

DragonFable Guide to Story

Introduction

This guide is intended to help you complete the DragonFable story in the most chronological and understandable way possible. While the game has a Timeline you can access from the Book of Lore in Books 1 and 3, they can be confusing and may not include every event. This is especially problematic in Book 3, where many questlines intersect with each other. It's easy to complete quests in an unintended order and meet characters you should've met earlier.

The guide suggests a clear path through the story that attempts to minimize confusion. However, due to the nature of Book 3, minimizing confusion means that this guide is not 100% chronological, though it shouldn't cause any issues.

Keep in mind that many questlines, including the main story, are still in progress. If you see something that should be changed or a new quest that should be added, please send a message to Vikken101#5246 on Discord.

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Book 1 Story Guide

- For Book 1, follow the Timeline you can access from Book of Lore > Book 1 > Timeline. It's a good way to experience the story, though there are some addendums to note.
- If you are a Dragon Amulet owner, after the quest [The Hatching](#), it's good to travel to [Sunbreeze Grove](#) and talk to [Lady Celestia](#). There, you will be able to complete a variety of quests and learn about mechanics in regards to your dragon. For story purposes, doing Celestia's baby dragon quests is a good idea, starting with the quest [The Long Walk](#). Then it's time to upgrade your DragonRider skills, also known as your titan dragon skills, through [Dragon](#)

[Training](#). This will help you with the upcoming titan fights that are accessible for Dragon Amulet owners.

- After the Hatching (and subsequently doing Lady Celestia's quests), while [Sir Ano](#) is now the canon main path, you are expected to complete at least Willowshire Part 1 for the Earth orb later down the line, while completing Thursday's quest sets up for her storyline later on in Book 3.
- [The Rise of the DragonMage Saga](#), which continues after the [Storm War](#), should not be done until after the Fire War. The final boss fight of the Storm War also must be completed first, which is accessed through the button labelled "[The Avatars](#)" on the first screen of the war (not the one after going to The Front).
- You cannot access the quests [A Dark Letter](#) and [Memory Demons](#), which are the final part of the Darkness Orb Saga, until after the completion of the Tomix Saga in Ravenloss. These quests are what cause the actual orb to appear in your Book of Lore.
- Subsequently, you now cannot access the quests in Willowshire Part 2, from [Gorgok Returns](#)/[Willowshire Guardian Tower](#) without the completion of Memory Demons, the Darkness Orb Saga finale.
- True Mortal has been moved in the timeline to start after the events of the Ice Orb saga, and ends at least before the start of Book 2, per the introduction of the new Book 2 Reimagined Project [here](#).
- [The Dragongrasp questline](#) is only available for Dragon Amulet owners, however; one of the characters¹ in it appears in the Book 3 main story. So if you notice the Hero recognizing a female character in Swordhaven when you have no idea who that is, she is the one from that questline.
- In the quest [Final Battle](#) in the [Fire Orb Saga](#), you can encounter the NPC [Tomix](#) for the first time. Canonically, the second time you encounter Tomix and the beginning of the events of the Tomix Saga is in the seasonal [og' Mogloween event](#). Unless it's October and the Mogloween button is in the Book of Lore, or you have purchased the [Storybook Collection](#), you cannot access this event.

- This storyline continues in the Tomix Saga in Ravenloss, which you can access at any time. You don't need to have played the Mogloween event to comprehend Tomix's questline.
- Here are links to the written transcripts of Mogloween 2009 events:
 - [The Greatest Candy Ever](#)
 - [As the Cauldron Boils...](#)
 - [Appetite for Destruction](#)
 - [Share and Share Alike](#)

Here is a link to the [Mogloween 2009 events](#) in video format.

Book 2 Story Guide

NOTE: The Book 2 main story is quite short, as it was released in over one year, consisting of a few wars and one questline. [Here](#) are the Design Notes explaining why. However, as of [29 September 2023](#), Book 2 is now being reimagined to be properly expanded.

Alexander Saga (Available for Dragon Amulet Owners Only)

- To start the saga you have to go to the [Burnt House](#) in [Book 1/2 Swordhaven](#) and find the book inside to unlock the Alexander character. (To get to the house, from Swordhaven, go 2 Up > 3 Left > Up > Left > Up > 2 Right > approach the burnt house > Click on the "Explore?" button.) Like [Ash Dragonblade](#) from Book 1, Alexander is accessible from a dedicated character slot on your list of characters. [Here](#) is a guide to this questline.
- After the Alexander Saga is completed with the quest [The Duel](#), you are ready to move onto the Book 2 main story.

