

Quests Available

Sir Ano

Nose for Trouble

Major Mayhem

There's No Place Like Oaklore

Victoria's Secret

Sir Valance

The Root of All Sneevil

Sir Vivor and Sir Casm

The VurrMen Ruins

Oaklore Catapult

Sir Baumbard

(after **The Black Dragon Box**)

• DragonLord?

Sir Baumbard: Unless you are lucky enough to befriend an adult dragon, you must quest for your own dragon egg.

Sir Baumbard: Once hatched, you will have a bond with the dragon that will be stronger than any other pet.

Sir Baumbard: In order to unlock the full potential of your dragon though, you must wield a Dragon Amulet.

Sir Baumbard: This ancient talisman will allow your dragon to grow to adult form in order to face the most titanic of enemies...

Sir Baumbard: ...as well as granting you the gift of dragon speech.

• How do I quest for a dragon?

Sir Baumbard: Speak with Captain Rolith in the Keep when you have earned enough experience (lvl 3).

Sir Baumbard: Your quest will take you to Falconreach to the east where the small red moglin, Twilly, will guide you on the rest of your journey.

Sir Ano

(after **The Hatching** or **Dragon Hatching**)

Sir Ano: Greetings, <Character>, and welcome again to Oaklore Keep. Rest a bit, I'm sure your travels have tired you and I have a proposition for you.

• Talk

Sir Ano: You've always seemed a generous sort of <Class>, so I thought you might be willing to consider my proposition.

• A proposition?

Sir Ano: Some people are born attractive; some have connections. And then there are those like me, making their own way in the world.

• Who are you?

Sir Ano: Ano de Berg'rac the Sixth. Lately a simple Squire, I was knighted along with others of my class and inducted into the Pactogonal Knighthood.

Sir Ano: I come from a long and illustrious lineage, a clan of uncommon Knights. You may have heard of my great-grandfather, Sir Ano the Second.

Sir Ano: He wooed the princess of a neighboring country and finally won her hand. My family has fallen on hard times recently, but I have a LOT to live up to!

Sir Ano: I... could use a little help not falling flat on my face as I climb my way up the ranks of the Knights.

- **And that's where I come in?**

Sir Ano: Exactly! I've studied your recent adventures and it seems that beyond your talent, good looks, and gorgeous singing voice, you lead a charmed life.

Sir Ano: How would you feel about lending me some of that serendipitous success?

- **Lending you success?**

Sir Ano: Well, I just need a bit of an edge to get noticed by the right people at Court. Sir Emony is the Knight in charge of visitors to the Court.

Sir Ano: He refuses to even consider introducing a new recruit to the King and his daughters.

Sir Ano: But I know if I had some heroic deeds to my name, I'm be summoned on my own. And then she'd notice me for sure! I mean, uh...

- **What about the princesses?**

Sir Ano: The eldest is so beautiful that half the Knights in the Keep spend their days off trying to impress her with their bravery.

Sir Ano: Then there's the youngest. Far too clever for her governess' peace of mind.

Sir Ano: And then there's the middle daughter; you couldn't find a more perfect princess. She's her father's pride and joy.

- **How can I help?**

Sir Ano: Come with me, show me firsthand how a hero... heroes? Does his hero thing. Knight training focuses on fighting, but not how to BE a hero.

Sir Ano: And, uh, if you could kind of stay in the background when we go back to report to Captain Rolith and the patrol leader...

Sir Ano: They'll never think **I've** done the deeds if you're front and center. I'd let you keep all the gold and any booty we find, of course.

Sir Ano: Once my fame is established, we can come out and call you... my mentor! You'll be known as <Character>, the Hero-Maker. Fancy, huh?

- **Quests** (Requires Level 10)

Sir Ano: I'm sure that with your help, I'll learn just what I need to become a Hero and catch the King's attention!

- **Nose for Trouble**

Sir Ano: A monster has been terrorizing the townspeople who supply the Keep with food.

- [Sir Ano](#) joins you as Guest A.

Sir Ano: Captain Rolith is planning on sending out Knights to take care of the creature. I know if I- we- take care of it, it'll bring me to his attention.

Sir Ano: What do you say, are you up for helping me?

- **Quest!** - begins [Nose for Trouble](#) quest.

