You give him a reason why you are against such a fraternity. Khaled follows your reasoning and abandons Grant to the effect that there is no bond between the mercenaries and the Orksoeldnern. After you have handed

Grant the cancellation, he has no more use for you and brings you out of the city. He leads you into the Teleporter's cave of your first encounter and challenges the raids that were given to you. Now you have 2 options to react:

1. You return the raids, but then you have no chance anymore easy to get into the city.
2. You refuse to give up the raids, after which Grant turns you on tried to kill.

The orcs will now be hostile to you in any case. However, you can still use a Transfiguration Scroll to get into the city unrecognized. At some point you will attack the city in the [Conquest of Khorinis](#) anyway.

Dispute between knights

Quest giver: Rangar
Exp.: 200 Reward: 50 gold coins

Militia officer Rangar, who is also with the people around Lord Andre at the tower, has a problem with the paladins Salford and Jestan, which he knows from earlier, since there were no paladins yet. Since they are not all clean, but Rangar can not defend himself against Lord Andre against Salford and Jestan in common, since they are now Paladins, they always blackmail him for half his monthly salary. So you talk to the two of them. But not only do they both deny their actions, they also blatantly threaten you. You tell Rangar about that, who is even more desperate now. Here comes the idea to sow discord between the two paladins. You're asking Rangar if there's any point somewhere. It's in Salford's crossbow, a family heirloom. So you decide to smuggle the crossbow into Jestan's chest. Now you get Jestan's key and deposit Salford's crossbow in it. Then you go to Salford and tell him you saw Jestan laying a crossbow from one chest to another. Salford then goes completely mad, then on the way to look. If you then address him by the watchtower, he confirms that he has found his crossbow in Jestan's chest. From this success of your coup you then report Rangar, who is very pleased now finally to have peace before the two.

Grimok

Quest giver: Donshak
Exp.: 150 Reward: 200 gold coins

Donshak sends you to the orc smith Grimok to ask when the required weapons are finally ready. You go to Grimok and ask him, whereupon he answers that he lacks magic ore to complete the weapons. With this information, you will return to Donshak, who will now provide you with the required ore for Grimok. Above the crypt at Onars Hof you will find the buddy Gilbert. [The hermit in the mountains](#) knows of another mine, because he himself has taken out magical ore there. If you killed the [Monster in the mine](#) for him, he grants you to take as much ore as you need. He also tells you that there are 2 extra crates of ore on the mountain, but they are well guarded by a troll. You can now either:

- Give Grimok ore lumps that you mined, or:
- You give him a box of ore from the 12 boxes you can find (10 in the mine and 2 in Gilbert), which you have left over.

Now that you have brought Grimok the 30 ore chunks (from which you can later steal 25 ore chunks through pickpocketing) or brought the box of ore, you will report it to Donshak.

Annotation: If you decide to give Grimok the box of ore, you must do so before you go to Gernot, as there will be handed over all the ore boxes in your inventory during the conversation, not just the 10 mentioned by Cedric.

The hermit in the mountains

Quest giver: Gunnar
Exp.: 200

When you come to Onar's farm, you will meet, among others, the farmer Gunnar. This tells you about a "crazy", probably a digger from the former penal colony, who asked in one of his visits to the farm, where he has stocked up with food, where to live undisturbed. Gunnar told him that he would have to go to the mountains, whereupon he saw him disappear later in the direction of Sagitta's cave in the forest. The hermit Gilbert is what you'll find when you walk past the crypt near Onars farm to the cliff beyond. There you will find a barely recognizable path that leads up to the left into the mountains.

Gilberts Goblinproblem

Quest giver: Gilbert
Exp.: 300

The philanderer Gilbert lives very withdrawn on a high plateau behind the crypt at Onars farm. Among other things, he gets his required food from Onar and pays for it with magical ore, which will make you hellheard, because you should

get magical ore on behalf of [Donshak](#) for [Grimok](#). Now, when you're ready to take care of the goblins who are constantly stealing their assets, he's ready to tell you something about the mine he has the magical ore from. He is also willing to teach you a bit about scoring for a few gold pieces. So you go and take care of the goblins. Then you tell Gilbert that his goblin problem is no longer one.

Gilberts Erzkisten

Quest giver: Gilbert

Exp.: 500

After making the [Monster in the mine](#) harmless, Gilbert tells you where he left more boxes. So you go there and get them and then tell Gilbert that you have them. You can also hand these boxes to Gernot.

Monsters in the mine

Quest giver: Gilbert

Exp.: 300

After you've eliminated [Gilbert's goblin problem](#), he tells you about the mine and what prevented him from inspecting them to their fullest extent. There is a monster not named closer to him, that you should also switch off. So you go to the mine and eliminate this [Enormous](#) and then tell Gilbert that this problem is gone. To thank you, Gilbert allows you to take as much magical ore as you want, which you have already done, of course, as you are to get magical ore on behalf of [Donshak](#) for [Grimok](#).

Note: This is only necessary if you do not want to give Grimok an entire box. If you have also learned to forge with Hawk, you can work with him from the 2nd to the 5th. Chapters ever forge a better ore blade.

Siege of the monastery

Quest giver: Pyrokar

Exp.: 500 Reward: 500 gold coins

Pyrokar, Khorinis's top fire mage, whom you meet at the monastery, wants the siege of the monastery to be ended by the invaders. Eliminate this by doing away with it and inform Pyrokar about it.

Scrolls for Lord Andre

Quest giver: Lord Andre

Exp.: 200 Reward: 250 gold coins

After the [Orcs on the farms](#) story, he now sees the siege of Onar's Court. But here is a possibility in sight. You should go to the monastery and get from there as many scrolls as possible. To get in there, you first have to visit the fire mage Daron, who is staying with other refugees in the north. From this you should get the key to monastery. Before Daron gives you the key, you have to inspect the [Dangerous cave](#) for him. After you have received the key to the monastery, you go there and talk to the top fire mage Pyrokar. This requires, however, since in the monastery not enough ingredients for the production of the scrolls are available, even more that you need to obtain previously. After you get the ingredients from Pyrokar's list and give them to him, he tells you to come back the next day. Then you do, get the scrolls and deliver them to Lord Andre.

Prayer for the Paladins

Quest giver: Marduk

Exp.: 50

In the monastery of Khorinis you meet the fire mage Marduk. When you talk to him and ask him if there is anything you can do for him, he tells you that you can do nothing for him. Instead, you could speak a prayer for the paladins instead. Since there is also an Innos shrine, you can do it quickly and then report Marduk.

Dangerous cave

Quest giver: Daron

Exp.: 300

You should get [Scrolls for Lord Andre](#) from the monastery. To get in there, you need the key to the gate. This has the fire mage Daron, who lives with other refugees in the north of Khorinis. However, before Daron is ready to give you this, you should inspect a cave for him in which he wants to pray, but at the moment he does not want to go in, as he heard from this worrying sound. There you will meet, among others, the Ork Tarrok, who has had enough of the war and hid there. Now, when you tell Daron about the cause of the noise in the cave, you have 3 options to solve the task.

1. You can protect Tarrok by hiding its existence there.

2. You can report Daron to Tarrok, and he demands the killing of Tarrok before he gives you the key. Now you have 2 options here, how to proceed:

- You are not killing Tarrok, but take his weapon to pretend to Daron that you actually killed Tarrok.
- You kill Tarrok as required and show Daron the weapon as proof.

Annotation: If you let Tarrok live, you will miss the Exp for his death, but you will get the follow up quest [Rune trip with Tarrok](#) and you can also complete Giacomo's [The painter](#) and [Orc searched](#) quests, which would otherwise fail.

If you let Tarrok live, before you go to the cave, you should make sure that there are no more bandits near the lake, as they would otherwise fight with Tarrok, which will make you the Exp. On the other hand, there is a risk that they might kill Tarrok, which of course would also lead to the loss of one and the failure of the other quests.

Companion in arms for Khorinis

Quest giver: Sergio
Exp.: 150

In the monastery of Khorinis you will meet the Paladin Sergio. If you tell him in the course of the conversation that you are looking for a gunmate, he will tell you that he only helps his brothers, and since you are not yet a paladin, you can not achieve anything with him. In the 4th chapter, however, he will accompany you and the quest can be completed.

Rune travel with Tarrok

Quest giver: Tarrok
Exp.: 300

Condition: You will only get this quest if you let Tarrok live in the Daron quest [Dangerous cave](#) despite the order to kill.

If you meet Tarrok at the lake after he has left the cave, and talk to him, the conversation will come to your resting place on Khorinis. For this you have more often over the entire island. Tarrok then tells you that he has found several Teleportrunen but has not taken them for fear of human magic. But he is ready to guide you to the places of discovery. The first rune that brings you to the pass of Khorinis is in the backmost lair when entering the Fireproof Shelter. After finding them, you tell Tarrok about them and he'll give your next meeting place. You will find it away from Orlan's tavern in the direction of the cemetery. On this you will find the second rune that will take you to Orlan's Tavern. When you talk to Tarrok, he leads you to Lurker Lake, on whose island is the third rune that brings you to Onar's farm. The path to the fourth rune, which will take you to the monastery, leads you north. You will find them in the Shadowleaf Shelter, which is below the bridge. Finally, the fifth and final rune to take you to the port city is in Grant's chest in the barracks. After you tell Tarrok that you have her, the journey is over.

The Missing Novice

Quest giver: Pyrokar
Exp.: 100 Reward: 100 gold coins

After inspecting and cleaning the [Dangerous caves](#) for Daron, the fire mage, he hands you the key to the monastery you need to get the [Scrolls for Lord Andre](#). When you talk to Pyrokar there, you learn that there are not enough raw materials to make spell rolls in sufficient numbers. But he had already sent the novice Babo to get some. But unfortunately Babo has not returned yet, which gives rise to the worst fears. But you can find Babo safe and sound with Dragomir in Jaegerlager. When you talk to him, you learn that at the moment he can not and does not want to return to the monastery. He can not go back because Parlan's [Lost herbal book](#) has to be recovered and he does not want to go back unless the [Siege of the monastery](#) is finished by the orcs. If you have both, Babo returns and you can tell Pyrokar about his return.

Lost Kraeuterbuch

Quest giver: Babo
Exp.: 200

In search of the ingredients for Parlan, Babo has lost his herbalist book while fleeing from several policemen. He himself is too scared to go there himself, but describes exactly where he lost the book. So you go there and get the herbal book for him back.

Elder magic

Quest giver: Uthar
Exp.: 250

If you stay in the monastery with Uthar, he tells you about the ancient magic, and that there are three members of the monastery, Pyrokar, Parlan and Neoras, who still control them. But since Pyrokar must first give permission to teach this,

you do not need to talk about it with Parlan and Neoras and Pyrokar does not see any reason to teach at the moment. Only in the 4th chapter will this be possible if you have completed the quest [Minions Beliaars](#).

deserters

Quest giver: Lord Andre
Exp.: 500 Reward: 100 gold coins

After Lord Andre has now also the scrolls, joins to the problem with the orcs even with the deserters of the city guard, who act as highwayman and rob travelers. You offer to solve this problem for Lord Andre from the world. The deserters can be found in a depression behind Sekob's Court, where there is an up-leading path to Dragomir's Jager Camp. Eliminate the deserters and report to Lord Andre.

Gregory gang

Quest giver: Dragomir
Exp.: 500 Reward: 100 gold coins

From the Jaeger Dragomir you learn that in addition to the orcs and their allies even bandits make the area unsafe. Especially the band of Gregor, who is supposed to be close by, is very active. The vast majority, however, should be in the north. If you come to Onar's court and want to see Lord Andre, then Pablo, the guard at the foot of the ascent, can tell a lot more about the bandits. Gregor himself and some of his people can be found on a plateau above Akil's court. You can reach here by climbing the rocks right behind the bridge from Orleans Tavern to Akils Hof on the right, or at noerdl. Stone circle over you then always on the rock wall to the right. After you have eliminated Gregor, you inform Dragomir about it.

Note: There are more bandits in the north, from the bridge to the lake. In addition, there is a group in the caves below the solar circuit on the way to noerdl. Stone Circle.

Orcs at the pass

Quest giver: Lord Andre
Exp.: 500 Reward: 300 gold coins

Lord Andre wants to know, before proceeding against the orcs, that there is a chance to contact Lord Hagen, who was surrounded by the orcs in the Mental Valley. So you go to the pass and eliminate all the orcs there. Unfortunately, after that you have to inform Lord Andre that both the pass and the way through the old mine are locked and that there is no way to get in touch with Lord Hagen.

namby-pamby

Quest giver: Mutter
Exp.: 100

On your way to getting the [Scrolls for Lord Andre](#), you finally meet Roland's mother at the refugee camp in the north. She complains that she is constantly harassed by Moe since Roland's father Bosper is on the hunt. So you go to Moe and talk to him about it. But he is only cheeky, whereupon you threaten him with a costume. When he pulls his weapon, you lure him away from the people and give him a rubdown. After that, he promises you that he will leave the mother alone in the future. Then you go to the mother and tell her that you have got rid of the problem.

Bosper rescue

Quest giver: Roland
Exp.: 250

After hearing from the mother that Bosper's father is on the hunt, you set out to find Bosper in the portal lair of the underground ruins of the excavation site. However, before you can make your way to the refugee camp with him, you first have to clear the way to the exit from the undead, whose existence Bosper calls your attention. You can now clear them out together with Bosper or alone. In case you do it alone, you will pick up Bosper from the Portal's lair when the path is clear again. Then you go under your leadership in the refugee camp. You may encounter several bandits on the way to get in your way. You do not have to eliminate them for the quest.

The exile

Quest giver: Fellan
Exp.: 200

If you get the [Scrolls for Lord Andre](#), you will also come to the refugee camp in the north where you will find Fellan, who has escaped with other refugees there. He was accused of stealing a casket from the money lender, Lehmar, who was also there and was therefore sent into exile. On the other hand, the real offender is Gerbrandt, who, surprised by Fellan,

simply turned his spit over, hugging Fellan's casket and then making a statement against him. Believed to be the offender, Fellan was first put in prison by Khorinis and released when the orcs invaded, but sent into exile to the north. Fellan now asks you to speak with Lord Andre, but without adequate proof of relief, he is not prepared to pardon Fellan. Instead, you should talk to Lehmar again, if maybe something else has occurred to him. So you go back north and talk to Lehmar. From this you learn that not only the casket, but also a golden plate was stolen, but despite intense search could not be found at Fellan. Now you talk to Gerbrandt, who wants to have watched the theft. But the burden continues to Fellan you then. So you think that if Gerbrandt was the thief, the golden plate must be somewhere. Since Gerbrandt does not talk to you any more, you try your luck with his wife. If you ask her right after the golden plate, you can make her an offer that she can not refuse and you can buy her the plate. Then with the plate you go to Gerbrandt and tell him that you have bought the golden plate from his wife, who was also stolen from Lehmar. With this you go now to Lord Andre and tell him about the result of your investigations. Well, the Fellan's innocence for Lord Andre is sufficiently documented, he lifts the exile Fellan. But since he lacks the final proof of Gerbrandt's act, he is not ready to do anything against Gerbrandt, so that he gets off officially. Lord Andre asks you to bring Lehmar back his golden plate and tell Fellan that his exile is over. You do both.

Jora gold

Quest giver: Jora
Exp.: 200

When you talk to Jora in the refugee camp by the lighthouse, he gives you the task of recovering 500 gold from Rengaru, which he allegedly stole from him. Rengaru is located in the refugee camp in the north. He runs away and you have to catch him. You now have the decision to make if you get the money Jora, or betrayed him. In case of betrayal, the thievery quest starts here at Rengaru. If you do not, you will receive 250 Gold as a reward from Jora, but you will miss the XP Thief Guild Quests.

The Thieves Guild

Quest giver: Rengaru
Exp.: 25 /300

If you let Rengaru go during quest [Joras Gold](#), he will call you back later and give you the chance to join the Thieving Guild of Khorinis. In the following dialogue selection you now have 2 options:

- “ No ”, then Rengaru is disappointed, but accepts it (25 Exp.)
- “ Yes ”, then the Rengaru makes the offer a raid.

After you have done [Rengarus Raid](#) and Rengaru has no further orders for you, the remorse overcomes you and you can now whistle the thieves' guild at Andre.

Once you have done that, Lord Andre wants to know the names of all members of the Thieves Guild. These names will betray you Rengaru. As long as the city is not recaptured by the orcs yet, you first renounce telling Lord Andre, since everything else has priority. Only after the liberation of the city you go to Andre, who gives you the job to make the Thieves' Guild unbearable. Knowing that the sewer has always been a secret meeting place, you go there at midnight and arrest Rengaru, Nagur, Mike and Truman. The thieves fight back, so you are free to kill or arrest them. In the latter case, you have to put her in jail. Then you tell Lord Andre that the thieves' guild is not injured.

Rengarus rampage

Quest giver: Rengaru
Exp.: 400

After agreeing to join the Thieves Guild, Rengaru tells you that Jora has hidden some valuable items in Khorinis Town to steal from him. He had heard of a chalice that Jora should have in his possession. He wants to have that. Anything else you can find there you can keep. More about this Moe should be able to tell. When you talk to Moe, he tells you that he does not know anything specific, but he could tell you who to turn to for 50 gold pieces. Now you have 3 options:

- “ Forget it ”, you will not hear from Moe and the quest failed.
- “ Very expensive ”, then Moe lets her act and goes down to 40 gold pieces. After having these, he tells you to talk to Kardif.
- “ Here, take ’Moe tells you to talk to Kardif.

With this information, you now go to Kardif, but it is too dangerous during the day. You should meet him at midnight at the local bridge. If you then address him there, he wants to have 100 gold pieces for the information. You have 3 options:

- “ You speak now, otherwise ... ”, so you shake Kardif and he tells all for free
- “ I’ll give you 50 ... ”, that’s not enough for him and you agree on 80 gold pieces
- “ All right, ” you give him the required 100 gold pieces

Whatever you decide, in the end, Kardif tells you where to find the treasure. But before you can get it, you have to steal the key to his chest first. Joras chest is located in the harbor in the elevated area, where in DNdR Martin and the paladins stood.

Takedown Gerbrandt

Quest giver: Fellan

Exp.: 200

After telling Fellan that his banishment has been lifted, he is happy about it, but if you also have to tell him that the evidence for Gerbrandt’s act for Lord Andre was not compelling enough to tackle against him, he would be drafted on Muddling sweetheart. Since he can do that for himself at the moment and is also afraid of being punished by Lord Andre, he asks you to do this for him. Now you have two options in the following dialog selection:

- “ Punishment must be ”. In this case the quest will be unlocked
- “ I’m not a slacker ”. Then the quest disappears and the option disappears.

So if you chose the first option, you go to Gerbrandt, lure him away from the group, and give him a rubdown. All you have to do is tell Fellan.

Old Paladin Armor

Quest giver: Rengar

Exp.: 100

Once you’ve found Jora’s chest, you’ll also find an old paladin rifle that Rengar can not handle. But he gives you the tip that you could wipe someone out properly. Talk to Hanna, she wants to wipe out Valentino. If you talk to him yourself a feeling that he deserves it is also confirmed. You should break into Valentino’s house at night (2nd door on the right in the upper town) with the lamp open the secret compartment and put in the chest (you may loot them) the armor. Then go to Lord Andre and show Valentino, but you also have the choice to let him go. There are in any case 100 XP. But nothing happens anymore.

The observatory

Quest giver: Seian

Exp.: 350

In the observatory, located in the mountains above the excavation site, you will meet again Seian, who now reveals himself openly as a fire mage and student of Xardas. He tells you about a great danger, which, he says, does not come from the orcs on Khorinis. But he wants to say more about that, even though he also has the other diaries of Xardas ([Xardas’ diaries](#)). When you hand them over to him, he tells you about Xardas, who was also the builder of this observatory. In the course of the conversation, he asks you if you have ever looked through the telescope. If you have already done so, you tell him that except for the sky, you can not see anything special. If not, then it is not bad, because Seian then thinks that the untrained eye would not recognize anyway. Seian wants to check again if everything is alright. You should come back the next day. If you ask him then, he will tell you that he has found cracks in the structure of the heavens that may or may not be causing creatures of the evil world to enter this world. But since he has no time for further observations at the moment, you should take over this observation for him. For this purpose, he has already preset the telescope. Now, if you look through, you make a worrying discovery, about which you immediately inform Seian. He is just as worried, but has the suspicion that this has to do with an old artifact. That’s why he sends you to [The Tomb of the Paladins](#) to get it. However, you come too late, about which you now inform Seian.

The crypt of the Paladins

Quest giver: Seian

Exp.: 500

After Seian has given you the order to look through his telescope instead and to observe the cracks in the structure of the sky, so you look through and discover a daemon that has come into the world. Then you immediately report to Seian, who then suspects that the show is dealing with an ancient artifact, a soul stone capable of bringing immortality to its bearer, and then sends you into the tomb to retrieve it. After you have made your way through to the box in which the soul stone is supposed to lie, you must realize that it is no longer there. After you open the box, the black magician Zyon appears, with whom you already had to deal on Adarmos, and tells you that the soul stone is already on the way to its destination. You deliver this bad news to Seian.

Search Xardas in Varant

Quest giver: Seian
Exp.: 300

After the Soulstone [The Tomb of the Paladins](#) once housed, as Zyon tells you, is already on its way to the Master at Varant and Seian is no longer convinced that Xardas has nothing to do with the whole thing, he commissions to look for Xardas there. The quest is completed in the tower in Westvarant after reading the book from the hidden chest. The chest is located in a secret corner of the second floor of the tower, which opens when you pull ring on the wall. The key to open the chest is in the basement of the tower.

The orc camp

Quest giver: Khaled
Exp.: 500 Reward: 500 gold coins

At Onars Court, you also talk to Khaled, the leader of the Soeldner there. He is very worried that an attack by the orcs is imminent. So you go first to Lord Andre and talk to him about it. You propose a bond between him and the mercenaries to force the forces against the orcs. He is vehemently against it, but in the end has to submit to your argument. He sends you as a negotiator for a ceasefire agreement with Khaled. But he is not interested in such an agreement. He wants a full pardon for his men and himself. Although you tell him your concerns about this, but still tell him to talk about it with Lord Andre. As expected, Lord Andre rejects the pardon, not because he does not want to, but because he is not in a position to pronounce an effective pardon. So you have to find another way to work together. You go back to Khaled and tell him the state of affairs. As expected, Khaled reacts sourly to the refusal, can not escape your argument for rejecting the pardon. That's why he offers you the option to win his trust and that of his men, so that the alliance can be achieved. Of course, you accept this offer and speak with all the investors there to win [Confidence of the Forders](#). After you have succeeded, you go to Lord Andre to inform him that the alliance with the mercenaries is now over. But when you get there, Wulfgar tells you that Lord Andre has disappeared. There was a [Attack on Lord Andre](#). You go in search of him. After finding him and freeing him, you can tell him in his tower that Khaled is ready for the Alliance. Both Khaled and Lord Andre place the leadership of the attack in your hands. You should decide when it starts. If you both give this notice, they all meet at the gate to Onars yard. Then you give Khaled and Lord Andre the order to attack and everyone starts to move. You must also eliminate the orcs beyond the farm, between the crypt and Cavalorn's location, and those in the fields and below the paladin camp. After the orcs' army is crushed there, you first tell Khaled and then Lord Andre that the fight is over, and then everyone returns to their quarters.

Till at risk

Quest giver: Rosi
Exp.: 150

After meeting Garrik at the crossroads in the forest behind Akil's yard, he tells you that he is looking for her son Till for Rosi. You go to Onar's farm to hear from Rosi that she unfortunately does not know where / since when her son Till got lost. You can find Till in the Distillery Cave from Gothic 2, in the forest below the stone circle where Daron stands. There you collect him and bring him to Rosi. Talk to both of them and Garrik and the quest is over.

Attention, it's a long way - Till likes to go his own way, do not give up and teleport to distress if you lose him, go straight to the big farmer and wait for him at Rosi.

The confidence of mercenary

Quest giver: Khaled
Exp.: 500

To make Lord Andre's alliance with the Forgers on Onars Court, Khaled, the leader of the Soeldner there, gives you the opportunity to win his trust and that of his men, as Lord Andre can not meet the demand for pardoning the money. So you talk to the investors there. The mercenary [Dar wants to smoke](#) and would like to have some stem of marsh herb for his approval. You give it to him (100 exp.) And he is happy. The Soeldner Rod is ill and needs medicine. You go to the herbal woman in the forest and get the [Remedies for Rod](#). After giving it to him (150 exp.) You also have his approval. The Cordeler has lost his ring. [The ring of water](#) is the hallmark of a secret group working for the water mages. He has lost this during a raid through the crypt near Onars Hof on the run of undead. If you bring this back to him (200 exp.), He will vote for you too. Khaled's deputy Torlof has a problem. In the Troll Canyon some black wolves have been spotted. Now it is his fear that they could attack the sheep. So you make your way to the Troll Canyon and go to [Wolf hunting](#). After you have told Torlof about their demise (250 Exp.), He is also ready to give you his consent. Jaeger Cavalorn, guarding the back entrance to Onar's yard, has a queasy feeling as long as the [Orkwache](#) is on guard in the Jaeger camp behind Onar's yard. You offer yourself to this threat together with him to create the world. After this is done (400 Exp.) He is calmed down again. Since the other Soeldner have nothing to do for you, you go back to Khaled after completing deeds and ask him how it is about the confidence of the Soeldner you compared ordered. Since you have convinced his most important people, he too is ready to trust them and is now ready to make a bond with Lord Andre against the orcs.

Attack on Lord Andre

Quest giver: Wulfgar
Exp.: 500 Reward: 300

After you have managed to achieve [Confidence of the Forders](#), you go back to the tower where Lord Andre is staying to tell him that the alliance with the mercenaries against the orcs is in front of Onar's court. Once there, you learn from Wulfgar that Lord Andre was abducted by unknown persons. As you search for him, go behind the tower towards the Troll Canyon. At the end of the trail, you will find the entrance to a mine where Lord Andre is being held captive. You now fight through the ranks of the local enemies and liberate Lord Andre.

Dar wants to smoke

Quest giver: Dar
Exp.: 100
Subquestion of [Confidence of the Forders](#). Solution see there.

Remedies for Rod

Quest giver: Rod
Exp.: 150
Subquestion of [Confidence of the Forders](#). Solution see there.

The Ring of Wassers

Quest giver: Cord
Exp.: 200
Subquestion of [Confidence of the Forders](#). Solution see there.

Wolf hunting

Quest giver: Torlof
Exp.: 100
Subquestion of [Confidence of the Forders](#). Solution see there.

Orkwache

Quest giver: Cavalorn
Exp.: 400
Subquestion of [Confidence of the Forders](#). Solution see there.

Xardas' incantation books

Quest giver: Lesen eines Bandes in der Sternwarte
Exp.: 500 Reward: 100 gold coins

You had already found on Athanos 10 [Dangerous books](#) from Xardas. If you examine the rooms of the observatory in the north that you can find, if you should get the [Scrolls for Lord Andre](#) and have to go to the north of the island, you will find 5 more beaches. Read them, kill the opponents appearing and tell Seian about your find.

Messengers of darkness

Quest giver: Lord Andre
Exp.: 500

After you have been able to clear the [Attack on Lord Andre](#) and free it, he tells you how he was kidnapped and that the leader spoke to the Bone Warrior. You decide to get to the bottom of it, but you do not get any further here on Khorinis. Only when you leave Varant, this quest will be finished.

Message to Lord Baldwin

Quest giver: Lord Andre
Exp.: 100

After the battle of Onar's Court you meet Lord Andre again in his tower. He gives you a sealed message to hand over to Lord Baldwin. If you have completed all other important tasks on Khorinis ([Important missions on Khorinis](#)), you can now travel back to Gernot to the ship. There you then give the message to Lord Baldwin.

pickaxes

Quest giver: Slim

Exp.: 300

This is a subquery of [Digger for Tamora](#). Before Slim and his people are ready to follow you on the albatross to work at Bruno's mines on Tamora, you need to get them pickaxes first, as they are on the stone circle, near the observatory, fleeing from the ogres in Forgot panic. Either you have already found these on your journey so far, or you have to go to the stone circle to get them or at least those missing. When you have them together, you give them to Slim.

Abortion for Herek

Quest giver: Herek

Exp.: 100

This is a side quest from [Digger for Tamora](#). Among slims Buddlern is an old acquaintance from Gothic 1, namely Herek, who still has not learned to behave properly. If you speak to him, you will immediately be molested by him. If you challenge him to fight, the quest will unlock. If you then defeat him, you can complete the quest with him.

The fishing village

Quest giver: Slim

Exp.: 500

After you get the [Pickaxes](#) for the Buddler, their leader Slim tells you that the safest way to get on your ship, the albatross, is to make your way through the nearby hoard system to the fishing village. From there they want to be translated by a fisherman to the ship. You should go ahead and negotiate this with the fishermen. However, the village was taken by the orcs and their inhabitants, down to one. After cleaning the village, you go to Slim and tell him that the village is clean now, whereupon he and his people go there. Once there, you must first find someone who can translate the Buddler. On your search you explore the surroundings and find in the nearby castle ruins the only survivor of the village. It is Simon. To thank you for freeing the village from the orcs, he is happy to bring the budgers to the albatross. Now you only share this with Slim.

The missing water mage

Quest giver: Lesen von Myxirs Tagebuch/Einer der Nachrichten

Exp.: 500

In the portal chamber of the underground temple complex in the north of Khorinis, where you will also find Bosper, you will find Myxir's diary on the Alchemy table, which speaks of another water mage, Theophil. This one is missing. He wanted to investigate if there are not other ways to travel over the island. You will find 5 messages from Theophil.

1. The message is in the stone shelf at the entrance to the subterranean temple complex
2. This message can be found in the fishing village
3. Another one he deposited in the Jaeger camp near the temple complex
4. The penultimate is in Killian's Cave
5. You will find the last one in the hut at the temple forecourt in Jharkendar

Theophil's corpse can finally be found at the bottom of the Ogre's Cave, which you can either enter via the upper entrance near the stone circle at the observatory, or you can take the path down from Killian to the jungle area of Jharkendar, where you always turn right moving along the rock face.

The teleporters

Quest giver: Lesen von Theophils Brief oder Betreten eines der Teleporters

Exp.: 0

The dead water mage Theophil in Ogerhoehle has a letter and a key. This opens a door in the underground temple complex in the north of Khorinis. Behind this is a teleporter that will take you to the Teleporter's Shelter near the East Gate of Khorinis. If you use this now, he will take you to the cemetery near Orlan's tavern. The local teleporter will then bring you back to the temple complex where your teleporter journey began.

The power of the foci

Quest giver: Greg

Exp.: 0

If Greg asks you to search for Skip and use the teleport station in the Canyon, this quest will also be unlocked. In order to complete it, you must have used all the teleport stations in the Valley of the Builder. But for this you need 5 focus stones. The orc chief Krashbog has the first focus stone for the teleporter in the Canyon in the Orklager in the bottom of the Canyon in his inventory. Now you finally reach the Valley of the Builders. The focal point for the teleporter in the main temple, where in DNdR was the portal and where now Scatty is, has the bandit Crimson in the inventory. The stones for the bandit camp, for the swamp and for the station at the hermit, however, have the orc shaman Zampek, Tromposh and Hashpek, who are with their orc groups in the area of the respective region.

The unknown valley

Quest giver: Lesen des Einsiedlerbriefes

Exp.: 250

If you find the abandoned hut above the fishing village and open the chest there, you will find the letter from a recluse who unlocks this quest. The letter speaks of an unknown valley. These are Jharkendar and the hermit who met the Nameless in the main game. Once you have found him in the Valley of the Builder and talked to him, the quest is completed.

The Admiral

Quest giver: Spencer

Exp.: 250

If you have killed all the goblins and ogres in the main house of the old forest village, you will find the pirate Spencer in the upper floor, who tells you that he is responsible for the fact that the pirate goblins are making the coast unsafe. He also explains to you that he has made all the goblins and ogres who obey him by a spell. He now makes you the offer to help him with a treasure hunt. It's about a treasure, the well-known captain Rauhbein, whom you met in quest [Pirates Gold](#). The treasure in the swamp, however, has only marginally to do with this quest. How to proceed with [Pirates Gold](#), you will learn at a later date. This is just a small treasure trove of the notorious pirate captain who wants to search Spencer. To find out where the treasure is located, Spencer wants to summon the spirit of the pirate captain. The subquest [The ritual](#) and its subquests will now be unlocked. When these quests are complete, the quest follows [Treasure hunt in the swamp](#). Only when this is over, you can learn the truth about Spencer. Ask Spencer again as soon as you give him the amulet. He now tells you that he has lured you into a trap and then turns into a Mage of the Bone Warriors whom you may have encountered elsewhere. At the same time, several undead pirates and pirate goblins appear. It is enough to kill Spencer to complete the quest. If you have previously taken the [An evil spirit](#) quest from the Druid Killian, you can now complete this quest with Killian because Spencer was the evil spirit Killian was looking for.

The ritual

Quest giver: Spencer

Exp.: 150

The self-styled Admiral Spencer wants to summon the ghost of Captain Rauhbein to get his treasure hidden in the swamp. For this he must hold a ritual. He needs four things: the head of a bog body, the heart of a fire golem, a magician's staff and a personal object of the dead man. For more information, see the subquests [Magic wand](#), [Heart of a fire golem](#), [Dead skulls](#) and [Pirate wreck in the swamp](#). When you have found everything, Spencer can perform the ritual. As soon as Spencer casts, you can address him immediately. He now tells you to ask the Spirit for the treasure. The spirit has now appeared. Contact him immediately. He then tells you where to find the treasure. Tell Spencer and the quest is completed.

skull

Quest giver: Spencer

Exp.: 150

This task is a subquestion of the quest [The ritual](#). If you go in the swamp, below the Goblindorf, towards pirate wreck, you will find the head of a bog body just before the pirate fleas, on the right side of the rocks. Bring this Spencer and the quest is complete.



Heart of a Fire Golem

Quest giver: Spencer
Exp.: 150

This task is a subquestion of the quest [The ritual](#). If you visit the Lavahoehle above the fishing village on the way to the location of the Buddler, you will find in the lowest level some fire golems that have been brought into play by the quest. There is no way down. In order to get to the fire golems, you have to turn yourself into a blood fly and fly down. After taking the heart out of a fire golem, you teleport to Spencer again. Give him the heart and the quest is complete.

Magic wand

Quest giver: Spencer
Exp.: 150

This task is a subquestion of the quest [The ritual](#). If you visit the library in the Jharkendar Canyon, you will find a magic wand in one of the two lower rooms on the right. Bring this to Spencer and the quest is complete.

Pirate wreck in the swamp

Quest giver: Spencer
Exp.: 250

This task is a subquestion of the quest [The ritual](#). You need a personal item from Captain Rauhbein, who once heard the pirate wreck in the swamp. After you cleanse the ship of undead pirates, you have to go into the kajute. If you have opened the door of the wreck's kayu with the help of a lockpick, you will find Rauhbein's weapon. Bring this to Spencer and the quest is complete.

Treasure hunt in the swamp

Quest giver: Spencer
Exp.: 250

This task is a follow-up to [The ritual](#). After questioning the spirit of Rauhbein, Spencer says that he knows the place Rauhbein meant and leads you into a small cave below some of the houses in Goblindorf. He shows you the place where the treasure should lie and dig you up. After finding the treasure, he demands his share. A magical amulet. You may keep the rest of the treasure. After giving the amulet to Spencer, the quest is over. How to proceed, you will learn in the main quest [The admiral](#).

Jharkendar

An evil spirit

Quest giver: Killian

Exp.: 250

This quest is from the Druid Killian. If you have solved all quests with Admiral Spencer, you can complete this quest at Killian. For details, see the quest [The admiral](#).

The cave of Oger

Quest giver: Killian

Exp.: 500

In conversation with Killian this quest will be unlocked. It will be completed when you have killed all the ogres in the cave and at Killian. Reports in it. The Ogre Cave is located on the way to Jharkendar when you are at Killian. If you follow the mountain trail at Killian down to the sea and then on to the pirate camp, the cave is on the right. About this you can also get into the area of the observatory.

The camp of the pirates

Quest giver: Killian

Exp.: 150

If you refer Killian to the pirate camp, this quest will be unlocked. It will finish when you enter the pirate camp and talk to Greg. If you have already done so before the quest starts, there will be no quest at Killian. You then only get the dialogue.

Powerful weapon

Quest giver: Rhen

Exp.: 800

If you walk down to the sea from the magician Killian and then swim along the beach to the right (or just follow the downhill path straight into the tropical fauna and then drop down onto the beach at the end of the plateau and then follow this stretch of beach straight ahead) Beach of Pirate Camp Rhen, who will tell you in the course of the conversation about a weapon that is in the chest of the Captain's cabin on Greg's ship. Rhen says that Greg will never let you board his ship. As predicted by Rhen, Greg is not ready to let you down easily on [The pirate ship](#). But if you are ready to help him, he would be willing to make an exception. You still have to steal Greg the key of a jail (92 skill needed). After you were on the ship, you report Rhen off.

The pirate ship

Quest giver: Greg

Exp.: 300

You would like to have a look at the ship, but unfortunately Greg will not let you on board without further ado. But if you help him with one thing, he would be willing to make an exception. It's about Skip, one of his people. After you bring it to the camp, you tell Greg. He gives you permission to visit the ship.

Skip

Quest giver: Greg

Exp.: 500

Greg sent Skip as a scout inland, but has not heard from him for a long time. Since he does not know exactly where Skip is, you have to look for him. The only clue Greg can give you is that Skip used the [Teleport in the Canyon](#) to start his clientele, so you also have to use it. Once you've been able to re-enable the teleport disabled by the orcs in the canyon, start your search. Skip can be found in the back chamber of the Swamp Temples (the GII Addon Bandit Camp). After eliminating all enemies there, pick up Skip and take him back to the camp.