Book 2 Main Story: Elemental Dissonance

- To start, you need to have completed the Book 1 Epilogue.
- Start with the Book of Lore > Book 2 > Introduction: Flames in the Dark
- It is accessible through the Book of Lore > Book 2, or by traveling to the [Anomaly](#) from the Book 1/2 travel map. However, some may be confused by how the Book of Lore presents the Book 2 main story. To start, follow these directions: Book of Lore > Book 2 > City from Beyond: Atrea.

- From there, you will be transported to the western part of [Atrea](#) (instead of the entrance of the city, as you would be through the travel map).
 - At the left side of the screen, a character named [Yolande](#) will give you the entire Book 2 main story from the button "Quests". This questline starts with the [Rift War](#) and ends with [The Merge](#).
 - Congratulations: you have now completed all the stories of Book 2, you can now move onto Book 3: The End of Magic.
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Book 3 Story Guide

Suggested Book 3 Timeline/Quest Order:

Book 3 Introduction

- [A Hero is Thawed](#): Book 3 intro cutscene
- [Oaklore](#): Talk to [Loremaster Maya](#)
- Walk from Oaklore to Falconreach, completing the cutscene quests you run into along the way
- Things to do once reaching [Falconreach \(Book 3\)](#):
 - Talk to [Ash Dragonblade](#)
 - Talk to [Twilly](#) and see [Hero Hatching](#)
 - Talk to [Sielu](#) to learn some additional useful information about the current Rose situation
 - Talk to [Airheart](#) to access the quest [Popsmashed](#)

Void Ship Saga

- Travel to [Ravenloss](#) at Night Time through the Southwestern Portal in Falconreach, or just teleport there through the Book 3 timeline (Void Ship is purple).
- Go to western Ravenloss and access [Pellow Village](#) through the Gate, then find Tomix in eastern Pellow Village to access the Void Ship Saga.
- Complete the entire Void Ship Saga, beginning with [To Edelia](#) and ending with [Tomix's Saga Epilogue](#).
- (This should technically be done after Main Story Part 2: Sulen'eska part 2) Afterwards, travel to [Unvoided Ravenloss](#) and go to the blue marked house in western Ravenloss and talk to the character there to do the quest [Just Chillin'](#).

Main Story Part 1: The Rosewood

- [Surewood Forest](#) Book 3: Talk to [Cinquefoil](#)
- [Rosewood](#): Go to the [Rose Tree](#) and find Magus Hansa's Rose Correspondence to complete Cinquefoil's first quest. Find Magus Hansa in the [Rose Fort](#) and speak with her to complete Cinquefoil's second quest.
- Complete the rest of the Rosewood Questline directly from Cinquefoil, ending with [Sands of Eternity](#). Then read her "What's Next" dialogue.

Calamity Part 1

- From the Travel map, go to the southwestern Doomwood region. Alternatively, find the red part of the Book 3 Timeline and travel to [Castle Valtrith](#). Talk to [Symone](#) to begin the Calamity Saga.
- Start with the [13th 13th War](#), and ending with [Breaking Down](#). To complete the [Breaking Down](#), you must find these items (at the locations listed):
 - [Moonglow](#) - [The Pumpkin Patch](#)
 - [Gold Cabit Pelt](#) - [Golden Cabit Hunt](#)
 - [Crystals](#) - [Resource Shop](#)
 - [Braughlmurk Binding](#) - [Braughlmurk Tower](#)
 - [Luminite](#) - [Tower of Brightmist](#), [Brightmist Reward Shop](#)

Main Story Part 2: Sulen'Eska Part 1

- Return to Ash and read his dialogue named "The Vind"?"
- Do as Ash told, and travel to [Sulen'Eska](#) through southern Falconreach, then follow the path west and jump over the fence to Betrabung Swamp. Or use the blue section of the Book 3 Timeline: To start the Sulen'Eska Saga, collect 2 [Rose Emblems](#) from [Lojaali Vero's](#) quests and give them to him.
- The Path of Upper Sulen'Eska will now be unlocked. Start the saga by talking to [Kara](#) and completing the quest [Smoke in the Trees](#).
- Continue with Kara's quests until you complete the quest [Trust](#), which unlocks the Shears.

