

Land's End

Atonement

| Max 0 Skill Points |

Background/Summary

One of the Goddess's most loyal disciples is dead at the hands of the party. She is angered, and the party can use her gifts no more until they have atoned for their deeds. One of the Goddess's favorite creatures, an ancient lupin called Ferna, has been corrupted, infected with some dark taint. She frequently roams near this sacred pool, defiling it with her carnage. The mistress cannot bear to see this perversion of nature in one of her beloved creatures. Destroy Ferna and to be forgiven.

Player's Introduction

Speak to Gworyn.

Objectives

Kill Ferna.

Completing Objectives

1) Travel to the Reflecting Pool to speak with Gyoryn about atoning. She will mark the party's map with the dark beast's lair.



2) Go to Ferna's Lair and defeat her in combat.



3) Return to Gworyn to restore the party's gifts.

Broken Family

| Max 4 Skill Points, Gift of Goddess Spell "Empower Self" |

Background/Summary

Aslof owes Broemas money. When the party speaks with Broemas they find that he wants to learn more about his family.

Player's Introduction

Speak with Aslof.

Objectives

Resolve Aslof's debt and return Vilmi to his father.

Completing Objectives

1) Travel to the Meeting House during the day and speak with Aslof about his debt.



2) Speak with Broemas. He is looking at a picture, reminded of his wife and son who ran off to the Barrier a long time back.



3) Travel to the Barrier and speak with Vilmi in Tarsh's Tavern. He will tell the party that he lost a locket in a well a short distance west of the Barrier. The party's Valley map will be marked.

4) Go to the well and defeat the dwellers guarding the well. Take the locket from the well **1SP**



5) Return to Vilmi with the locket and he will tell the party about how he and his mother came to the Barrier. Offer to bring Vilmi to his father in Land's End **2SP**

6) Speak with Broemas and in return for reuniting his family, Broemas will cancel Aslof's debt. The Goddess will bless the party with Empower Self **1SP**

7) Speak with Aslof again and he will retire.

Catch a Thief

| Max 2 Skill Points, NPC Mirilich |

Background/Summary

Tinema accuses Mirilich of stealing.

Player's Introduction

Speak with Tinema.

Objectives

Save Mirilich.

Completing Objectives

1) Speak with Tinema about Mirilich

2) Visit the Land's End Caverns that Tinema marks off on the party's Valley map. It is just north of Lond's House.



3) If the party has someone with nature skill they will be able to find Mirilich by walking around long enough. The higher the nature skill that the party has, the quicker they will find him.

4) Once the party finds Mirilich, there are 2 options.

4.1) Protect Mirilich.

4.1.1) If they leader has charisma of at least 15 and speech of at least 21 Mirilich will explain what happened to him. Once he is done, invite him to join.

4.1.2) When the party leaves the cave they will be attacked by the Red Caps. After the party has defeated the Red Caps they can return to Tinema's House. Tinema will want to kill Mirilich. If the party protects Mirilich he will stay in the party and they will have to defeat Transformed Tinema in combat **+2SP**



4.2) Kill Mirilich.

4.2.1) Initiate and defeat Mirilich in combat

4.2.2) Return to Tinema with news of his death +2SP

Malpia

| *Max 3 Skill Points, 10 drachs* |

Background/Summary

Malpia was granted the gift to speak with animals by the Goddess. Her mother Janni is afraid that she's run off to speak with the dwellers again.

Player's Introduction

Speak to with Janni.

Objectives

Bring Malpia home.

Completing Objectives

1) Speak with Janni and she will mark the party's Land's End map with the location of the caverns Malpia is in (it's a short distance northwest of Janni's House).

2) In the cavern the party will find the Malpia having tea with some dwellers. When the party defeats the dwellers they will bring Malpia home +3SP



Prodigy

| *Max 1 Skill Points, A Scholarship to the Academy* |

Background/Summary

Glauke wants to enroll the gifted river child Ansel into the Academy. Ansel's mother Rokika has other plans in mind.

Player's Introduction

Speak with Ansel, Glauke or Rokika.

Objectives

Get Ansel to enroll into the Academy.

Completing Objectives

1) There are 2 ways for the party to get Rokika to allow Ansel to attend the Academy.



1.1) With speech skill of at least 26, the leader can successfully convince Rokika to allow Ansel to attend the Academy.

1.2) Complete Ansel's chores.

1.2.1) The first thing Ansel needs to do before he goes anywhere is to fix the well. With a tinker skill of at least 20, someone in the party can fix the well for Ansel.

1.2.2) Next Ansel must give his sister Lauli her singing lessons. If the leader has music skill of at least 18, they can successfully can give Lauli her lessons **+1SP**

1.2.3) Talk once more with Rokika and she will allow Ansel to attend the Academy.