Teleport in Canyon

Quest giver: Greg

Exp.: 300 Reward: 200 gold coins

In order to find Greg's spy Skip, you must use the teleport that is located near the shore access to the pirate camp. Unfortunately this was deactivated by the orcs in Canyon. So, before you can really start your search for Skip, you need to get the focus back on activating the teleport from the orcs. This can be found in the inventory of the local orc chief. Focusing, first go to Greg to get the promised reward. Then you activate the teleport again.

A drink for Brandon

Quest giver: Brandon
Exp.: 100

You meet Brandon near the fire in the camp. In the conversation you will learn that he could be available to you as a teacher of strength and skill. In return, he does not want gold, but a decent drink. This drink is a “Fast Herring” that you either already have, or can get you from Samuel the Distillery there in the camp. Where you can find Samuel, you will learn about Garrett, the dealer in the pirate camp.

Alligator hunting

Quest giver: Alligator-Joe
Exp.: 250

You get this quest when you talk to Alligator Jack. Jack will lead you to the place where the alligators are found. If you’ve killed everyone and reported it to Jack, the quest completes. As a reward, you will receive from him the “Ring of Stone Skin”, which increases your protective value.

Hiding the Alligators

Quest giver: Alligator-Joe
Exp.: 250

When you have completed quest [Alligator hunting](#), this follow-up quest will automatically be unlocked. You should seek the hiding place of the alligators. It is located in the underwater cave, which is located on the lake. When you find and kill the alligators, you tell Jack that you’ve found the hiding place. There is no additional reward for this.

Controversy in the pirate camp

Quest giver: Nathaniel
Exp.: 150

When you talk to Nathaniel in the pirate camp, he complains that he is constantly at the woodwork, while others are pushing at work. Nathaniel suspects that Francis, who is responsible for distributing the work, was bribed by the Drueckebergers. You promise to talk to Nathaniel with Francis, but he does not want to know about it. You talk again with Nathaniel and now learn the names of Drueckeberger. These are Lucas, Smythe and Elvrich. Talk to them now. Preferably first with Lucas and Smythe. Then go to Elvrich on the ship. After talking to Elvrich, Kendrick will address you. He is ready to give you a hint if you help him with a matter. The subquest [The goldmine of the bandits](#) will now be unlocked. After you have solved this quest, you learn from Kendrick that Elvrich has received a message from Francis. Elvrich steal this note by pickpocketing and then ask Francis to speak. He is now ready to classify the work more justly. Now tell Nathaniel and the quest is completed.

pirate booty

Quest giver: Jenkins
Exp.: 150

Pirate Jenkins offers you the treasure map of the Addonworld for 400 gold pieces. Once you have bought the card and raised all the treasures, you report this to Jenkins and complete the quest.

Stone tablet search

Quest giver: Tom
Exp.: 350

In Greg’s pirate camp, you’ll find the pirate Tom. He gives you the task to search the five colored stone tablets with which you can open the temple of Adanos. These are still in the same places as on the night of the raven. After you’ve given him the flagstones, the quest is over and the follow-up quest [The Adano Temple](#) unlocked.

The Goldmine of the bandits

Quest giver: Kendrick
Exp.: 250

This task is a subquestion of the quest [Quarrel in the pirate camp](#). Pirate Kendrick, who you find on Greg’s ship, is ready to give you a few pointers if you’re looking for the bandit Scatty to suggest a deal. If Scatty agrees to involve Kendrick in the bandits goldmine in the wetlands, Kendrick will be ready to help Scatty escape the Valley of the Builders. You find Scatty in the temple on the big square, where all the teleport stations are. There you will also find some bandits that you must remove to enter the temple. In the last room of the temple you will find Scatty. But Scatty tells you that in the bandit camp in the swamp a lot of orcs have spread. You need to get rid of them first and then tell Scatty. Scatty is then ready to

accompany you to the Gold Mine. Once you have reached the entrance of the mine with Scatty, you speak to it. Scatty is now ready to respond to Kendrick's suggestion. You go now to Kendrick and tell him that. This completes the quest.

The Adanos temple

Quest giver: Tom
Exp.: 350

If you completed quest [Stone tablet Search](#) with the pirate Tom, this quest will be unlocked. Tom wants to meet with you at the entrance of the Temple Adan and seek with you in the temple to Schaetzen. But once you're at the temple, it all comes down to having to walk alone. Solve the riddles, as in DNDR:

1. riddle: Operate slabs in order: left (Maennchen), right (spines), middle (sun).
2. riddle: Take
3. riddle: ignite
4. riddle:

Gang to the far right.
torch and run only on the light plates. The door
levers operate in the back right corner, there are

In a room where there used to be rhadems, there is a place where it is not broken when pressing the lever. If you stand at the entrance, this is the back corner on the right. After pressing the lever you have to stand until the iron bars are down again. Instead of Schaetzen you will find only the dead Raven and few seekers. After raiding Raven's inventory, you return to Tom and tell him there's nothing to be found in the temple. The quest is completed.

reward for the finder

Quest giver: Garvell
Exp.: 150

When you talk to Greg's pirate ship with Garvell, he complains that he has lost a bag of personal items. This bag is located on the beach of the Giftlurker, just before the area where it goes to the fishing village. If you find the bag and hand it over to Garvell, you will receive 200 gold pieces of the finder's reward.

Return quests for Khorinis 4.-5. Chapter

The remnants of the orc army

Quest giver: Lord Andre
Exp.: 500

If you return to Khorinis from the 4th chapter, Lord Andre will tell you that the remains of the Ork army are hiding in the wild. There are five groups that need to be turned off. One of them is located in the valley below Xardas' Tower, by the campfire, where you meet Lester in the main game. Another part of the orcs is spread out between the lighthouse and Akils yard, in the same places where they were in the main game. The third squad, on the other hand, stops in the big cave, which is in the valley in front of the city, and it is the valley that, when leaving the town, is on the right side of it, if you take the way to the tavern, The fourth squad stops at the pass and the fifth in the north, just before the bridge and the palisade of Emil's bandits. When all the Orktrups have been eliminated, you go to Andre to refund this report. The quest ends and you receive 1000 gold pieces as a reward.

minions Beliar

Quest giver: Pyrokar
Exp.: 500

If you return to Khorinis from chapter 4 and talk to Pyrokar, you will learn that the Catacombs were occupied by Bone Warriors. You then go to Talamon who is either already in combat with them or waiting at the entrance and gives you permission to enter the catacombs. You must now kill all Bone Warriors and Bone Mages. Share this optional initially with Talamon. Then you go to Pyrokar and you can complete the quest there. After completing this quest, you can now complete quest [Old magic](#) and acquire the ancient magical knowledge from the monastery's magicians.

Seven Herbs

Quest giver: Neoras
Exp.: 100

If you come back to Khorinis from the 4th chapter and master the ancient magic, Neoras gives you the job to get him 7 fire chairs that you can get somewhere. If you bring the plants to him, the quest will end. For this easy task, you will receive from Neoras as a reward a Forgetting and a Windwheel, as well as two small Healing and Mana Wards each.

Chapter 4

The castle of Vengard

Vengard

Quest giver: Lord Baldwin

Exp.: 75

Before going to Varant, you get the order from Lord Baldwin to hand over the ore boxes to the King and report back to him. After reaching the port of Vengard, you will receive from Baldwin a teleportron for Vengard (which you can only use in chapter 6) and one back for the ship, and you will be teleported to the throne room. After telling the king that you have ore with you, you should hand over the ore boxes to the bailiff, who you will find in an adjoining room to the right of the throne room. The bailiff will then give you a new quest [Errands for the bailiff](#). Then you return to the king and tell him what you have learned about the undead army. This completes the quest. The king now gives you the order to sail to Varant. You can still explore the castle and take side quests. But you can only read a lot in Chapter 6, because you can not go to the city. Therefore, you should immediately use the Teleportrone, which brings you back to the ship and continue your journey to Varant.

Stormy ocean

The storm

Quest giver: Logeintrag beim Betreten der Welt

Exp.: 250

On your trip to Varant, the albatross gets into a heavy storm, in which you have to solve several quests ([The leak](#), [The albatross rats](#) and [Man overboard](#)). After these tasks have been completed and you report this to Gernot, you can continue to Varant.

the leak

Quest giver: Gernot

Exp.: 100

There is a leak down in the storeroom. Talk to Hawk and he'll send you down to reinforce people. These are Sven, Albin, Konrad, Beowulf and Bertram. If you've ordered them all down, talk to Hawk and then Gernot, who will do another job for you. After this is also the leak stuffed.

The rats of the Albatros

Quest giver: Gernot

Exp.: 200

The water in the storage room has driven all ship rats to the deck. Take care of it and report it to Gernot.

Man overboard

Quest giver: Gernot

Exp.: 200

Dandolo has been washed overboard by a big wave, look for him! It is located on the larger rock you can see in the distance to starboard. Swim and search the beach as well (Quest: [The shipwrecked](#)). You find Dandolo in a rock niche when you walk up the path from the beach. In a cave before you will find a Hoellenbestie (Attention: very strong). Escort Dandolo back to the ship, or to the platform at the bottom of the ladder, and report this to Gernot.

The shipwrecked

Quest giver: Flaschenpost/Sam

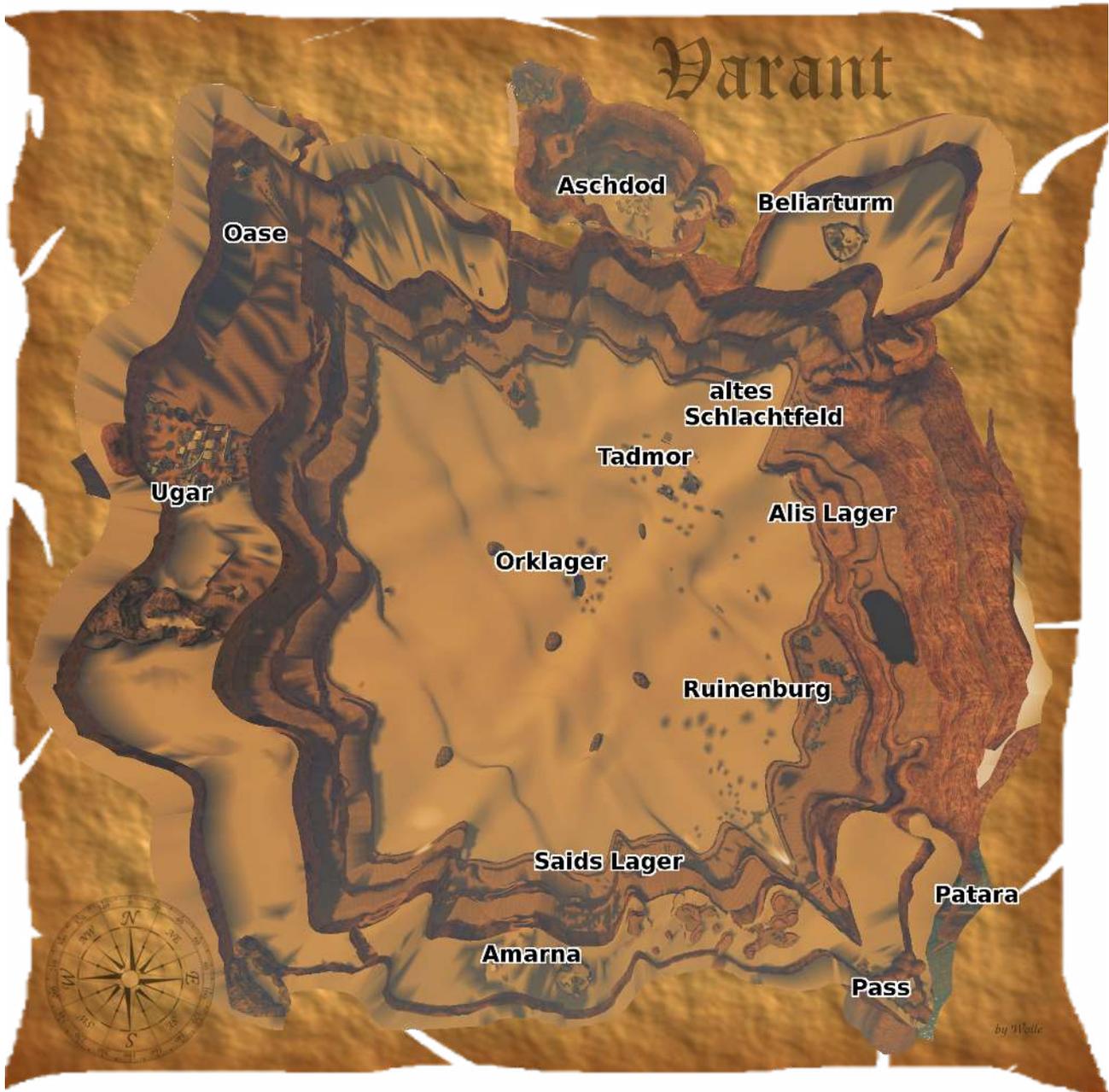
Exp.: 250

On the island where you rescue Dandolo, you will find a bottle post on the sandy beach. If you read the note, the quest will start. But you will not find the shipwreck until you sail to Mendoza's Corsair Island. The shipwrecked is located on the large neighboring island and at the extreme end to the north. He then asks you to take him to Vengard. There he leaves the ship and the quest ends.

By the way, the quest will also be launched on the first dialog with Sam. So it does not matter if you have not discovered the message in the bottle.

Varant general

Map of Varant



unbearable heat

Quest giver: startet automatisch, wenn man ohne passende Ruestung tagsueber die Wueste betritt

Exp.: 250

This quest begins when you enter the desert during the day and ends with Said or Abbas when you buy a Nomad item that protects against the heat.

THE TEMPLE OF ASCHDOD

Quest giver: Baldwin

Exp.: 350

After you arrive in Varant and speak with Lord Baldwin, several main quests will be unlocked, including these. It can not be finished until the end of Chapter 5 with Lord Baldwin, after revealing the secrets of the temple.

IMPORTANT: Orcs in Varant

Quest giver: Baldwin
Exp.: 350

This quest is for information only, so you should not attack the orcs until you reach their targets in Varant as they work with the Assassins.

IMPORTANT: For the nomads

Quest giver: Baldwin
Exp.: 350

This quest and [Important: The Way of the Assassin](#) are in the 4th and 5th chapters. They serve to signal to the player that there are 2 ways to go through Varant. Once as a nomad friend who freed slaves and in the end also the cities of the Assassins for the nomads recapture, or as a friend of the Assassins, the slave verriet / sold and possibly also combats against the nomads. However, you should keep the option open for as long as possible, since otherwise you will miss a lot of XP. The Ugar Slave Quest, however, must be connected until the end of the 4th chapter. If you want Said's help to conquer Ashdod, you must first gain the trust of the nomads ([Confidence](#)).

IMPORTANT: The Way of the Assassin

Quest giver: Baldwin
Exp.: 350

This quest and [Important: For the nomads](#) are in the 4th and 5th chapters. They serve to signal to the player that there are 2 ways to go through Varant. Once as a nomad friend who freed slaves and in the end also the cities of the Assassins for the nomads recapture, or as a friend of the Assassins, the slave verriet / sold and possibly also combats against the nomads. However, you should stay as long as possible the option to reschedule. The Ugar Slave Quest, however, must be connected until the end of the 4th chapter.

Eerie ruins

Quest giver: Prampek
Exp.: 650

After helping Prampek with the Sandcrawlers, you can ask him about the ruin castle up on the mountain. A test of courage gives you the decision to visit the ruin with Prampek. After battling your way through the skeletons, you see an undead troll in the back courtyard, but Prampek will not help you with that. If you have defeated him, Prampek is sufficiently impressed and you can let him go again.

(DANGER: many skeletons, shadow lords and skeleton magicians, as well as an undead troll)

Prampek wants to camp

Quest giver: Prampek
Exp.: 100

After talking to Prampek about the castle, he asks if you can take him to the orcager in the desert, as he got lost. The Orklager is located in the middle of the valley behind a dune. Take him to the Stormmaster Nemrosh, who is standing in a tent with a Beliar shrine.

The call of the ancestors

Quest giver: Hakoon
Exp.: 250

Hakoon and Lars are in the footsteps of their ancestor Akasha. You can find a stone slab in the burial chamber of the Tadmor Temple, which you can hand over to Hakoon. Before that you should show them to the "unknown hero" behind the pass and Mercury!

Treasure in the monastery ruins

Quest giver: wird automatisch getriggert
Exp.: 400

When you open the chest behind the convent ruin, this quest will start. One has to find keys one after the other, with which new chests can be opened, until one can open the sarcophagus in the cellar of the ruin, where the "sweetheart" is. The first chest is behind the ruin and is unlocked, followed by a chest on the roof of the ruin. The next chest is in the main room in a corner between the rooms with the lecterns. Next you have to go back to the roof and from there into a somewhat hidden entrance, from where you get into the basement. In this last chest is an ornamental ring with which

one can open the sarcophagus. There are 12 bags of 20 gold chunks each. If you open the sarcophagus but also a few skeletons spawned, the attack you immediately. This completes the quest.

Provisions for the lion hunter

Quest giver: Tabor

Exp.: 150

Tabor and his lewenjaeger need supplies of provisions. Bring 3 barrels of water (for example, from the storekeeper in Ugar), 5 sacks of flour and goat butcher in Ugar 12 fried goat legs, 5 pieces goat cheese and 5 buckets of goat's milk.

Skins for the lion hunter

Quest giver: Tabor

Exp.: 400

If you have brought the food to Tabor (he wants [Provisions for the Loewenjaeger](#) after you, that you bring him now also 12 lion skin and 6 panther skins.) At least he pays you well, for all you receive 2800 gold. The Loewen you find near the Loewenjaegerlager or in the oasis and the Panthers are also in the oasis or wander through the desert.

Aslan

Quest giver: Tabor

Exp.: 150

If you have brought the skins to Tabor, he will ask you if you can help him look for the lion Aslan, whose coat he wants as a trophy. Aslan is in one of the ruins below the tower. (The key to the tower, by the way, is in the trunk of the surviving ruin.) You can not hurt Aslan, so go to Tabor and tell him. He wants you to bring him to Aslan. Once there, he kills him, but he is too excited to take him. So you give him the coat and collect another 500 gold.

Treasure hunt in the pendulum cavity

Quest giver: startet bei Betreten des Teleporters

Exp.: 10

If you go to Loewencanyon near Spike's location in the oasis, you'll find a teleporter at the bottom. This brings you to the pendulum cave. At the end of the cave you will find a buried treasure in leather bags. The other teleporter outside brings you back to the canyon.

Warriors from Nordmar

Quest giver: Hakoon

Exp.: 200

There are the two Nordmarkrieger Lars and Hakoon in Varant. But you do not come to Lars at the beginning. Hakoon is located in a hut between 2 palm trees below the oasis on the edge of the desert. First, Hakoon is very monosyllabic. However, after gaining access to the Temple of Ashdod, he tells you that in an attack on him and his buddy Lars, he was captured by the desert raiders. Follow him into the desert to find the robbers. You find a bludgeon of three robbers in the middle of the desert, where they were attacked, and then Lars in the tower on the edge of the desert below the Ugar tomato plantation. After eliminating the leader of the robbers, Mustafa, you will find the key to the tower with him. Now open the tower and free Lars.

Lars weapons

Quest giver: Lars

Exp.: 100

Lars still misses his weapons: a Nordmar bow and his double ax. The ax had the Wuestenraeuber Achmed as a weapon with him. The arch can be found at Hussin, which keeps up with other desert rakers on the middle plateau between Ugar and the tower. Just above Toghrol's caravan.

The mysterious cave

Quest giver: wird automatisch gestartet, wenn du die Quellhoehle betrittst

Exp.: 0

When you enter the source cave, this quest will start. Defeat the creatures. In the canyon of Nemrosh's Orklager, at the very bottom of the canyon you will find a focus stone that activates the teleporter (see quest [Nemrosh](#)). When you enter it, this quest ends and it continues with [The divine artifact](#).

Access to Ashdod

Quest giver: Sancho (Waechter am Zugang)
Exp.: 500

If you try to get to Ashdod by the cave access, the guards will stop you and you will not get any further. You must first get a [Audience at Tartaron](#) in Ugar and get permission from him to go to Ashdod. Did you go on this to Ashdod and the quest is over.

Rauhbeins Note

Quest giver: Pike
Exp.: 300

You make the Corsair Pike (to be found at the temple on the coast of Varant, not far from the anchorage of the Albatross) the offer to search for Rauhbein's reference in the grotto. After finding the clue, you have two talk options on Pike. Either you belug him or tell him the truth and adds to that, that you want to keep the hint. In this case it comes to the fight with the Corsairs.

Treasure hunt in the ruins

Quest giver: Kartenfund in der Truhe auf der kleinen Insel
Exp.: 10

During quest [Swap keys against rum](#) by Corsair Dylan, you will receive a treasure map that leads to a treasure in the ruin. Mountains him and the quest is done.

Treasure hunt in coastal cave

Quest giver: startet nach Lesen der Karte von Amad
Exp.: 10

You can buy a ticket from Amad that leads to a treasure in the coastal cave. So go into the cave between Patara and the desert and pick up the treasure (down in the canyon).

Treasure hunt over spring cave

Quest giver: startet nach Lesen der Karte, die du bei dem Toten in der Hoehle zwischen Patara und Wueste findest
Exp.: 10

You can find a map of the dead man in the cave between Patara and the desert that describes a treasure above the swelling cave. Pick up the treasure and the quest is over.

Salhadins prey

Quest giver: Zettel lesen
Exp.: 300

This quest can start in two different locations in the mountains of Ugar. Once in the leopard cave (below the orkbandite camp on the middle plateau between Ugar and Amarna), where one finds the prey of the bandits or once in the house in the mountains, which lies below the plantation of Ugar. In both cases you have to read the notes and follow the instructions in the diary. When you read the note in the house, one of the thieves immediately appears to kill you. He also has a note with him. Once you have started the quest at the leopard's den, it will be completed once you have read the thief's note. If you have started the quest in the house, it will be finished in the leopard's den, as soon as you read the note you found there.

Fishing village Patara

Access to the desert

Quest giver: Abdul
Exp.: 300

With Abdul, you will not get any further, but after talking to Aram, Abdul's new call option gives him confidence to win. You should help the people in the village and do something for him. The quests to complete are: [The wife of the fisherman](#), [Precious pearls](#), [The monster](#), [Marsh herb for GorAssur](#), [Frozen crocodiles](#), [Schildkroetenfleisch](#) and [Starvelings](#). If you have done everything, you get the permission to pass the gate. You should first talk to Drompek and Gor Assur. During the day the gatekeeper stands directly behind the gate, then you can address her and she opens the gate.

The wife of the fisherman

Quest giver: Luca
Exp.: 150

After several inquiries, Luca tells you that his wife Leika has been molested by two corsairs and has now disappeared. You can find Leika in the cave at the other end of the beach. She tells us about the Corsairs Vincent and Price, but she convinces herself to go back to the village with her. Contact her there and the quest is over.

Cheeky Corsairs

Quest giver: Luca
Exp.: 300

After you have brought back Leika, you want to end the problem with the Corsairs final. You promise Luca to take care of it. He is skeptical, but tells you that you probably only have to do Vincent, Price will then be intimidated. A conversation with Vincent aboard the pirate ship ends in a challenge to fight at the harbor. Talk to Vincent (best at night, because there are no fishermen nearby) and beat him down. After the fight, he tells you that he will leave Leika alone in the future. After feedback from Luca, the quest is over. Although Luca does not have any money, she tells you about precious pearls around here (see quest [Precious pearls](#)).

Precious pearl

Quest giver: Luca
Exp.: 300

After you have done Vincent tell Luca that the captain of the corsairs Rotbart is looking for valuable pearls. Talk to him and he will give you the order to bring him 12 pearls from the big cave. In return, he will recommend you to Abdul. Careful, there are some ogres in the cave.

The monster

Quest giver: Abdul
Exp.: 250

Abdul tells you that a monster has been spotted on the coast near the Lurker's Cave. He gives you the order to find it and kill it. It is a dragon's snatcher in a side branch of the Lurker's Cave, before the passage to the area where the ogres are staying.

Sumpfkraut for GorAssur

Quest giver: GorAssur
Exp.: 150

Gor Assur wants 12 marsh herb plants. It grows in the palm frond in front of the city, in the direction of the cave. You just have to kill a few bloodflies.

voracious crocodiles

Quest giver: Gor Assur
Exp.: 300

If you've successfully solved the Marsh weed quest, there's a follow-up quest from Gor Assur. Thou shalt kill the ghastly (coast) crocodiles behind the palm-tree. Probably you have already done it on the way anyway, otherwise you have to go back again. Gor Assur will recommend you to Abdul.

starvelings

Quest giver: Aram
Exp.: 150

The fishermen are hungry! Steal each 6 tomatoes, breads, pieces of cheese, bottles of milk from Abdul's house. Talk to Aram again. He wants you to distribute the food to the villagers. He, Luca, Leika, the fisherwoman and the two fishermen at the harbor must receive their ration. Then you can submit the quest back to Aram and he recommends you to Abdul.

turtle meat

Quest giver: Asmund
Exp.: 150

After talking to Abdul, Asmund talks to you and offers you a business. He wants to recommend you to Abdul for 30

pieces of tortoise meat so that you can come down to the valley. On top of that, you get 100 gold. On the beach and in the nearby cave should be found enough turtles.

Joints of meat for Drompek

Quest giver: Drompek
Exp.: 100

After getting access to the valley from Abdul, Drompek has another mission for you. He wants you to give him 10 meatballs. Whether you still have to hunt them, or already have it does not matter. Bring it to him and the quest is complete.

The village elder

Quest giver: Abdul
Exp.: 200

After getting access to the valley from Abdul, he has another assignment for you. He wants you to observe the village elder Aram, who always wanders around the coast at night. Sleep well until 8 pm and lay in wait in front of Aram's house. At 8:30 pm he starts walking, following him along the coast to the cave and the closed side tunnel. If you address him in front of the shrine you have to decide if you want to betray him (for Beliar and the Assassins) or not (for Adanos and the Nomads). In case of betrayal, he attacks you, you should not kill him, but only knock him down. Then talk to Abdul. He will give you 200 gold pieces as a reward in both cases.

Caine

Quest giver: Gor Assur
Exp.: 250

After gaining access to the valley from Abdul, you can target Gor Assur for his Templar armor. He refers you a little bit mysteriously to a Caine who is supposed to be in Ashdod. He also tells you that there are other Templars in Varant. You finally meet Caine in Ashdod and he's scary to you. After your conversation, he is swallowed up by the earth. You can talk to him about the other Templars, but no one has seen him, about which they do not seem to be very sad. If you successfully leave the library of Ashdod (see [The burial chamber](#)), you will meet Caine again. He stands in your way and you have to kill him. This is the end of this quest.

Nemrosh's Orcager in the Desert

Artifacts

Quest giver: Nemrosh
Exp.: 250

After he dismisses you at the first address, you can ask Nemrosh if you can do something for him. He orders you to go to the ancient ruined city of Tadmor, where the Ork Gemnok was looking for artefacts but has not found one yet. When you arrive at the ruins you first get the quest [Ruin crawler](#) from Gemnok, which you can do in parallel with the artifact search. There are 5 colored stone tablets, which can be found in Tadmor, with most of them you have to press a key-printed switch to get into the respective building.

1. Red: Half-buried ruin with switch inside
2. Violet: In ruins with the fire golem and switch outside
3. Blue: Top in the pyramid, outside switch
4. Green: In the half-ruined tower on the edge
5. Yellow: On the roof of a small ruin next to the pyramid

Have you found all the tablets, say Gemnok, who immediately sends you to Nemrosh, where you hand over the tablets. Gemnok gives you a stone tablet to thank you.



Yussuf needs meat

Quest giver: Yussuf
Exp.: 100

Yussuf gives you the job to get 30 meatballs. He gives you 200 gold for it.

ruin crawler

Quest giver: Gemnok
Exp.: 300

Gemnok is afraid of the Ruin crawlers. Take care of him and you will receive a stone tablet as a reward.

Ugar

escaped slaves

Quest giver: Wilbert/Clark/Spike/Torrez/Gasparino
Exp.: 200

4 slaves escaped from the mine of Ugar, which are now on the run. First, you should find all the slaves. Talk to Wilbert in the palm tree forest towards Loewenjaeger, Spike on the rocks towards the ruin, and Clark in the stone house near the rocks near the city gate of Ugar. Then you have to find Morris' body, which is located near the Razors near the stone house. Read the note he has with him. The slaves want to be nomads, but do not know exactly where they are. On Spike's advice, you should now talk to Piet, who is still in the Ugar mine. To tell you where the nomad camp is, Piet demands a vote of confidence. Go to Tamara, the slave in Tartaron's house. It stands directly on the marketplace behind Bahal's stand.

Slavers Dogs

Quest giver: Gasparino
Exp.: 350

The quest is started at Gasparino, when you get the job to capture the slaves. Since the dogs are dangerous for everyone and the player must fight them anyway, if he encounters them, he can now get here for 350 EXPEX, if he finds all 8 Skljajaegerhunde and kills. The quest will be completed immediately after the animals have died.

The player

Quest giver: Mirko

Exp.: 200

Mirko wants to play with you. You can find him in the barracks or in the pub. You have to win 8 times more against him than he does against you. The quickest way is to save for every roll you win. If there are two losses, you will recharge, otherwise you will continue to wager until you have won 400 gold. Mirko moves away and the quest is over.

Bounty hunting Ugar

Quest giver: Torrez

Exp.: 500

Torrez has a problem with the robbers who are staying in front of the city, hampering Amarna trade and transport to and from the plantation. Thou shalt kill Verdoja. To do this you first have to eliminate the desert robbers who are staying south of the city. One of them, the 'Right Hand Verdojas', has a key. With this key, you will continue to move away from the city along the right rock face. You enter a narrow corridor on the left side of which is a slightly overgrown entrance in the rock. Go inside and you'll find a door to the catacombs of Ugar that the key fits. Down there is the rest of Verdoja's gang. After killing them all, you can go back to Torrez and receive a reward of 300 gold pieces.

tomato harvest

Quest giver: Bahal

Exp.: 200

Bahal needs someone to harvest his tomatoes and bring them to him. He needs 300 tomatoes, and you can trade him up to 3 gold pieces per tomato. So go to the plantation, it's south out of town, left behind the fence. Remove the Roman bloodhounds, harvest the tomatoes and bring them to Bahal. It will not be enough. Bahal tells you that you can pour the tomatoes to get a new harvest. In addition, you should eliminate the meat bugs that run back and forth between the rows. The casting works as follows: You need 8 full bottles of water. If you do not have one, go into the house, there you will find empty ones. These can be filled up at the well. Now you are running through the rows of tomatoes, with Roland stopping in some places to perform a casting animation. After you have poured 8x (about once in each row), new tomatoes grow after a questlog update. This game you have to repeat again to get to 300 tomatoes. Now you can bring this to Bahal, where he tries to cheat on you, do not agree, you get 3 gold pieces per tomato. Since tomatoes give 1 power per 30 pieces you should buy them back to eat them yourself. Now you can hire one more worker to get more tomatoes. Pedro, who has his bed in the street near the pub, does that for 200 gold pieces. Take him to the plantation, wait one day and he'll reap you another 300 tomatoes (but you have to bring the money, otherwise he will not have a call option). It's not necessary to return to Bahal, but you can still tell Torrez about your success.

overseer

Quest giver: Bahal

Exp.: 200

Bahal has not heard from his plantation supervisor for a long time. He wants you to see to it. After eliminating the Razor, you find the overseer dead on the ground. Take the piece of paper he carries with him, read it and go back to Bahal to receive the reward of 100 gold pieces. Now that you've completed the tomato quest, you can now look for a new Overseer. Pedro would take over the job, but you have to talk about the payment but again with Bahal. With him you can trade 100 gold pieces per month in advance and 1 gold per harvested tomato. Pedro is excited and starts immediately.

The sinister house

Quest giver: Wirt

Exp.: 350

The landlord tells you about an eerie house in Ugar. You can enter it over the city wall near Torrez House. Then jump on the boards through the hole in the roof. On the cupboard in the open space of the upper floor you will find the key. This opens the second room above, in which there is a switch for the grid on the ground floor. You get into the basement and have to pull the ring on the wall to open a stone door. Behind it is the spirit of the alchemist, who tells you (but only if you've started the quest with the landlord) what's up with the house. To free him, you must kill Undead Caglisto in the Catacombs. There is a direct passage here. If you killed Caglisto go back to the Spirit, he will reward you with an Elixir of the Spirit and disappear.

The Catacombs of Ugar

Quest giver: 1. Betreten der Katakomben

Exp.: 500

There are several accesses to the catacombs of Ugar. One is in the abandoned house, you get the alchemist's mind the key to the door.

1. Abandoned house
2. Temple - Switch
3. In the storeroom of the merchant Amad
4. Verdoja's hiding place
5. Dark Chamber Side Door at Temple Entrance (Mansur Key during [Terror by Quest](#))
6. passage in Tartarons basement

The keys you get from:

1. Alchemist's Ghost in the Cursed House (Gives You the Key So)
2. Torrez, Commander of the Guards of Ugar (Toetle / Pickpocketing)
3. Card merchant Amad, who lives to the left of Ugar Ore Mine (Toetle / Pickpocketing)
4. Right hand Verdojas, one of the desert robes south of the city
5. Mansur the Boss of Assassins and Thieves (Toeten / Pickpocketing)
6. Tartaron by pickpocketing / killing, the basement key has Karim

The dead jeweler

Quest giver: Torrez

Exp.: 400

After you have Tartaron's trust, he asks you to find out more about a jewel robbery that killed the dealer Osiris. He is sure that the Thieves Guild knows more about it, of which there are always many in the bar in the evening. Go to the pub and talk to the landlord. He refers you to Aramis, who gives you the tip to steal Mansur's order list. So go to Mansur at night (his apartment is on the first floor, in the building complex of the pub, right next to the city wall) and take the key on the left side of the shelf under the wine bottle. In the chest is the list. There is something in the list about a dark room. Go back to Aramis, who will tell you more about the chamber. You should now get the key to the chamber at Mansur. It's best to steal them out of his pocket, or you can beat him down, but that could have consequences for you in the city. With the key you go into the temple and open the secret passage behind the statue with the switch on the right rear pillar. Take the right aisle and open the grid with the key. Kill the Assassins and Assur and report to Torrez. You have the choice whether to give him the jewels or not. But it pays to give it back financially, because you get 500 Gold Reward compared to 200 Gold + 150 Jewel Sale Value. If you still talk to Aramis you will get a small reward from him as well.

Mansur

Quest giver: Brief von Mansur

Exp.: 200

If you steal Mansur's letter in the course of the quest [Terror by](#), this becomes the enemy of the player. Although he can not prove that the player has stolen his letter, he can not risk leaving any witnesses of his criminal business alive. Therefore, you will only be able to finish this quest if you kill Mansur.

abgezockt

Quest giver: Klaas

Exp.: 200

Klaas has lost the profits from the slave shops of the Corsairs in the Wuerfeln against Mirko. It does not dare to go back to Rotbart. This is the opportunity to find out more about Mendoza's island. If you give Klaas his 2,000 gold pieces, in return you will receive a map of Mendoza's hiding place.

A bed in Ugar

Quest giver: Rosko/Bahal/Torrez

Exp.: 100

You are looking for a bed in Ugar. The servant Rosko refers you to his master Bahal, who does not want to give you a bed unless you have a good reputation in Ugar. So you have to get an audience with Tartaron to solve this quest. After you have brought the book from Ashdod to Tartaron, he allows you to take a bed in Ugar. Then talk to Bahal to complete the quest.

Flour for the city Ugar

Quest giver: Torrez

Exp.: 100

Torrez wants you to get him 30 sacks of flour. You will find some in the city of Ugar, the rest you have to get at the Mueller Sanchez in the mill at Amarna. You will find him during the day in the (then open-minded) mill. However, Sanchez can not give you more unless you have the permission of Hassan, the Commander of Amarna. So you have to solve the quest [Access to Amarna Fortress](#) first. Talk to Hassan, who sits on the bench at the gate in the afternoon, on the roof during the day, and in the barracks in the evening and at night. He'll give you permission only after you've done Verdoja's robbery gang.

(Grain / flour) localities:

Verdoja's hiding place (3/0), Said's camp (1/2), behind Iskra's market stall (0/4), bought by Bahal (10/6), Sindbad's camp (0/7), by the fled slave Clark (1/0), Muehle Amarna storage room (5/25), purchase from Merwan on the Beliarturm (5/7)

Hazard shadowbeast

Quest giver: Humphrey

Exp.: 500

In the quest [The treasure hunter](#) Humphrey wants you to kill the Shadowwalkers in front of the cave. Do that and keep going.

rich booty

Quest giver: Aramis

Exp.: 350

Aramis tells you that in the basement rooms of Ugar there are great treasures to be found. In the basement under Iskras hostel you will find a leather bag with 1000 gold pieces. When you open it, you will receive an empty bag labeled *In this bag was the treasure of Ugar*. Go to Aramis and report on your prey.

The Gold of Amarna

Quest giver: Aramis

Exp.: 350

Aramis tells you that there is a great treasure in the fortress of Amarna. You can steal Hassan's key to the "tower" and then open the grid on top of the wall. If you empty the leather bag, the quest will be updated. You can now let Aramis know.

The temple treasure

Quest giver: Aramis

Exp.: 350

Aramis tells you that there should be a tremendous treasure in the Temple of Ashdod. He is well guarded though. The key to the treasure of the temple is Shirkuh, whom you must take off in combat. You can open the grid in the temple room with the button to the left and then loosen everything. If the Assassins do not attack you, return to Ugar and speak to Aramis, who will not believe you though. There is still experience.