- **Major Mayhem**

Sir Ano: I didn't get to tell you how impressed the patrol leader was when I told him about slaying the gargoyle! He says if I keep on like this...

- [Sir Ano](#) joins you as Guest A.

Sir Ano: He'll make sure to speak to Captain Rolith about me! I know with your help and teaching I will surely to become one of the most heroic knights ever!

Sir Ano: And now there's another chance to stand out. One of the women who works in the kitchen sent her daughter out to pick mushrooms yesterday.

Sir Ano: I'll stand out **and** the little girl is saved. It's win-win. Will you help me hunt? One of the

stableboys said they saw her go off into the deep woods.

- **Quest!** - begins [Major Mayhem](#) quest.

- **No Place like Oaklore**

Sir Ano: <Character>, you've taught me so much these past weeks! All about perseverance, keeping cool under pressure, and laughing at danger...

- [Sir Ano](#) joins you as Guest A.

Sir Ano: But every hero can use a bit of magical intervention, right? I mean, you've had Warlic and Cysero to help you, and look how well that's turned out!

Sir Ano: I've heard of a Wizard reknowned for his advice. From his Tower in the Jadeite Ruins, it's said he'll dispense great wisdom if one is worthy.

Sir Ano: From the stories I've heard, he's great! And pretty powerful, too. Surely it couldn't hurt to have him use his wyrd, wizardly ways to tell me my future.

Sir Ano: And if he has a spare enchanted weapon or two laying about, accepting those couldn't hurt, either.

Sir Ano: What do you say, will you journey with me?

- **Quest!** - begins [There's No Place like Oaklore](#) quest.

- **Victoria's Secret**

Sir Ano: The King is coming for a visit, <Character>! This is my chance! But before I can worry about that, there's something I need your help taking care of.

- [Sir Ano](#) joins you as Guest A.

Sir Ano: Captain Rolith himself has asked me to deal with a group of bandits which has camped out in the middle of a swamp a ways away.

Sir Ano: He says it shouldn't be any problem for someone of my skills. I- ah- haven't mentioned yet that you've been helping me...

Sir Ano: But I will, I promise! In fact, if - **when**- I get presented to the King, I'll tell him all about you then.

Sir Ano: You've taught me so much already. But will you help me, this one last time?

- **Quest!** - begins [Victoria's Secret](#) quest.

Captain Rolith Version 1

- **Questions**

Captain Rolith: What would you like to know?

- **What is a Dragon Amulet?**

Captain Rolith: A **Dragon Amulet** is an item of great power. It allows you to use the strongest weapons, most powerful items and enter special areas.

Captain Rolith: Eventually a **Dragon Amulet** will unlock **special classes**, and allow you to raise and control **YOUR OWN DRAGON!**

Captain Rolith: There is only one place to get your **Dragon Amulet**.

- **What are Dragon Coins?**

Captain Rolith: These coins will allow you to buy items and in-game extras from special shops to give you an edge in our toughest dungeons!

- **Where can I spend Dragon Coins?**

Captain Rolith: Cyesro's Superstore is in the town of Falconreach. You will find merchants that will take Dragon Coins all over Lore though.

- **Where can I find/upgrade my stats?**

Captain Rolith: As you level up you'll gain more stat points. Choosing the **Train Stats** option while talking with me will let you use them!

Captain Rolith: There is also a stat trainer in the town of Falconreach, in the mayor's office.

- **How do I gain different attacks?**

Captain Rolith: As you level to 18, your base class will get more abilities. Other classes will require quests to level up skills!

- **How do I gain EXP/gold?**

Captain Rolith: Defeating monsters and enemies will reward you both experience and gold!

- **Where can I spend my gold?**

Captain Rolith: There are shop keepers all over Lore selling weapons, accessories and other items!

- **The Priestess' Message**

If player has not reached level 3:

Captain Rolith: *Grumble* The Knight's keep distracting me with an emergency every time you try to tell me about... a *massage* was it?

Hint: Rolith will be more likely to pay attention if you are level 3 or higher. Time to level up!

Captain Rolith Version 2

- **How to Play**

Captain Rolith: What would you like to know?

- **What is a Dragon Amulet?**

Captain Rolith: A **Dragon Amulet** is an item of great power. It allows you to use the strongest weapons, most powerful items and enter special areas.