2) Return to Glauke with the good news and he will enroll the party into the Academy for free.

Rebellion I

| *Max 2 Skill Points* |

Background/Summary

Tinema is already a part of the "rebellion." The more the party does in the rebellion the worse their reputation will get. If anyone in the Rebellion knows that the party is working with the Watcher the quests will end.

Player's Introduction

When the party kills Salje they will receive a note telling them to meet someone in the Treefort Inn named "P"

Objectives

Get Pylmi's trust and join the rebellion.

Completing Objectives

1) There are four ways to get Pylmi to trust the party is a part of the Rebellion:



1.1) Rat on Lond. Telly Pylmi that the other Watcher's Agent is Lond. Lond will be killed +2SP

1.2) Trick Pylmi. If the leader has an intelligence of at least 15 and speech of at least 26 they will be able to convince Pylmi that they did the job on Salje's behalf and he will send the party to speak with Genwen +2SP

1.3) Obtain an artifact.

1.3.1) Speak with Sallio the Watcher's Agent at the Academy about the robbery at the museum. Sallio will direct the party to Echemnon. After the party speaks with Echemnon there are 2 ways to get the artifact.

1.3.1.1) The party can pickpocket Echemnon if a party member has a skill of around 25 or 30. Use the Fancy Key to open the display case in the museum. Or a party member can pick the lock with tinker of at least 26. If no one in the party has stealth the party will not be able to sneak around Echemnon and they will be hanged. If someone in the party has stealth the party can escape.



1.3.1.2) Speak with Therese, who is wandering around by the fountain during the day. She will tell the party about how Ottavia is having financial woes. Give 7 drachs to Therese's collection and she will tell the party that Ottavia works in the Museum. The party can now speak with Ottavia and has someone in the party with intelligence of at least 16 they will be able to have Ottavia steal the vase for 60 drachs (unless the leader has a speech of at least 26 at which time they can have her steal it for 30).



1.3.2) Return to Pylmi with the Archaic Vase +2SP

1.4) Rob the caravan. To get the Iron Ore the party must speak with Arginir, who can be found in Land's End East, northeast of the Meeting House. The leader speaking with Arginir must have willpower of at least 15 to match Arginir's gaze. And the party must have an average of 15 of sword, strength and speed with their best party members in each attribute/skill to have him invite them to rob the caravan. Once the party has defeated the caravan guards they will return to Arginir's Farm and he will give the party Iron Ore. Return to Pylmi with the Iron Ore +2SP. The party can also bring the Iron Ore to Alves and pay him to forge Cold Steel Weapons or Cold Steel Armor



2) Pylmi will now tell the party to speak with Genwen, whose house is a short distance to the northwest of the Treefort Inn.

Rebellion II

| Max 3 Skill Points |

Completing Objectives

1) Genwen will give the party a sealed letter to take to Deba in the Citadel. If someone in the party has a dexterity of at least 18 they can break the seal and re-seal it without anyone noticing (the note is blank).



2) Give the sealed letter to Deba, who can be found in the southeast portion of the Citadel. Deba will ask the party to retrieve a necklace from Telus and bring it to Genwen +1SP

3) Visit Telus at Barrier Gems and for 50 drachs he will give the party "Component 1."
NOTE If the party visits Tinema she will repay them the 50 drachs.

4) Return to Genwen with Component 1 +2SP

Rebellion III

| Max 0 Skill Points |

Completing Objectives

1) Genwen will ask the party to switch guardian's orders.

2) Go to the Treefort Inn and buy 5 beers from Borunn.

3) Use a party member with pickpocket skill to give Lykodemes the beers. Once the party has given Lykodemes 5 beers he will pass out.



4) Once Lykodemes is passed out the leader only needs a pickpocket skill of 3 to successfully switch the orders.

3) Return to Genwen with the Guardian Orders.

Rebellion IV

| *Max 4 Skill Points* |

Completing Objectives

1) Genwen will give the party an Explosive Packet.

2) Speak with Kalliope of the Land's End Temple and she will mention that she's waiting for a food delivery.



3) Speak with Mairo in the Treefort Inn. He cannot deliver the food because he's injured. If the party has a decent reputation (1051) he will allow the party to deliver the food for him and give the leader the Temple Meal.

4) Speak with the Ironwood Sister Fowyr. If someone in the party has an intelligence of at least 9 and a nature of at least 26 they will ask for more information about banderwillow. The party may buy some Banderwillow from Fowyr for 5 Drachs (if the party has someone with at least 16 intelligence in their party and literacy and lore there will be a journal entry advising the party of what to do next).

5) Mix the Banderwillow with the Tampered Meal and bring it to Kalliope. When Kalliope

eats the meal she will pass out. Drag her from the temple before placing the bomb.