The Treasure Hunter

Quest giver: Branco

Exp.: 400

During the quest [Secret trade](#) you will find a letter in Branco's which is about a treasure. You talk to him about it and he'll take you to his boss Branco outside the city in the evening. After you have completed the quest [Danger by Shadowlayer](#) for him, you go together the next morning to the temple in the oasis. Humphrey gives you an ornamental stone, with which you can press a button near the four pillars away from the temple in the oasis. This opens the grid in the well and

you can jump in. The buttons outside open the grid of the respective room, except the last one. To leave the rooms, press the switch inside. In the penultimate room you can press two switches, one opens the grid to the last room and the other opens the grid to get you out. You should not press the button in front of the last room, otherwise you will be impaled. You can only open the boxes when you have found the key in the boxes above. After you have collected all 18 leather bags you can open the door at the top. Humphrey and his buddy want to cheat and kill you, of course. Eliminate them and go back to Branco to give him a share of the treasure and progress to quest [Secret trade](#). With less than 500 gold pieces, he does not let himself be put off.

Bahals tobacco

Quest giver: Pedro
Exp.: 100

You pretend to recognize Pedro as a thief, and he promises to train you if you bring him a tobacco of Bahal's tobacco from his house. For this you have to break in (preferably at night) in his house and let go tobacco. His servant Rosko should not notice. The guard in front of the house can be scared away with a fear spell. On this occasion, also choose Branco's chest ([Secret trade](#)). If you bring the tobacco to Pedro, the quest is over. Bahal gets it in the long run that you stole tobacco and does not talk to you anymore. To avoid this (for example, to negotiate with him for the Tomato Harvest Quest), it is important that you get rid of ALL of the remaining tobacco from Bahal so that no evidence can be found. Smoking / selling are the options here. After a fine of 250 gold you will be able to talk to Bahal again.

Secret trading

Quest giver: Torrez
Exp.: 100

From Ugar weapons are smuggled. You should find out for Torrez who is behind it. His first suspicion is Branco, so talk to him. He claims to be in Ugar for the Orcs. Who knows more about it than an orc? Tschampok says that the orcs did not take any mercenaries. Branco is doing so. The quest log gives you the tip to search Branco's chest. This is upstairs from Bahal's hostel. The best thing is to break in at night. Scare the guard in front of the house with a fear spell, climb the ladder and sneak up to the chest. This can be combined well with the quest [Bahal's Tobacco](#). Read the note from Branco and speak to him. Now you have to leave the city with him in the evening and solve the quest [The treasure hunter](#). At the end you get the hint from Branco that someone is sneaking out of the city at 3pm. So you lie down in front of the north gate. Lo and behold, at 3 o'clock, Gero leaves the smithy to your surprise and marches out of the gate in the direction of the oasis. You follow him and he leads you to a hidden room in the cliff face on an exit just outside the city. Talk to him, he'll tell you everything. Now you have to do the three desert robbers in the cave and read the letter *Next delivery* from the chest. Go to Torrez and you will receive 200 gold pieces as a reward.

of confidence

Quest giver: Tamara
Exp.: 100

For Tamara to trust you, you must gain the trust of her father, Said. It is located in the nomad camp below the Amarna Fortress. You must get 6 sympathy points for the nomads from the following 8 quests: [Waffenbuendel](#), [Panther hunting](#), [Access hunting](#), [Advertising for Selima](#), [Snapperhairs for Bahram](#) (each +1 point if solved), [Ali's desert barber](#) (+2 points), [Salvation of the slaves](#) and [Escaped slaves](#) (+1 each if slaves saved but -1 if slaves remain with the Assassins).

The lion hunter

Quest giver: Iskra
Exp.: 250

Since you are looking for a bed in Ugar ([A bed in Ugar](#)) you are talking to Iskra's slave Ben. This tells you that currently the famous Loewenjaeger Tabor has come to Iskra. Iskra, in turn, is waiting for Tabor to bring him new skins. If you accelerate the process, Iskra will give you 50 gold pieces and his recommendation to Torrez. Tabor can be found in the back of the oasis as you come from Ugar, across the front oasis and through the (guarded) stone passage past the alligators. When you complete Tabor's quests, he tells you that he will soon return to Ugar. Talk to Iskra and collect your reward.

Rescue the slaves

Quest giver: Piet/Tamara
Exp.: 200

After you have the confidence of Tamara, Piet finally tells you where the slaves want to go. You are to take them to the Jaeger camp of Said's clan at the Beliart Tower. So collect them all 3 and go with them on the way. Attention, the NPCs like to jump into the abyss. Save often, just walk in front of them, make big turns and look around regularly. At the oasis, go down the steep path to the treasure hunter's cave and continue down to the lowest plateau. Follow the plateau north to

the Beliar Tower until you are at the entrance to the same. (Put on neutral clothes!) Go up, around the tower, and look for Haram in the oasis. Talk to him and finish the quest.

A powerful spell

Quest giver: Tamara
Exp.: 300

Tamara tells you that Tartaron can read minds and therefore realize that you are truly an Assassin enemy. She advises you to ask the adept Hector what his secret is. Hector does not want to tell you how Tartaron does it. So you ask his colleague Kasim if Hector has any weaknesses. And behold, he is a heavy smoker. After you have solved the quest [Strong herb](#) at Sindbad, you are going to Hector. He meets with you in the evening behind Iskra's house and tries the stuff. He tells you that Tartaron controls hypnosis. Tamara then refers you to Mercurius. He knows no help against hypnosis, but tells you that a fire mage might continue to whitewash. Wulfias on the Albatros tells you that you can use an amulet of blessed rocks to escape Tartaron's hypnosis. Blessed rocks are said to be near Innosschreinen. Mercurius may know where to find one in Varant. You are beginning to realize why this game is called Odyssee ... if that was not clear to you. Mercurius tells you about a long-decayed Inno shrine on the edge of the oasis of Ugar. It is located where Aslan the Loewe can be found, near Tabor's camp. You can find two pieces of blessed rock. One outside the columns and one in the basement of the surviving ruin, where you will also find the key to the tower in the chest. Take the rock to Wulfias. You have to wait until the next day, then he has the soul call amulet ready. Go to Tartaron and you pass his exam.

Skelron

Quest giver: Tartaron
Exp.: 100

Tartaron subjects you to another test after the hypnosis test, he gives you a key and a teleport to a cave where Skelron is. Defeat Skelron and take his almanac of the possessed. If you give this Tartaron, he will let you go to Ashdod.

Strong herb

Quest giver: Sindbad
Exp.: 100

To elicit Hector Tartaron's secret, you can use his vice to smoke. So you go to Sindbad and ask him about his super-herb. Unfortunately, he does not have enough and you should get him new ingredients: grave moss and marsh herb. So go to the graves above Said's camp to find grave moss and pick if necessary marsh herb in the oasis. After a day's wait Sindbad gives you the strong herb.

Crawler in the mine

Quest giver: Gasparino
Exp.: 350

After you have been passed from Torrez to Tartaron, Gasparino asks if you can do something for him. Thou shalt get rid of the crawlers in the closed tunnel of the mine. There are a total of 14 pieces. Go in and the first narrow jetty to the right, there are 3 crawlers. Take the ladder, 1 more crawler. Keep left, get rid of 1 crawler in the snail's right and then go left down. Go down the ladder and along the edge of the pit, you hit another crawler. Get rid of 3 crawlers at the bottom of the pit and back the way and the first narrow aisle to the right, there's another crawler. Go on, the ladder is another crawler, go on and off, there are still 2 and a little later still the last. Back at Gasparino you get 300 Goldstuecke.

Audience with Tartaron

Quest giver: Torrez
Exp.: 250

To get to Ashdod you have to talk to Tartaron. Torrez, however, does not let you in on him until you commit to the city of Ugar. So do as many orders as possible for the citizens of the city. Important quests include: [Bounty Hunt Ugar](#), [Flour for the city of Ugar](#), [Tomato harvest](#), [Overseer](#), [Escaped slaves](#) and [Secret trade](#). You do not have to do Gasparino's Quest [Escaped slaves](#) yet. Be sure to speak to Tamara the nomad who works in Tartaron's house before you go to see him. For that, you must have acquired Said's confidence.

Black Mage book

Quest giver: Tartaron
Exp.: 50

After you have his permission to go to Ashdod, Tartaron brings you a book from Almansor. Alvarez, his deputy, gives it to you straightaway and you can bring it back.

The Black Mage School

Quest giver: Tartaron

Exp.: 350

After you have your permission to go to Ashdod, start this quest, which ends when you have access to the Temple of Ashdod. You have to complete several tasks for the black magicians to trust them. Almansor wants you to take three big exams, each made by a black magician. Go to Tartaron, this will allow you to participate. You are testing Almansor in Ashdod (**Skeletal bones**), Charon in Ugar (**Fire Golem heart**) and Belasar in Amarna (**Demonic spirits**). Once you have completed the tests, Almansor will tell you many important things: Many of the scholars do not believe that Xardas is the chosen Beliar, so the black magicians in Ashdod have summoned the undead mage. The tomb of this powerful magician can also be found in the valley of Ashdod. You steal Almansor the key to the library in Ashdod and can now find there the key to the crypt. With Amur, you can still learn the writing of the black magicians, which allows you to read even more bookers to gain magical knowledge. Almansor also teaches you the 5th and 6th circuits when you learn them.

The street robbers of Ugar

Quest giver: automatisch

Exp.: 350

If you run through the city at night, you'll often find street robbers attacking you. There are also many in the catacombs. If you have done all the quest is over.

Treasure hunt in the catacombs

Quest giver: startet nach Dialog mit Tavernenwirt von Ugar

Exp.: 10

As part of the quest **The spy** tavern host tells you of an alleged treasure, which can be found in the catacombs of Ugar. If you find Abdallah in the Catacombs and hoist the treasure yourself, the quest ends.

Mietnomaden

Quest giver: Wirt

Exp.: 300

The host of the tavern tells you about the smoking rental nomads in his apartment, which he would like to get rid of. But you should first talk to them and kill only anyone! The three show up unreasonably and you have to blow the leader (do not try to kill him). If you talk to him again, they will forgive each other. You can now report this to the host, who is very pleased.

Amarna

Grain for Sanchez

Quest giver: Sanchez

Exp.: 100

Sanchez needs 20 sacks of grain for his meal. There are everywhere in Ugar which rum, to which one can buy which at Bahal and if one is clever enough, one can steal Sanchez 'storage key and there also which steal. Bring it back to him and get 100 Gold as a reward.

(Grain / flour) localities:

Verdoja's hiding place (3/0), Said's camp (1/2), behind Iskra's market stall (0/4), bought by Bahal (10/6), Sindbad's camp (0/7), by the fled slave Clark (1/0), Muehle Amarna storage room (5/25), purchase from Merwan on the Beliarurm (5/7)

Access to the fortress Amarna

Quest giver: Torwache

Exp.: 250

The gate guard will not let you into the fortress unless you know the slogan. He does not want to tell you who you get her from. Since you're supposed to get flour for Torrez, you go to him and he reluctantly gives you the watchword. The gatekeeper is impressed with your Jedi skills and opens the gate for you, which takes a long time (maybe save and load). After the obligatory "law-and-order-instruction" you have made it and you are in Amarna.

Transformation spell scroll

Quest giver: Kyros

Exp.: 100

Cyrus, who is staying in the evening in the upper part of the fortress at the hookahs wants to have a transformational role of the lion. You can get one by pickpocketing at Caine, buy it from Wulfias on the ship, get it as a reward from Manuel in Said's camp, or buy it on Khorinis at Karras, Gorax, or Isgaroth. Take them to Kyros and you are one step closer to the audience at Belasar.

Articles of Ishtar

Quest giver: Karim

Exp.: 250

Karim needs help. You should pick up 4 goods lists from Ishtar on the pass near Sohrab and bring them to your recipients. You can claim 250 gold pieces from Karim as a reward. Now go to Sohrab, he will give you the key to the basement of the house and you can get the crates from the basement. If you stalk something upstairs, he will attack you immediately. Go to Iskra in Ugar, Ortega in Ashdod, Belasar in Amarna and Malik on Beliarturm and bring them the boxes. To get to them you usually have to do other quests first.

Audience with Belasar

Quest giver: Hassan

Exp.: 300

You talk to Hassan in Amarna to get an audience with Belasar. For this you have to solve but once again various smaller tasks in Amarna and the surrounding area. These include: [Roccas Ring](#), [Grain for Sanchez](#), [Bounty Hunt Amarna](#), [Ore for Bayar](#), [Transformation spell scroll](#), [Hassan's Amulet](#), [Message to the Beliarturm](#). Have you done them all Hassan gives you the key to Belasar's Tower.

12 lumps of ore for Bayar

Quest giver: Bayar

Exp.: 200

Now that you've gained Hassan's trust, Bayar trusts you and teaches you to forge. He even shows you forging weapons when you bring him 12 ore chunks and 200 gold. If you do not already have enough magical ore with you, you'll find enough in the Ugar Mine.

Bela Sars Chest

Quest giver: Belasar

Exp.: 100

After you have access to Belasar's tower, of course, you will also visit at night and crack his chest. However, the booty is not great. The next time you approach him, he demands 1000 gold pieces as compensation. Then the quest is over.

Roccas ring

Quest giver: Rocco

Exp.: 100

To get the audience at Belasar, you need to increase your reputation in Amarna. You can also do a referral quest at Slaver Rocco in Sanchez Muehle. You're supposed to bring back Rocco's ring, which he lost behind the city of Amarna. Now there are 3 lions, which you still have to do. The skeleton between the lions is the ring. Bring it back and Rocco will recommend you to Hassan.

Bounty hunting Amarna

Quest giver: Hassan

Exp.: 300

To get the audience at Belasar, you need to increase your reputation in Amarna. You can make yourself popular with Hassan by killing the Raean Barud, who is on the middle plateau just before Said's nomad camp. Back at Hassan you will receive 300 gold pieces.

Hassan's amulet

Quest giver: Hassan
Exp.: 50

After making Barud unimaginative, Hassan will give you a sequel quest. You should pick him an amulet that he left in a chest at the coast. So go to Patara and go to the warehouse near the tents. Take the amulet and bring it to Hassan. He rewards you with 100 gold pieces.

Ore for Bayar

Quest giver: Bayar
Exp.: 100

You should get an ore box from Gasparino from the Ugar mine for Bayar. Gasparino has resold them to Turan, who will not give them to you because he is jealous of Bayar. Gasparino gives you the tip to talk to Turan's apprentice Gero. This tells you that Turan really only wants to be praised by Bayar. With this info you go to Bayar, who gives you a dagger as a token of his recognition for Turan. This one is happy and gives you the Erzkiye.

Message for Beliarturm

Quest giver: Hassan
Exp.: 150

After you get Hassan's amulet, you've finally qualified as an errand boy. He wants you to bring an important letter to Malik, the commander at the Beliart Tower. Malik sends you straight to Torrez, but you have to wait one day to finish writing the letter. At Torrez the same game, you have to wait one day to receive a reply letter for Malik. Back at Malik, you will receive 200 Gold Rewards. With Hassan you also get 50 gold pieces and a praise.

The business

Quest giver: Sadik/Hulam
Exp.: 200

Sadik and Hulam have a business to propose to you. They want you to sell two of their slaves who are in prison. For this you should receive a commission. The jailer Mahmud will not let you into the dungeon without Hassan's permission. After you went to Hassan and convinced Mahmud, talk to Bruce and Ojo, the slaves. In the conversation you can decide whether you want to sell them (for the Assassins) or rather free (for the nomads). If you want to free her, Bruce has a suggestion. You should find out where the road to Said's nomad camp is. So go to the beginning of the path behind the mill. You should hear a new entry in the journal. Now you can go back to Bruce and Ojo and take them with you. Guide her down the path, but be careful. The NPCs like to jump into the abyss. Save often, just walk in front of them, make big turns and look around regularly. On the middle plateau you have to kill 3 assassins who want to stop you. Now go to the second path, which starts a little to the left on the first plateau and to the nomads, remember to change your armor beforehand! Talk to Mercurius and then Bruce to complete the quest.

Attempted murder

Quest giver: Sadik
Exp.: 300

If you have made the slaves for Hulam and Sadik after Ugar, you get from Sadik this follow-up quest. Sadik offers 2000 gold pieces when the player kills the dealer Harun. Either you execute the order immediately, get the money from Sadik and conclude the quest or you leave Harun alive and get from him the task to identify the principal of the assassination attempt. Harun suspects this in Ugar. However, the player should first go back to Sadik and ask him who the client is, which Sadik but not verraet. He only mentions a letter he received from a friend. This one can steal from Sadik and learn that Joaquim has mediated the job. Joaquim is therefore not the client, but has mediated only between this and Sadik. Go to Joaquim and claim to be initiated by Sadik. This makes the player the offer to meet with him and the client. The player should now meet with Joaquim at midnight on the marketplace. Then Joaquim leads him outside the city to visit the client. Once there, the player realizes that it is not there. For him, the two assassins Django and Ringo await him. Joaquim has lured the player into a trap. The player must now kill the three. He finds Joaquim's key and goes to his chest. This is located upstairs from Iskra's hostel, where the slave Ben sweeps during the day. You can reach the upper floor via the stairs on the back, where is also the fire eater Sindbad. One finds in Joaquim's trunk a letter from the client, but without his signature. The diary reads the note to examine all chests in Ugar after a letter from the client. It's best to start in the same house on the ground floor. Then you quickly learn that Iskra is the client. One can immediately go to Harun and tell him the result of the investigation. He then receives his reward and Harun mentions that he will bring Iskra to justice. But you can also go to Iskra before. But he has since learned of Joaquim's death and has fled to the ore mine to avoid arrest. After a dialogue with Iskra you can now kill it or let it run. The latter would be better, since one comes before each dead citizen before Tartarons court (there are already Joaquim and his companions dead). If you are unlucky

and killed too many inhabitants of the city, the player is suspected as a murderer. This means that all assassins in Varant become hostile.

Passport

If Assassins flee the conquest of the pass, you will find them at the Amarna Mill.

The Great Gate at the pass

Quest giver: startet, wenn man den Schluessel zum Turm am Pass findet

Exp.: 300

This quest will start when you find the key to the pass in Tartaron's chest. You can now operate the winch in the tower at the pass and thus open the gate. Kabir will not be thrilled though. If you tell the nameless hero behind the gate that the gate is open, the quest ends.

Sohrab gold

Quest giver: Sohrab

Exp.: 150

Sohrab tells you that his former friends Hulam and Sadik from Amarna have cheated him out by 1000 gold pieces. If you give him 1000 gold pieces, he bounces you for the reward. That's not worth it ...

Sohrab house

Quest giver: wird automatisch gestartet, wenn du sein Haus betrittst

Exp.: 100

After you've gotten the grocery items from Sohrab's cellar and seen the delicious foods in his house, this quest starts, just stealing something out of his house. He'll be mad at you then, so save the quest to the end. The quest ends automatically on the first claw of an item.

Theft at Sohrab

Quest giver: Sohrab

Exp.: 350

When you talk to Sohrab after the claw, he realizes that you stole something. Sell the stolen items to a dealer and everything is fine again.

The nameless hero

Quest giver: Der namenlose Held

Exp.: 200

The nameless hero you find behind the gate of Ishtar is also searching for the divine artifact from the temple. You show him the stone tablet, which proves that it is no longer in Varant and he is satisfied. You should not ask for a reward!

Brotherhood of the Sleeper

Quest giver: Lester

Exp.: 100

After hearing that you've seen people from the Brotherhood in Varant, Lester tells you to find out all about them. Tell him about Caine and about the death of the other Templars (Gor Na Ran, Gor Assur, and Gor Timon) after conquering Varant.

A card for Diego

Quest giver: Diego

Exp.: 200

Diego needs a map of the area. You can offer him several different cards, the map of the valley of Ashdod is the right one, he gives you 300 gold pieces for it.

Beliarturm

Skins for Amir

Quest giver: Amir

Exp.: 300

Amir, the leader of the small nomad camp behind the Beliarturm, needs skins. Loewen can be found in the cave directly behind the camp, near Tabor the Loewenjaeger in front of the oasis of the city Ugar or in the oasis. Bring him 5 lion's pelts and 1 trolls skin and he rewards you with a ring of skill. He is also available as a teacher of strength and dexterity.

Desert Wolves at Tower

Quest giver: Merwan

Exp.: 300

Merwan are worried about the 12 desert worms behind the Beliart Tower. If you do it for him, you will receive 30 gold pieces per coat.

The spirits of the dead

Quest giver: Malik

Exp.: 500

Malik tells you about the ghosts of the Dead Warriors who bypass the ancient battlefield between the Beliart Tower and the Pass. You should do it for 500 gold pieces for him. The ghosts are only to be found at night and very strong. Rest with a strong weapon, sleep until midnight and take enough medical wards with you. You can find the battlefield just by following the path from the tower to the pass. At the end of a fairly steep path out of the mountains you will see several large Hinkelsteine, there are also other remains of the fight and several Paladin warriors and Varant fighters. Once you've finished the ghosts, tell Malik about it, giving you 500 Gold Pieces as a reward.

A sword for Malik

Quest giver: Malik

Exp.: 200

After you have played for Malik Bote, this one has another job for you. Thou shalt bring him a good sword of Bayar. You have 1000 gold negotiation space. Bayar, however, has just been busy selling his last good sword to the ark ladder of Ashdod. In the 5th chapter, if you have access to Ashdod, go to Ibrahim in the arena ([The Arena of Ashdod](#)) and you will win the sword as the grand prize. Take it to Malik and you will receive the 1000 gold plus another 200 as a reward.

The Beliarturm

Quest giver: Amir

Exp.: 500

You promise Amir to take the Beliarturm. After you have done that, you report Amir, who does not believe you at first but wants to look at the situation at the tower. Once again, he is very happy, and promises you help in the fight against the Assassins, which you can do well in Ugar. If Assassins flee during the Conquest, you will find them at the Ghost Battleground.

The imprisoned Nomade

Quest giver: Amir

Exp.: 100

Amir tells you that the assassins in the Beli tower have captured the scout imir of the nomads. After freeing the tower, you can also release it, it will go back to the others. Talk to him again to finish the quest.

Said's nomad camp

weapons bundle

Quest giver: Said

Exp.: 100

Said needs weapons, you should gather 10 gun cubs for him in the cities of Varant. Here you can find which: Turan (2), Patara storage shed, Amarna guard house, old battlefield, Iskra, tower in front of the entrance to the valley of Ashdod, Bahal's house below, hidden staircase to the catacombs in the house of the pub in Ugar, cellar of the dealer house, Verdoja's hideout, and much more ...

Old stone tablets

Quest giver: Mercurius
Exp.: 250

You will not receive this quest until you learn from Almansor where the Undead Mage's Tomb is located. Mercury can now teach you the language of the builders. After you have learned the language of the peasants for 5 LP, the language of the warriors for 10 LP and the language of the scholars for 15 LP, this quest is already over.

The Water Mage Mercurius

Quest giver: Mercurius
Exp.: 150

This quest starts when you ask Mercurius what a water mage is doing in Varant and ends with Lord Baldwin when you were in the burial chamber and Baldwin reported it.

Reaching hunting

Quest giver: Schaban
Exp.: 250

Shaban is worried about his goats. They are threatened by a few griffins, which are located near the stone circle above the camp. Once you've done it, you'll get an amulet from Shaban as a reward.

The divine artifact

Quest giver: Mercurius
Exp.: 500

The quest starts when Mercury promises to prevent the orcs from accessing the artifact that is inside the pyramid. First of all you have to solve the subquests [The mysterious cave](#), [Skelron](#) and [Nemrosh](#) before you can use the teleporter in the cave to get into the pyramid. In the pyramid you have to penetrate into the labyrinth to get at the artifact. When standing at the entrance of the labyrinth, one should keep to the right and always follow the paths marked with vobs, such as torches or vases. You get to a place where two dead guards are standing and to the right is a chest. Continue straight on and then right around the bend. You come to a pillar and a corner with a chest, three watchers and three mummies. There is a button (and a switch but has no function), which opens the last door to the burial chamber. Now you have to fight against two undead high priests. However, in the chest you will not find the divine artifact but a stone tablet as the artifact has already been taken out of the temple. Now you show the stone tablet to Mercury to complete the quest. But that will not work until you have solved the secrets of the Ashdod temple and the dialogue "I will prevent the orcs from achieving their goals" will be given to Mercury. You can also show the stone tablet to the Nameless Helping Pass (/ hyperrefdernamenloserheld). Finally, you give them to Hakoon, the Northern Mark Warrior (/ hyperrefderruffderahmen).

The curse of Tadmor

Quest giver: startet automatisch/Mercurius
Exp.: 250

The quest begins when you find the stone tablet of Akasha in the Labyrinth of Tadmor. There appear many undead in the pyramid and in the ruins at the Tadmor excavation site, which you must eliminate. When all are dead, report this to the water mage Mercury, who gives you a few scrolls to thank you. If you want to conquer the Orcager while fleeing Orcs, you can find them in Nemrosh Orcager.

Panther hunting

Quest giver: Schaban
Exp.: 250

Shaban is worried about his goats. They are threatened by a pack of Panthers, which is very close to the camp. Did you do it? Tell Schaban. He teaches you how to handle the bow.

Advertising by Selima

Quest giver: Ruslan
Exp.: 150

Ruslan and Selima want to marry, but Selima's father Kamal does not agree. Kamal's wife Halima gives you the hint that her husband would be very impressed by a great deed. When asked, Kamal wants Ruslan to kill the Black Troll in the mountains and bring the coat and the tusk as proof. Of course you have to manage this task for Ruslan. The troll is located below the town of Ugar on the middle plateau. This is best reached from the caravan camp behind Lars' Tower.

You need the hunting talents “ take skins ” and “ take teeth ”. Take the trophies to Kamal, he is impressed. You can now complete the quest at Ruslan, he gives you the Warrior’s Amulet and his help with an assassin attack. You can also buy a black troll coat at Merwan in the Beliart Tower. You can find Trollhauer on the wall board near Belasar in Amarna.

Lurker at the Sacred Fount

Quest giver: Manuel
Exp.: 300

After you kill the panthers for Shaban, Manuel, the student of Mercurius, addresses you and asks you to kill the lurkers at the holy spring, so that he can bring water again undisturbed. The sacred spring is located in the notch towards the pass below at the bottom of the valley. You can also go down into the valley and then, looking into the desert, move to the right on the cliff face until you reach it. If you have done the lurkers, let Manuel know. He gives you a transformational role of the lion in gratitude.

Snapper skins for Bahram

Quest giver: Bahram
Exp.: 200

Bahram camps with a group of nomads on the edge of the desert below Said’s camp. He wants you to bring him 12 snapperies. There are Wuestensnapper nearby, on the left along the rock wall, if you look in the direction of the desert to find. Bring Bahram the skins and he is now available as a teacher for hunting talents.

coastguard

Quest giver: Said
Exp.: 500

So that the nomads can go fishing again, you should recapture Patara from the Assassins. This is a quest for the nomads, but the assassins do not get any, so you can calm down even if you have Assassin quests to complete. If you killed all Assassins in Patara, Said gives you a War Bow as a reward. If Assassins flee, you will find them in the oasis.

Ali’s desert robber

Quest giver: Said
Exp.: 300

After you address Said on the conquest of Ashdod, he tells you that the nomads of Alis clan of Wuestenraeuber be forced. Find and eliminate them. They are located between Beliarturm and the ruined city on the middle plateau in the rock face. As a reward, you will receive from Said an Elixir of Strength.

Unsafe caravan trail

Quest giver: Sanchez
Exp.: 250

If you accept the Kornquest at the Mueller Sanchez in Amarna, this quest also starts. You have to eliminate the robbers at the bridge, which are located between the towns of Amarna and Ugar. Then go to Sanchez and complete the quest. The reward is 200 gold pieces.

Teleport in Varant

Quest giver: Mercurius
Exp.: 400

At Mercurius you get the quest to find all teleportruns in Varant. These are:

Coast of Varant	lies at signpost at Prampek
Nemrosh's Orklager	is located in Nemrosh's tent / at Volok to buy
Temple of Tadmor	in ruin near Gemnok with switch outside and fire devil
Valley of Ashdod	in chest in the tower in front of the entrance to the valley of Ashdod, Alvarez chest
Ugar	To buy at Ishkra - (in V1.3 also Osiris or Othello)
Amarna	Middle chest in the back of Hassan's area of Amarna barracks, to buy at Karim
Unknown teleport in Varant	in Greifhoehle at the cliffs under the pass
Said's camp	Are you from Mercurius
Pass from Ishtar	pickpocketing at Kabir, in Belasar's chest and in the chest in the tower at Pass
Beliarturm	In the chest on the ground floor of the tower
Skelrons cave	Are you from Tartaron
Temple of Ashdod	to buy at Alfonso, in the left adjoining room in Baal Handschar's grave, if you took the key from the grave

Extra At the end you still get a teleport to Patara from one of the Bone Warriors on the beach

If you have the 12 Teleportstones go to Mercurius and complete the quest.

caravan

Quest giver: Mustafa
Exp.: 250

If you have completed the quest [Access to the temple](#) (from Ashdod), have not yet done Hakoon's quest and have not eliminated the chief ambush Mustafa, you can attack for this Harun's caravan. The quest starts with Mustafa, after presenting himself as a bandit. Now take half of the Raeuber, by addressing the Raeuber Achmed and conquers Harun's camp. Harun escapes, but when the other assassins are dead, Achmed orders Mustafa to report the success of the attack, ending the quest. Harun flees in Nemrosh's Orklager. For this dangerous order the player of Mustafa then receives his share of loot: 100 gold pieces. This quest does not endanger either the quest with Hakoon or the one in which Harun plays a role and can therefore be easily done. In conjunction with the Hakoon quest you can divide the Raeuber so that the attack on the tower is less dangerous.

The strange warrior

Quest giver: Hakoon
Exp.: 100

You meet the Northern Warrior Hakoon in a hut between 2 palm trees below the oasis on the edge of the desert. He is quite monosyllabic. Talk to him again if you were in the temple of Ashdod and in Baal Handhar's grave. He then starts the quest: [Warrior from Nordmar](#).

jackals

Quest giver: Jake
Exp.: 250

Floating along the coast of Patara to Pike's corsair camp, you can eliminate the jackals that are close to the camp for the corsair Jake. For this you get from Jake 100 Goldstuecke. The quest will end.

Exchange key against rum

Quest giver: Dylan
Exp.: 250

If you ask the Corsicans Dylan, who is part of Pike's crew, what's to drink, the Corsair makes a suggestion: The player should go to Pike's Corsair ship and buy a special rum from Corsair Riley there. As a reward, the player should get a key, the Dylan has found on one of the two islands in front of the Varantkueste. If you bring the rum to Dylan, you will receive the key and the quest is complete. The key belongs to a chest, which is well hidden on the small island (if you swim from the beach to the back side). It contains 50 gold pieces and a treasure map. See also the quest: [Treasure hunt in ruin](#).

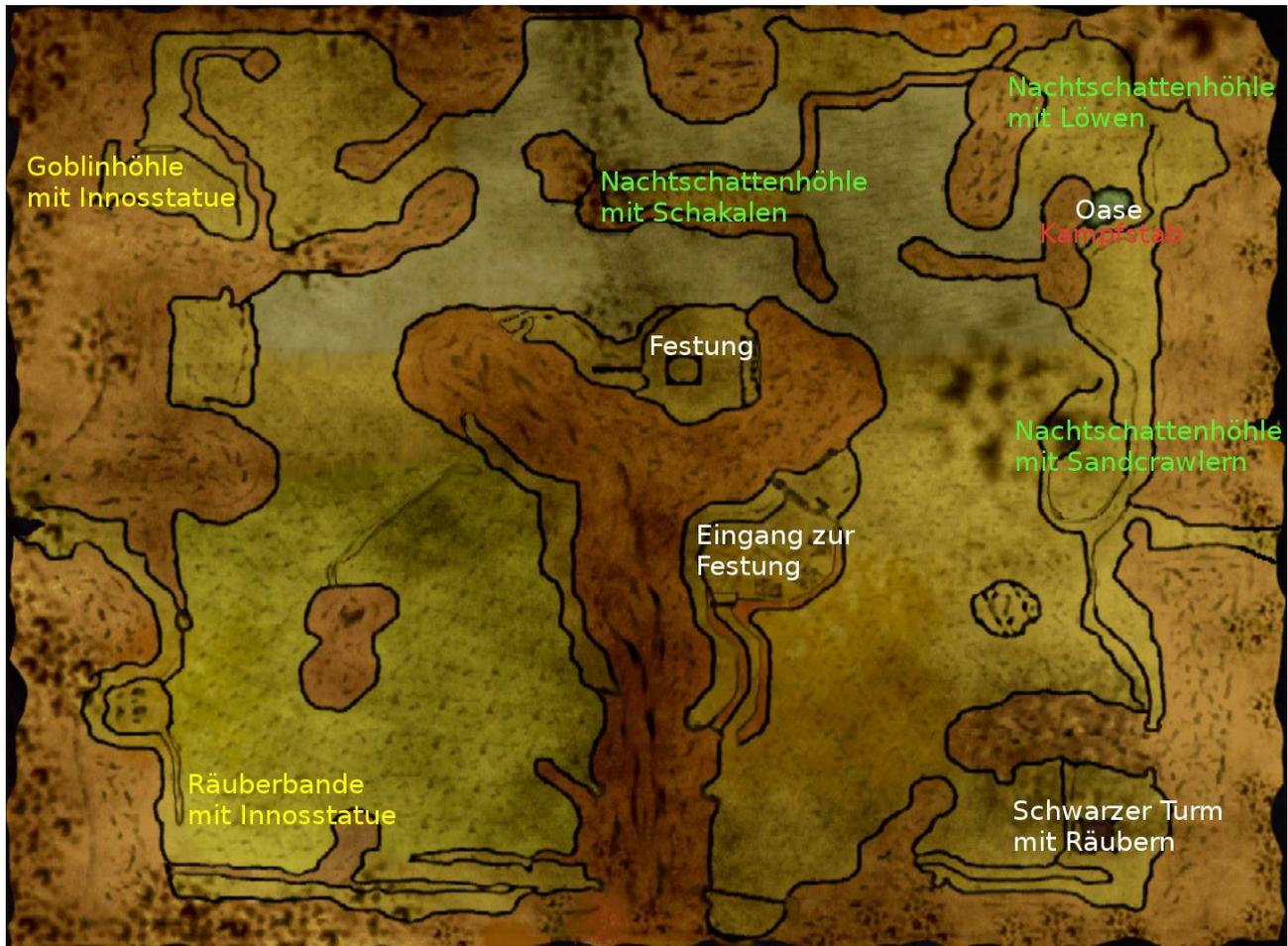
The battle for Ashdod

Quest giver: Said
Exp.: 200

You decide to ask Said for help with the conquest of Ashdod. He sends you his nephew Djaudar to the tunnel in front of the valley. Talk to Djaudar and kill the assassins in the village and in the temple. Now Daemons and Bone Warriors

will appear in the Temple, complete them as well (do not forget Treasure Chamber) and you can complete the quest with Djaudar and Said.

Westvariant



Hazardous oasis

Quest giver: Dominikus

Exp.: 250

After you have brought the plants to Dominic, he still has a delicate concern for you. He lost his fighting staff at the oasis in the northeast of the area. So go to the alligators (if you have not already been there) and look for the staff in the back of the oasis. Take him back to Dominic and he will give you 150 gold pieces for it.

Robbery in the black tower

Quest giver: Gargoron

Exp.: 300

Gargoron, the paladin in the fortress in Westvariant wants you to kill the Räuberbande in the tower in Westvariant. To the tower you only come over the bridge from the other part of the valley. Once you complete the mission, you can collect your reward of 500 gold pieces. (Warning, some robbers jump down the ramp and you have to look for them, or go away and then re-visit their spawnpoints.)

Plants for Dominikus

Quest giver: Dominikus

Exp.: 150

Dominic wants you to give him 12 plants of Nightshade. You will find these in 3 caves to the northwest around the oasis. Bring it to him and you will receive a valuable potion as a reward.

Secret library

Quest giver: Uderus
Exp.: 350

Uderus is looking for two golden Innostats who are opening a secret library in the fortress. You will find the two statues at the head of a desert band in the southwest of the area and in a chest in the lair of some goblins in the west. Bring it back, talk to Uderus and then open the library. If you read the letter, spawn a strong daemon and a few undead. Get rid of it and tell Uderus about it.

Treasure hunt in the western desert

Quest giver: startet nach Lesen der Karte
Exp.: 10

In Westvariant you will also find a treasure with the Amad Treasure Map!

Chapter 5

Varant general

The spies

Quest giver: Abdallah
Exp.: 100

You will be followed by a Abdallah through the city. When asked what that means, he says nothing but just follows you. You talk to the innkeeper of the tavern, who is in your possession, that it's probably an informer watching you. But he also has an idea how to distract him. You should come to him together with him, then you will talk about an imaginary treasure in the catacombs, to which the host has a false treasure map. Abdallah gets into it and tries to raise the treasure. You can find him in the catacombs. At the point where he graves is actually the [Treasure hunt in the catacombs](#). You can now raise the treasure as soon as you do that, but attack Abdallah and you have to kill him.

The Arena of Ashdod

Quest giver: Ibrahim
Exp.: 500

Ibrahim organizes Arenakaempfe. For 250 gold bet you can fight against the opponents. You fight one after the other against ever stronger opponents. Whoever defeats the champion gets a weapon made by Bayar (see [A sword for Malik](#)). Defeat Ramon, Gor Na Ran and Sandro one after the other. You have to address them and follow them into the arena. Then again addressed the fight starts. Looting is allowed here. Then follows the champion Krumpek, for which you even have to pay 1000 gold bet and you even have to kill. You receive the prize from Ibrahim, a daemon cutting edge. If you leave the arena, everyone congratulates you on your victory, just Wambek, the orc will drag you straight to the orc shaman for killing an orc. There is only one new quest waiting for you (see [Nemrosh](#)).