Captain Rolith: Eventually a **Dragon Amulet** will unlock special classes, and allow you to raise and control **YOUR OWN DRAGON!**

Captain Rolith: There is only one place to get your Dragon Amulet.

- DragonFable.com

- **What are Dragon Coins?**

Captain Rolith: These coins will allow you to buy items and in-game extras from special shops to give you an edge in our toughest dungeons!

Captain Rolith: Cyesro's Superstore is in the town of Falconreach. You will find merchants that will take Dragon Coins all over Lore though.

- **Where can I find/upgrade my stats?**

Captain Rolith: As you level up you'll gain more stat points. Choosing the **Train Stats** option while talking with me will let you use them!

Captain Rolith: There is also a stat trainer in the town of Falconreach, in the mayor's office.

Captain Rolith: You can view your stats by clicking on your character's name below the experience bar.

- **How do I gain different attacks?**

Captain Rolith: As you level to 18, your base class will get more abilities. Other classes will require quests to level up skills!

- **How do I gain experience/gold?**

Captain Rolith: Defeating enemies will reward you both experience and gold. Completing quests or leveling up will save your hard earned rewards.

Captain Rolith: You can sell and buy items in shops all over Lore to make and spend gold.

- **What is the Book of Lore?**

Captain Rolith: The Book of Lore tells the story of you, the Hero! You can use it to revisit the future and play through all of your adventures at any time.

- **Where can I learn more about DragonFable?**

Captain Rolith: If you want to learn more, or just talk to other players, you can join our online forums! (This will open a new tab in your browser)

- **To the Forums!**

- **The Priestess' Message**

Captain Rolith: WHAT!?

Captain Rolith: You saw **the Priestess** on your way here? Why did you not tell me sooner!

Captain Rolith: ... and she isn't going to stop here at the keep? **Panics** The forest is crawling with bandits that are looking for her.

Captain Rolith: She is in grave danger... you must go after her!

- **It is hero time. Go Save Her!** - begins [The Black Dragon Box quest](#).

After completion of [The Black Dragon Box quest](#):

- **Falconreach**

Captain Rolith: Falconreach is just over the bridge if you follow the path east. Beware of the giant Sea Serpent which has been attacking the travelers!

- **Oaklore Keep Quests**

Captain Rolith: These Knights are at their stations throughout the Keep - all of them have different places to guard, and may need your help!

- **Sea Serpent!**

Captain Rolith: The path to the next town, **FalconReach** is blocked by a giant sea serpent! None of our Knights have been able to stop it.

Captain Rolith: One of our knights is posted near the bridge. He knows the way to the **Sea Serpent's Lair**!

Sir Valance

- **The Forest**

Sir Valance: Sneevils are box crazed goblins which can be found in nearly every forest. Searching their forest might yield a new weapon.

- **Quest** - begins [The Root of All Sneevil quest](#).

- **Sir Vey's Camp!** - complete [Sneevil Boxopolis](#) to unlock this option.

Sir Valance: Sir Vey is one of the kingdom's best naturalists! He studies all the plants and wildlife in Oaklore forest.

Sir Valance: Thanks to you, we have the sneevil problem under control. Would you go help him at his camp?

Sir Vivor and Sir Casm

- **Talk**

Sir Vivor: Hey, watch this! We developed the fastest way to travel in the Kingdom!

Sir Casm: Ohhh yeah... This is reeeeeeaally going to work.....

Sir Vivor: If it does work... maybe we can find the ancient ruins containing **Sir Jing's Legendary Lightning Blade!**

Sir Casm: Suuuuure we will. Just like the last dozen times we tried right?

- **Explore Ruins**

Sir Casm: We knights just *loooovve* going to the Ruins. The locals are just so friendly.

Sir Vivor: He's talking about the **Vurr'Men**. They are rat people who have taken over the Ruins and won't let anyone close to them without attacking.

Sir Casm: We could *reeeeaaally* use your help in clearing some of the Vurr'Men out of the Ruins.

Sir Vivor: Actually Sir Casm, we really COULD use this hero's help.

Sir Casm: I know... that's what I said.

Sir Vivor: Ok. Sometimes it is hard to tell with you.

- **Begin Quest** - *begins* [The VurrMen Ruins](#) *quest*.

- **Catapult minigame Attack Bandits!** - *begins* [Oaklore Catapult](#) *quest*.