The First Weaver

- *Note: You will not be playing as yourself for this entire questline. Don't bother reequipping your gear between quests.*

- From the Travel Map, click on the area called [Tkaanie](#). Then, click on the red button in northern Tkaanie to start the First Weaver Saga.
- Complete the entire First Weaver Saga, beginning with the quest [Vaaloirr](#), and ending with [The End of the Beginning](#).
- *Note: These events can be played as long as you have finished the Voidship Saga, and are meant to take place concurrently with the later [Royal Resistance Arc](#). (It was released several years ago, and is intended to take place after most other events in the main story, but played much earlier.)*

The Shears Part 1: The Oculus Tower

- Travel to [The Shears](#) through the green section of the Book 3 Timeline: Talk to [Sir Leon](#) to start the Saga, beginning with the quest [Oculus Tower](#).
- Continue with Sir Leon's quests until you complete the quest [Shear Destruction](#).

Blood and Roses

- Travel to [Amityvale](#) through the timeline or through the Travel Map to the Doomwood region.
- Talk to [Thursday](#) to start the [Blood and Roses Saga](#), beginning with [Friday the 13th- Full Moon War](#).
- Complete all of Thursday's (and later [Raven's](#)) quests. The final quest is [Blood and Roses](#).

Main Story Part 3: Sulen'Eska Part 2

- Return to [Sulen'Eska](#) and continue the Saga through Kara's quests until the completion of [A Day for Farewells](#).

The Nest

- Access from the Travel map area in Northern Greenguard, or from the brown part of the Book 3 timeline.
- Complete The Nest questline, starting with [The Nest](#), and ending with [The Nest - Epilogue](#).

Main Story Part 4: Swordhaven Part 1 - The Ivory Tower

- To continue the main story, travel to Book 3 [Swordhaven](#) through either the blue part of the timeline or through the travel map to the Greenguard region. Seek out Ahimsa and Tipu and at the upper right corner of the city and speak to them.

- Then find and enter the Library and talk to the [Librarian](#). Do the quest [Unbound](#).
- After this, the Librarian will appear in central Swordhaven with two new quests, [The Beast](#) and [Timelines](#). Complete both of these.

Calamity Part 2: Caitiff's Study

- Complete the rest of the Saga, from [Shattered](#) to the [Calamity Saga Epilogue](#).

The Thorns

- Talk to [Ash](#) in Falconreach to begin the Thorns Saga by clicking on the grey highlighted button.
- Complete the entire Thorns Saga, starting with the quest [Dark Devices](#), and ending with [Epilogue: Loose Ends](#).
- Note: After the completion of this questline, [Belle](#) can be found in a cave in Unvoided Ravenloss.

Main Story Part 5: Swordhaven Part 2 - Tournament of Champions

- Travel to [Swordhaven](#) and go west to access the Swordhaven quest board. From there, complete the [Tournament of Champions Part 1](#) and [Part 2](#).

The Shears Part 2: Sanctuary's Return

- Return to [The Shears](#) and talk to [Sir Leon](#), complete the currently available green highlighted quests, beginning with [A New Discovery](#) and continuing until [Rose Pajamas](#).
(Storyline is not completed at the time of writing this.)

Six Heroes

- Start the saga by talking to Ash in book 3 Falconreach and clicking on the golden highlighted button.
- Complete the currently available Six Heroes quests, starting with the quest [Return to Lymcrest](#) and continuing until [ANOMALY](#).
(Storyline is not completed at the time of writing this.)

The Monastery

- Click on the Fairglade area on the travel map, and travel to [Sunbreeze Grove](#).
- Talk to [Dove](#) and do his quest [Monastery](#). (Note: You must have a [toddler](#) or [kid dragon](#) to access this quest.)

The Maleurous Saga

- Go to northern Falconreach or travel there through the timeline, and speak to [Uaanta](#) (Falconreach > Up > Left). Complete the following quests:
 - [Sinnocence](#) - [The Firmament](#), [Sinnocence \(Cutscene\)](#), and [Sinnocence \(Boss Fight\)](#)
 - [Remthalas](#) - [Ex Somniis Fabula](#)
 - [Mr. Nameless](#) - [Child's Play](#), [Alone Together](#), and [Breaking the Mold](#)
- Go to the hovering cube next to Uaanta and play through its quests, from [The Leftovers](#) to [The Duo](#).
- Go back to Uaanta and play the following quests:
 - [Archive E-189-L](#) - From [The Lucky Undead](#) to [The Final Lock](#) (click Lock and Key for all puzzle solutions)
 - [The Angel of Azaveyr](#) - From [No Rest For Dragons](#) to [The Angel's Tomb](#)
 - [Myalos](#) - From [Remnants of Rest](#) to [Reclamation](#)
 - [Notha Ly'Ehr](#) - From [Iconoclasm](#) to [Revolution](#)
 - [Finale](#): From [Reality](#) to the [Maleurous Epilogue: Remembrance](#)

Fear Engine

- To start this quest chain requires the completion of the Thorns Saga, specifically the completion of [Loose Ends](#).
- Access the Fear Engine's first quest, [A Serious Encounter](#), by going one screen east of the Falconreach hub and interacting with the moving purple mist located there. (Note: purple smoke will not appear until the completion of [Loose Ends](#).)
- After the first completion of [A Serious Encounter](#), the purple mist will be replaced by [Sirius](#).
- Complete the next quests from Sirius, starting with [Storming the Boat](#) and continuing until [Epilogue: Overcome](#).