The hunters of Ashdod

Quest giver: Selim
Exp.: 300

The dealer Selim gives you the job to look after the Jaegern in the valley and ask them if they still need arrows, bolts or the like. You have to talk to Lopez, Sarbos and Wambek. The three do not need anything right now, but Lopez wants you to bring him 12 desert skulls. Sarbos needs 20 Varant-Snapperha and Wambek wants 30 meatballs from you. You can hunt all this down in the valley, if you've killed the animals already, go hunting in the desert of Varant, or buy things from dealers. As a reward, you will receive from the three 4 spawns, a skill ring and a lion's skin. Selim rewards you with 100 gold for your work.

Treasure Hunt at Ashdod

Quest giver: startet nach Lesen der Karte von Amad
Exp.: 10

You can find a treasure by using the map of Amad in the valley of Ashdod in a side valley!

Theft in Ashdod

Quest giver: Suef
Exp.: 150

The dealer Suef is regularly stolen from marsh herb. He suspects the former slave Ferdinand. Talk to him, he denies

having anything to do with the theft. Apparently he does not smoke, because of his lungs. At night (from 22h, sleep until midnight and then talk is synonymous but) you see him smoke (he lives in the middle house). He claims to have the stuff of the Templar Gor Timor, who lives in the Jager camp. Lie down there at 3 o'clock in the morning, Gor Timor gets up and heads for the city. Follow him to Suef and speak to him as he tugs into Suef's chest. He promises to stop the thieves if you do not betray him. Talk to Suef, you will not get a reward, but thieves have to stick together.

Audience with Almansor

Quest giver: Tempelwaechter vor Aschdods Tempel

Exp.: 150

You want to go to the temple of Ashdod, but the temple guard does not let you in. First you should get permission from Almansor. So go to Alvarez the Adept of Almansor and ask him what you can do to get an audience with Almansor. As always, you have to do some work for the people in the camp. These are: [The Jaeger of Ashdod](#), [Theft in Ashdod](#), [The Arena of Ashdod](#) and [Tangrok and Kruschok](#).

Tangrok and Kruschok

Quest giver: Tangrok

Exp.: 200

Tangrok is jealous because Krushok enjoys greater trust from its leader, Shak Arosh. Talk to Kruschok and you realize why Tangrok does not like him. You offer Tangrok to help him discredit Krushok on Shak Arosh. Tangrok tells you to talk to Wambek, a friend of Krushok's. Wambek is loyal to Kruschok, you have to come up with something. Tangrok tells you that he loves to drink rum. You should get 5 bottles of rum and then talk to Wambek. Give him the 5 bottles to drink, more or less will not work, and he tells you in the drunk that the orc Tschampok knows that Krushok has done something dishonorable. So go to Tschampok in Ugar and ask him. He will not tell you until you prove to him that you are an honorable person. As proof, you kill the crocodiles on the way to the oasis (or show him any other reptile teeth). He then gives you proof of Kruschok's act. Show this Shak Arosh, who immediately exchanges Kruschok with Tangrok. If you are later on the way to the temple and Krushok, who has fled there, comes too close he attacks you, and you have to kill him.

Nemrosh

Quest giver: Shak Arosh

Exp.: 500

Shak Arosh is unhappy with the performance of Nemrosh. Since you are a strong warrior, he sends you to him to ask for artefacts from the Canyon. Nemrosh has nothing to show and sends you back. Shak Arosh now sends you into the canyon to search for something. If you have not already found the focus stone in the Canyon as part of the quest [The mysterious cave](#), go into the canyon and find the focus stone at the bottom of the grave. Bring it to Shak Arosh, who is disappointed that there was no more to get, but he left the focus on you. Furthermore, he carries you on Nemrosh as a penalty to bring around the corner. But nobody should notice this. Go best to him, when he is in his tent, then you are undisturbed. Talk to him, he will attack you and you'll kill him.

Ingredients for Alvarez

Quest giver: Alvarez

Exp.: 150

After telling you to make yourself useful in the camp, Alvarez himself has something for you to do. You are to seek the adept Marquez, who is in the desert to seek herbs for the alchemist Radomir. So go to Orklager and talk to Marquez. He is afraid of the nomads and has not yet dared to leave the camp and therefore has not collected anything. So that will stay with you again. You let Marquez give you the herbal list. Radomir needs: 10 Medicinal Plants, 5 Medicinal Herbs, 5 Medicinal Roots, 10 Fire Armchairs, 5 Fireweeds, 5 Fire Roots, 1 Goblin Berry, 1 Dragon's Root, 3 Snapper's Weed, 5 Fieldknotets and 1 Kronstoeckl. Take these to Alvarez and the quest is over. If you kill Alvarez later in the conquest, you can loot the plants again with him.

Fire Golem heart

Quest giver: Charon

Exp.: 50

As one of the three big exams, you should get 5 fire golem hearts for Charon in Ugar. You can find fire golems in the desert and in the mountains. Bring it to him and the exam is passed.

skeletal bones

Quest giver: Almansor

Exp.: 300

As one of the three major tests you should get 24 bones of skeletons for Almansor in Ashdod. Bring it to him and the exam is passed.

Demonic spirits

Quest giver: Belasar

Exp.: 300

As one of the three major examinations, you should eliminate for Belasar in Amarna some formerly created by him demonic spirits. You are behind the former battlefield between Beliarturm and Pass. Tell him about it and the exam is passed.

Predatory Orcs

Quest giver: Tschampok

Exp.: 500

The Orc Tschampok in Ugar gives you the job to make some deserted and raeuberisch dragging orcs unharmed. They are located south of Ugar on the way to Amarna left on the edge of the rock. You will receive 300 Goldstuecke from him for this.

Hungry sandcrawler

Quest giver: Harun

Exp.: 500

After you arrived at Alvarez in Ashdod, you have this new quest to do at Harun in the caravan camp below Ugar. You should do the sandcrawlers near the caravan for the safety of the caravan.

Shops in Ashdod

Quest giver: Harun

Exp.: 500

Alvarez gives you the job to search for the merchant Harun, who is in the caravan below Ugar. Alvarez wants to buy from him 5 bottles of wine from Tharsos. Harun also sends you to his other business partners in Ashdod: Suef, Selim, Alfonso, Ortega and Ibrahim. Alfonso wants 5 Weapons, Selim 200 Hunting Arrows (not a normal one!), Suef 50 Marsh Herb, Ortega a Crate Ore and Ibrahim a Mora Sul Rug. Harun sends you to Iskra in Ugar. There you get the carpet, some swamp herb stalks, if you do not have enough, the hunting arrows and a gun cluster. He refers you to the ErzKiste to Gasparino, who of course has none. But you can find a back left in the mine, or buy back from Bayar or Orthegea. You have to steal the gun cuffs in the cities of Ugar and Ashdod. Now go back to Harun and you'll get prizes for which you have to sell the goods: carpet - 700, gunship - 2500, wine - 500, arrows - 800, ore - 300, marsh herb - 1500. Stick to the prizes, only Ortega can give you 100 gold more. Finally, stop by Harun and make the settlement.

Place of purchase - Wine from Tharsos:

Asmund (Patara), Ismael (Water Hummer before Amarna), Bahal (2), Othello (Ugar), Karim (Amarna), Volok (Orklager), Merwan (Beliart Tower), Amad's apartment in the dealer's house of Ugar, Tartaron's basement, hidden stairway to the catacombs in the bar house, mezzanine right in the house of the dealer.

The Udrache

Quest giver: Amur

Exp.: 200

Amur in the Temple of Ashdod teaches you the script of the Black Mages when you bring him Blood of the Dragon. Sanchez, the gatekeeper of Ashdod, tells you that a primeval dragon was spotted in a cave below the Beliart Tower. Kill him and bring the blood to Amur. He will now teach you the scriptures.

Robbers in the mountains

Quest giver: Harun

Exp.: 200

After you arrived at Alvarez in Ashdod, you have this new quest to do at Harun in the caravan camp below Ugar. For the safety of the caravan you should do the desert ramparts on the middle plateau above the caravan.

Bounty hunting Ashdod

Quest giver: Hakam

Exp.: 350

Hakam, the Commander of the Temple Guards of Ashdod, does not trust you. As a token of your loyalty, you should eliminate the desert ranger Tomaso in the mountains behind Ashdod. It is located, when you go up the mountain path and you keep right in a cave in the forest.

The grave chamber

Quest giver: Almansor

Exp.: 350

After hearing from Almansor about the Undead Mage's tomb, you try to find out more to get there. First, you need the key to the tomb that Almansor has hidden in the library in Ashdod. Almansor tells you more about it only if he trusts you. For this you have to learn in Amru the 3 levels of the language of the black magicians and get access to the library. Now you talk to Almansor and steal the key to his chest in the library. To reach Almansor's Chest you have to solve several puzzles: In the first room on the right, the grid can be opened to the left via the first switch. In the chest is the key for the door. Behind it as a meat bug crawl into the room on the left. Turn both levers there. The grid continues to open. There on the left you can shoot through the hole and open the grid. The Old Book is a switch that opens the grille opposite, right there on the wall in the gong is the button for the next room. On the left the switch opens the grid on the right, you can jump over the sting with acrobatics. In the chest here you will find a ring of fire that is quite immune to flames. With him you can walk through the fire. The rooms on the left and right have no effect, straight ahead you will find Almansor's chest with the key. If there is still an energy field: Only go to the next room on the right, by transforming yourself as a meat bug. Then inside the small switch to the right of the entrance press, so that the grid is opened. To the left of the entrance is a ring switch, which opens the other side room. Now you can enter both rooms. Leave the room where you are and go into the other room, where you press the two big switches, first the left, then the right one. Then go back to the first room and there also first press the left, then the right switch. The energy field disappears slowly. Wait a few seconds until it is gone, then easily enter the last room. On the way out of the library you finally find Caine. Take care of him and find two pieces of paper with another clue to the grave: The torches seem to be important. Now you enter the secret valley through the Shadowleaf Shelter, the waterfall in the forest or through the cleft behind the jungle area and now have to find four rotary switches, which let the bridges to the grave drive out. Through Shadowleaf Shelters you will find two switches that are relatively close together and easy to find. Through the waterfall and the third entrance you reach the other two switches and can now get over the bridges in the tomb. At the end of the room with the Saergen are two torches to the right and left of a closed passage with a large stone. The right torch is a lever. Press and defeat the Bone Warriors behind. Baal Handschar will appear to you, but he is not here anymore.

Settlement with Hakam

Quest giver: Djaudar

Exp.: 200

Djaudar wants you to kill the temple guard Hakam, as this formerly Djaudar's brother had sacrificed to the god Beliar. Take Hakam's sword with you, because after you were with Djaudar again you should also report to Said.

Djaudar needs more men

Quest giver: Questgeber

Exp.: 350

If one conquered Ashdod with the help of nomads, their leader Djaudar needs more men.

1. Two items for the entrance of the valley
2. A blacksmith
3. A dealer

The posts are obtained by talking to Said. If you conquer Nemrosh's camp and kill all the assassins and orcs there, you can then ask the slave Kurt if he wants to be the blacksmith. It may be that assassins / orcs are fleeing the camp, and you will find them at the pyramid. Finally, you can make Ismael (to be found in the desert between Amarna and Ugar) as a dealer, if you have previously made sure that he is taken back into his tribe. More about this in the subquest The outcast. If you have told Djaudar that you have found all the men, the quest ends with him.

The Outcast

Quest giver: Ismael
Exp.: 350

This quest is a subquestion of [Djaudar needs more men](#). Djaudar needs a dealer for Ashdod. The only one available for this is the water merchant Ismael, who is staying in a tent between Amarna and Ugar. Ishmael, however, has been expelled from his tribe because of a dispute with Kamil. They then talk to Said, who confirms this. Said is only willing to resume Ishmael if someone buys for him. This can be done quietly, although Said warns the player that the weapons brotherhood between the player and the nomads has expired and the player no longer has any privileges in the tribe. This does not change anything in the rest of the game. If you agree with that, Said agrees and you can tell Ishmael that he's been back in the tribe. This completes the quest.

Access to the temple

Quest giver: Tempelwaechter
Exp.: 350

The quest is obtained from the Temple Guardian of Ashdod. It will be completed when Almansor gives you permission to enter the temple. See [Audience with Almansor](#) and the mage-testing quests: [Skeletal bones](#), [Fire Golem heart](#), and [Demonic spirits](#).

pass guard

Quest giver: Said
Exp.: 500

After opening the gate at the pass to Ishtar, Said has a new call option. You must defeat all assassins at the pass so that the nomads can use it again. Have you done this, say again with Said, to thank you, he gives you a Dragonia Crossbow.

Tartaron

Quest giver: Tamara
Exp.: 200

Your decision to conquer Ugar is clear. Tamara advises you first to eliminate Tartaron, as he is the most dangerous of the mages. Did you do that? The quest is over.

Tamara brothers

Quest giver: Tamara
Exp.: 250

For the conquest of Ugar, Tamara gives you further advice to seek her brothers Bahram and Amir. Bahram is with a group of nomads below Said's camp on the edge of the desert. He will assist you in battle after helping him with the hunt. You meet in front of the south gate of the city. Tamara's other brother Amir you find in a small oasis behind the Beliarturn. After taking the tower ([The Beliar Tower](#)), Amir will help you capture Ugar.

The liberation of Ugar

Quest giver: Tamara
Exp.: 800

To free Ugar, you have to kill all assassins in the city. It may be that some stay in their houses or walk around, so you will not find everyone in the first round. Some NPCs, e.g. Gero, Sindbad or the slaves are well-disposed to you, you recognize this by the white writing. Do not kill her! It is also helpful to change the time of day and so on. once a day and once in the night to go through the city. Do not forget the mine and the dungeon. If you have killed all assassins, this quest is done, contact Tamara. If Assassins have fled, you can find them at Tabor's Hunt Camp.

sinister figures

Quest giver: Aram
Exp.: 200

If you have met Baal Handschar in the tomb and want to get back on the ship, you will meet Patara Aram at the gate who tells you there are 12 Bone Warriors on the beach looking for someone. He asks you to eliminate her. (Loose them all, because one of them carries another teleporttrune, which is very convenient.) You can now tell Aram that his village is safe again.

The prisoners of Ashdod

Quest giver: Todd

Exp.: 800

In the dungeons of Ashdod are a few captive slaves. After taking the key to the dungeon from the Mages / Shirkuh / Hakam, go inside and talk to them. After killing all Assassins in Ashdod, they go out into their deserved freedom.

The exemption from Amarna

Quest giver: Stan

Exp.: 600

The slave Stan in Amarna asks you to free Amarna. If he trusts you, Said will help you in battle. You can take Ruslan's men as support ([Fight for Amarna](#)). If Assassins flee a successful conquest, you will find them at the pass. Are in the mill and in the fortress all assassins killed talk to Ruslan, Stan and Said.

The liberation of Ashdod

Quest giver: Mercurius

Exp.: 800

You decide to conquer Ashdod for the nomads. For that you have to eliminate all assassins and their friends in the valley of Ashdod. These include the entrance shells, the Jaeger camp, the camp in the center and the temple. It is also helpful to change the time of day and so on. Once in the daytime and once in the night to go through the city to find all the opponents. If assassins escape on a successful conquest, you will find them in the mountains towards the Mage's Grave. Then speak with Mercury, he will give you as a reward an amulet of the warriors.

The battle for Amarna

Quest giver: Said

Exp.: 200

You decided to free Amarna ([The Liberation of Amarna](#)). Said will give you Ruslan and a few men as a support. You meet at the top of the path, and you can decide whether to help you in the mill or in the fortress. Are in the mill and in the fortress all assassins killed talk to Ruslan and Said.

The Orklager in the desert

Quest giver: Mercurius

Exp.: 400

Mercurius gives you the job to eliminate Nemrosh's Orklager during the quest for quest [The divine artifact](#). Once the orcs have been eliminated, you can now report them back to Mercury, regardless of the artifact quest. The quest is over. If enemies flee during the Conquest, you will find them at the Pyramid of Ashdod.

Chapter 6

On the high seas

Battle

Quest giver: automatisch/Harald

Exp.: 500

At sea, there is a renewed orc attack. After all orcs have been defeated, you can complete the quest at Harald and continue sailing with Lord Baldwin.

Athanos

The army of the undead

Quest giver: startet im Grab von Baal Handschar

Exp.: 800

This quest starts when you meet the spirit of Baal Handschar in Varant. He tells you that Athanos is his next target. You report to Lord Baldwin, and after you have done everything in Varant, go immediately to Athanos. However, you come too late, the island has already been attacked. After freeing Port and Village ([Undead at the harbor](#), [Undead in the village](#)) and convincing Baldwin that you can take up the fight against the undead, you teleport to the Secret Library to report about Seian. After finding a solution to get into the castle ([Access to the castle](#), [Lord Sintram's Rune](#)), you defeat the bone fiend Finisterre. After reporting your success with Seian and Baldwin, the quest is over.

Undead on port

Quest giver: Lord Baldwin

Exp.: 400

At the harbor there are many undead, you have them all done, you can go through the gate to the village. The quest ends with the feedback from Lord Baldwin.

Undead in the village

Quest giver: Lord Baldwin

Exp.: 500

There are many undead in the village, if you've done them all - or defeated Finisterre - the quest ends and you can report your success to Lord Baldwin.

Access to the castle

Quest giver: automatisch, vor verschlossenem Burgtor

Exp.: 200

Since the castle gate is locked, you will not come to the castle. You can still use the Teleport rune in the secret library. There you meet Seian, who has another idea how to get into the castle ([Lord Sintram's Rune](#)). If you have defeated Finisterre, this quest ends automatically.

Search for survivors

Quest giver: Lord Baldwin

Exp.: 300

Some villagers managed to escape, find them all and talk to them. Jutta is still looking for a message from Fred, Klaus wants to know how his parents are doing.

1. Fred in the cave in the forest next to Hermanns pasture
2. Ralf in the Old Mine
3. Klaus in his house on the bank on the bank
4. Hinz and Kunz in the smugglers' hideout
5. Charlotte, Hermann, Jutta, Anna, Johann, Dorothee in the Red Mine, behind the entrance through the smugglers' hideout

If you've defeated the undead, you can tell them as well, they'll go back to the village and you can report the quest back to Baldwin.

Undead in the forest

Quest giver: Lord Baldwin
Exp.: 500

In the forest there are many undead, if you have them all done - or Finisterre defeated - ends the quest and can your success in Lord Baldwin back.

Undead in the castle

Quest giver: Lord Baldwin
Exp.: 800

There are many undead in the castle, and if you kill them all - or defeat Finisterre - the quest ends and they can signal your success with Lord Baldwin.

Lord Sintram Rune

Quest giver: Seian
Exp.: 500

Lord Sintram was buried with a Teleporttrune, which brings one into the throne room. To open the coffin you need a key, which lies in a chest below the stone circle on the hill behind the watchtower. Go down there carefully and get the key to go to the crypt. In the coffin you will find the rune, which is useless. Seian has to recharge her, it takes a day. Then he has created a teleport spell for the one-time use (attention, this is the spell rolls, not the runes.). Teleport to the throne room and do Finisterre.

Mendoza's pirate island

The island of Corsairs

Quest giver: Baldwin
Exp.: 250

This quest becomes available after you remove the card from Ugar the Corsair Klaas and tell Lord Baldwin. You can then sail from the 6th Chapter to Corsair Island. (in version 1.3 that went to Irdorath). After eliminating the Ambient Corsairs, one speaks to the Corsair Sam, who is ready to say where Mendoza is when the player brings him Mendoza's diary. These have mutinous corsairs in their possession, who are now looking for with the help of the diary Mendozas treasure, which is said to have hidden the corsair in the neighboring islands. Now the two subquests [The Journal of the Corsair](#) and [Mendoza's Abandoned Crew](#) are started. The diary consists of two books that the two leaders of the mutineers have in their inventory. One of the two leaders is on the larger *Scavengerinsel*, the other on the smaller *Moleratinsel*. If you've killed the mutineers, the [Mendoza's Abandoned Crew](#) quest will finish on Sam when you bring him the two journals, the quest [The Journal of the Corsair](#). Then you get from Sam the desired information. Now the player tells Sam that he wants to find Mendozas treasure. When Sam hears this, he attacks the player as he is also after Mendoza's gold. After Sam dies, Lord Baldwin reports that Mendoza has fled to Drakona. Then the quest [The island of the Corsairs](#) is completed. The [Pirates Gold](#) quest also ends in this dialogue with Baldwin.

Mendozas rebellious crew

Quest giver: Sam
Exp.: 350

Further in the main quest [The island of the Corsairs](#).

The diary of the Corsican

Quest giver: Sam
Exp.: 100

Further in the main quest [The island of the Corsairs](#).

Mendozas treasure

Quest giver: Lesen der Schatzkarte von Sam
Exp.: 250

At Korsaren Sam you will find a treasure map, in which 12 different places on the Moleratinsel and the Scavengerinsel are indicated. Reading the map starts the quest [Mendozas treasure](#). You have to go to all 12 places and dig there. It is located in each Schatzversteck, next to some other items, each a piece of paper with a letter. If you have all 12 pieces of paper together, these 12 letters give an indication of the actual treasure hideaway where Mendoza, in addition to a lot of gold, has also hidden some valuable Traenke. For tomb 1 you have to be particularly careful, as a powder keg explodes

and damages the player. This can be avoided by bombarding the barrel with a ranged weapon before digging. Now, if you have got all 12 hints, just read the letters 1-12 in succession to get the hint *next to the tent*. There is only one tent and this is in the camp of the Corsairs. The Treasury is located between the tent, some barrels and a wooden frame. When digging up the treasure, the quest ends.

Vengard



The fortress

Quest giver: Gernot

Exp.: 500

Before you can report back to the king, you must eliminate the orcs that occupy the harbor and the harbor fortress. You can take Erik, Volker, Konrad and Bertram as reinforcements. You must eliminate all orcs, so go until you have a quest log that all orcs have been made harmless, assuming that some are still hiding somewhere. Popular places to forget are individual houses in the harbor, the dungeon on the right rear side of the harbor fortress and the various attic rooms of the fortress. A special orc has an extra quest log, the one that uses a horn to constantly summon for reinforcement until you kill it (but then you can still find it somewhere). If you have eliminated all orcs, report this back to Gernot. Now you can finally talk to Koenig Rhobar (Teleportrune).

Valuable Innos statues

Quest giver: Umrich

Exp.: 300

This quest is assigned to and completed by the Fire Mage Umrich. There are 3 Innos statues to look for:

1. On the way from the harbor to the city, just before the bridge turn left into the Gruene, there comes a stone circle, there on the middle stone.
2. If you are traveling from the outer Orklager in the direction of the Warrior Grave, you will shortly pass through a small basin full of scrub and burial slabs. Then back up the path, this leads you through a small tunnel to the west. But before this tunnel turn, there comes a pack of wolves and before you fall back into the water at the end you meet 3 stone goblins - they guard the statue (on the map in the green area where "After Faring" stands).
3. Just below the stone circle in the south in a miniature cave. You only come from underwater. The entrance is fairly central to the stone circle above.

The grave of the Nordmarkrieger

Quest giver: Zettel

Exp.: 10

In the case of a dead NPC in the port of Vengard, the player finds a piece of paper that tells of the grave of a Northern Mark warrior in the mountains of Vengard. In this tomb you will find a Northern March Sword, a Northern Marsh Helmet and a Rune Shield. The way there is paved with goblins and ogres.

Orcs in Vengard

Quest giver: Cobryn

Exp.: 800

Cobryn reports that the orcs occupied the city of Vengard. However, you should only attack them and kill them when the quest has ended [A conspiracy](#), which is started after the quest [Disappeared Jewelry](#). When all orcs are dead, they report this to Cobryn, who gives you, in the name of the king, the paladin armor. The quest will then be completed.

The besieging army

Quest giver: Cobryn

Exp.: 800

Cobryn reports that the orcs outside the barrier still besiege Vengard. If you have gotten the teleport out from the king, you land directly in front of the feet of the Orkfeldherren. Once you have cleared the Ork's large elongated camp and Cobryn reports it, the quest ends.

Errands for Vogt

Quest giver: Vogt Berthold

Exp.: 300

If the archbishop has been handed over to Vogt Berthold in the fourth chapter, he has more wishes. The bailiff needs 10 more ore crates, which can be found in Chapter 6 et al. at the orcs in Myrtana and Nordmar. He also wants: 30 loaves, 300 bolts, 20 elixirs and 20 fireball rolls. You have to make the spells if you do not have enough or if the merchants should not have that much anymore (Xardas has a lot of them). If you have given everything to Berthold, the quest will end.

Lees revenge

Quest giver: Lee

Exp.: 400

If you meet the Archleader Lee, he wants to have a teleport from the player to take revenge on Count Harax and Lord Reginald. Since you need your own, you have to find another one. One will be in a chest in Vengard. Another is the dead Paladin Hector in the inventory, which can be found in the courtyard of Gotha, a third can be found in the inventory of Rufus, the undead commander of Gotha. You can not give Lee the teleport until you have completed quest [A conspiracy](#).

If so, Lee telephones to the Vengard Throne Room. He is promised to lure Count Harax and Reginald out of the castle there. Lee leaves the castle and waits on the way to the city. We now speak with Lord Harax who accompanies the player with Lord Reginald and two bodyguards. Arrived at Lee, one kaempf against Harax and the others and kill them. The quest will then be completed by Lee.

Embassy for Ganelun

Quest giver: Graf Harax

Exp.: 100

When you talk to Count Harax in Vengard, he hands you a sealed letter for his son Ganelun, who is a paladin on your ship. You can hand over the letter or read the letter, which Ganelun will not like. But this will have no consequences. In both cases, the quest ends at Ganelun.

The Beliar temple the West

Quest giver: Xardas

Exp.: 800

After receiving the dragon fire amulet from Xardas, he guesses that there are still three valuable artifacts to be found, namely the Uriziel sword, which is still in the Temple of Sleep, a magical minion preserved in Isagrath, the Beliar Temple of the North, and a magical helmet which can be found in Aurarath, Belize temple of the West. Xardas hands over the key to his cellar. There you will discover letters that tell about all four Beliar temples and the chest where the teleport stones to the temple of the slaves, to Isagrath and Aurarath can be found.

You teleport to Aurarath and fight your way to the ruins, where you will find a chest. In this there is the hint that Aurarath is not completely destroyed. There is an underground hall, but the door is locked. The key can be found at the last mountain on a pillar, where it is kept in a chest. With the key you go back to the mountain, where the ruins are located and descend the very long path that leads to the secret access. The hall is guarded by many undead knights and some undead mages. You have to open five doors to get into the room where the helmet is located. These keys are kept in five chests guarded by the five wizards of Aurarath.

To find all the keys, proceed as follows:

Keep right from the entrance. You come through a door and get to the **3rd key**. Then go back and keep your right, passing a ladder (there is a potion chest at the top) and then come out on a hellbeast. Keep going to the right, and get to a staircase where you can make a detour to the top, but there it does not go on, so back again, and this time in the stairwell to bottom and go to the right. You come out in a dead end at another magician guarding the **2 Keys**. Go back, you will come back to the Hoellenbestie, where you take the third way (right). Continue on the right, you come out in a tower room, where another magician and the **4th key** are. Now go back to the plateau where the 3rd key was. (If you can not find that, jump down to the ground and take the only way up there.) Go left, then right, right in the staircase, right at the hellbeast, you're back on the path you took at first So all you have to do is keep left to get to the third key plateau.) Go back the way from there, keep to the right at the 1st fork and right again at the 2nd. Keep going straight, you'll pass a room with a ladder. Turn right in the next room (1 clock), then half left (11 clock) and you get to a spiral staircase. Go left and then right, and you'll hit the mage with the **5. key**. Now you can go down to the ground (in case of need also jump). There you will find many Bone Knights and the last magician who has 2 keys with him. One key for the chest where the **1st key** is, and one for the grid a little further up the wall where there is a teleporter that you can use to teleport out of Aurarath. Now you have to go back to the plateau with the 3rd key, from which we have just started. From there you keep right, straight ahead, right, and right and you get to the 5 doors that you can open with the keys. Behind the last you'll find the helmet! Now go to Xardas and tell him. The quest is over.

A novice behind bars

Quest giver: Nolan

Exp.: 150

When you approach the servant John, you learn that there is a secret dungeon in the castle of Vengard. The entrance is located behind a cupboard in the ballroom of the castle. The switch that opens the secret entrance is to the left, to the left of it is the large fireplace. You will be approached by the Dungeon Guard when you enter the dungeon, but since you are Paladin, you will eventually let them pass. Speak to prisoner Nolan and the quest is over.

Nolan

Quest giver: Nolan

Exp.: 100

If you find Nolan in prison and ask him if he wants to join the rebels, you have to free him first. See A novice in the dungeon for more information. After Nolan is freed, he is given the teleport to Aidan, found in his castle. Then you go to Aidan's castle, where Nolan is already waiting for you. You get the teleport back from him and now tell Aidan that Nolan will join the rebels. The quest ends.

Escape from the Dungeon

Quest giver: Nolan

Exp.: 150

If you have completed the quest [Disappeared Jewelry](#), you can tell Nolan that you are convinced of his innocence. But how to get past the guard? You're talking to the jailer Ottokar, who has not seen a beautiful woman in a dungeon for a long time. Then Roland decides to rob the queen of a dress that can be found in her wardrobe. Now you persuade Nolan to put on the dress. The jailer is blown away by the disguised Nolan that he does not notice the deception and let Nolan and Roland pass. Now you can leave the castle unhindered with Nolan and go to the big tent in front of the castle gate. There you get the dress back and can finish the quest. The dress can still be used in Tamora.

Attack on Vengard!

Quest giver: Thordir

Exp.: 400

If you have completed the quest [The ritual of Gotha](#) at the King, you should tell the Paladin Thordir that the orcs will attack soon. Once you have finished the dialogue with Thordir, so does it. Defend the attack and kill all orcs. Then tell the king that the attack is blocked. The quest ends with it.

Scout before Vengard

Quest giver: Markus

Exp.: 250

If you are allowed to leave the castle, you can eliminate for the Paladin Mark the Orc scouts who are in front of the castle. A game player is in the tent in front of the castle gate, two others are below the drawbridge and the fourth is hidden behind Bueschen, heading towards the city. Besides these four, there are three more orcs patrolling between the city and the castle. If you have eliminated all seven scouts, you can end the quest with Mark.

Survivors in Vengard

Quest giver: Thordir

Exp.: 250

Knight Thordir wonders if there are survivors in the town below the castle. Before that, you can get some support from Paladin Markus, who is also to be found at the practice site in the castle. In order to speak with him you have to defeat the outposts of the orcs just behind the moat. Down in the village you only find Elric in a house with a locked door. But there is still a cave, in front of the entrance of a fire burning, you will find it directly left, if you go from the castle to the gate, at the farm. There you will find Hutch and 2 women in there. Take all four to the castle (in the throne room, you can address them to be there). Now you can submit the quest back to Thordir.

Disappeared jewelry

Quest giver: Nolan

Exp.: 300

This quest starts with Nolan when asked why he was imprisoned. The queen was stolen from her jewelry and Nolan is suspected of being the thief. But he assures his innocence. Roland decides to question the ladies of the queen's court. The lady-in-waiting Waltraut informs Roland that the maid Rosemari was responsible for the preservation of the jewelry. The maid Rosemarie, on the other hand, learns that Lord Reginald was commissioned by the king to clarify the theft. We are now talking to Reginald, who is not very cooperative. After all, one learns that Albert, the secretary of the king, is the witness who has burdened Nolan. Albert claims that Nolan wore jewelry, although he denied it. When talking to Albert, Nolan is told about it. But he says that Albert is lying. At the second conversation with Albert, he becomes entangled in contradictions. Now you ask again the maid Rosemarie. The maid now reports that the lock of the closet has not been broken. This means that the perpetrator must have had a key. There was also a guard outside the room. In order to know the name of the guard, one must speak with the castle captain Flavius. From Flavius one learns that it concerns the guardsman Dietmar. If you talk to this, you can not get on. Roland now decides to investigate all the chests of the suspects and finds in Dietmar (chest in the attic of the castle) a letter that burdened him. Dietmar is ready to say anything. He wants to meet Roland at midnight in the crypt of the Kings, who are in the rooms at the back of the courtyard. In front of the entrance you meet the Guardsman Brown, who wants to smoke something. Whether you give him something or not is irrelevant. Now you enter the tomb and find the dead Dietmar. You will find a note with him, which gives an indication of Rhobar's coffin. This coffin is located in the lower rooms. However, the door to the King's Crypt can not be opened until you have the key found in Brown's inventory. This attacks with his people Roland, as this wants to penetrate into the royal tomb. In the coffin one finally finds the jewelery of the queen. You will also find a golden ring with an 'R' engraved on it. The same "R" is also in a letter, which you have taken Brown. The ring seems to belong to the leader

of the thieves, whom he probably lost when he hid the jewelry. The precious ring also suggests that it must belong to a high-minded personality. One now speaks with Lord Reginald, who, surprisingly, admits that the ring belongs to him. He claims, however, that the ring was stolen from him. But Reginald is very shocked when he hears that the jewelry is back. Now you go to the queen and give her the jewelry. At the same time they ask her to release Nolan, as his innocence has been found. But the queen refuses to release Nolan. Roland suspects that Lord Reginald knew beforehand that the Queen would do nothing against him and accept that Nolan is the pawn sacrifice of this intrigue. Apparently Reginald has the queen in her hand. The Lord is therefore not to be convicted. Since Nolan's innocence has turned out, however, you decide to free him from the dungeon. You are sharing this with Nolan. The quest is over.

Weapon bundle for Wieland

Quest giver: Wieland
Exp.: 250

Wieland, the weaponsmith of Vengard, still needs 20 weapon cuffs. If you do not have enough inventory, you can find enough in the city. However, you can only enter all areas of the city when the [Verschworerquest](#) is finished. As soon as you hand over Wieland the weapons, the quest ends.

Fireman in the city

Quest giver: Umrich
Exp.: 350

The fire mage Umrich gives you the order in the city to search for the three fire mages Mardek, Ordonaris and Senarius and the book "The Elements of Magic", which has one of the three fire mages in its inventory. This is only possible when the quest [A conspiracy](#) is finished. The fire mages are already dead. Senarius lies dead at the market place, Mardek next to the market, in front of the altar of the Innosschreins, and Ordonaris, who finally has the book, on the upper floor of the house, which is opposite of the tavern. Bring Umrich the book and report. The quest is over.

A conspiracy

Quest giver: startet nach Lesen vom Brief von Brown
Exp.: 400

If you have found the Queen's collar for the quest [Disappeared Jewelry](#) and killed the killer Brown, you will find a letter that starts the quest. Now go to the king to report. But he does not want to talk about it publicly, so you have to visit him in the evening in his living quarters. You decide that Roland disguised to Orkfeldherren Ogrosh (in the previously inaccessible part of the city) should go to learn the plans of the orcs. For this you should carry Brown's Mechtelmoerder-Restung, which has this in a bag in his inventory. With this armor you get unhindered to the Orkfeldherren. This now checks Roland and wants to know what the leader of the Verschworer means. Since you do not know this anyway, you should answer Ogrosh that you will not reveal the name. The only answer that Ogrosh will believe. Then you learn from this that the orc shaman Rovash is planning a ritual to destroy the paladins. See the subquest [The ritual of Gotha](#). In addition, one learns that many orcs had entered a secret passage that leads to the castle. At the same time an attack on the gate is planned. *See the quest [Attack on Vengard!](#) After talking to Rovash, you talk to the king, stop quest [The ritual of Gotha](#), and follow up quest [Attack on Vengard!](#), and then eliminate the orcs in secret passage. When this is done, you can complete the quest with [Koenig Rhobar](#).*

The leader of the conspiracy

Quest giver: automatisch nach Lesen des Briefs in Graf Harax' Truhe
Exp.: 250

When you get to the key to Count Harax's chest and read the letter in it, the quest will start. But you can not finish this until you have completed quest [Lee's Revenge](#). When Harax and Reginald are dead, the king is told who the leaders of the Promise were and the quest is completed.

The ritual of Gotha

Quest giver: Ogrosh
Exp.: 350

When Koenig Rhobar has been instructed to speak disguised with the Orc-Lords, one learns that Shaman Rovash is planning the same ritual as in Gotha to destroy Vengard's paladins. You then talk to Rovash (who is just like the bottom of the city), but he has already summoned a demon and several undead, which now appear in the castle. One should then immediately teleport to the throne room and warn the king. Then you have to destroy the Daemon and all undead Skeleton Warriors and report back to the King for the quest to end. The daemon and the undead are in the courtyard and on the wall, as well as in the towers to the provisions camp.

Sinister figures

Quest giver: startet, wenn man zur Taverne geht, die sich beim Steinkreis, auf dem Weg nach Montera befindet

Exp.: 200

The quest begins when you visit the tavern, which is located in the area of Vengard near the big stone circle. One should not carry any arming of the king, because it is deserted Orksoeldner and you can not otherwise talk to them. One learns now that the Orksoeldner Latigo pursues a certain Joe, whom he wants to avenge. If you speak Latigo, you can decide whether you want to support him in the hunt or not. If you do not want to, you can kill the mercenaries and finish the quest. On the other hand, if you want to help Latigo, you should not kill the mercenaries until the Hunt for Joe quest finishes.

Hunting for Joe

Quest giver: Latigo

Exp.: 350

If you support Latigo in the hunt, go with this first to the bridge that leads to Vengard to look for traces there. Since you can not find one, you go with Latigo to the stone circle to look there. Since they are not successful there, Latigo wants to go to the mountains of Montera, where he last saw Joe. You have to follow Latigo for a long time until he stops in front of a ruined house. There he finds Joe's tracks. These lead to the castle of Gotha. Now you meet a pack of boars, which you have to eliminate. Then Latigo finally sees Joe, who stands in front of the gate of Gotha. Only now is it known that Joe is a boar and puts Latigo to the speech. Then you let Latigo fight against Joe alone. But Joe kills Latigo. Now you have to kill the boar Joe and go back to the tavern to Olbers the death of Latigo to report. But he does not believe the story. Olbers suspects that Roland Latigo has killed. That's not bad, because the quest is over. Now you can also stop the quest Darker figures, as an Olbers and Burk attack immediately.