6) Return to Genwen with news of the bombing **+4SP**

Rebellion V

| *Max 2 Skill Points* |

Completing Objectives

1) Bargilof will ask the party to rid the rebellion of the mayor Aslof. Aslof can be found at the Meeting House in Land's End East. There are 2 ways to get rid of Aslof.

1.1) See the Broken Family quest

1.2) Offer to go hunting with Aslof. While the party is hunting and removed from the village they can murder Aslof.



2) Return to Bargilof with news of Aslof's abdication **+2SP**

Rebellion VI

| *Max 6 Skill Points, Gift of Goddess Spell "Visage of the Goddess"* |

Completing Objectives

1) Bargilof will ask the party to collect the final 2 components required to kill the druid in her glade. there are 3 ways to get Component 3 from Senssi, who is standing by the river:

1.1) He will give the party Component 3 if they have a speech of at least 31 and a charisma of at least 18

1.2) If the party has a high enough pickpocket skill they will be able to take it from him

1.3) The party can threaten him, then kill him, then take it off of his corpse.

2) Go to the Ironwood Sister Ursto and tell her that Bargilof sent the party to pick up the component and she will give the party Component 2 **+1SP**

3) Return to Bargilof with Component 2 and Component 3 and he will give the party Component 1.

4) The party will now be able to construct the Crossbow and shoot either Bargilof or Ciwdwr.

4.1) Shoot Ciwdwr.

4.1.1) If the party chooses to kill Ciwdwr the Goddess will remove all of the party's Gifts of Goddess skill. The only way to get the magic back is for the party to atone +2SP



4.1) Shoot Ciwdwr.

4.1.2) Bargilof will send the party to Jerrock.

4.1.3) Once the party has defeated the Jerrock Rebellion Zephyros will send them with a box to see Caryn in Land's End.

4.1.4) If the party gives Caryn the Caryn Box he will send the party to speak with Gwyd.

4.1.5) Gwyd will enter the party into the darkness.

4.2) Shoot Bargilof.

4.2.1) Bargilof will transform and the party will have to defeat him in combat.

4.2.2) When Transformed Bargilof is dead The Goddess will then call them to her isle after teaching them Visage of the Goddess +6SP

Stolen Book

| Max 3 Skill Points |

Background/Summary

Kastor and Sirian are arguing about their thesis for Amaltheia.

Player's Introduction

Kastor and Sirian introduce the book plot in Lands End

Objectives

Book wrap up

Completing Objectives

1) Speak with Kastor (who can be found in the Treefort Inn) or Sirian (who can be found in the resthouse) have been arguing about who's responsible for the work their doing for Almathia. There are 2 ways to solve this quest.



1.1) If the party has a good reputation (1200) they will be able to borrow the book from Syrian. When the party has the book, if someone in the party has a literacy and lore skill of at least 32 they will be able to complete the tome and bring it to Amaltheia who can be found in the Academy +**3SP**

1.2) If the leader has a music skill of at least 23 they will be able to inspire Syrian to finish the tome himself **3SP**

Sylkie Girl

| Max 5 Skill Points, Mystic Spear |

Background/Summary

Young Hana's parents were killed in a raft crossing the Uilier several years ago. Hana, a newborn at the time, was rescued by sylkies and has lived as one of them ever since. There are rumors of a feral girl who can be found at the banks of the Uilier, but no one can confirm that Hana still lives.

Player's Introduction

Make idle conversation with Land's End locals, or speak with Aogian.

Objectives

Find Hana and retrieve the Mystic Spear.

Completing Objectives

- 1) Make idle conversation with any of the Land's End people (who will make idle conversation) and eventually they will mention that a sylkie girl can be seen by the river.
- 2) Aogian stands on the west side of the riverbank, a short distance south of the Land's End bridge. Speak with him about Kero and the wild girl.
- 3) Speak with the ironwood sister Fowyr and she will mention a crystal blade. Ask her more about the crystal blade and she'll point the party toward her sister.
- 4) Ask Olsi about the crystal blade. If the party has a decent reputation, she will tell them of a blade she created that was stolen and lost in the river.
- 5) Walk along the eastern side of the riverbank (to the northeast of the ironwood sisters) and the party will see Hana emerge from the waters. If the party calls her name, she will come to the shore and stay there.
- 6) If the party has saved Malpia (see Tea Party), has a party member with an intelligence of at least 15, and someone in the party with literacy and lore skill, they will receive a journal entry suggesting that Malpia might be able to help translate to the sylkie girl.
- 7) Go to Malpia and ask her to help the party speak with Hana. If the Goddess is not angered (see (see Rebellion VI and Atonement), the party can now speak with Hana and ask her to retrieve the blade that Olsi spoke of. She will gladly return with the Mystic Spear +2SP
- 8) Return to Olsi and offer to give her the spear back. She will let the party keep it. +3SP