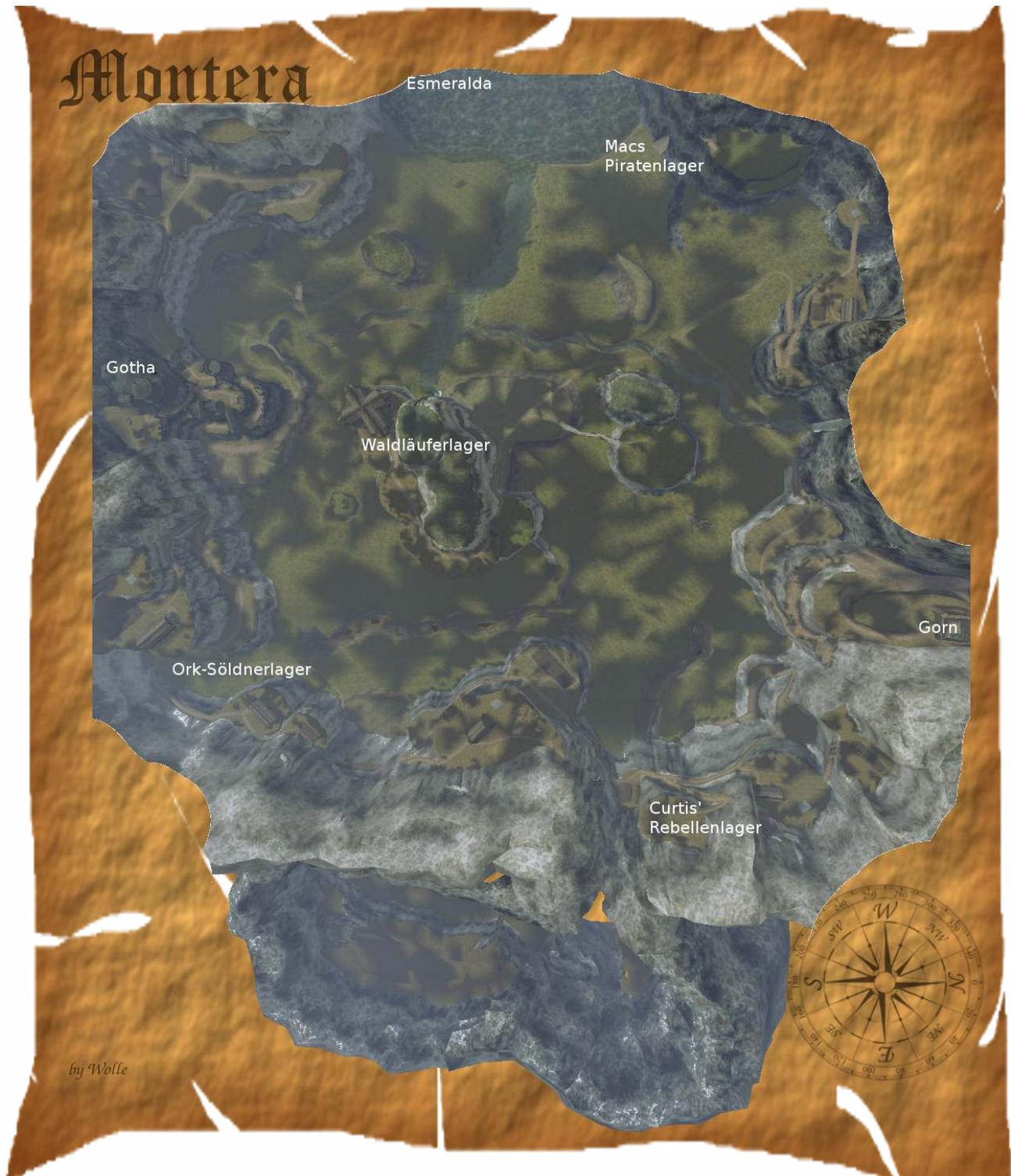
Report to the King

Quest giver: Lord Baldwin

Exp.: 250

This is the final quest. If you report to King Rhobar after you've been to Irdorath, the game ends.

Montera



The Nest of the Pestratts

Quest giver: Egbert

Exp.: 300

The refugee Egbert believes that the slaves of Myrtana have a king. In this dialog the quest will be unlocked. If the player kills the pawn and announces this to Egbert, he will receive 300 EXP and the quest will complete. The nest has two entrances. There is one under the fortress where you meet Gorn. All you have to do is go down the track that leads to the Montera area to find it.

Eliminate the looters bands

Quest giver: Egbert

Exp.: 500

When one encounters Egbert, he reports of orcish plunderer bands on their way. There are four groups that are in the villages in the mountains. When all plunderers are dead, the quest ends.

The search for Knight Hector

Quest giver: Egbert

Exp.: 350

Koenig Rhobar orders you to search for Knight Hector. If you go to the mountains of Montera, the refugee Egbert will meet you. This tells you that the Paladin Hector is close by to watch the orcs. Unfortunately, you only find him dead in Gotha Castle and take his Teleporttrune to you. After finding Hector, you report it to the King and the quest ends.

The rebels in the mountains

Quest giver: Gorn

Exp.: 150

If you meet Gorn in the small ruin that is between Vengard and the mountains of Montera, this one tells you that he wants the rebels who have a hideout in the mountains. It is the camp of Curtis. This one arrives, if one, after one reaches the level, on the left holds. You should always walk along the mountain wall until a path leads up to the top. The warehouse is at the top. Before reaching this, a fork forks to the left leading to an orc-occupied farm. But first you go a bit further to the right, until it then goes left again upwards. In the camp you should talk to the leader Curtis, who is staying behind the hut. If you have talked to Curtis, you should also take the teleport, which can be found in the camp and go back to Gorn. This tells you that you have found the hiding place and leads him there. You complete the quest by speaking to Gorn again as soon as you enter the camp.

Orc camp

Quest giver: Curtis

Exp.: 350

If you ask Rebel leader Curtis if you can help, he reports that orcs and Orcsoeldners have set up camp in the valley and that they are looking for rebels. It must therefore be eliminated. If you leave the rebels and return to the plain, you must go left along the mountain wall until you reach the Orklager. Once you have killed the enemies, teleport to Curtis and tell him about it. The quest will end.

Brodolf

Quest giver: Brodolf

Exp.: 100

If one finds in the mountains of Montera the farmer Brodolf and asks if he wants to join Aidan's rebels, he agrees immediately. You can then bring him to Aidan immediately. Brodolf is located above the one farm which was occupied by the Orkish raiders and which can be reached via the camp of the Orcs and Orcsoeldner in the valley. When you arrive with Brodolf in Rebel Castle, you first tell them that you're there and only then talk to Aidan, where you can end the quest.

The camp of the forest runners

Quest giver: Koenig Rhobar

Exp.: 250

The quest is by Koenig Rhobar. You should visit the camp of the forest runners and help them against the orcs. After doing so, report it to the King and complete the quest.

Degenhart

Quest giver: Degenhart

Exp.: 100

The old Degenhart, which is found in the hideout of Niko, is only ready to go to Aidan, if you free his tower, which is located on the beach, from the goblins. Then he sets off on the way. All you have to do is tell Aidan that Degenhart has been recruited.

Niko

Quest giver: Niko

Exp.: 100

Forest walker Niko would like to join Aidan's rebels, but he wants to get approval from the Druid Melander, who is the leader of the forest runners. Melander lives in the forest camp, which is located on a mountain in Montera, opposite the castle of Gotha. Melander gives immediate approval, especially as his camp is also threatened by the orcs. You tell this to Niko, who is on his way. Now teleport to Aidan and inform him. The quest ends with it.

wasp's nest

Quest giver: Herrmann

Exp.: 200

When you come to the forest camp, one of the forest runners Herrmann tells you that they are being disturbed by a poisonous spider's nest. Some of these, you will find immediately on the way to the camp. But to get to the nest, you have to climb up the liana that is in the camp. Now kill all the poison wasps and tell Herrmann. This quest is over.

The wreck

Quest giver: Pirat Mac

Exp.: 250

On the coast of Montera you can see the wreck of a ship. Nearby there is a cave, in front of which there are several dragon snappers. If you have eliminated them and entered the cave, you will meet some stranded pirates. After defeating the pirate Mac in a duel, you go to the sunken ship. If you dive for the wreck (you can do that even before talking and fighting with Mac), you will find a box of valuable items that belonged to the nameless hero, including his orcish butcher. Now you know that the ship is the Esmeralda, go back to the cave and talk to the pirate Mac. This now admits that the ship was captured by the pirates. You are not more interested, because the quest is now complete.

Ork attack on the forest runner

Quest giver: Melander

Exp.: 450

When you talk to the Druid Melander, he tells you the orcs want to attack her. Herrmann should now be asked if he has already seen them. The diary updates as you go down to Herrmann. The orcs are here. Talk to Herrmann now. This gives you the order to warn the others. When you go back to the camp, Arthos immediately addresses you. The forest runners will now follow you into the fight. Kill all orcs and talk to Herrmann. Then you can notify Melander to complete the quest.

Orc occupation of Gotha

Quest giver: Potros

Exp.: 500

This quest will start when you enter the castle of Gotha through the front entrance, you have to finish the quest Hunt for Joe first, so that the immortal boar disappears in front of the castle. To talk to the orcs, you should wear his Assassin's armor. You can now complete the tasks in Gotha at the end of which you must eliminate the orcs. After killing the orcs, you report this to the king and the quest ends.

A duel

Quest giver: Potros

Exp.: 250

After telling Potros that he killed the daemon, he does not believe it and calls Roland a boastful. Then you can challenge him to a duel. The quest ends when you talk to Potros after the duel. After the duel Potros wants to take revenge and you have to fight against all orcs.

The Demon of Gotha

Quest giver: Potros

Exp.: 500

To talk to the orcs in Gotha, you should wear his Assassin's armor. After talking to the orc commander of Gotha, Potros, this quest is started. Then you talk to the orc shaman, who is in the house. You can now enter the inner castle. The Orkwache warns you, but does not stop you. One should now find the daemon and kill. With his death, all the undead would perish. So if you are on EXP search, you should first find the very numerous undead in the castle's premises and kill them before you face the daemon, which can be found deep down in the dungeon rooms of the castle. The leader of

the undead knights, Rufus, has a teleport to the daemon. Down in the dungeon you will find the undead dungeon master with the key to the dungeon door, so you can get out again. Once the daemon is dead, the quest ends.

The valley of the badgers

Quest giver: Lesen des Zettels
Exp.: 400

In the region of Montera, below the rebel camp at the entrance to the hidden *Valley of the Badgers*, you will find the dead fire mage Borkin. He has a piece of paper in his hand that speaks of an Innos shrine in the valley. At this shrine there should be a powerful amulet, which Borkin has hidden there. The letter also mentions bandits who have invaded the valley. Borkin is concerned that they will find the shrine and the amulet. The quest ends when you kill the gang boss and take the amulet from him.

Faring



The blade of the Fallen Paladins

Quest giver: Lord Baldwin
Exp.: 500

When asked about a blessed paladin weapon for quest [The Stammer](#) Gernot, he mentions that Lord Baldwin had one, but given it to his son Guntram, who fell in the last battle of Faring. If you reach the battlefield in Myrtana, you will find the dead Guntram but not his sword. This the orcs have closed in the guard tower of Faring in a chest. If you find the sword, you report it to Lord Baldwin, who gives you the sword. The quest will end.

Ortega's gang

Quest giver: Adrian

Exp.: 400

When you meet the refugee Adrian, this reports that Ortega's gang makes the area unsafe. You are once in the nearby village, in a ruin opposite the village and in the mountains, near the border with Nordmar, where they have their headquarters. See also the quests [Bandits plague](#) and [Ortega's hiding place](#). When all the bandits are dead, the quest is over.

booty share

Quest giver: startet beim Lesen von Ortegas Brief

Exp.: 10

If you have plundered the bandit camp in ruin in quest [Bandits plague](#), you will find a letter from Ortega in the chest. He mentions that the bandits' prey is buried in a mountain lodge on the border with Nordmar. You will get to it when you approach the falls at the battlefield of Faring and look for the path that will lead you to the cave. If you stand in front of the waterfall, you have to go right along the mountain wall until you find the way that leads upwards. Follow this up to the very top. Go through the waterfall and you will come to a place with a ruin. There you will find the cave. Go inside and you will see a marked cross under you. Climb down and dig there. When you lift the treasure, the quest ends.

The Watchtower Faring

Quest giver: Aidan

Exp.: 500

The quest starts when Aidan is approached by the guard tower of Faring, and ends when the Orcs at the tower have been eliminated.

The rebels of Faring

Quest giver: Koenig Rhobar

Exp.: 450

The quest is by Koenig Rhobar. One should seek and support the camp of the rebels of Faring. If you find the castle where the rebels are, you talk to their leader Aidan. From this one gets several quests. After completing everything at Aidan, you report that to the king and the quest ends.

Gain for the rebels

Quest giver: Aidan

Exp.: 350

After completing the [Orkkarawanenquest](#) at Aidan, you get the job to search for rebel reinforcements. One should now address the NPCs [Adrian](#), [Niko](#), [Degenhart](#), [Broldolf](#) and [Nolan](#). However, these will only come with you if you have solved their problems. If all five have been recruited and Aidan is reported, the quest ends.

Orkkarawane from Nordmar

Quest giver: Aidan

Exp.: 350

After hearing from Joker that an Ork caravan from Northern Marmara was spotted in the woods north of Aidan's Castle, Aidan orders her to remove it. The best way to find the orc camp is to swim across the river and go all the way to the bottom of the forest. There you should then keep right to find the camp. If you eliminate the orcs and report this to Aidan, the quest completes.

The farmer and the monster

Quest giver: Melchior

Exp.: 300

The farmer Melchior is afraid of a monster. This always turns up at midnight on his field. You should therefore sleep until midnight to wait for the monster. You should have your ranged weapon or a spell in your hand to find the monster, as it is just a small, eaten rat. You kill them and sleep until the next morning to show the farmer the dead monster. He refuses, however, to give the player a reward for this because he can not believe that this rat should be the monster. However, the quest ends with this dialog and brings you the follow-up quest [Lost sheep](#).

Adrian

Quest giver: Adrian

Exp.: 100

Adrian is only ready to go to Aidan after eliminating Ortega's gang in his village and ruin. See the quest [Bandits plague](#). Then he sets off and you can inform Aidan to complete the quest.

Messenger of rebels

Quest giver: Aidan

Exp.: 200

To gain access to the rebel camp at Faring Castle, Cox needs proof that Roland is fighting on the right side. Show him the letter of recommendation from Lord Baldwin and he'll let you through. Talk to the leader Aidan. If you want to support the rebels, send them to the hut above Adrian's Campfire. There you meet the messenger of the rebels, Joker, who has some news to report. With this information you go back to Aidan and complete the quest there with him.

Jokers trackers

Quest giver: Joker

Exp.: 350

If you talked to Joker in quest [Messenger of the rebels](#), he also mentions that orcs were chasing him. You will meet them if you make your way to Aidan's Castle on foot. If you clear Joker's pursuers and report them, the quest ends.

Ortegas hiding place

Quest giver: Zach

Exp.: 300

If you meet NPC Zach in the mountains on the border of Nordmar (carrying bandits, otherwise he attacks immediately), he reports that he has found Ortega's hiding place. He is ready to take the player there. Once there, the player realizes that this was a trap. If he kills all bandits, the quest ends. See also the quests [Bandits plague](#) and [Ortega's hiding place](#).

stray Cats

Quest giver: Melchior

Exp.: 200

After defeating Melchior's monster, he sues the player for his next problem. Woelfe have scared off his four sheep. One can be found tucked away by the river behind the rocks. Another sheep is in a cave, which is located right behind Aidan's castle. You have to go to the end of the sparse forest until you find a hill to the right, which you can hardly climb. There is a cave where the sheep is. The third sheep is also in this area. You go back to the path and follow the path that leads to the mountains. You come into a dark forest, where many wolves are. There you will find a dead sheep. The diary would have to update the find. The fourth sheep can be found in the field next to the Orkwachturm. If you bring all three surviving sheep to Melchior and report the death of the fourth, the quest is complete.

bandits Plage

Quest giver: Adrian

Exp.: 400

When you meet the refugee Adrian, this reports that Ortega's gang makes the area unsafe. These are located in the nearby village and in a ruin opposite the village. See also the quests [Ortega's gang](#) and [Ortega's hiding place](#). When all bandits in the village and at the ruins are dead, the quest will be ended at Adrian.

Nordmar



Search Xardas in Nordmar

Quest giver: wird automatisch am Ende von Athanos im 6. Kapitel gestartet

Exp.: 650

This quest starts at the end of the quests on Athanos in chapter 6 and ends when you find Xardas in Nordmar. See: [On the way to the tower.](#)

Treasure hunt in the eternal ice

Quest giver: startet automatisch bei Duke

Exp.: 10

As soon as the fish-thief Duke has taken down his letter and his card, the quest will start. When digging the quest ends this. The location of the treasure is marked on the map with a blue cross. It is located in a cave, which you reach when you take the path at the watchtower in a westerly direction into the mountains. You'll pass some black trolls, ogres, goblins, and ice golems before you find the caves with icy shadowbanks.

Erzversteck

Quest giver: Torsten
Exp.: 300

Archangel Torsten's Northern Warrior Torsten asks the player to escort him to his secret ore hiding place and help him against the big sanguine tigers that have spread there. As soon as the hiding place is reached and the sanguine tigers are dead, the quest is over.

Orc camp at Xardas Tower

Quest giver: Xardas
Exp.: 550

Xardas does not mind if you cuddle around the Orklager, which is below his tower. You interpret this as an order to destroy the orcs and do so immediately. When all are done, you can report this back to Xardas to receive Traenke as a reward.

Snorre grave

Quest giver: Tjure
Exp.: 550

Tjure tells you something about a cave of spirits, where the arch-clan's ancestors buried one of their ancestors, the warrior Snorre. Tjure fears that Snorre and his servants have awakened from anger over the plots of the orcs from the dead. So go to his grave and do the problem. You can find the grave if you take the teleport to the mine and then do not go up to the mine, but hold yourself to the right on the rock face. At the end of the path you can jump down a little piece, onto a small path to the ancestral grave. Do not forget to take the ancestral stone, you still need it ([The ancestor stone](#)). Report your success to Tjure now.

The ancestor stone

Quest giver: Xardas
Exp.: 250

After realizing that you are going to Irdorath, Xardas wants to make an amulet for you that protects against Dragonfire. But he needs the ancestral stone from Snorre's grave for that. If you have not been there yet ([Snorre's grave](#)), go there now. Now you bring Xardas the ancestral stone.

On the way to the tower

Quest giver: Leif
Exp.: 150

You tell Leif that you want to Xardas. After questioning your motives, he finally believes you want to do good and offers to let Bjorn take you to Xardas. Depending on the time of day, Bjorn is at the bottom of the village entrance or in the middle of the village. Address him and follow him. He will take you behind the hunting lodge of the Archclan. Then the quest ends. From there you have to go on alone. At one point, you have to jump down some other way until you are at Xardas's Tower.

The iron mine of Erzclans

Quest giver: Leif
Exp.: 450

Leif offers to deliver ore crates to Vengard if you free the Clan ore mines from the orcs who captured them. Do this and you can at least consider this task of the Voigt done.

Ore for Olaf

Quest giver: Olaf
Exp.: 250

Olaf, the ore cleaver's blacksmith, needs 12 chunks of magical ore for his work. Bring it to him and he will give you a precious amulet (Olaf's Protection Amulet - 15/12/3/3).

iciness

Quest giver: startet automatisch, wenn man Nordmar ohne Nordmar-Ruestung betritt
Exp.: 250

The quest starts when you enter the ice area without the North Armor. You get the clue in the Tower of Faring to look for an armor that protects against the cold. The quest ends when you leave Nordmar and sail for Irdorath.

Sabertooth skins for Dag

Quest giver: Dag

Exp.: 600

The Jaeger Dag who is at the hunting lodge does not take you seriously. You should bring him 12 Sawntooth Skins for 15 ore chunks so he respects you more. Do this and Dag is not surprised.

The Snow Beast

Quest giver: Dag

Exp.: 600

Since Dag is still not completely convinced of you, he gives you yet another (seemingly unreadable) task. Thou shalt bring him the skin of the snowbeast, which lives in the mountains. The beast is located on the central mountain in Nordmar, next to a few trolls. Take it off and bring the coat to Dag, who is now convinced of your ability.

wants to Milten Erzclan

Quest giver: Milten

Exp.: 150

Milten got lost, he wants to become an arch clan. Let him stand there until you are better acquainted with the area. The shortest path is still quite long and complicated, you can find it on the Nordmar map. At the fire in the square in front of Blacksmith's House, you can finally speak to Milten that you are here and the quest is over.

Book in ancient watchtower

Quest giver: Xardas

Exp.: 400

To find out more about the enemy, Xardas needs a book about the black castle, which is said to be in the basement library of the old watchtower nearby. The easiest way is to jump down from the side of the tower and then walk a bit along the cliff face until you reach the watchtower. Take out the skeletons and bring the book to Xardas.

Eiscrawlereier

Quest giver: Xardas

Exp.: 400

To charge the amulet ([The ancestor stone](#)), Xardas needs ice trawling eggs, among other things. These can be found in a cave in the southeast behind a black troll (the position is also noted on the map). Bring her Xardas.



The Eisdæmon

Quest giver: Xardas
Exp.: 400

To charge the amulet ([The ancestor stone](#)), Xardas requires, among other things, the heart of an ice daemon. You can find this in a cave, which marks Xardas on a map and gives you. Take the Daemon and bring the heart to Xardas.

The Beliartempel the North

Quest giver: Xardas
Exp.: 800

Xardas tells you about a magical armor that is far better than anything else. You could use her well in the fight against Baal Handshar. It is located in the ancient temple of the north, Isagrath. In the basement of Xardas' tower you will find a teleport stone in the area. There you meet Jaeger Ingolf, who does not know where the temple is, but will take you to his village. There you should talk to Ansgar the leader of the village, who probably knows more. Ansgar is ready to take you to Isagrath, but first you need to help the villagers with the hunt ([Ripper hunt](#), [Hunt for Icewoelf](#), [Laughing goblins](#)). Once you've done these quests, it starts. Follow Ansgar to the castle and do not let him out of sight. Save frequently! Ansgar takes you to a secret tunnel in the temples of the temple. From there you work your way up to the chest with the armor. Report this to Ansgar, who is waiting outside. Now you can find Ansgar's sword he lost ([Old heirloom](#)) and destroy the Berserk Orklager ([The Berserker Clan](#)). Sign up to finish the quest at Xardas.

The sentinel of Isagrath

Quest giver: Ansgar
Exp.: 500

Ansgar tells you that the ancient Isagrath Temple is guarded by the Berserker Orcs and many undead and a powerful being that no human in the world has ever seen. You meet the creature, which is a strong version of a Bloodhound Dog in the attic of the temple. Before that, you should lure out and eliminate the daemons. If you speak to Ansgar again and tell him about your success with the armor, this quest is also completed.

fish thieves

Quest giver: Dorfvorsteher des Walrossclans
Exp.: 250

The village chief of the walrus clan tells you that thieves stole the last box of fish. They have fled to the interior. So go back through the cave and then right and hold onto the rock face. You meet Duke and Prince, the two fish thieves. Take them out and bring the fish box back to the village chief. The villagers may now teach you something new.

Orc pirates

Quest giver: Dorfvorsteher des Walrossclans
Exp.: 400

The village chief of the walrus clan continues to tell you that orcish pirates prevent fishermen from sailing on the sea. Continue along the shore past the house and kill the orcs. After returning the message to the chief, the quest is over.

The clan of the Berserker

Quest giver: Ansgar
Exp.: 800

If you are traveling with Ansgar, make a turn around the Berserker village behind the temple. However, you can attack the village later, after you were in the temple. If you have dealt with the majority of orcs, a quest log appears and you can report this back to Ansgar. He is very grateful to you.

Hunting Frostwolves

Quest giver: Helgi
Exp.: 350

Helgi chases Iceworld, bring him 30 of his furs and he rewards you with 5 ore chunks. If you do not find enough in the area, check out the main section of Nordmar.

Ripper hunt

Quest giver: Baldur

Exp.: 350

For Baldur you have to do the rabid rippers down in the valley and bring him 20 of their skins, for which you get 3 ore chunks.

Annoying Goblins

Quest giver: Ingolf

Exp.: 400

Ingolf also has a quest for you, his house is located, when you go around the rock up to Ansgar, right below the mountain. He asks you to take care of the annoying goblins who are in the rocky bay Southeast (Attention, map is turned, up is not north!) Of the camp, on top of the plateau between the trees stop. If you've done it, tell Ingolf. If you have also done the other quests [Ripper hunt](#), [Lost in the ice](#) and [Hunt for Icewoelf](#), Ansgar will go with you to the Temple of Isagrath.

Lost in ice

Quest giver: Ansgar

Exp.: 300

Ansgar is waiting for his Jaeger Ulfrun. Before he is back in the camp Ansgar can not bring you to Isagrath. You have probably already found Ulfrun, he is in the valley with the many stone graves / heaps, where there were also many Eisgolems. Take him back to the camp and this quest is over. The easiest way to find the way to the camp, when you first go backwards. Walk from the camp to the watchtower and into the valley where you will find the way to Ulfrun. Now you can bring him up the other way. (*The trail is also recorded on the map of Nordmar.*)

Setting out for the temple ruins

Quest giver: Ansgar

Exp.: 200

When Ansgar is ready to escort you to the temple, this quest also starts automatically. You just have to follow Ansgar and turn off the opponents. Frequent saving makes sense. In between, Ansgar sometimes stops to tell you something else. On the way you should clean up a Trollhoehle ([Trollhoehle](#)) and turn off a Berserker Guard at an Ice Bridge ([Berserker Brueckenwache](#)), so that you can continue unseen. If you have reached the secret entrance to the temple this quest ends.

Orcish pursuit squad

Quest giver: Ulfrun

Exp.: 400

Ulfrun, a Fire Fighter hunter, is being pursued by a troop of Berserker orcs. Eliminate the orcs and report this back to Ulfrun. Attention, the orcs are pretty strong. Use special arrows, or bolts or magic, if you get stuck in swordfighting. Return your achievement to Ulfrun after that, it will stay there until you pick it up as part of quest [Lost in the ice](#).

Troll cave

Quest giver: Ansgar

Exp.: 250

On the way to Isagrath you have to go through a troll cave, Ansgar is waiting in front of the cave. The best way to do it alone is the trolls, then you will not miss the many XP. First turn off the "normal" trolls and then take care of the black trolls one by one. Did you all done (behind the cave are still some) take Ansgar. He stops behind the cave and speaks to you. This completes the quest.

Old heirloom

Quest giver: Ansgar

Exp.: 250

Ansgar lost the sword of his grandfather in the gorge while fleeing, and when you pick it up and bring it back he rewards you with a fire rain spell.

Berserker Bridge Guard

Quest giver: Ansgar
Exp.: 400

Ansgar is afraid that you will be discovered by the orcs, so you should do the Bridgesguard of the Berserker Orcs. Once you have done this and Ansgar is reported back this quest is already over.

Valley of Mines

Access to the Mine valley

Quest giver: Automatisch
Exp.: 250

The quest starts in Chapter 3 when trying to enter the Mental Valley. It ends when you are allowed into the valley. This is the case when the arrival at Varant updates the quest at Lord Baldwin. Now you can crawl through the palisade behind the trolls as a meat bug.

Collect Lord Hagen

Quest giver: Automatisch
Exp.: 250

The quest starts when you enter the mental and ends when Lord Hagen is found in the new camp. The new camp is located in the Iceworld at the Haven of the Dead Ice Dragon of Gothic 2. Lord Hagen is in the cave near the Ice Dragon.

Find the dragon

Quest giver: Lord Hagen
Exp.: 250

Lord Hagen forgives this quest to find out if all dragons are actually dead. The ice dragon can already be found in the cave where Hagen is located. The other three are also at the locations where the nameless hero killed them. Say, the marsh kite in the swamp southwest of the castle, the fire kite at the top of the mountain southeast of the castle, and the stone kite at the top of a castle in the mountains, where you can follow the river around the palisade and then go up the mountain. When all the dragons have been found and reported to Lord Hagen, the quest ends.

Reconquest of the Castle

Quest giver: Lord Hagen
Exp.: 500

This quest will unlock when you ask Lord Hagen about the orcs. The player should find out how the castle is. This is occupied by the orcs. Once he has determined this, the player may return to inform Lord Hagen about the castle, or kill the orcs there and report back to Lord Hagen. You can do the quest u. You may not be completely informed until you have a quest log in the throne room.

The old mine

Quest giver: Ingmar
Exp.: 250

This quest will be awarded by the Paladin Ingmar when the [Assault of the bandits](#) quest completes. You have to go to the end of the mine entrance, until the diary is updated. Then Ingmar is told that the mine is spilled and the quest ends.

Negotiations with Urshak

Quest giver: Lord Hagen
Exp.: 250

After telling Hagen about the Ruecker conquest of the castle, you ask him what he wants to do now. He believes that one should negotiate with Urshak, as the paladins are hopelessly inferior. But since the orcs will kill you immediately, the player has to get an ulumulu. Lord Hagen tells the player that the Nameless Hero knew an orc who made him an ulumulu. The orc is called Tarrok. It is the same Tarrok you met in the cave of Daron and sent to the painter where he should be. The subquest [Ulumulu](#) will now be started. After getting the Ulumulu from Tarrok, you first tell Lord Hagen that you got this. Then you can talk to Urshak. He is still at the place where he succeeded his mentor, Hosh-Pak, on the hill opposite the castle. But Urshak firmly believes in the victory of the orcs and refuses to negotiate, as long as the orcs dominate key places in the valley. These are:

- The castle in the valley of the mine

- The area around the castle
- The orc supply repository behind the palisades
- The underlying fleet of orcs
- The siege force in front of Lord Hagens camp

Garond and two of his knights are also in the hands of the orcs. Urshak continues to believe that the Paladins have not heard anything of the Dragon's death and that the city of Khorinis continues to be ruled by Donshak. The following subquests are therefore started in this dialog: [The Orkheer in the Minental](#), [Orcs behind the palisade](#), [The Ships of the Orcs](#) and [A victim for Beliar](#). In addition to these four tasks, you must recover the castle, end the siege of Hagen's paladins, find the dead dragons, and conquer Khorinis ([Ruecker conquest of the castle](#), [Siege of Hagens Paladins](#), [Find the dragons](#), and [Conquest of Khorinis](#)). For these 4 tasks that you probably already done, you get another 4 points, totaling 8. But you only need 7 to convince Urshak that the orcs will lose this war. Urshak is now ready to close a truce. The player can now decide if he still wants this. He can also kill Urshak and the remaining orcs and report this to Lord Hagen. The quest is completed as well. But if the player wants to make peace with Urshak, he first goes to Hagen and tells him what Urshak decided. Hagen agrees with Urshak's terms. This is still shared with Urshak and the truce is closed.

Albrecht

Quest giver: Ingmar
Exp.: 250

Ingmar, who is in the new camp in front of the Drachenhorthoehle next to the tent, has long been waiting for Albrecht, who wanted to watch the orcs. So you go behind the Orc palisade and then right, until you find Albrecht in a gutter in the ground, at a small cave. Talk to him and you will know that everything is alright with him and he will now return. Did you tell Ingmar this is the end of the quest.

Shrats swamp sharks

Quest giver: Shrat
Exp.: 500

The quest starts with Shrat, which you find in the swamp. It is completed when you kill the seven vivacious marsh sharks that appear at midnight and then tell Shrat.

The Orkheer in the Valley of Mines

Quest giver: Urshak
Exp.: 650

A subquestion of the quest [Negotiations with Urshak](#). When all the orcs around the castle are dead or the rest have fled, the quest is over.

Orcs behind the palisade

Quest giver: Urshak
Exp.: 650

A subquestion of the quest [Negotiations with Urshak](#). When all the orcs in the camp behind the palisade are dead or the rest have fled, the quest is over.

Siege of Hagens Paladins

Quest giver: Lord Hagen
Exp.: 650

This quest will unlock when you ask Lord Hagen about the orcs. You must eliminate the orcs that are in front of Lord Hagen's camp. If they are dead or the rest have fled, you can end the quest at Hagen.

Fanatical Templar

Quest giver: Shrat
Exp.: 250

This quest is also started at Shrat if you ask him about the people who lived in the swamp. He reports that some of the Templars are in the old abandoned Orklager at the temple of the slaves. Speaking to the leader of the Templars, Gor Asif, one learns that the Templars want to expose the entrance to the temple of the slaves because their master ordered them to do so. Roland believes that these are under the influence of an evil power. That's also the case, but the Templars will

not be freed from this influence until the quest [The Boese in the Minental](#) is completed. Then, in a conversation with Gor Asif, the influence of evil power is over and completes the quest at Shrat.

Evil in the Valley of Mines

Quest giver: Gor Asif
Exp.: 500

The quest will be launched at Gor Asif if challenged on quest [Fanatical Templar](#). It is completed when you kill the bone fiend who is inside the Schaefertempel. The access to the temple of sleep you get over Xardas, if you find in its tower the teleport to Schlaefertempel.

A victim of Beliar

Quest giver: Lord Hagen
Exp.: 500

A subquestion of the quest [Negotiations with Urshak](#) When you have freed Garond and his two companions, the quest is over. The prisoners are in a cave below Urshak's camp. After eliminating the orcs in front of the cave, Garond is told in the cave that he should go to Hagen's camp. The quest is over.

Ulumulu

Quest giver: Lord Hagen
Exp.: 250

Tarrok is ready to make the player an ulumulu, if he brings him the ingredients for this. You need the tongue of a fireman, the horn of a Shadowlayer, the teeth of a swamp shark, and the tusks of a troll. Tarrok then makes the ulumulu and the quest is over.

The ships of the Orcs

Quest giver: Urshak
Exp.: 800

This is a subquestion of the quest [Negotiations with Urshak](#). If all orcs that are at the ships are dead or the rest fled, the quest is over.

The temple of the Sleeper

Quest giver: Xardas
Exp.: 800

In the temple of the slayer you shall find the sword Uriziel. Teleport yourself there. Since the temple collapsed with the sleeper in the Battle of the Nameless Hero, only the back area is accessible. Therefore, you do not find the sword in the room in the lava lake, but you meet in the room where the nameless hero has defeated the sleeper, a bone fury, to whom you can take Uriziel after his death.

Pub in the Mine valley

Quest giver: Pat
Exp.: 100

Pat reopened the old pub in the Mental Valley. He gives you a series of quests. See [Pat's Whistle](#), [ray](#), [Red teal pepper](#) and [Provisions theft](#). [Pat's Whistle](#) is obtained immediately at the first conversation. To get the next quest [ray](#), you must first complete the quests [Siege of Hagens Paladins](#), [Assault of the bandits](#) and [Find the dragons](#). In addition, one should have talked to the Dragon Sergeant Biff and the four gunmen Ray, Billy, Frank and Miles and slept a day. Only now you can start the quest [The Dead of the Orcs](#) by going to the Orc Cemetery. At Pat, you will now receive the quest [Red teal pepper](#), after which the quest [Provisions theft](#) follows. When all quests are done, you can end the quest line with Pat by asking him what's new.

Pats whistle

Quest giver: Pat
Exp.: 150

The host Pat, who has reopened the pub in the new camp, misses his pipe. The thief is the Militia servant, who is at the tent camp above the cave. If you've learned pickpocketing and enough skill, you can take his pipe off and return Pat. The quest is then completed at this.

ray

Quest giver: Pat
Exp.: 200

When you've talked to Ray in the camp and to Biff in the pub, as well as completing quests [Pat's Whistle](#), [Assault of the bandits](#), and [Find the dragons](#), Ray disappears from the camp. The host Pat, when you approach him the next day, gives you the job to look for him. You now ask the gunmen Miles, Billy and Frank, who do not like Ray and whose fate is completely indifferent. You are therefore looking for the environment. You then discover a cave, which is located very close to the pub, above the frozen lake near the frozen waterfall. The entrance of the cave was blocked by a rock, which you remove with a pickaxe. You now hear from Ray that he has been attacked. Ray can not tell you who the guy was, because everything went way too fast. You have no choice but to tell Pat that Ray is back and the quest ends. If you want, you can also tell Billy, Miles and Frank that Ray is back, but they do not care.

Red Tear Pepper

Quest giver: Pat
Exp.: 100

Once the quest is completed with Ray, you can help Pat with another problem. He needs red teal pepper for his bland soup. This one is not to be found in the valley. Unless you have it in your inventory, you should look for it in Varant or Myrtana. Among other things, you will find a bag in one of the houses in Vengard. After you have brought Pat the pepper, the quest is completed at this.

The monastery ruins

Quest giver: Gestath
Exp.: 350

Gestath, who is in the pub in the New Camp, tells you that in the ruins of the monastery, which is located behind the large Orkpalisade sinister figures stay. If you go through the gate in the palisade, keep left and you will find the monastery ruins. Eliminate all Bone Warriors and then report to Gestath, who does not believe you. The quest is over anyway.

Xardas Tower in the Mine valley

Quest giver: automatisch bei Annaeherung an Turm
Exp.: 250

You will find the old tower of Xardas in the valley of the mines. While browsing, you will find a letter and a key on the top floor. The letter says that Xardas has hidden a book in a chest below the tower. This chest is to the left of the Beliar shrine, which can be found below the tower on the lake. In the chest you will find the book, which warns of a danger from Varant and reports that Xardas also wants to travel to Varant. Cold coffee, if you have already been in Ashdod. This completes the quest.

Attack of the bandits

Quest giver: Ortwin
Exp.: 250

This quest starts with the Paladin Ortwin, who is monitoring the trail behind Hagens Camp. He wants the bandits to be eliminated, who are constantly attacking them. You will find these a little further along the way. Kill her and then report on Ortwin. The quest will end.

supplies theft

Quest giver: Pat
Exp.: 250

After completing the [Assault of the bandits](#), [ray](#), [Pat's Whistle](#), [Red teal pepper](#), and [Siege of Hagens Paladins](#) quests, you will get the last quest from Pat, who reports that more and more food is being stolen from the storerooms. He suspects that someone from the warehouse is selling goods to the bandits. One should now speak with Ortwin, as this could have seen something. Ortwin reports that one of the guards saw a shadow at 3am. In addition, one learns that most stolen food boxes are stored behind the pub. Roland decides now from 2 o'clock at night to lay with the boxes on the wait. The thief comes too and it turns out that it's the gunman Billy. This now lays a Gestaendnis. He committed the thefts to be considered a man. If you tell him that you have to report this to Ortwin, he flees to the bandit camp. You decide to let him go and tell Ortwin what happened. Pat is then told who the thief is. The quest will then be completed. If you ask Pat again if everything is alright, the [Pub in the valley of the valley](#) quest will also stop.

The dead of the orcs

Quest giver: automatisch, wenn man die Bruecke ueberquert/Biff
Exp.: 250

When you have completed quest [ray](#), it is possible to enter the area where the Orkgrab is located. This is behind the Orklager on the other side of the big palisade. Surprisingly, they meet Biff, who was last seen in Pat's pub. Biff wants to plunder the Orkgraeber. You now have the choice to join in or reject. If you refuse, the quest has failed, if you join in, all you have to do is eliminate the orcs in front of the grave and take off the teleportrune from the goalkeeper. This one does not have a key for the winch. If you tell Biff that there is no key and you can not go to the grave, the quest is over.

Biff

Quest giver: Biff
Exp.: 150

After completing quest [The Dead of the Orcs](#), Biff is called Ray again and finds out that Biff Ray has locked into the cave because he was hit by it. If that does not matter, the dialogue with Biff is over. However, if you want to punish Biff for this act, start quest [Biff](#). You fight with Biff now. If you defeat him and speak again, the quest is over.

Chapter 7

Irdorath

The undead mage

Quest giver: Baal Handshar
Exp.: 1000

The quest starts after the dialogue with Baal's Handshar's Spirit and ends when you kill it.

Secret access to the island

Quest giver: wird beim Besiegen des Knochenfuersten im Tempel gestartet
Exp.: 200

You're wondering how to get to Baal Handshar. If you run the teleporters one after the other, you will meet the last teleporter Ganelun. After you have eliminated this, there are two ways. One to the black fort and one back to the ship. When you make your way back to the ship, the quest is completed.

The Black Castle

Quest giver: startet automatisch, wenn man das schwarze Kastell gefunden hat
Exp.: 800

This quest is triggered by a trigger when you find the Black Fort. The quest ends when Baal Handshar is dead.

dragon

Quest giver: Xardas/Rueckmeldung bei Baldwin
Exp.: 800

You have to find and kill all 5 dragons. A feedback from Baldwin is only possible if all 40 dragon eggs are found and Baal Handshar is dead. To find the dragons, use Sinister's map of Irdorath and use the teleport stations.

The **first** Teleport, in the Temple at the Undead Dragon, leads to the dragon in the forest.

The **second** teleport leads to the two dragons on the coast. One is on an island where some are poachers, the other is in the grotto.

The **third** teleport leads the player into the interior of the grotto, where the fourth dragon is located.

The **fourth** teleport leads to the orc camp where the last dragon is.

The focus of the respective Teleporter has a Lizard or Orkanfuehrer in the inventory. You recognize the leaders because they have names. Only for the teleporters at Ganelun, in the Beliartempel and in the black fort, there is no focus.

Dragon Eggs

Quest giver: Xardas
Exp.: 450

You have to collect 40 dragon eggs on Irdorath. Many are on their way to the Beliart Temple of Irdorath, the others are

on the dragons that have already hatched. Only the last dragon in the village of the orcs will not find eggs. But you can also find eggs in hidden places that exist on the island. If you have found 40 eggs, you can not report this Baldwin but immediately. The egg hunt, as well as the death of the dragons belong to the main quest and can only be reported if you own the 40 eggs and killed all 5 dragons and Baal Handshar. You have to have 40 eggs in the inventory to get any further, so before you finish the quest you should not brew an 'Embarla Fargasto' potion from it.

The Beliartempel of the East

Quest giver: Lord Baldwin

Exp.: 400

The quest is started in dialogue with Baldwin when you enter Irdorath and ends when you kill the bone beast Sinister in the cave where you met the undead dragon in the main game.

Ganeluns betrayal

Quest giver: Ganelun

Exp.: 400

If you have explored Irdorath using the teleport stations, you meet at the last Ganelun, who turns out to be a pawn. After killing him, tell Lord Baldwin about the Paladin's betrayal and complete the quest.

Overview of the main storyline

Chapter 1

Athanos: You have to solve the secret of the library and hire on the albatross.

Chapter 2

Albatros: You have to become a boatman and do all the quests for that.

Jones Island: You have to find the treasure map.

Kondehra: You have to get information about the ork fleet. For this you have to finish the quest with the Innosschrein.

Tamora: Again, you have to get information about the orc fleet. For this you have to talk to the governor and solve his quests. On the island also the Stammlerquest must be completed.

Adarmos: Again you need to get information about the orc fleet. For this you have to talk to Rosh.
merchant ship: Again, you need to get information about the orb fleet of Captain Ahab.

Khorus: As before you have to get information about the orc fleet and get water and food for the albatross. In addition, Ferrel must be found.

Orc ship: The prisoner Martin must be freed and the found Orkbrief be translated.

Chapter 3

Khorinis: Lord Baldwin's orders must be fulfilled. So you have to get 10 ore boxes, get information about the Orcsoeldner and the black magicians. In addition, Lord Andre requires information about Lord Hagen. Lord Andre is on the mountain, next to Onar's court, where Dexter used to live with his gang. With Lord Andre you can later free Onars farm from the orcs and get here a letter of recommendation for Lord Baldwin. In addition, Xarda's diaries must be found and the secrets of the observatory must be solved. Furthermore, you have to find the Buddler for Tamora.

So, when you land on Khorinis, it's best to go to Lord Andre as soon as possible. At some point you will meet a painter, with the help of disguised you can get into the city disguised. If you help the Orksoeldnerboss Grant there, you get at the end of the information about the Orksoeldner. The information about the black magicians can be obtained by a letter that the orc commander Donshak carries with him.

Chapter 4

Vengard: Deliver 10 ore boxes to the king. After that you can leave Vengard. Later you will arrive again and then you will be able to enter Myrtana and Nordmar.

Stormworld: Solve all quests there so you can continue sailing to Varant.

Varant: Lord Baldwin orders Roland to go to the Temple of Ashdod because the evil there seems to have its source. He now has to disguise himself as an Assassin trying to get to Ashdod, after all tasks have been solved in Patara. The Ork Prampek leads you first to Nemrosh's camp. A signpost leads there to the big tower, which stands in front of the cave to Aschdod. One should talk to the guards of Ashdod. These reject one. One must first gain the confidence of the black magician Tartaron, who rules the city of Ugar, which lies in the mountains. The way to Ugar is signposted. In Ugar you have to gain the confidence of the black magician Tartaron. For this you have to do many quests for the commander Torrez. If he later gives permission to speak with Tartaron, one must first talk to the prisoner Tamara. But it will only help if you are a friend of the nomads. Therefore you have to go to the camp of the nomads and talk to Tamara's father Said and the other nomads, as well as the water mage Mercurius. Having gained Said's trust, Tamara will continue to help. Now you have to solve a few quests before finally talking to Tartaron. He puts one to the test until it finally can go to Ashdod. Apart from the goal to go to Ashdod, one should also visit the pass and the West-West on occasion because of the quest "Search Xardas in Varant".

Chapter 5

Varant: In Ashdod you have to stick to the Adept Alvarez and make orders in the village until Alvarez gives you permission to speak with Almansor. This one asks now whether one can enter the temple. Almansor does not allow this until you have passed the mage exams. After talking about all the important black magicians, you can go to the temple, where you should talk to Amru immediately. One should now learn the writing of the black magicians and solve Amrus Quest with the dragon. Then you can learn from Almansor the plans of the black magicians and open Almansor's chest in the temple library, after all the traps have safely survived. Now it goes to the hidden valley and into the grave cave, where the tomb of the undead magician should be. Once you have found the secret room and talked to the ghost there, you first have to free Patara from some enemies. Then you leave Varant to save Athanos from an undead invasion.

Chapter 6

Naval Battle: First you encounter an orc ship. Once the enemy captain is dead, it can continue.

Athanos: First you have to kill the undead in the harbor and in the village and talk to Lord Baldwin again. First, you should look for the survivors and offer them to go on the ship. Then you should, since the castle gate is locked, teleport using the teleport in the secret library, where you meet an old acquaintance. This helps one to get into the castle. If you have killed the leader of the undead, you report this to Lord Baldwin and can now sail to Vengard to teach the king about the danger the world is in.

Myrtana and Nordmar: Teachers inform the King that they will visit Xardas in Nordmar. First, however, you should solve the quests to the missing jewelry and the Verwoerung before you go into the city to destroy the Orkarmee. This quest must be completed, otherwise the game will not finish later. But you can also attack the Orkarmee in chapter 7. The order does not matter. Then it goes to Nordmar. First to the arch clan. An ancestor of the Archclan leads you to a place where you can quickly reach Xardas Tower. Xardas has important assignments that will help you better defeat the undead mage. After getting all the important amulets, weapons and armor parts, you can sail to Irdorath.

Chapter 7

Irdorath: On Irdorath, you must find the undead mage and 5 dragon killers and forty dragon eggs and bring them to Lord Baldwin. First it goes to the well-known place, where in Gothic 2 the undead dragon was. After that, take a number of teleports to your opponents until you reach the place where the undead magician is. If you kill this one, who has 40 eggs and killed the five dragons, you report this to Lord Baldwin and then sail to the King to report back.

Vengard: You tell the king that the danger is over. You can not end the game until you destroy the Ork army within the barrier. When this condition is met, the final dialog comes, then Odyssee ends.

Appendix: Insert Codes

Nahkampfwaffen

Name	Insertcode	Schaden
Wundendorn	ItMw_1H_Sword_Short_04	40
Wundendorn (geschärft)	ItMw_1H_Sword_Short_04_Sharp	50
Wundendorn (geschärft, vergiftet)	ItMw_1H_Sword_Short_04_SharpGift	60
Vorschlaghammer	ItMw_Vorschlaghammer	160
Fackel	ItMi_Hellebarde_Fackel	
Schwert	DP_SCHWERT_WACHE	10
Prügel	DP_BLACKJACK	
Meucheldolch	DP_DOLCH	

Holzfälleraxt	ItMw_HolzAxt	
Holzfälleraxt	ItMw_HolzAxt_h	
Nomadenschwert	ItMw_1h_Ass_SwordNomaden	40
Assassinenschwert	ItMw_1h_Ass_SwordAssassinen	40
Martins Breitschwert	ItMw_1h_Mil_Sword_Martin	40
Grobes Breitschwert	ItMw_1h_Mil_SwordAthanos	40
Dolch	ItMw_1h_Vlk_Dagger	5
Schürhaken	ItMw_1H_Mace.L_01	5
Sichel	ItMw_1h_Bau_Axe	7
Gehstock	ItMw_1h_Vlk_Mace	8
Belegnagel	ItMw_1H_Mace.L_03	8
Schwerer Ast	ItMw_1h_Bau_Mace	10
Beil	ItMw_1h_Vlk_Axe	20
Schmiedehammer	ItMw_1H_Mace.L_04	20
Kurzschwert der Miliz	ItMw_ShortSword1	20
Nagelknüppel	ItMw_Nagelknueppel	25
Wolfsklinge	ItMw_1H_Sword.L_03	20
Grobes Kurzschwert	ItMw_ShortSword2	20
Kleine Sense	ItMw_Sense	25
Degen	ItMw_1h_Vlk_Sword	40
Offiziersdegen	ItMw_1h_Vlk_SwordOff	60
Kampfstab	ItMw_1h_Nov_Mace	30
Holzfälleraxt	ItMw_2h_Bau_Axe	50
Spitzhacke	ItMw_2H_Axe.L_01	30
Rostiges Schwert	ItMw_1h_MISC_Sword	30
Rostige Axt	ItMw_1h_Misc_Axe	40
Rostiger Zweihänder	ItMw_2H_Sword.M_01	50
Grobes Breitschwert	ItMw_1h_Mil_Sword	40
Grobes Kriegsbeil	ItMw_1h_Sld_Axe	40
Grobes Schwert	ItMw_1h_Sld_Sword	40
Grobe Kriegsaxt	ItMw_2h_Sld_Axe	60
Grober Zweihänder	ItMw_2h_Sld_Sword	60
Paladinschwert	ItMw_1h_Pal_Sword	80
Paladin Zweihänder	ItMw_2h_Pal_Sword	110
Schartiges Paladinschwert	ItMw_1h_Pal_SwordSchartig	90
Schartiger Paladin Zweihänder	ItMw_2h_Pal_SwordSchartig	120
Krush Pach	ItMw_2H_OrcAxe_01	50
Krush UrRok	ItMw_2H_OrcAxe_02	60
Krush Agash	ItMw_2H_OrcAxe_03	70
Krush BrokDar	ItMw_2H_OrcAxe_04	80
Krush Tarach	ItMw_2H_OrcAxe_05	120
Krush KarRok	ItMw_2H_OrcSword_01	160
Krush Morok	ItMw_2H_OrcSword_02	130
Krush Varrok	ItMw_2H_OrcSword_03	110
Krush Pach	ItMw_1H_OrcAxe_01	50
Krush UrRok	ItMw_1H_OrcAxe_02	60
Krush Agash	ItMw_1H_OrcAxe_03	70
Krush BrokDar	ItMw_1H_OrcAxe_04	80
Krush KarRok	ItMw_1H_OrcSword_01	160
Krush Morok	ItMw_1H_OrcSword_02	130
Krush Varrok	ItMw_1H_OrcSword_03	110
Kurzschwert	ItMw_ShortSword3	40
Nagelkeule	ItMw_Nagelkeule	40
Wolfszahn	ItMw_ShortSword4	45
Kriegskeule	ItMw_Kriegskeule	50
Richtstab	ItMw_Richtstab	50
edles Kurzschwert	ItMw_ShortSword5	50
Kriegshammer	ItMw_Kriegshammer1	55

Hellebarde	ItMw_Hellebarde	55
Schwere Nagelkeule	ItMw_Nagelkeule2	60
Schiffsaxt	ItMw_Schiffsaxt	60
Piratensäbel	ItMw_Piratensaebel	65
Grobes Langschwert	ItMw_Schwert	65
_ItMw_1H_Common_01	ItMw_1H_Common_01	55
Stabkeule	ItMw_Stabkeule	70
Leichter Zweihänder	ItMw_Zweihaender1	75
Steinbrecher	ItMw_Steinbrecher	80
Schädelspicker	ItMw_Spicker	70
Leichte Streitaxt	ItMw_Streitaxt1	80
Edles Schwert	ItMw_Schwert1	60
Langschwert	ItMw_Schwert2	85
Doppelaxt	ItMw_Doppelaxt	90
Bartaxt	ItMw_Bartaxt	95
Morgenstern	ItMw_Morgenstern	90
Oger-Morgenstern	ItMw_Ogermorgenstern	90
Grobes Bastardschwert	ItMw_Schwert3	90
Edles Langschwert	ItMw_Schwert4	80
Katana Kleine Einhandwaffe	ItMw_1H_Katana	125
Katana	ItMw_Katana	145
_ItMw_1H_Special_01	ItMw_1H_Special_01	115
_ItMw_2H_Special_01	ItMw_2H_Special_01	135
Rapier	ItMw_Rapier	100
Rubinklinge	ItMw_Rubinklinge	100
Streitkolben	ItMw_Streitkolben	100
Zweihänder	ItMw_Zweihaender2	105
Alter Zweihänder	ItMw_ZweihaenderSkel	105
Hüterklinge	ItMw_Hueterklinge	115
Runenschwert	ItMw_Runenschwert	110
Rabenschnabel	ItMw_Rabenschnabel	115
Edles Bastardschwert	ItMw_Schwert5	120
Inquisitor	ItMw_Inquisitor	120
Streitaxt	ItMw_Streitaxt2	110
Runen - Macht	ItMw_Zweihaender3	115
_ItMw_1H_Special_02	ItMw_1H_Special_02	140
_ItMw_2H_Special_02	ItMw_2H_Special_02	135
El Bastardo	ItMw_ElBastardo	145
Schwerer Kriegshammer	ItMw_Kriegshammer2	120
Meisterdegen	ItMw_Meisterdegen	110
Paladindegen (geschärft)	ItMw_Paladindegen	115
Folteraxt	ItMw_Folteraxt	125
Schartige Folteraxt	ItMw_FolteraxtSchartig	125
Orkschlächter	ItMw_Orkschlaechter	130
Schwerer Zweihänder	ItMw_Zweihaender4	135
Schlachtaxt	ItMw_Schlachtaxt	140
Krummschwert	ItMw_Krummschwert	145
Barbarenstreitaxt	ItMw_Barbarenstreitaxt	150
Sturmbringer	ItMw_Sturmbringer	165
Dämonenschneide	ItMw_BayarArenaSword	205
_ItMw_1H_Special_03	ItMw_1H_Special_03	170
_ItMw_2H_Special_03	ItMw_2H_Special_03	180
Berserkeraxt	ItMw_Berserkeraxt	200
Drachenschneide	ItMw_Drachenschneide	190
_ItMw_1H_Special_04	ItMw_1H_Special_04	180
_ItMw_2H_Special_04	ItMw_2H_Special_04	220
Rohe Erzklinge	ItMw_1H_Blessed_01	120
Gesegnete Erzklinge	ItMw_1H_Blessed_02	140

Gesegneter Paladindegen (gesegnet,geschärft)	ItMw_GesegneterPaladindegen	135
Gesegneter Paladindegen(geschärft,vergiftet)	ItMw_GesegneterPaladindegenGift	155
Innos Zorn	ItMw_1H_Blessed_03	160
Rohe Erzklinge	ItMw_2H_Blessed_01	140
Ordensschwert	ItMw_2H_Blessed_02	160
Nordmarschwert	ItMw_Nordmarschwert	160
Ansgars Nordmarschwert	ItMw_AnsgarsNordmarschwert	160
Lars Nordmar-Doppelaxt	ItMw_LarsDoppelaxt	90
Hakoons Nordmar-Berserkeraxt	ItMw_HakoonsBerserkeraxt	200
Heiliger Vollstrecker	ItMw_2H_Blessed_03	180
Assassinenkrummschwert	ItMw_AssassinenKrummschwert	165
Hakams Assassinenkrummschwert	ItMw_HakamsKrummschwert	165
Djaudars Krummschwert	ItMw_DjaudarsKrummschwert	165
Grachtnakk	ItRwOrcstaff	
URIZIEL	Mythrikklinge02	
Dämonenaxt	ItMw_IT_Skelltaxt_1h	90
Dämonen-Zweihänder	ItMw_IT_Skelltschwert_IIIH	110
Dämonen-Zweihandaxt	ItMw_IT_Skelltaxt_IIIH	125
Prunkschwert	ItMw_Rhobar_2H_Sword	150
Mörder-Klinge	ItMw_Peremptor_2H_Sword	150
Leichte Banditenaxt	ItMw_1h_LeichteBanditenaxt	150
Leichte Banditenaxt (geschärft)	ItMw_1h_LeichteBanditenaxt_Sharp	175
Leichte Banditenaxt (geschärft, vergiftet)	ItMw_1h_LeichteBanditenaxt_SharpGift	190
Echsenreißer	ItMw_Echsenreisser_1H_Sword	160
Doppelklingenaxt	ItMw_1h_DoppelKlingen_Axt	165
Schwarzer Degen	ItMw_SchwarzerDegen	150
Kriegerkastenschwert	ItMw_2H_Kriegerkastenschwert	220
Kristallschwert	ItMw_1H_Kristalschwert	125
Alte Kriegeraxt	ItMw_2H_Titanenaxt	180
Rabenrecht	ItMw_Rabenrecht	140
Prankenhieb	ItMw_Prankenhieb	135
Echsenreißer (geschärft)	ItMw_Echsenreisser_1H_Sword_Sharp	170
Doppelklingenaxt (geschärft)	ItMw_1h_DoppelKlingen_Axt_Sharp	180
Schwarzer Degen (geschärft)	ItMw_SchwarzerDegenSharp	160
Kriegerkastenschwert (geschärft)	ItMw_2H_Kriegerkastenschwert_Sharp	235
Kristallschwert (geschärft)	ItMw_1H_Kristalschwert_Sharp	135
Alte Kriegeraxt (geschärft)	ItMw_2H_Titanenaxt_Sharp	195
Rabenrecht (geschärft)	ItMw_Rabenrecht_Sharp	155
Prankenhieb (geschärft)	ItMw_Prankenhieb_Sharp	150
Echsenreißer (geschärft,vergiftet)	ItMw_Echsenreisser_1H_Sword_SharpGift	180
Doppelklingenaxt (geschärft,vergiftet)	ItMw_1h_DoppelKlingen_Axt_SharpGift	190
Schwarzer Degen (geschärft,vergiftet)	ItMw_SchwarzerDegenSharpGift	170
Kriegerkastenschwert (geschärft,vergiftet)	ItMw_2H_Kriegerkastenschwert_SharpGift	250
Kristallschwert (geschärft,vergiftet)	ItMw_1H_Kristalschwert_SharpGift	145
Alte Kriegeraxt (geschärft,vergiftet)	ItMw_2H_Titanenaxt_SharpGift	210
Rabenrecht (geschärft,vergiftet)	ItMw_Rabenrecht_SharpGift	170
Prankenhieb (geschärft,vergiftet)	ItMw_Prankenhieb_SharpGift	165
Nomadenschwert (geschärft)	ItMw_1h_Ass_SwordNomaden_Sharp	50
Assassinenschwert(geschärft)	ItMw_1h_Ass_SwordAssassinen_Sharp	50
Martins Breitschwert (geschärft)	ItMw_1h_Mil_Sword_Martin_Sharp	50
Grobes Breitschwert (geschärft)	ItMw_1h_Mil_SwordAthanos_Sharp	50
Dolch(geschärft)	ItMw_1h_Vlk_Dagger_Sharp	10
Schürhaken (geschärft)	ItMw_1H_Mace_L_01_Sharp	10
Sichel (geschärft)	ItMw_1h_Bau_Axe_Sharp	12
Gehstock (geschärft)	ItMw_1h_Vlk_Mace_Sharp	12
Belegnagel (geschärft)	ItMw_1H_Mace_L_03_Sharp	12
Beil (geschärft)	ItMw_1h_Vlk_Axe_Sharp	30
Kurzschwert der Miliz (geschärft)	ItMw_ShortSword1_Sharp	30

Wolfsklinge (geschärft)	ItMw_1H_Sword_L_03_Sharp	30
Grobes Kurzsword (geschärft)	ItMw_ShortSword2_Sharp	30
Kleine Sense (geschärft)	ItMw_Sense_Sharp	30
Holzfalleraxt (geschärft)	ItMw_2h_Bau_Axe_Sharp	50
Rostiges Schwert (geschärft)	ItMw_1h_MISC_Sword_RostSharp	40
Rostige Axt (geschärft)	ItMw_1h_Misc_Axe_RostSharp	50
Rostiger Zweihänder (geschärft)	ItMw_2H_Sword_M_01_RostSharp	60
Grobes Breitsword (geschärft)	ItMw_1h_Mil_Sword_Sharp	50
Grobes Kriegsbeil (geschärft)	ItMw_1h_Sld_Axe_Sharp	50
Grobes Schwert (geschärft)	ItMw_1h_Sld_Sword_Sharp	50
Grobe Kriegsaxt (geschärft)	ItMw_2h_Sld_Axe_Sharp	70
Grober Zweihänder (geschärft)	ItMw_2h_Sld_Sword_Sharp	70
Rapier (geschärft)	ItMw_Rapier_Sharp	110
Paladinsword (geschärft)	ItMw_1h_Pal_Sword_Sharp	90
Cedric' Paladinsword (geschärft)	ItMw_1h_Pal_CedricSword_Sharp	90
Paladin Zweihänder (geschärft)	ItMw_2h_Pal_Sword_Sharp	120
Krush Pach (geschärft)	ItMw_2H_OrcAxe_01_Sharp	60
Krush UrRok (geschärft)	ItMw_2H_OrcAxe_02_Sharp	70
Krush Agash (geschärft)	ItMw_2H_OrcAxe_03_Sharp	80
Krush BrokDar (geschärft)	ItMw_2H_OrcAxe_04_Sharp	90
Krush Tarach (geschärft)	ItMw_2H_OrcAxe_05_Sharp	130
Krush KarRok (geschärft)	ItMw_2H_OrcSword_01_Sharp	175
Krush Morok (geschärft)	ItMw_2H_OrcSword_02_Sharp	140
Krush Varrok (geschärft)	ItMw_2H_OrcSword_03_Sharp	125
Krush Pach (geschärft)	ItMw_1H_OrcAxe_01_Sharp	60
Krush UrRok (geschärft)	ItMw_1H_OrcAxe_02_Sharp	70
Krush Agash (geschärft)	ItMw_1H_OrcAxe_03_Sharp	80
Krush BrokDar (geschärft)	ItMw_1H_OrcAxe_04_Sharp	90
Krush KarRok (geschärft)	ItMw_1H_OrcSword_01_Sharp	115
Krush Morok (geschärft)	ItMw_1H_OrcSword_02_Sharp	140
Krush Varrok (geschärft)	ItMw_1H_OrcSword_03_Sharp	125
Hüterklinge (geschärft)	ItMw_Hueterklinge_Sharp	130
Sword (geschärft)	DP_SCHWERT_WACHE_Sharp	20
Meucheldolch (geschärft)	DP_DOLCH_Sharp	10
Kurzsword (geschärft)	ItMw_ShortSword3_Sharp	50
Wolfszahn (geschärft)	ItMw_ShortSword4_Sharp	55
edles Kurzsword (geschärft)	ItMw_ShortSword5_Sharp	60
Hellebarde (geschärft)	ItMw_Hellebarde_Sharp	65
Schiffsaxt (geschärft)	ItMw_Schiffsaxt_Sharp	70
Piratensäbel (geschärft)	ItMw_Piratensaebel_Sharp	75
Grobes Langsword (geschärft)	ItMw_Sword_Sharp	75
Leichter Zweihänder (geschärft)	ItMw_Zweihaender1_Sharp	85
Leichte Streitaxt (geschärft)	ItMw_Streitaxt1_Sharp	90
Edles Schwert (geschärft)	ItMw_Sword1_Sharp	70
Langsword (geschärft)	ItMw_Sword2_Sharp	95
Doppelaxt (geschärft)	ItMw_Doppelaxt_Sharp	100
Bartaxt (geschärft)	ItMw_Bartaxt_Sharp	105
Morgenstern (geschärft)	ItMw_Morgenstern_Sharp	100
Grobes Bastardsword (geschärft)	ItMw_Sword3_Sharp	100
Edles Langsword (geschärft)	ItMw_Sword4_Sharp	90
Katana Kleine Einhandwaffe (geschärft)	ItMw_1H_Katana_Sharp	140
Katana (geschärft)	ItMw_Katana_Sharp	160
Rubinklinge (geschärft)	ItMw_Rubinklinge_Sharp	115
Zweihänder (geschärft)	ItMw_Zweihaender2_Sharp	120
Alter Zweihänder (geschärft)	ItMw_ZweihaenderSkel_Sharp	120
Runensword (geschärft)	ItMw_Runensword_Sharp	125
Rabenschnabel (geschärft)	ItMw_Rabenschnabel_Sharp	130
Edles Bastardsword (geschärft)	ItMw_Sword5_Sharp	135

Inquisitor (geschärft)	ItMw_Inquisitor_Sharp	135
Streitaxt (geschärft)	ItMw_Streitaxt2_Sharp	125
Runen - Macht (geschärft)	ItMw_Zweihaender3_Sharp	130
Dämonenaxt (geschärft)	ItMw_IT_Skelletaxt_Ih_Sharp	100
Dämonen-Zweihänder (geschärft)	ItMw_IT_Skelletschwert_IIH_Sharp	125
Dämonen-Zweihandaxt (geschärft)	ItMw_IT_Skelletaxt_IIH_Sharp	140
_ItMw_1H_Special_02_Sharp	ItMw_1H_Special_02_Sharp	110
_ItMw_2H_Special_02_Sharp	ItMw_2H_Special_02_Sharp	150
El Bastardo (geschärft)	ItMw_ElBastardo_Sharp	155
Folteraxt (geschärft)	ItMw_Folteraxt_Sharp	140
Orkschlächter (geschärft)	ItMw_Orkschlaechter_Sharp	145
Orkschlächter des Namenlosen (geschärft)	ItMw_OrkschlaechterHero_Sharp	155
Schwerer Zweihänder (geschärft)	ItMw_Zweihaender4_Sharp	150
Schlachtaxt (geschärft)	ItMw_Schlachtaxt_Sharp	155
Krummschwert (geschärft)	ItMw_Krummschwert_Sharp	160
Barbarenstreitaxt(geschärft)	ItMw_Barbarenstreitaxt_Sharp	165
Sturmbringer (geschärft)	ItMw_Sturmbringer_Sharp	220
Dämonenschneide (geschärft)	ItMw_BayarArenaSword_Sharp	220
_ItMw_1H_Special_03_Sharp	ItMw_1H_Special_03_Sharp	185
_ItMw_2H_Special_03_Sharp	ItMw_2H_Special_03_Sharp	195
Berserkeraxt (geschärft)	ItMw_Berserkeraxt_Sharp	215
Drachenschneide (geschärft)	ItMw_Drachenschneide_Sharp	205
_ItMw_1H_Special_04_Sharp	ItMw_1H_Special_04_Sharp	195
_ItMw_2H_Special_04_Sharp	ItMw_2H_Special_04_Sharp	235
Rohe Erzklinge (geschärft)	ItMw_1H_Blessed_01_Sharp	135
Gesegnete Erzklinge (geschärft)	ItMw_1H_Blessed_02_Sharp	155
Innos Zorn (geschärft)	ItMw_1H_Blessed_03_Sharp	175
Rohe Erzklinge (geschärft)	ItMw_2H_Blessed_01_Sharp	155
Nordmarschwert (geschärft)	ItMw_Nordmarschwert_Sharp	175
Ansgars Nordmarschwert (geschärft)	ItMw_AnsgarsNordmarschwert_Sharp	175
Ordensschwert (geschärft)	ItMw_2H_Blessed_02_Sharp	175
Lars Nordmar-Doppelaxt (geschärft)	ItMw_LarsDoppelaxt_Sharp	100
Hakoons Nordmar-Berserkeraxt (geschärft)	ItMw_HakoonsBerserkeraxt_Sharp	215
Heiliger Vollstrecker (geschärft)	ItMw_2H_Blessed_03_Sharp	195
Assassinenkrummschwert (geschärft)	ItMw_AssassinenKrummschwert_Sharp	180
Hakams Assassinenkrummschwert (geschärft)	ItMw_HakamsKrummschwert_Sharp	180
Djaudars Krummschwert (geschärft)	ItMw_DjaudarsKrummschwert_Sharp	180
_ItMw_1H_Common_01_Sharp	ItMw_1H_Common_01_Sharp	
_ItMw_1H_Special_01_Sharp	ItMw_1H_Special_01_Sharp	
_ItMw_2H_Special_01_Sharp	ItMw_2H_Special_01_Sharp	
URIZIEL (geschärft)	Mythrilklinge02_Sharp	
Prunkschwert (geschärft)	ItMw_Rhobar_2H_Sword_Sharp	170
Mörder-Klinge (geschärft)	ItMw_Peremptor_2H_Sword_Sharp	170
Guntrams Heiliger Vollstrecker (geschärft)	ItMw_2H_Blessed_03_Guntram	195
Kampfstab	ItMw_1h_Kampfstab_MIS	30
Zermalmer	ItMw_2H_Mace_M_06	140
Dolch	ItMw_1H_Sword_L_01	
Knüppel	ItMw_1H_Mace_L_02	
Sichel	ItMw_1H_Axe_L_01	
Haumesser	ItMw_1H_Sword_L_02	
Handbeil	ItMw_1H_Axe_L_02	
Schartiges Schwert	ItMw_1H_Sword_L_04	
Handaxt	ItMw_1H_Axe_L_03	
Keule	ItMw_1H_Mace_L_05	
Orkmesser	ItMw_1H_Sword_L_05	
Kurzschwert	ItMw_1H_Sword_L_06	
Alte Axt	ItMw_1H_Axe_L_04	
Schmiedehammer	ItMw_1H_Mace_L_06	20

Piratenmesser	ItMw_1H_Sword_L_07	
Entermesser	ItMw_1H_Sword_L_08	
Schiffsaxt	ItMw_1H_Axe_L_05	60
Nagelkeule	ItMw_1H_Mace_L_07	40
Piratensäbel	ItMw_1H_Sword_L_09	65
Altes Schwert	ItMw_1H_Sword_L_10	
Axt	ItMw_1H_Axe_L_06	
Kriegskeule	ItMw_1H_Mace_L_08	50
Steinbrecher	ItMw_1H_Mace_L_09	80
Rapier	ItMw_1H_Sword_M_01	100
Kriegsbeil	ItMw_1H_Axe_M_01	
Leichter Streitkolben	ItMw_1H_Mace_M_01	
Schildbrecher	ItMw_1H_Mace_M_02	
Säbel	ItMw_1H_Sword_M_02	
Bartaxt	ItMw_1H_Axe_M_02	95
Leichter Morgenstern	ItMw_1H_Mace_M_03	
Knochenbrecher	ItMw_1H_Mace_M_04	
Scimitar	ItMw_1H_Sword_M_03	145
Sturmmaxt	ItMw_1H_Axe_M_03	
Streitkolben	ItMw_1H_Mace_M_05	100
Herzensbrecher	ItMw_1H_Mace_M_06	
Breitschwert	ItMw_1H_Sword_M_04	
Breitaxt	ItMw_1H_Axe_M_04	
Morgenstern	ItMw_1H_Mace_M_07	90
Schädelspalter	ItMw_1H_Sword_M_05	
Langschwert	ItMw_1H_Sword_H_01	
Kriegsaxt	ItMw_1H_Axe_H_01	
Streithammer	ItMw_1H_Mace_H_01	
Kriegsschwert	ItMw_1H_Sword_H_02	
Ordensschwert	ItMw_1H_Sword_H_03	
Doppelaxt	ItMw_1H_Axe_H_02	90
Schwerer Streitkolben	ItMw_1H_Mace_H_02	
Vollstrecker	ItMw_1H_Sword_H_04	
Ritterschwert	ItMw_1H_Sword_H_05	
Söldneraxt	ItMw_1H_Axe_H_03	
Schwerer Morgenstern	ItMw_1H_Mace_H_03	
Holzfälleraxt	ItMw_2H_Axe_L_02	
Stabkeule	ItMw_2H_Mace_L_01	70
Altes Bastardschwert	ItMw_2H_Sword_L_01	
Alte Streitaxt	ItMw_2H_Axe_L_03	
Alter Kriegshammer	ItMw_2H_Mace_L_02	
Orkschläger	ItMw_2H_Mace_L_03	
Bastardschwert	ItMw_2H_Sword_L_02	
Streitaxt	ItMw_2H_Axe_L_04	
Trollschläger	ItMw_2H_Mace_L_04	
Verwitterte Langaxt	ItMw_2H_Axe_M_01	
Leichter Kriegshammer	ItMw_2H_Mace_M_01	
Orkhammer	ItMw_2H_Mace_M_02	
Schweres Bastardschwert	ItMw_2H_Sword_M_02	
Schwere Streitaxt	ItMw_2H_Axe_M_02	
Trollhammer	ItMw_2H_Mace_M_03	
Alter Zweihänder	ItMw_2H_Sword_M_03	
Alte Langaxt	ItMw_2H_Axe_M_03	
Kriegshammer	ItMw_2H_Mace_M_04	
Orktöter	ItMw_2H_Sword_M_04	
Großschwert	ItMw_2H_Sword_M_05	
Großaxt	ItMw_2H_Axe_M_04	
Trolltöter	ItMw_2H_Sword_M_06	

Leichter Zweihänder	ItMw_2H_Sword_M_07	
Leichte Langaxt	ItMw_2H_Axe_M_05	
Schwerer Kriegshammer	ItMw_2H_Mace_M_05	
Zermalmer	ItMw_2H_Mace_M_06	140
Schlachtschwert	ItMw_2H_Sword_M_08	
Schlachtbeil	ItMw_2H_Axe_M_06	
Witwenmacher	ItMw_2H_SWORD_M_09	
Zweihänder	ItMw_2H_Sword_H_01	
Langaxt	ItMw_2H_Axe_H_01	
Blutschneide	ItMw_2H_Sword_H_02	
Berserkerschwert	ItMw_2H_Sword_H_03	
Berserkeraxt	ItMw_2H_Axe_H_02	200
Heldenschneide	ItMw_2H_Sword_H_04	
Schwerer Zweihänder	ItMw_2H_Sword_H_05	
Schwere Langaxt	ItMw_2H_Axe_H_03	
Drachenschneide	ItMw_2H_Sword_H_06	190
Paladinschwert	ItMw_2H_Sword_H_07	
Drachenjägeraxt	ItMw_2H_Axe_H_04	
Schwert der Reue	ItMw_1H_Blessed_01	120
Schwert der Buße	ItMw_1H_Blessed_02	140
Schwert des Lichts	ItMw_1H_Blessed_03	160
Verkünder des Glaubens	ItMw_2H_Blessed_01	140
Bewahrer des Glaubens	ItMw_2H_Blessed_02	160
Stimme des Glaubens	ItMw_2H_Blessed_03	180
Dolch (geschärft, vergiftet)	ItMw_1h_Vlk_Dagger_SharpGift	20
Schürhaken (geschärft, vergiftet)	ItMw_1H_Mace_L_01_SharpGift	20
Sichel (geschärft, vergiftet)	ItMw_1h_Bau_Axe_SharpGift	22
Gehstock (geschärft, vergiftet)	ItMw_1h_Vlk_Mace_SharpGift	22
Belegnagel (geschärft, vergiftet)	ItMw_1H_Mace_L_03_SharpGift	22
Beil (geschärft, vergiftet)	ItMw_1h_Vlk_Axe_SharpGift	40
Kurzschwert der Miliz (geschärft, vergiftet)	ItMw_ShortSword1_SharpGift	40
Wolfsklinge (geschärft, vergiftet)	ItMw_1H_Sword_L_03_SharpGift	40
Grobes Kurzschwert (geschärft, vergiftet)	ItMw_ShortSword2_SharpGift	40
Kleine Sense (geschärft, vergiftet)	ItMw_Sense_SharpGift	40
Holzfülleraxt (geschärft, vergiftet)	ItMw_2h_Bau_Axe_SharpGift	60
Rostiges Schwert (geschärft, vergiftet)	ItMw_1h_MISC_Sword_RostSharpGift	50
Rostige Axt (geschärft, vergiftet)	ItMw_1h_Misc_Axe_RostSharpGift	60
Rostiger Zweihänder (geschärft, vergiftet)	ItMw_2H_Sword_M_01_RostSharpGift	70
Grobes Breitschwert (geschärft, vergiftet)	ItMw_1h_Mil_Sword_SharpGift	60
Grobes Kriegsbeil (geschärft, vergiftet)	ItMw_1h_Sld_Axe_SharpGift	60
Grobes Schwert (geschärft, vergiftet)	ItMw_1h_Sld_Sword_SharpGift	60
Grobe Kriegsaxt (geschärft, vergiftet)	ItMw_2h_Sld_Axe_SharpGift	80
Grober Zweihänder (geschärft, vergiftet)	ItMw_2h_Sld_Sword_SharpGift	80
Rapier (geschärft, vergiftet)	ItMw_Rapier_SharpGift	120
Paladinschwert (geschärft, vergiftet)	ItMw_1h_Pal_Sword_SharpGift	100
Cedric' Paladinschwert (geschärft, vergiftet)	ItMw_1h_Pal_CedricSword_SharpGift	100
Paladin Zweihänder (geschärft, vergiftet)	ItMw_2h_Pal_Sword_SharpGift	130
Krush Pach (geschärft, vergiftet)	ItMw_2H_OrcAxe_01_SharpGift	70
Krush UrRok (geschärft, vergiftet)	ItMw_2H_OrcAxe_02_SharpGift	80
Krush Agash (geschärft, vergiftet)	ItMw_2H_OrcAxe_03_SharpGift	90
Krush BrokDar (geschärft, vergiftet)	ItMw_2H_OrcAxe_04_SharpGift	100
Krush Tarach (geschärft, vergiftet)	ItMw_2H_OrcAxe_05_SharpGift	140
Krush KarRok (geschärft, vergiftet)	ItMw_2H_OrcSword_01_SharpGift	190
Krush Morok (geschärft, vergiftet)	ItMw_2H_OrcSword_02_SharpGift	155
Krush Varrok (geschärft, vergiftet)	ItMw_2H_OrcSword_03_SharpGift	140
Krush Pach (geschärft, vergiftet)	ItMw_1H_OrcAxe_01_SharpGift	70
Krush UrRok (geschärft, vergiftet)	ItMw_1H_OrcAxe_02_SharpGift	80
Krush Agash (geschärft, vergiftet)	ItMw_1H_OrcAxe_03_SharpGift	90

Krush BrokDar (geschärft, vergiftet)	ItMw_1H_OrcAxe_04_SharpGift	100
Krush KarRok (geschärft, vergiftet)	ItMw_1H_OrcSword_01_SharpGift	190
Krush Morok (geschärft, vergiftet)	ItMw_1H_OrcSword_02_SharpGift	155
Krush Varrok (geschärft, vergiftet)	ItMw_1H_OrcSword_03_SharpGift	140
Hüterklinge (geschärft, vergiftet)	ItMw_Hueterklinge_SharpGift	145
Schwert (geschärft, vergiftet)	DP_SCHWERT_WACHE_SharpGift	30
Meucheldolch (geschärft, vergiftet)	DP_DOLCH_SharpGift	20
Kurzschwert (geschärft, vergiftet)	ItMw_ShortSword3_SharpGift	60
Wolfszahn (geschärft, vergiftet)	ItMw_ShortSword4_SharpGift	65
edles Kurzschwert (geschärft, vergiftet)	ItMw_ShortSword5_SharpGift	70
Hellebarde (geschärft, vergiftet)	ItMw_Hellebarde_SharpGift	75
Schiffsaxt (geschärft, vergiftet)	ItMw_Schiffsaxt_SharpGift	80
Piratensäbel (geschärft, vergiftet)	ItMw_Piratensaebel_SharpGift	85
Grobes Langschwert (geschärft, vergiftet)	ItMw_Schwert_SharpGift	85
Leichter Zweihänder (geschärft, vergiftet)	ItMw_Zweihaender1_SharpGift	95
Leichte Streitaxt (geschärft, vergiftet)	ItMw_Streitaxt1_SharpGift	100
Edles Schwert (geschärft, vergiftet)	ItMw_Schwert1_SharpGift	80
Langschwert (geschärft, vergiftet)	ItMw_Schwert2_SharpGift	105
Doppelaxt (geschärft, vergiftet)	ItMw_Doppelaxt_SharpGift	110
Bartaxt (geschärft, vergiftet)	ItMw_Bartaxt_SharpGift	115
Morgenstern (geschärft, vergiftet)	ItMw_Morgenstern_SharpGift	110
Grobes Bastardschwert (geschärft, vergiftet)	ItMw_Schwert3_SharpGift	110
Edles Langschwert (geschärft, vergiftet)	ItMw_Schwert4_SharpGift	100
Katana Kleine Einhandwaffe (geschärft, vergiftet)	ItMw_1H_Katana_SharpGift	150
Katana (geschärft, vergiftet)	ItMw_Katana_SharpGift	170
Rubinklinge (geschärft, vergiftet)	ItMw_Rubinklinge_SharpGift	130
Zweihänder (geschärft, vergiftet)	ItMw_Zweihaender2_SharpGift	135
Alter Zweihänder (geschärft, vergiftet)	ItMw_ZweihaenderSkel_SharpGift	135
Runenschwert (geschärft, vergiftet)	ItMw_Runenschwert_SharpGift	140
Rabenschnabel (geschärft, vergiftet)	ItMw_Rabenschnabel_SharpGift	145
Edles Bastardschwert (geschärft, vergiftet)	ItMw_Schwert5_SharpGift	150
Inquisitor (geschärft, vergiftet)	ItMw_Inquisitor_SharpGift	150
Streitaxt (geschärft, vergiftet)	ItMw_Streitaxt2_SharpGift	140
Runen - Macht (geschärft, vergiftet)	ItMw_Zweihaender3_SharpGift	145
Dämonenaxt (geschärft, vergiftet)	ItMw_IT_Skelltaxt_1h_SharpGift	110
Dämonen-Zweihänder (geschärft, vergiftet)	ItMw_IT_Skelltaxt_IIIH_SharpGift	140
Dämonen-Zweihandaxt (geschärft, vergiftet)	ItMw_IT_Skelltaxt_IIH_SharpGift	155
_ItMw_1H_Special_02_SharpGift	ItMw_1H_Special_02_SharpGift	125
_ItMw_2H_Special_02_SharpGift	ItMw_2H_Special_02_SharpGift	165
El Bastardo (geschärft, vergiftet)	ItMw_ElBastardo_SharpGift	170
Folteraxt (geschärft, vergiftet)	ItMw_Folteraxt_SharpGift	155
Orkschlächter (geschärft, vergiftet)	ItMw_Orkschlaechter_SharpGift	160
Orkschlächter des Namenlosen (geschärft, vergiftet)	ItMw_OrkschlaechterHero_SharpGift	175
Schwerer Zweihänder (geschärft, vergiftet)	ItMw_Zweihaender4_SharpGift	165
Schlachtaxt (geschärft, vergiftet)	ItMw_Schlachtaxt_SharpGift	170
Krummschwert (geschärft, vergiftet)	ItMw_Krummschwert_SharpGift	175
Barbarenstreitaxt(geschärft, vergiftet)	ItMw_Barbarenstreitaxt_SharpGift	180
Sturmbringer (geschärft, vergiftet)	ItMw_Sturmbringer_SharpGift	235
Dämonenschneide (geschärft, vergiftet)	ItMw_BayarArenaSword_SharpGift	195
_ItMw_1H_Special_03_SharpGift	ItMw_1H_Special_03_SharpGift	200
_ItMw_2H_Special_03_SharpGift	ItMw_2H_Special_03_SharpGift	210
Berserkeraxt (geschärft, vergiftet)	ItMw_Berserkeraxt_SharpGift	230
Drachenschneide (geschärft, vergiftet)	ItMw_Drachenschneide_SharpGift	220
_ItMw_1H_Special_04_SharpGift	ItMw_1H_Special_04_SharpGift	210
_ItMw_2H_Special_04_SharpGift	ItMw_2H_Special_04_SharpGift	250
Rohe Erzklinge (geschärft, vergiftet)	ItMw_1H_Blessed_01_SharpGift	155
Gesegnete Erzklinge (geschärft, vergiftet)	ItMw_1H_Blessed_02_SharpGift	175
Innos Zorn (geschärft, vergiftet)	ItMw_1H_Blessed_03_SharpGift	195

Rohe Erzklinge (geschärft, vergiftet)	ItMw_2H_Blessed_01_SharpGift	175
Nordmarschwert (geschärft, vergiftet)	ItMw_Nordmarschwert_SharpGift	195
Ansgars Nordmarschwert (geschärft, vergiftet)	ItMw_AnsgarsNordmarschwert_SharpGift	195
Ordensschwert (geschärft, vergiftet)	ItMw_2H_Blessed_02_SharpGift	195
Lars Nordmar-Doppelaxt (geschärft, vergiftet)	ItMw_LarsDoppelaxt_SharpGift	110
Hakoons Nordmar-Berserkeraxt (geschärft, vergiftet)	ItMw_HakoonsBerserkeraxt_SharpGift	230
Heiliger Vollstrecker (geschärft, vergiftet)	ItMw_2H_Blessed_03_SharpGift	215
Assassinenkrummschwert (geschärft, vergiftet)	ItMw_AssassinenKrummschwert_SharpGift	195
Hakams Assassinenkrummschwert (geschärft, vergiftet)	ItMw_HakamsKrummschwert_SharpGift	195
Djaudars Krummschwert (geschärft, vergiftet)	ItMw_DjaudarsKrummschwert_SharpGift	195
_ItMw_1H_Common_01_SharpGift	ItMw_1H_Common_01_SharpGift	
_ItMw_1H_Special_01_SharpGift	ItMw_1H_Special_01_SharpGift	
_ItMw_2H_Special_01_SharpGift	ItMw_2H_Special_01_SharpGift	
URIZIEL (geschärft, vergiftet)	Mythrillklinge02_SharpGift	
Prunkschwert (geschärft, vergiftet)	ItMw_Rhobar_2H_Sword_SharpGift	190
Guntrams Heiliger Vollstrecker (geschärft, vergiftet)	ItMw_2H_Blessed_03_GuntramSharpGift	215
Nomadenschwert (geschärft)	ItMw_1h_Ass_SwordNomadenSharp	50
Assassinenschwert (geschärft)	ItMw_1h_Ass_SwordAssassinenSharp	50
Grobes Breitschwert (geschärft)	ItMw_1h_Mil_SwordAthanosSharp	50
Nomadenschwert (geschärft, vergiftet)	ItMw_1h_Ass_SwordNomadenSharpGift	60
Assassinenschwert (geschärft, vergiftet)	ItMw_1h_Ass_SwordAssassinenSharpGift	60
Grobes Breitschwert (geschärft, vergiftet)	ItMw_1h_Mil_SwordAthanosSharpGift	60
Offiziersdegen (geschärft)	ItMw_1h_Vlk_SwordOffSharp	70
Offiziersdegen (geschärft, vergiftet)	ItMw_1h_Vlk_SwordOffSharpGift	80
Degen (geschärft)	ItMw_1h_Vlk_SwordSharp	50
Degen (geschärft, vergiftet)	ItMw_1h_Vlk_SwordSharpGift	60
Meisterdegen (geschärft)	ItMw_MeisterdegenSharp	120
Meisterdegen (geschärft, vergiftet)	ItMw_MeisterdegenSharpGift	130
Zermalmer (vergiftet)	ItMw_2H_Mace_M_06Gift	150
Schwerer Kriegshammer (vergiftet)	ItMw_Kriegshammer2Gift	130
Streitkolben (vergiftet)	ItMw_StreitkolbenGift	110
Oger-Morgenstern (vergiftet)	ItMw_OgermorgensternGift	110
Schädelspicker (vergiftet)	ItMw_SpickerGift	80
Kriegshammer (vergiftet)	ItMw_Kriegshammer1Gift	65
Kriegskeule (vergiftet)	ItMw_KriegskeuleGift	60
Richtstab (vergiftet)	ItMw_RichtstabGift	60
Nagelkeule (vergiftet)	ItMw_NagelkeuleGift	50
Holzfalleraxt (geschärft)	ItMw_2h_Bau_AxeSharp	50
Holzfalleraxt (geschärft, vergiftet)	ItMw_2h_Bau_AxeSharpGift	60
Spitzhacke (vergiftet)	ItMw_2H_Axe_L_01Gift	40
Nagelknüppel (vergiftet)	ItMw_NagelkneuppelGift	35
Schmiedehammer (vergiftet)	ItMw_1H_Mace_L_04Gift	30
Schwerer Ast (vergiftet)	ItMw_1h_Bau_MaceGift	20
Vorschlaghammer (vergiftet)	ItMw_VorschlaghammerGift	170

Fernkampfwaffen

Name	Insertcode	Schaden
Pfeil	ItRw_Arrow	
Jagdpeil	ItRw_ArrowQuest	
Bolzen	ItRw_Bolt	
Muskete	ItRw_Muskete	225
Musketenladung	ItRw_Patrone	
Heckard's Armbrust	ItRw_HeckardsArmbrust_MIS	60
Salfod's Armbrust	ItRw_SalfodsArmbrust_MIS	90
Miliz Armbrust	ItRw_Mil_Crossbow	45
Lars Nordmar-Bogen	ItRw_Lars_Bow	125

Hakoons Nordmar-Bogen	ItRw_Hakoon_Bow	125
Nordmar-Bogen	ItRw_Nordmar_Bow	125
Orientalischer Kampfbogen	ItRw_Arabic_Bow	125
Leichter Dämonenbogen	ItRw_Demon_Bow	65
Schwerer Dämonenbogen	ItRw_Demon_Bow2	95
Elite-Dämonenbogen	ItRw_Demon_Bow3	125
Leichter Dämonenbogen	ItRw_Bow_H.07	65
Schwerer Dämonenbogen	ItRw_Bow_H.08	95
Elite-Dämonenbogen	ItRw_Bow_H.09	125
Alter Bogen	ItRw_Skel_Bow	25
Orksöldner-Bogen	ItRw_OrkSld_Bow	
Orksöldner-Bogen	ItRw_OrkSld_Bow2	
Bogen	ItRw_Sld_Bow	
Kurzbogen	ItRw_Bow_L.01	15
Weidenbogen	ItRw_Bow_L.02	25
Jagdbogen	ItRw_Bow_L.03	35
Ulmenbogen	ItRw_Bow_L.04	50
Kompositbogen	ItRw_Bow_M.01	65
Eschenbogen	ItRw_Bow_M.02	80
Assassinenbogen	ItRw_Bow_Ass.01	80
Langbogen	ItRw_Bow_M.03	95
Buchenbogen	ItRw_Bow_M.04	110
Knochenbogen	ItRw_Bow_H.01	125
Eichenbogen	ItRw_Bow_H.02	140
Kriegsbogen	ItRw_Bow_H.03	150
Drachenbogen	ItRw_Bow_H.04	160
Ulfruns Nordmarbogen	ItRw_Bow_H.05	170
Sturmbogen	ItRw_Bow_H.06	200
Jagdarmbrust	ItRw_Crossbow_L.01	30
Leichte Armbrust	ItRw_Crossbow_L.02	60
Armbrust	ItRw_Crossbow_M.01	90
Kriegsarmbrust	ItRw_Crossbow_M.02	120
Schwere Armbrust	ItRw_Crossbow_H.01	150
Orkische Armbrust	ItRw_Crossbow_H.03	60
Muskete	ItRw_Crossbow_M.03	140
Ork Armbrust	ItRw_OrcCrossbow	80
Orkische Jagdarmbrust	ItRw_Crossbow_H.05	90
Orkische Kriegsarmbrust	ItRw_Crossbow_H.06	150
Schwere Orkarmbrust	ItRw_Crossbow_H.07	150
Kanonenkugel	Kanonenkugel_Waffe	1000
Kanonenkugel	ItRw_Kanonenkugel	
Drachenjägerarmbrust	ItRw_Crossbow_H.02	180
Dämonenarmbrust	ItRw_Crossbow_H.04	
Kurzbogen	ItRw_Bow_Small.01	20
Reiterbogen	ItRw_Bow_Small.02	25
Feldbogen	ItRw_Bow_Small.03	28
Jagdbogen	ItRw_Bow_Small.04	32
Knochenbogen	ItRw_Bow_Small.05	36
Langbogen	ItRw_Bow_Long.01	40
Heckenbogen	ItRw_Bow_Long.02	44
Weidenbogen	ItRw_Bow_Long.03	48
Eichenbogen	ItRw_Bow_Long.04	52
Wolfsfetzter	ItRw_Bow_Long.05	56
Windbrecher	ItRw_Bow_Long.06	60
Armeebogen	ItRw_Bow_Long.07	64
Hornbogen	ItRw_Bow_Long.08	68
Nimroder	ItRw_Bow_Long.09	72
Kriegsbogen	ItRw_Bow_War.01	76

Orkhetzer	ItRw_Bow_War_02	
Sturmboogen	ItRw_Bow_War_03	82
Dämonenboogen	ItRw_Bow_War_04	85
Todbringer	ItRw_Bow_War_05	88
Leichte Armbrust	ItRw_Crossbow_01	50
Armbrust	ItRw_Crossbow_02	85
Schwere Armbrust	ItRw_Crossbow_03	90
Kriegs-Armbrust	ItRw_Crossbow_04	100
Pfeil	ItAmArrow	
Bolzen	ItAmBolt	
Kurzbogen (schnell)	ItRw_Bow_FAST.L_01	15

Wichtige und Questitems

Name	Insertcode
Truhenschlüssel von Xardas	ItKe_Xardas
Canthars Brief	ItWr_Canthars_KomproBrief_MIS
Rod's Zweihänder	ItMw_2h_Rod
Coragons Silber	ItMi_CoragonsSilber
Theklas Päckchen	ItMi_TheklasPaket
Schwerer Goldteller von Maria	ItMi_MariasGoldPlate
Valentinos Ring	ItRi_ValentinosRing
Truhenschlüssel von Dexter	ItKe_Dexter
Constantinos Kräuterliste	ItWr_Kraeuterliste
Rezept der magischen Essenz	ItWr_Manarezept
Passierschein	ItWr_Passierschein
Kraut- Paket	ItMi_HerbPaket
Lagerhaus-Schlüssel Hafen	ItKe_Storage
Hering	ItFo_SmellyFish
Seltsamer Fisch	ItFo_HalvorFish_MIS
Stinkender Zettel	ItWr_HalvorMessage
Seltsamer Fisch	ItFo_HalvorFish
Stinkender Zettel	ItWr_HalvorMessage_Original
Alrik's Schwert	ItMw_AliksSword_Mis
Versiegelte Botschaft von Vatras	ItWr_VatrasMessage
Eine Botschaft von Vatras	ItWr_VatrasMessage_Open
Zimmerschlüssel vom Hotel	ItKe_Hotel
Verrosteter Schlüssel	ItKe_ThiefGuildKey_MIS
Kellerschlüssel vom Hotel	ItKe_ThiefGuildKey_Hotel_MIS
Schlüssel zur Pforte des Klosters	ItKe_Innos_MIS
Schlüssel zur Schatzkammer (Kloster)	ItKe_KlosterSchatz
Schlüssel zur Vorratskammer (Kloster)	ItKe_KlosterStore
Schlüssel zum Gemach (Kloster)	ItKe_KDFPlayer
Schlüssel zur Bibliothek (Kloster)	ItKe_KlosterBibliothek
Schafswurst	ItFo_Schafswurst
Essenz des Geistes	ItPo_Perm_LittleMana
Heiliger Hammer	Holy_Hammer_MIS
Alter Schlüssel (Vorhängeschloss)	ItKe_MagicChest
Friedensangebot an die Paladine	ItWr_Passage_MIS
Nachricht von D.	ItWr_BanditLetter_MIS
Steckbrief von mir	ItWr_Poster_MIS
Truhenschlüssel eines Banditen	ItKe_Bandit
Bospers Jagdbogen	ItRw_Bow_L_03_MIS
Constantino's Ring	ItRi_Prot_Point_01_MIS
Innos Statue	ItMi_EddasStatue
Alter Messingschlüssel 1	ItKe_EVT_CRYPT_01
Alter Messingschlüssel 2	ItKe_EVT_CRYPT_02

Alter Messingschlüssel 3	ItKe_EVT_CRYPT_03
Alte Ritterrüstung	ITAR_PAL_SKEL
Rostige Ritterrüstung	ITAR_PAL_LEICHT_SKEL
Truhenschlüssel von Valentino	ItKe_Valentino
Truhenschlüssel (Fensterbank)	ItKe_Buerger
Truhenschlüssel des Richters	ItKe_Richter
Truhenschlüssel von Salandril	ItKe_Salandril
Truhenschlüssel aus dem Haus der Paladine	ItKe_PaladinTruhe
Schlüssel für die Schatzinsel	ItKe_ThiefTreasure
Schlüssel aus der Kanalisation	ItKe_Fingers
Schuldenbuch	ItWr_Schuldenbuch
Sonnenaloe	ItPl_Sagitta_Herb_MIS
Zimmerschlüssel von Orlan	ITKE_ORLAN_HOTELZIMMER
Dragomir's Armbrust	ItRw_DragomirsArmbrust_MIS
Heilige Axt	Heilige_Axt_MIS
Rezept der magischen Essenz	ItWr_ManarezeptMod
Stein des Wissens	ItMi_StoneOfKnowlegde_MIS
Brief an Lord Hagen	ItWr_PaladinLetter_MIS
Milten's Notiz für Gorn	ItWr_LetterForGorn_MIS
Kerkerschlüssel (Burg Minental)	ItKe_PrisonKey_MIS
Lagerschlüssel (Burg Minental)	ItKe_OC_Store
Tür-Schlüssel von Gomez (Flur)	ITKE_ErzBaronFlur
Tür-Schlüssel von Gomez (Erzbaronzimmer)	ITKE_ErzBaronRaum
Gorns Lederbeutel	ItMi_GornsTreasure_MIS
Silvestro's Notiz	ItWr_Silvestro_MIS
Snapperkrallen	ItAt_ClawLeader
Olav's Beutel	ItSe_Olav
Goldener Teller	ItMi_GoldPlate_MIS
Schlüssel zum Pass	ItKe_Pass_MIS
Bromor's Schlüssel	ItKe_Bromor
Truhenschlüssel (Höhle bei Erol)	ITKE_RUNE_MIS
Gift der Blutfliegen	ItWr_Bloody_MIS
Pfandbrief	ItWr_Pfandbrief_MIS
Garond's Minenkarte	ItWr_Map_OldWorld_Oremines_MIS
Ein Liedtext	ItWr_Manowar
Nachricht von Saturas	ItWr_KDWLetter
Eine Nachricht von Gilbert	ItWr_GilbertLetter
Tengrons Ring	ItRi_Tengron
Auge Innos	ItMi_InnosEye_MIS
Auge Innos	ItMi_InnosEye_Discharged_Mis
Auge Innos	ItMi_InnosEye_Broken_Mis
Ermächtigungsschreiben	ItWr_PermissionToWearInnosEye_MIS
Die Hallen von Irdorath	ItWr_XardasBookForPyrokar_Mis
Xardas Schlüssel für Sekobs Truhe	ItKe_CHEST_SEKOB_XARDASBOOK_MIS
Tagebuch von Cornelius	ItWr_CorneliusTagebuch_Mis
Almanach der Bessenen	ITWR_DementorObsessionBook_MIS
Pyrokars magischer Brief	ItWr_PyrokarsObsessionList
Heilung des schwarzen Fiebers	ItPo_HealHilda_MIS
Gehstock 'M'	ItMw_MalethsGehstock_MIS
Ein Beutel voll Gold! (300 Gold)	ItMi_MalethsBanditGold
Moleratfett	ItMi_Moleratlubric_MIS
Brief an Babo	ItWr_BabosLetter_MIS
Frauenzeichnung	ItWr_BabosPinUp_MIS
Ein Bündel Papiere	ItWr_BabosDocs_MIS
Truhenschlüssel von Igaraz	ItKe_IgarazChest_Mis
Die göttliche Kraft der Gestirne	ItWr_Astronomy_Mis
Heilung der Besessenheit	ItPo_HealObsession_MIS
Lederbeutel mit Gold & Ring	ItSe_Golemchest_Mis

Sehr alte Karte	ItWr_ShatteredGolem_MIS
Brief von Diego	ItWr_DiegosLetter_MIS
Diegos alter Lederbeutel	ItSe_DiegosTreasure_Mis
Ulthars heiliges Wasser	ItMi_UltharsHolyWater_Mis
Erzminenanteil Khorinis	ItWr_MinenAnteil_Mis
Seelenruf-Amulett	ItAm_Prot_BlackEye_Mis
Gestein aus gesegneter Erde	ItMi_KarrasBlessedStone_Mis
Auftrag des Richters	ItWr_RichterKomproBrief_MIS
Brief von Morgahard	ItWr_MorgahardTip
Karte der heiligen Schreine	ItWr_Map_Shrine_MIS
Der Geist des Weines	ItWr_VinosKellergeister_Mis
Angars magisches Amulett	ItAm_Manana_Angar_MIS
Feros Schwert	ItMW_1H_FerrosSword_Mis
Keroloth's Lederbeutel	ItMi_KerolothsGeldbeutel_MIS
Keroloth's Lederbeutel leer	ItMi_KerolothsGeldbeutelLeer_MIS
Sengraths Armbrust	ItRw_SengrathsArmbrust_MIS
Talbins Lurkerhaut	ItAt_TalbinsLurkerSkin
Drachen-Ei	ItAt_DragonEgg_MIS
Ring der orkischen Kriegsherren	ItRi_OrcEliteRing
Trank aus Dracheneisekret	ItPo_DragonEggDrinkNeoras_MIS
Kriegskarte der Orks	ItWr_Map_Orcelite_MIS
Die Höhlen von Khorinis	ItWr_Map_Caves_MIS
Xardas Abschiedsbrief	ItWr_XardasLetterToOpenBook_MIS
Schlüssel	ItKe_MonasterySecretLibrary_Mis
Die Hallen von Irdorath	ItWr_HallsofIrdorath_Mis
Die Hallen von Irdorath	ItWr_HallsofIrdorath_Open_Mis
Verstaubtes Buch	ItWr_XardasSeamapBook_Mis
Zerknüllter Brief	ItWr_UseLampIdiot_Mis
Seekarte zur Insel von Irdorath	ItWr_Seamap_Irdorath
Schiffsbrief	ITWr_ForgedShipLetter_MIS
Turmschlüssel der Haupttorwache	ITKE_OC_MAINGATE_MIS
Kajütenschlüssel des Kapitäns	ITKE_SHIP_LEVELCHANGE_MIS
Die Tränen Innos	ItPo_PotionOfDeath_01_Mis
Die Tränen Innos	ItPo_PotionOfDeath_02_Mis
Innos göttliche Aura	ItAm_AmulettOfDeath_Mis
Heilung der Sucht	ItPo_HealRandolph_MIS
Äußerst seltsamer Lederbeutel	ItSe_XardasNotfallBeutel_MIS
Xardas' Ermahnungsbrief	ItWr_XardasErmahnungFuerIdioten_MIS
Alter Brief von Ivan	ItWr_Krypta_Garon
Schlüssel des Orkischen Obersts	ItKe_OrkKnastDI_MIS
Schlüssel des Archol	ItKe_EVT_UNDEAD_01
Schlüssel des Schlüsselmeisters	ItKe_EVT_UNDEAD_02
Kammerschlüssel des Schwarzmagiers	ItKe_LastDoorToUndeadDrgDI_MIS
Schriftrolle des Schwarzmagiers	ItWr_LastDoorToUndeadDrgDI_MIS
Truhenschlüssel des Schwarzmagiers	ItKe_ChestMasterDementor_MIS
Rezept Embarla Firgasto	ItWr_Rezept_MegaDrink_MIS
Tagebuch	ItWr_Diary_BlackNovice_MIS
Alter Brief von Archol	ItWr_ZugBruecke_MIS
Auge der Macht	ItMi_PowerEye
Versiegelte Botschaft an Vstras	ItWr_SaturasFirstMessage_Addon_Sealed
Geöffnete Botschaft	ItWr_SaturasFirstMessage_Addon
Ornt	ItMi_Ornament_Addon
Ornt	ItMi_Ornament_Addon_Vstras
Nefarius's Karte	ItWr_Map_NewWorld_Ornaments_Addon
Landkarte Khorinis	ItWr_Map_NewWorld_Dexter
Orntring	ItMi_PortalRing_Addon
Martins Empfehlungsschreiben	ItWr_Martin_MilizEmpfehlung_Addon
Befehle von Dexter	ItWr_RavensKidnapperMission_Addon

Vatras Empfehlungsschreiben	ItWr_Vatras_KDFEmpfehlung_Addon
Wertvolle Innos Statue	ItMi_LostInnosStatue_Daron
Lucias Abschiedsbrief	ItWr_LuciasLoveLetter_Addon
Hacke	ItMi_Rake
Gildenring Araxos	ItRi_Addon_BanditTrader
Lieferung von Fernando	ItWr_Addon_BanditTrader
Botschaft an Saturas	ItWr_Vatras2Saturas_FindRaven
Geöffnete Botschaft	ItWr_Vatras2Saturas_FindRaven_opened
Erzamulett	ItAm_Addon_WispDetector
Sumpfrattenfleisch	ItFo_Addon_Krokofleisch_Mission
Morgans Ring	ItRi_Addon_MorgansRing_Mission
Fokusstein	ItMi_Focus
Stahl - Paket	ItMi_Addon_Steel_Paket
Alte Steintafel	ItWr_StonePlateCommon_Addon
Rote Steintafel	ItMi_Addon_Stone_01
Gelbe Steintafel	ItMi_Addon_Stone_05
Blaue Steintafel	ItMi_Addon_Stone_03
Grüne Steintafel	ItMi_Addon_Stone_04
Violette Steintafel	ItMi_Addon_Stone_02
Goldener Kompass	ItMI_Addon_Kompass_Mis
Schatzkiste	ItSE_Addon_FrancisChest
Heuerbuch	ITWR_Addon_FrancisAbrechnung_Mis
Logbuch	ITWR_Addon_GregsLogbuch_Mis
Bloodwyn's Schlüssel	ITKE_Addon_Bloodwyn_01
Schlüssel eines Steinwächters	ITKE_Addon_Heiler
Steintafel des Quarhodron	ItMi_TempelTorKey
Bloodwyn's Kopf	ItMi_Addon_Bloodwyn_Kopf
Schatzkarte	ItWR_Addon_TreasureMap
Flaschenpost	ItMi_Addon_GregsTreasureBottle_MIS
Zerkratzte silberne Schale	itmi_erolskelch
Karte von Kondehra	ITWR_MAP_ODYSSEINSEL
Karte Tamora	ItWr_Map_Tamora
Karte von Tamora mit allen Minen	ItWr_KarteTamoraMinen
Einfache Karte von Tamora	ItWr_Map_Old_Tamora
Karte von Kondehra	ItWr_Map_Kondehra
Karte von Irdorath	ItWr_Map_IrdorathDragon
Xardas Karte von Nordmar	ItWr_Map_XardasNordmar1
Xardas Karte von Nordmar	ItWr_Map_XardasNordmar2
Karte von Nordmar	ItWr_Map_Nordmar
Elgurs Karte von Nordmar	ItWr_Map_ElgurNordmar
Schatzkarte von Nordmar	ItWr_Map_NordmarSchatz
Karte von der Faringregion	ItWr_Map_Faring
Athanos.	ItWr_Map_Athanos
Westliche Wüste	ItWr_Map_NordVarant
Karte von Vengards Süden	ItWr_Map_Vengard1
Karte von Vengards Steinkreisen	ItWr_Map_VengardSteinkreise
Karte der Sternwarte	ItWr_Map_Sternwarte
Karte zur Kohlenmine	ITWR_KOHLEKARTE
Landkarte Khorinis	ItWr_Map_NewWorld
Stadtkarte Khorinis	ItWr_Map_NewWorld_City
Landkarte Minental	ItWr_Map_OldWorld
Karte von Kapitän Mendozas Insel	ItWr_Map_MendozasInselALT
Karte von Kapitän Mendozas Insel	ItWr_Map_MendozasInsel
Karte vom Pass von Ishtar	ItWr_Map_PassVarant
Karte Südwestküste von Varant	ItWr_Map_Patara
Festung Amarna	ItWr_Map_Amarna
Karte Ugar	ItWr_Map_Ugar_City
Karte von Ugar	ItWr_Map_Ugar

Karte von Ugar's Katakomben	ItWr_Map_KatakombenUgar
Das Tal von Aschdod	ItWr_Map_VarantWorld
Varant	ItWr_Map_GrossVarant
Das Tal von Tadmor	ItWr_Map_WestVarant
Schatzkarte Felsental Aschdod	ItWr_Treasuremap_Varant_01
Schatzkarte Ruine in Ugar	ItWr_Treasuremap_Varant_02
Schatzkarte Quelhöhle	ItWr_Treasuremap_Varant_03
Schatzkarte Küstenhöhle	ItWr_Treasuremap_Varant_04
Schatzkarte Katakomben	ItWr_Treasuremap_Varant_05
Schatzkarte Pendelhöhle	ItWr_Treasuremap_Varant_06
Schatzkarte Westvarant	ItWr_Treasuremap_Varant_07
Test Karte von Nordmar	ItWr_Map_TestNordmar
Karte von der Monteraregion	ItWr_Map_Montera
Karte von der Vengardregion	ItWr_Map_Vengard
Kapitän Mendozas Schatzkarte	ItWr_Map_MendozasSchatz
Karte von dem Gebiet von Isagrath	ItWr_Map_Isagrath
Karte von dem Gebiet von Isagrath	ItWr_Map_TestIsagrath
Steintafel des alten Volkes 1	ItMi_Nemrosh_Stone_01
Steintafel des alten Volkes 5	ItMi_Nemrosh_Stone_05
Steintafel des alten Volkes 3	ItMi_Nemrosh_Stone_03
Steintafel des alten Volkes 4	ItMi_Nemrosh_Stone_04
Steintafel des alten Volkes 2	ItMi_Nemrosh_Stone_02
Buch in lateinischer Sprache	Book_Old_Latin
Buch übersetzt	Book_Old_Trans
Starkes Gift	ItPo_toedliches_gift
Goldene Innos Statue	ItMi_NordvarantInnosStatue
Goldene Innos Statue	ItMi_NordvarantInnosStatue2
Feuerdrachenruf	ItMi_fliegender_drache
Krautstampfer	ItMi_Stomper
Unbrauchbarer Runenstein	ItMi_RuneBlank
Runenstein	ItMi_RuneBlank_Xardas
Ein Ahnenstein aus Nordmar	ItMi_Ahnenstein
Zange	ItMi_Pliers
Laborwasserflasche	ItMi_Flask
Hammer	ItMi_Hammer
Kochlöffel	ItMi_Scoop
Pfanne	ItMi_Pan
Volle Pfanne	ItMi_PanFull
Säge	ItMi_Saw
Rohstahl	ItMiSwordraw
Glühender Stahl	ItMiSwordrawhot
Glühende Klinge	ItMiSwordbladehot
Klinge	ItMiSwordblade
Klinge	ItMiSwordbladeFuerMobsi
Besen	ItMi_Broom
Laute	ItMi_Lute
Harfe	ItMi_Harfe
Olegs Laute	ItMi_OlegsLaute
Bürste	ItMi_Brush
Ein Stengel Sumpfkraut	ItMi_Joint
Horn	ItMi_Alarmhorn
Päckchen	ItMi_Packet
Schmaler Lederbeutel	ItMi_Pocket
Erzbrocken	ItMi_Nugget
Eisenerzbrocken	ItMi_Eisenerz
Gold	ItMi_Gold
Alte Münze	ItMi_OldCoin
Goldener Kerzenständer	ItMi_GoldCandleHolder

Goldene Halskette	ItMi_GoldNecklace
Die Halskette der Königin	ItMi_QueenGoldNecklace
Silberner Ring	ItMi_SilverRing
Silberkelch	ItMi_SilverCup
Silberteller	ItMi_SilverPlate
Goldener Teller	ItMi_GoldPlate
Lehmar's goldener Teller	ItMi_GoldPlateLehmar
Goldener Kelch	ItMi_GoldCup
Blutkelch	ItMi_BloodCup_MIS
Goldener Ring	ItMi_GoldRing
Wertvoller goldener Ring	ItMi_ReginaldsGoldRing
Roccas goldener Ring	ItMi_RoccasGoldRing
Silberne Schale	ItMi_SilverChalice
Juwelen Schatulle	ItMi_JeweleryChest
Osiris gestohlene Juwelenschatulle	ItMi_JeweleryChestOsiris
Goldene Schale	ItMi_GoldChalice
Schatulle	ItMi_GoldChest
Luteros Schatulle	ItMi_LuteroGoldChest
Bromors Schatulle	ItMi_BromorsChest
Der Schatz des Herakles	ItMi_GoldChestHerakles
Innos Statue	ItMi_InnosStatue
Sextant	ItMi_Sextant
Silberner Kerzenständer	ItMi_SilverCandleHolder
Silberkette	ItMi_SilverNecklace
Schwefel	ItMi_Sulfur
Gletscher Quarz	ItMi_Quartz
Pech	ItMi_Pitch
Geheimnisvoller Kristall	ItMi_Kristall
Bergkristall	ItMi_Rockcrystal
Aquamarin	ItMi_Aquamarine
Geweihtes Wasser	ItMi_HolyWater
Kohle	ItMi_Coal
Schwarze Perle	ItMi_DarkPearl
Apfel Tabak	ItMi_ApfelTabak
Pilz Tabak	ItMi_PilzTabak
Doppelter Apfel	ItMi_DoppelTabak
Honig Tabak	ItMi_Honigtapak
Kraut Tabak	ItMi_Sumpftapak
Leere Wasserflasche zum Gießen	ItMi_LeereWasserflasche
Teppich aus Ishtar	ItMi_Teppich_01
Teppich aus Bakaresh	ItMi_Teppich_02
Teppich aus Mora Sul	ItMi_Teppich_03
Teppich aus Ishtar	ItMi_Teppich_01A
Teppich aus Bakaresh	ItMi_Teppich_02A
Teppich aus Mora Sul	ItMi_Teppich_03A
Sack mit Mehl	ItMi_Mehlsack
Sack mit Korn	ItMi_Kornsack
Pulversack	ItMi_Pulversack
Waffenbündel	ItMi_Waffenbuendel
Heuballen	ItMi_Heuballen
Apfel Tabak	ItMi_ApfelTabakBahal
Pilz Tabak	ItMi_PilzTabakBahal
Doppelter Apfel	ItMi_DoppelTabakBahal
Honig Tabak	ItMi_HonigtapakBahal
Sumpfkrauttapak	ItMi_SumpftapakBahal
Verschlossene Kiste mit Proviant	ItMi_Kiste
Verschlossene Kiste mit Erz	ItMi_Erzkiste
Waren aus Ishtar	ItMi_Warenkiste

Warenkiste	ItMi_WarenkisteUgar
Wasserfass	ItMi_Fass
Wein Fass	ItMi_WeinFass
Fass mit varentinischem Wein	ItMi_WeinFass_Varant
Fischernetz	ItMi_Fischernetz
Schlafsack	DC_BEDROLL
Feder zum Schreiben	ItMi_Feder
Pinsel zum Malen	ItMi_Pinsel
Malerpalette	ItMi_Palette
Ein leeres Blatt	ItMi_LeeresBlatt
Ein Bild des Namenlosen!	ItMi_HeroBild
Schatzkiste	ItSE_Mod_GoldChest
Leiter	ItMi_Leiter05
Längere Leiter	ItMi_Leiter10
Kokosnuss	ItFo_kokosnuss
Kokosnuss	ITMI_KOKOSNUSS
Kokosfleisch	ITFO_KOKOSFLEISCH
Goldene Halskette der Königin von Istrien	ITMI_GOLDNECKLACEGREG
Goldener Ring von Phaltet dem Weisen	ITMI_GOLDRINGGREG
Sextant des Entdeckers der südl. Inseln	ITMI_SEXTANTGREG
Goldener Ring von Victualia der Schönen	ITMI_GOLDRINGGREG2
Öl	ItMi_Oel_Mis
Marbods Pfeife	ItMi_MarbodsPfeife
Pats Pfeife	ItMi_PatsPfeife
Pfeife	ItMi_Stuff_Pipe_01
Rasiermesser	ItMi_Stuff_Barbknife_01
Schüssel	ItMi_Stuff_Plate_01
Kerzenständer	ItMi_Stuff_Candel_01
Becher	ItMi_Stuff_Cup_01
Pokal	ItMi_Stuff_Cup_02
Besteck	ItMi_Stuff_Silverware_01
Krug	ItMi_Stuff_Mug_01
Amphore	ItMi_Stuff_Amphore_01
Statue	ItMi_Stuff_Idol_Ogront_01
Quecksilber	ItMi_Alchemy_Quicksilver_01
Salz	ItMi_Alchemy_Salt_01
Syrianisches Öl	ItMi_Alchemy_Syrianoil_01
Reiner Alkohol	ItMi_Alchemy_Alcohol_01
Lurker-Ei	ItAt_LurkerEi
Krokodil-Ei	ItAt_KrokodilEi
Crawler-Ei	ItAt_MinecrawlerEi
Eiscrawler-Ei	ItAt_EiscrawlerEi
Oster-Ei	ItAt_OsterEi
Starkes Kraut	ItMi_Joint_Verwirrung
Sumpfkrautpaket	ItMi_SuefsKrautPaket
Rote Steintafel	ITMI_OIK_STONEROT
Blaue Steintafel	ITMI_OIK_STONEBLAU
Grüne Steintafel	ITMI_OIK_STONEGRUEN
Schwarze Steintafel	ITMI_OIK_STONEBLACK
Zirpennessel	ItPl_kb_ZirpenNessel
Kräutersuppe	ItFo_KrautSoup
Hirtenstab	ItMw_OIK_Hirtenstab
Pfeil-Paket für Finko	ItMi_PfeilPaket
Hans' Ulmenbogen	Itmi_Ulmenbogen
Ulu-Mulu	UluMulu
Jora's wertvoller Kelch	ItMi_GoldCupJora
Alte Paladinrüstung	ItMi_AlteRuestung
Orkstandarte	ItMi_Orkstandarte

Käpt'n Pitts goldener Sextant	ItMi_PittsSextant
Sam's Lederbeutel	ItMi_PocketKorsarSam
Harrys Pfeife	ItMi_HarrysPfeife
Harrys Tabak	ItMi_HarrysTabak
Quellwasserfass	ItMi_Quellwasserfass
Ruderboot	itmi_boot
Silberne Schale von Einauge	ItMi_SilverChaliceMendozasInsel
Baumstamm	ItMi_Holzstamm
Holzscheibe	ItMi_Holzscheibe
Pfeilschaft	ItMi_Pfeilschaft
Federn	ItMi_Pfeilfedern
Pfeilspitze	ItMi_Pfeilspitze
Holzscheit	ItMi_Holzscheit
Einfaches Messer	ItMi_MesserFuerEssen
Würfel	ItMi_Wuerfel
Gezinkte Würfel	ItMi_GezinkteWuerfel
Tiersehne	ItMi_Sehne
Baumrinde	ItMi_Rinde
Silberbrocken	ItMi_Silver_Nugget
Diamant	ItMi_Diamant
Roher Rubinbrocken	ItMi_Rubin_Nugget
Roher Smaragd	ItMi_Smaragd_Nugget
Rohaquamarin	ItMi_Aquamarin_Nugget
Topas Rohkristall	ItMi_Topas_Nugget
Ungeschliffener Amethyst	ItMi_Amethyst_Nugget
Schwefelbrocken	ItMi_Sulfur_Nugget
Salzstein	ItMi_Salz_Nugget
Kohlebrocken	ItMi_Kohle_Nugget
Rotes Erz	ItMi_Rederz_Nugget
Alraune	ItMi_Alraune
Glühende Klinge (einfaches Schwert)	ItMi_1H.Common_01_V1
Klinge (einfaches Schwert)	ItMi_1H.Common_01_V2
Glühende Klinge (Edles Schwert)	ItMi_Schwert1_V1
Klinge (Edles Schwert)	ItMi_Schwert1_V2
Glühende Klinge (Edles Langschwert)	ItMi_Schwert4_V1
Klinge (Edles Langschwert)	ItMi_Schwert4_V2
Glühende Klinge (Rubinklinge)	ItMi_Rubinklinge_V1
Klinge (Rubinklinge)	ItMi_Rubinklinge_V2
Glühende Klinge (El Bastardo)	ItMi_ElBastardo_V1
Klinge (El Bastardo)	ItMi_ElBastardo_V2
Glühende Klinge (Erz-Langschwert)	ItMi_1H.Special_01_V1
Klinge (Erz-Langschwert)	ItMi_1H.Special_01_V2
Glühende Klinge (Erz-Zweihänder)	ItMi_2H.Special_01_V1
Klinge (Erz-Zweihänder)	ItMi_2H.Special_01_V2
Glühende Klinge (Erz-Bastardschwert)	ItMi_1H.Special_02_V1
Klinge (Erz-Bastardschwert)	ItMi_1H.Special_02_V2
Glühende Klinge (Schwerer Erz-Zweihänder)	ItMi_2H.Special_02_V1
Klinge (Schwerer Erz-Zweihänder)	ItMi_2H.Special_02_V2
Glühende Klinge (Erz-Schlachtklinge)	ItMi_1H.Special_03_V1
Klinge (Erz-Schlachtklinge)	ItMi_1H.Special_03_V2
Glühende Klinge (Schwere Erz-Schlachtklinge)	ItMi_2H.Special_03_V1
Klinge (Schwere Erz-Schlachtklinge)	ItMi_2H.Special_03_V2
Glühende Klinge (Erz-Drachentöter)	ItMi_1H.Special_04_V1
Klinge (Erz-Drachentöter)	ItMi_1H.Special_04_V2
Glühende Klinge (Grosser Erz-Drachentöter)	ItMi_2H.Special_04_V1
Klinge (Grosser Erz-Drachentöter)	ItMi_2H.Special_04_V2
Alter Fokusstein	ItMi_Tamoragrufftfokus
Schwarzer Fokusstein Westküste	ItMi_FokusIrdorath3

Schwarzer Fokusstein Nordküste	ItMi_FokusIrdorath4
Schwarzer Fokusstein Grotte	ItMi_FokusIrdorath5
Schwarzer Fokusstein Orkdorf	ItMi_FokusIrdorath6
Angel	ItMi_Angel
Fokusstein des Tadmortempels	ItMi_FocusTadmor
Holzspieß zum Braten	CA_ITMI.BRANCH
Leerer Eimer	ItMi_Bucket_Empty
Eimer mit Wasser	ItMi_Bucket_Full
Fest verschnürter Beutel	ItMi_GarvellBeutel
Leder	ItMi_Leder
Nasse Tierhaut	ItMi_LederNass
Schwarzpulver	ItMi_Schwarzpulver
Eine Kiste mit Fisch	ItMi_Fischkiste
Kiste mit Schmugglerwaren	ItMi_Schmugglerkiste
Flaschenpost	ItMi_Flaschenpost_MIS
Wertvolle Innos Statue	ItMi_WertvolleInnosStatue1
Wertvolle Innos Statue	ItMi_WertvolleInnosStatue2
Wertvolle Innos Statue	ItMi_WertvolleInnosStatue3
Schlafsack aus Ziegenfell	ITMI_SLEEPSACK
Salpeter	ItMi_Salpeter

Rüstungen

Name	Insertcode	Schutzwerte
Wams des Statthalters	ITAR_Governor	40/40/40/0/0
Richterrobe	ITAR_JUDGE	10/10/10/0/0
Schmied Kleidung	ITAR_SMITH	15/15/15/5/0
Wirt Kleidung	ITAR_BARKEEPER	10/10/10/0/0
Bürger Kleidung	ITAR_VLK_L	10/10/10/0/0
Bürger Kleidung	ITAR_VLKKAP6_L	200/200/200/150/150
Bürger Kleidung	ITAR_VLK_M	10/10/10/0/0
Bürger Kleidung	ITAR_VLK_H	10/10/10/0/0
Bürgerin Kleidung 1	ITAR_VlkBabe_L	10/10/10/0/0
Bürgerin Kleidung 2	ITAR_VlkBabe_M	10/10/10/0/0
Bürgerin Kleidung 3	ITAR_VlkBabe_H	10/10/10/0/0
Leichte Milizrüstung	ITAR_MIL_L	40/40/40/0/0
Schwere Milizrüstung	ITAR_MIL_M	70/70/70/10/10
Bogenschützenrüstung	ITAR_MIL_H	80/80/180/25/0
Ritterrüstung	ITAR_PAL_M	100/100/100/30/25
Paladinrüstung	ITAR_PAL_H	145/145/145/45/40
Ritterrüstung	ITAR_MIS_PAL_M	500/500/500/530/525
Paladinrüstung	ITAR_MIS_PAL_H	640/640/640/645/640
Bauernkleidung 1	ITAR_BAU_L	15/15/15/0/0
Bauernkleidung 2	ITAR_BAU_M	30/30/30/0/0
Bauernkleidung Melchior	ITAR_Melchior	200/200/200/100/20
Bäuerin Tracht 1	ITAR_BauBabe_L	10/10/10/0/0
Bäuerin Tracht 2	ITAR_BauBabe_M	10/10/10/0/0
Leichte Söldnerrüstung	ITAR_SLD_L	30/30/30/0/0
Mittlere Söldnerrüstung	ITAR_SLD_M	50/50/50/0/5
Schwere Söldnerrüstung	ITAR_SLD_H	80/80/80/5/10
Rüstung aus Crawlerplatten	ITAR_DJG_Crawler	65/65/65/15/0
Leichte Drachenjägerrüstung	ITAR_DJG_L	85/85/85/35/15
Leichte Drachenjägerrüstung	ItMi_DJG_L	85/85/85/35/15
Mittlere Drachenjägerrüstung	ITAR_DJG_M	120/120/120/75/25
Mittlere Drachenjägerrüstung	ItMi_DJG_M	120/120/120/75/25
Biffs mittlere Drachenjägerrüstung	ITAR_DJG_BIFF	1020/1020/1020/1000/750
Schwere Drachenjägerrüstung	ITAR_DJG_H	140/140/140/100/50

Rüstung einer Drachenjägerin	ITAR_DJG_BABE	60/60/60/30/0
Verstärkte leichte Drachenjägersrüstung	ITAR_VS_DJG_L	105/105/105/35/15
Verstärkte mittlere Drachenjägersrüstung	ITAR_VS_DJG_M	140/140/140/75/25
Verstärkte schwere Drachenjägersrüstung	ITAR_VS_DJG_H	160/160/160/100/50
Novizenrobe	ITAR_NOV_L	25/25/25/0/10
Feuermagierrobe	ITAR_KDF_L	40/40/40/20/20
Schwere Feuerrobe	ITAR_KDF_H	100/100/100/50/50
Xardas alte Feuerrobe	ITAR_KDF_XARDAS	80/80/80/40/90
Lederrüstung	ITAR_Leather_L	25/25/20/5/0
Mittlere Banditenrüstung	ITAR_BDT_M	35/35/35/0/0
Schwere Banditenrüstung	ITAR_BDT_H	50/50/50/0/0
Einfache Banditenrüstung	ITAR_BDT_Elite	30/30/30/0/0
Robe der Dunklen Künste	ITAR_XARDAS	150/150/150/70/70
Lesters Robe	ITAR_LESTER	25/25/25/0/0
Diegos Rüstung	ITAR_Diego	30/30/30/0/0
Fingers Rüstung	ITAR_Fingers	30/30/30/0/0
Fingers Rüstung (verstärkt)	ITAR_VS_Fingers	50/50/50/0/0
Cor Angars Rüstung	ITAR_CorAngar	100/100/100/50/25
Dunkler Umhang	ITAR_Dementor	130/130/130/65/65
Wassermagierrobe	ITAR_KDW_H	100/100/100/50/50
Sträflings Kleidung	ITAR_Prisoner	15/15/15/0/0
Fischerkleidung	ITAR_FISCHER	10/10/10/10/0
Leichte Nomadenrüstung	ITAR_LEICHTER_NOMADE	60/60/60/30/0
Leichte Wüstenräuberrüstung	ITAR_WUESTENRAEUBER_L	60/60/60/30/0
Schwere Nomadenrüstung	ITAR_NOMADE_H	120/120/120/20/25
Sehr schwere Nomadenrüstung	ITAR_NOMADE_DJAUDAR	150/150/150/150/150
Schwere Wüstenräuberrüstung	ITAR_WUESTENRAEUBER_H	90/90/90/50/25
Kleidung einer Nomadin	ITAR_ARMOR_NOMADENFRAU	20/20/20/0/0
Knochenkriegerrobe	ITAR_Knochenkrieger	125/125/125/100/100
Elite Knochenkriegerrobe	ITAR_KnochenkriegerElite	425/425/425/400/300
Hohe Skelettrobe	ITAR_HoheSkelettrobe	175/175/175/150/150
Hohe Skelettrobe	ITAR_HoheSkelettrobeIrdorath	425/425/425/400/350
Robe eines Knochenfürsten	ITAR_Skelett fuerstenrobe	350/350/350/350/350
Robe des Knochenfürsten Sinister	ITAR_Skelett fuerstenrobeSinister	450/450/450/450/450
Knochenjägerrobe	ITAR_Knochenjaegerrobe	100/100/100/75/75
Nomadenkleidung	ITAR_NOMADENHAENDLER	60/60/60/40/25
Tartarons Robe der Dunklen Künste	ITAR_TARTARON	300/300/300/300/300
Assassinenmagierrobe	ITAR_ASSMAGIER_L	100/100/100/100/100
Hohe Assassinenmagierrobe	ITAR_ASSMAGIER_M	125/125/125/125/125
Assassinenmagierrobe	ITAR_ASSMAGIERHERO_L	80/80/80/40/90
Hohe Assassinenmagierrobe	ITAR_ASSMAGIERHERO_M	100/100/100/60/120
Robe der schwarzen Meister	ITAR_ASSMAGIER_H	180/180/180/300/200
Robe der schwarzen Meister	ITAR_ASSMAGIER_S	150/150/150/300/300
Valandrae Kleid	ITAR_VALANDRAEKLEID	10/10/10/0/0
Mittlere Rüstung der Stadtwache	ITAR_KH_SW_M	55/55/55/5/5
Altes verschimmeltes Teil	ITAR_KH_DJG_M	100/100/100/50/50
Leichte Lederrüstung	ITAR_LIGHTLEATHER	12/12/12/0/0
Himmliche Leichte Lederrüstung	ITAR_LIGHTLEATHER2	12/12/12/0/0
Lederrüstung	ITAR_LEATHERNPC1	17/17/17/0/0
Lederrüstung	ITAR_LEATHERNPC2	17/17/17/0/0
Alte Lederrüstung	ITAR_OLDLIGHTLEATHER	40/40/60/0/0
Schwere Orksöldnerrüstung	ITAR_ORKSLD_H	80/80/80/40/25
Latigo's schwere Orksöldnerrüstung	ITAR_LATIGOORKSLD_H	180/180/180/40/25
Mittelschwere Beliarkämpferrüstung	ITAR_BeliarWarrior_L	70/70/70/40/25
Leichte Orksöldnerrüstung	ITAR_BeliarWarriorHero_L	70/70/70/0/0
Schwere Beliarkämpferrüstung	ITAR_BeliarWarrior_M	100/100/100/50/25
Orksöldnerrüstung	ITAR_BeliarWarriorHero_M	100/100/100/50/25
Elite-Beliarkämpferrüstung	ITAR_BeliarWarrior_S	120/120/120/70/40

Yalan-Rüstung	ITAR_Yalan	130/130/130/80/50
Kleidung eines Sekten-Novizen	ITAR_SEKTENNOVIZE	20/20/20/0/0
Dunkelritterrüstung	ITAR_DUNKELRITTER_M	100/100/100/50/25
Königsrüstung	ITAR_RHOBAR	150/150/150/80/50
Verstärkte Königsrüstung	ITAR_VS_RHOBAR	170/170/170/100/70
Paladinrüstung ohne Helm	ITAR_PAL_COBRYNOHNEHELM	125/125/125/80/40
Paladinrüstung ohne Helm	ITAR_PAL_OHNEHELM	125/125/125/80/40
Ritterrüstung ohne Kopfschutz	ITAR_KETPAL_OHNEHELM	100/100/100/40/20
Hohe Robe der Dunklen Künste	ITAR_AURARATHMAGIER	250/250/250/400/400
Hohe Robe der Dunklen Künste	ITAR_AURARATHMAGIERIRDORATH	450/450/450/450/400
Hohe Robe der Dunklen Künste	ITAR_UNTOTERSCHWARZMAGIER	350/350/350/500/500
Hohe Robe der Dunklen Künste	ITAR_BAALHANDSCHAR	600/600/999999999999/600/500
Hohe Robe der Dunklen Künste	ITAR_BAALHANDSCHARSEHRLEICHT	250/250/250/250/200
Hohe Robe der Dunklen Künste	ITAR_BAALHANDSCHARLEICHT	400/400/999999999999/400/350
Hohe Robe der Dunklen Künste	ITAR_BAALHANDSCHARSCHWER	750/750/999999999999/750/750
Hohe Robe der Dunklen Künste	ITAR_BAALHANDSCHARSEHRSCHWER	900/900/999999999999/900/900
Almansors Robe der Dunklen Künste	ITAR_ALMANSOR	125/125/125/100/100
Buddlerkleidung	ITAR_BUDDLER	20/20/20/10/0
Schattenritterrüstung	ITAR_BELIARRITTER_L	80/80/80/45/15
Drachenritterrüstung	ITAR_BELIARKETRITTER_M	120/120/120/75/35
Rüstung der Drachenrittergarde	ITAR_BELIARRITTER_H	150/150/150/100/50
Schwere Rebellenrüstung	ITAR_REB_H	80/80/80/5/10
Rebellenrüstung	ITAR_REB_M	40/40/20/0/0
Rebellenscout Rüstung	ITAR_REB_L	30/30/30/0/0
Assassinenmüller	ITAR_ASSASSINENMUELLER	30/30/30/30/10
Druidenrobe	ITAR_DRUIDE	100/100/100/50/50
Leichte Druidenrobe	ITAR_DRUIDE_L	115/115/115/80/80
Novizenrobe des Wassers	ITAR_WASSERNOVIZE	25/25/25/0/10
Antike Erzurüstung	ORE_ARMOR_M	170/170/70/70/70
Verbesserte Erzurüstung	ORE_ARMOR_H	220/220/120/120/120
Waldläuferrüstung	ITAR_WALDLAEUFER	225/225/225/150/150
Leichte Waldläuferrüstung	ITAR_WALDLAEUFER02	225/225/225/150/150
Waldläuferrüstung	ITAR_BOSSWALDLAEUFER	250/250/250/175/175
Königliche Garderüstung	GRD_ARMOR_I	50/50/50/25/10
Leichte Garderüstung	GRD_ARMOR_L	45/45/5/20/0
Schürferklamotten	SFB_ARMOR_L	10/10/0/5/0
Prunkgewand	EBR_ARMOR_M	72/72/7/36/3
GorAssurs Leichte Templerrüstung	TPL_ARMOR_L	80/80/40/20/0
GorTimors Templerrüstung	TPL_ARMOR_M	100/100/60/30/10
GorAsifs schwere Templerrüstung	TPL_ARMOR_H	120/120/80/40/20
Verstärkte leichte Templerrüstung	TPL_VS_ARMOR_L	100/100/60/20/0
Verstärkte Templerrüstung	TPL_VS_ARMOR_M	120/120/80/30/10
Verstärkte schwere Templerrüstung	TPL_VS_ARMOR_H	140/140/100/40/20
Assassinenschmiedrüstung	TPL_REDARMOR_L	55/55/10/25/0
Feuerkriegerrüstung	TPL_REDARMOR_M	75/75/20/35/10
Schwere Feuerkriegerrüstung	TPL_REDARMOR_H	100/100/100/50/25
Rüstung eines Dunkelmagiers	ITAR_Dunkelmagier	130/130/130/80/30
Orkpriesterrüstung	ITAR_SLEEPERWARRIOR	130/130/130/80/30
Die Rüstung eines Magierkriegers	ITAR_Magicfighter	150/150/150/100/100
Fremde Kriegerrüstung	ITAR_KRIEGERRUESTUNG	40/40/40/20/20
Abenteurerrüstung	ITAR_ABENTEURER	35/35/30/10/10
Abenteurerrüstung (verstärkt)	ITAR_VS_ABENTEURER	55/55/50/10/10
Rekrutenrüstung	ITAR_REKRUT	20/20/20/0/0
Rekrutenrüstung	ITAR_REKRUTMEHRSCHUTZ	30/30/30/0/0
Leichte Marinerüstung	ITAR_MARINE_L	40/40/40/10/0
Dandolo's Marinerüstung	ITAR_MARINEDANDOLO_L	150/150/150/150/150
Bootsmannrüstung	ITAR_MARINE_M	70/70/70/10/10
Soldatenrüstung	ITAR_SOLDAT	20/20/20/0/0

Leichte Buddlerhose	VLK_ARMOR_L	10/10/0/5/0
Kleidung eines Sklaven	ITAR_Sklave	5/5/5/0/0
Leichte Milizrüstung	ITAR_MIL_LG	40/40/40/0/0
Kleidung eines Dieners	ITAR_DIENER_L	10/10/10/0/0
Bürgerin Kleidung 4	ITAR_BuergerinBlau_M	10/10/10/0/0
Bürgerin Kleidung 5	ITAR_BuergerinGruen_M	10/10/10/0/0
Bürgerin Kleidung 6	ITAR_BuergerinBraun_M	10/10/10/0/0
Bürgerin Kleidung 7	ITAR_BuergerinFlieder_M	10/10/10/0/0
Edelfrau Kleidung 1	ITAR_EdelfrauBlau_M	10/10/10/0/0
Edelfrau Kleidung 2	ITAR_EdelfrauGruen_M	10/10/10/0/0
Edelfrau Kleidung 3	ITAR_EdelfrauRot_M	10/10/10/0/0
Magdkleidung	ITAR_Magd_M	15/15/15/10/0
Edle Bürgerfrau Kleidung	ITAR_Reichefrau_M	10/10/10/0/0
Edle Bürgermädchen Kleidung	ITAR_ReicheTochter_M	10/10/10/0/0
Königliches Kleid	ITAR_QUEEN	20/20/20/10/10
Nordmar Frauenkleidung 1	ITAR_NORDMARFRAUEINFACH	20/20/20/0/10
Nordmar Frauenkleidung 2	ITAR_NORDMARFRAUMIEDER	20/20/20/0/10
Nordmar Frauenkleidung 3	ITAR_NORDMARFRAUELEGANT	25/25/25/5/10
Nordmar Frauenkleidung 4	ITAR_NORDMARFRAUFELL	25/25/25/5/10
Nordmar Frauenkleidung 5	ITAR_NORDMARFRAULEDER	30/30/30/10/15
Nordmar Frauenkleidung 6	ITAR_NORDMARFRAUMETALL	35/35/35/15/15
Nordmar Frauenkleidung 7	ITAR_NORDMARFRAUWATTIERT	30/30/30/10/15
Schild	Shield	25/25/25/10/0
Paladinschild	Paladinschild	125/125/125/25/0
Holzschild	Holzschild	25/25/25/10/0
Schild	ItAr_Shield_01ALT	
Landstreicherkleidung	ITAR_Landstreicher	15/15/15/0/0
Kleidung eines Halunken	ITAR_Murderer	15/15/15/0/0
Dämonenrüstung	ITAR_Armor_Demon	125/125/125/80/40
Paladinrüstung mit Visier	ITAR_PAL_MITVISIER	145/145/145/85/60
Skelettrobe	ITAR_SKELPRIEST	10/10/10/10/10
Schäferkleidung	Shepherd_Armor	15/12/17/20/11
Ritterschild	Itar_Shield_01	15/15/15/15/15
Beschädigter Ritterschild	Itar_ShieldNPC_01	8/8/8/8/8
Verstärkter Ritterschild	Itar_Shield_02	20/20/20/20/20
Schädelschild	ItAr_Shield_03	7/7/7/7/7
Rundschild	ITAR_shield_04	12/12/12/12/12
Beschädigter Rundschild	ITAR_shieldNPC_04	7/7/7/7/7
Alter Holzschild	ITAR_shield_05	3/3/3/0/0
Runenschild	ITAR_shield_06	23/23/23/23/23
Beschädigter Schild	ITAR_shield_07	2/2/2/0/0
Holzschild	ITAR_shield_08	4/4/4/0/0
Robuster Holzschild	ITAR_shield_09	5/5/5/0/0
Guter Holzschild	ITAR_shield_10	6/6/6/0/0
Himmelsscheibe	Itar_Shield_fire	16/16/16/16/16
Stabiler Holzschild	Itar_Shield_11	16/16/16/16/16
Drachenjähgerschild	ITAR_shield_12	18/18/18/18/18
Verstärkte Ritterrüstung	ITAR_VS_PAL_M	120/120/120/30/25
Verstärkte Paladinrüstung	ITAR_VS_PAL_H	165/165/165/45/40
Verstärkte Ritterrüstung (ohne Helm)	ITAR_VS_KETPAL_OHNEHELM	120/120/120/40/20
Verstärkte Paladinrüstung (ohne Helm)	ITAR_VS_PAL_OHNEHELM	145/145/145/45/40
Verstärkte Rüstung aus Crawlerplatten	ITAR_VS_DJG_Crawler	85/85/85/15/0
Xardas verstärkte alte Feuerrobe	ITAR_VS_KDF_XARDAS	100/100/100/40/90
Verstärkte leichte Nomadenrüstung	ITAR_VS_LEICHTER_NOMADE	80/80/80/30/0
Verstärkte leichte Wüstenräuberrüstung	ITAR_VS_WUESTENRAEUBER.L	80/80/80/30/0
Verstärkte schwere Nomadenrüstung	ITAR_VS_NOMADE_H	130/130/130/30/25
Verstärkte schwere Wüstenräuberrüstung	ITAR_VS_WUESTENRAEUBER.H	110/110/110/50/25
Verstärkte mittlere Banditenrüstung	ITAR_VS_BDT_M	55/55/55/0/0

Verstärkte Assassinenmagierrobe	ITAR_VS_ASSMAGIERHERO_L	100/100/100/40/90
Verstärkte hohe Assassinenmagierrobe	ITAR_VS_ASSMAGIERHERO_M	120/120/120/60/120
Verstärkte alte Lederrüstung	ITAR_VS_OLDLIGHTLEATHER	60/60/80/0/0
Verstärkte leichte Marinerüstung	ITAR_VS_MARINE_L	60/60/60/10/0
Verstärkte Bootsmannrüstung	ITAR_VS_MARINE_M	90/90/90/10/10
Verstärkte leichte Orksöldnerrüstung	ITAR_VS_BeliarWarriorHero_L	90/90/90/0/0
Verstärkte Orksöldnerrüstung	ITAR_VS_BeliarWarriorHero_M	120/120/120/50/25
Verstärkte Bogenschützenrüstung	ITAR_VS_MIL_H	100/100/200/25/0
Verstärkte Robe der Dunklen Künste	ITAR_VS_XARDAS	170/170/170/70/70
Schäferhut	ItMi_Shepherd_Hat	
Schäferhut	ItAr_Shepherd_Hat	
Piratenkopftuch	ItHi_DM_Piratenkopftuch	3/3/3/0/0
Piratenkopftuch	ItMi_DM_Piratenkopftuch	3/3/3/0/0
Piratenhut	ItHi_DM_PirateHat	5/5/5/0/0
Piratenhut	ItMi_DM_PirateHat	5/5/5/0/0
Piratenhut mit Stahlkappe	ItHi_DM_PirateHat2	10/10/10/5/0
Piratenhut mit Stahlkappe	ItMi_DM_PirateHat2	10/10/10/5/0
Kettenhaube	ITHL_DM_ChainHood1	15/15/15/5/8
Kettenhaube	ItMi_DM_ChainHood1	15/15/15/5/8
Verbesserte Kettenhaube	ITHL_DM_ChainHood2	20/20/20/8/8
Verbesserte Kettenhaube	ItMi_DM_ChainHood2	20/20/20/8/8
Alter Paladinhelm	ItMi_OldPaladinHelmet	23/23/23/0/0
Alter Paladinhelm	ItHi_OldPaladinHelmet	23/23/23/0/0
Alter Drachenjägerhelm	ItHi_DM_OldDragonHunterHelmet	28/28/28/0/0
Alter Drachenjägerhelm	ItMi_DM_OldDragonHunterHelmet	28/28/28/0/0
Stabiler Drachenjägerhelm	ItHi_DM_DragonHunterHelmet	33/33/33/0/0
Stabiler Drachenjägerhelm	ItMi_DM_DragonHunterHelmet	33/33/33/0/0
Paladinhelm	ITAR_PALADINHELM	40/40/40/8/20
Helm mit magischer Aura	ITAR_MAGISCHERHELM	100/150/150/20/25
Helm eines Waffenknechts	ItHi_WaffenknechtHelm	13/13/13/5/0
Helm eines Waffenknechts	ItMi_WaffenknechtHelm	13/13/13/5/0
Kriegerhelm	ItHi_Kriegerhelm	35/35/35/5/0
Kriegerhelm	ItMi_Kriegerhelm	35/35/35/5/0
Nordmarhelm	ItHi_NordmarHelm	45/45/45/8/10
Nordmarhelm	ItMi_NordmarHelm	45/45/45/8/10
Konquistadorenrüstung	ITAR_SPANIER_M	140/140/140/45/40
Sträflings Kleidung	ITAR_OldPrisoner	5/5/5/0/0
Heilerrobe des alten Volkes	ITAR_HEILER_M	100/100/100/50/50
Totenwächterrobe des alten Volkes	ITAR_TOTENWAECHTER_M	100/100/100/50/50
Priesterrobe des alten Volkes	ITAR_MAYAPRIESTER_M	100/100/100/50/50
Gelehrtenrobe des alten Volkes	ITAR_MAYAGELEHRTER_M	100/100/100/50/50
Hohe Gelehrtenrobe des alten Volkes	ITAR_MAYAGELEHRTER_H	100/100/100/50/50
Alte Heilerrobe des alten Volkes	ITAR_UTHEILER_M	100/100/100/50/50
Alte Totenwächterrobe des alten Volkes	ITAR_UTTOTENWAECHTER_M	100/100/100/50/50
Alte Priesterrobe des alten Volkes	ITAR_UTMAYAPRIESTER_M	100/100/100/50/50
Alte Gelehrtenrobe des alten Volkes	ITAR_UTMAYAGELEHRTER_M	100/100/100/50/50
Alte Hohe Gelehrtenrobe des alten Volkes	ITAR_UTMAYAGELEHRTER_H	100/100/100/50/50
Assassinenkapuze	ItHi_Assassinenkapuze	15/15/15/15/15
Assassinenkapuze	ItMi_Assassinenkapuze	15/15/15/15/15

Ringe

Name	Insertcode	Schutzwerte
Flammenschutzring	ItRi_Prot_Fire_01	
Feuerring	ItRi_Prot_Fire_02	
Ring des Drachenfeuers	ItRi_Prot_Fire_03	
Geschwächter Ring des Drachenfeuers	ItRi_Prot_Fire_04	

Ring der Holzhaut	ItRi_Prot_Point_01	
Ring der Steinhaut	ItRi_Prot_Point_02	
Ring der Eisenhaut	ItRi_Prot_Edge_01	
Ring der Erzhaut	ItRi_Prot_Edge_02	
Ring der Geisteskraft	ItRi_Prot_Mage_01	
Ring der Verteidigung	ItRi_Prot_Mage_02	
Ring der Unbezwingbarkeit	ItRi_Prot_Total_01	
Ring der Unbesiegbarkeit	ItRi_Prot_Total_02	
Ring der Gewandtheit	ItRi_Dex_01	
Ring der Geschicklichkeit	ItRi_Dex_02	
Ring der Lebenskraft	ItRi_Hp_01	
Ring der Lebendigkeit	ItRi_Hp_02	
Ring der Kraft	ItRi_Str_01	
Ring der Stärke	ItRi_Str_02	
Ring der Magie	ItRi_Mana_01	
Ring der astralen Kraft	ItRi_Mana_02	
Ring der Erleuchtung	ItRi_Hp_Mana_01	
Ring der Macht	ItRi_Dex_Strg_01	
Ring der Geschwindigkeit	ITRI_SPEED	
Mächtiger Flammenschutzring	ItRi_Prot_FireMega_01	
Mächtiger Feuerring	ItRi_Prot_FireMega_02	
Mächtiger Ring der Holzhaut	ItRi_Prot_PointMega_01	
Mächtiger Ring der Steinhaut	ItRi_Prot_PointMega_02	
Mächtiger Ring der Eisenhaut	ItRi_Prot_EdgeMega_01	
Mächtiger Ring der Erzhaut	ItRi_Prot_EdgeMega_02	
Mächtiger Ring der Geisteskraft	ItRi_Prot_MageMega_01	
Mächtiger Ring der Verteidigung	ItRi_Prot_MageMega_02	
Mächtiger Ring der Unbezwingbarkeit	ItRi_Prot_TotalMega_01	
Mächtiger Ring der Unbesiegbarkeit	ItRi_Prot_TotalMega_02	
Mächtiger Ring der Gewandtheit	ItRi_DexMega_01	
Mächtiger Ring der Geschicklichkeit	ItRi_DexMega_02	
Mächtiger Ring der Lebenskraft	ItRi_HpMega_01	
Mächtiger Ring der Lebendigkeit	ItRi_HpMega_02	
Mächtiger Ring der Kraft	ItRi_StrMega_01	
Mächtiger Ring der Stärke	ItRi_StrMega_02	
Mächtiger Ring der Magie	ItRi_ManaMega_01	
Mächtiger Ring der astralen Kraft	ItRi_ManaMega_02	
Mächtiger Ring der Erleuchtung	ItRi_Hp_ManaMega_01	
Ring der dreifachen Macht	ItRi_Dex_StrgMega_01	