Main Story Part 6: Sulen'Eska Part 3

- Return to [Kara](#) in [Sulen'Eska](#) and continue with her quests, starting with the quest [My Spot](#) and ending with the quest [Tea for Three](#). Then hit the Set Sail! button.

Main Story Part 7: To Nieboheim

- Kara's 'Set Sail' button will bring you to [Helm's Harbor](#).
- From there, travel across the Pale Seal to Maar and complete the Archaeologist's [Obsidian Tomb quest](#). Afterwards, continue through the Pasgur Ocean, and drop anchor on Azaveyr.
- Complete the quest [Culture Shock](#). Then, continue west until you arrive in [Nieboheim](#), the capital of the Shapeless Empire.
- Complete all the quests on the list in the upper right corner, starting with the quest [Queen of Roses](#), and ending with the quest [Khvorost](#).
- Return home to the Kingdom of Greenguard.
- *Note: After the completion of the quest Khvorost, you can find [Khvorost](#) in Belle's cave in Unvoided Ravenloss.*

Main Story Part 8: Sulen'Eska Part 4

- After returning to Greenguard, go to Kara and complete her remaining quests. Start with [A Petal Falls](#) and continue until the completion of the quest [The Golden Hand](#).

Main Story Part 9: Swordhaven Part 3 (Proclamation War)

- Either through Kara or the map, travel to Northern Swordhaven and meet [Queen Victoria](#) in [Swordhaven Castle](#).
- You may choose between 3 factions to join in the Proclamation War: [The Vind](#), [The Rose](#), or [The Golden Hand](#). Besides location differences, each faction gets unique dialogue from their NPCs as well as slightly different main story quests. While the faction you choose does not affect the outcome of the war, you will get a unique perspective on the events.
- Once the war finishes, you will have the option to go back later and experience the other factions and their unique content. The Faction unlocks occur upon the completion of the [Epilogue](#) of the Awakened Depths Rift.

The Greenguard Alliance (Swordhaven Rift)

- Defeat 10 war waves for your faction to unlock the quest [Daybreak](#) on your faction quest board.
- Complete all the quests on your factions quest board, starting with the quest [Daybreak](#) and ending with the quest [Sunfall Part 2](#).

The Royal Resistance (Doomwood Rift)

- After completing [Sunfall Part 2](#), you now have access to your faction's version of the [Doomwood Ruins](#), which you can access from [Queen Victoria](#).
- From your factions quest list, complete the quests starting with [A Storm in the Night](#) and ending with the quest [Of Duty and Dragons](#).
- In between doing the quests, the camp dialogue will change in response to the updating progress. For better immersion, check the NPCs dialogues after 'Ambition's Crossroads', 'A Shocking Discovery' and 'Grinding Gears'.

The Awakened Depths (Dragesvard Rift)

- After completing [Of Duty and Dragons](#), you now have access to [DragonsGrasp \(Book 3\)](#). To get to the [faction camps](#), turn right on the first screen of the city (do not enter DragonsGrasp other than to explore the city).
- Complete the quests, from [Speaker and Slayer](#) to [Into the Unknown](#). Then hit the [Tyndur's Depths](#) button
- From Tyndur's Depths, travel across the depth until you reach [Dragesvard's Shore](#), and drop anchor there.
- From Dragesvard's Shore, complete the quests from [In Search of Slayers](#) until the [Awakened Depths Epilogue](#). As mentioned previously, this will remove the factional lock and allow you to swap factions (or if you wanna reset the progress to play the story again, the reset button is also available at Queen Victoria).

Main Story Part 10: Convergence (Finale)

- After completing the Awakened Depths Epilogue, head back to Queen Victoria to begin the Convergence Arc.
- Start with [The Point of No Return \(Part 1\)](#) and continue until [Outpost Outskirts](#). Then hit the [Outpost Yeden](#) button.
- From [Outpost Yeden](#), complete the quests from [Project Casca](#) until the [Book 3: Epilogue](#).

Congratulations!

You have now caught up with most of the story Dragonfable has to offer! But wait - there are still minor side stories/questlines scattered about throughout the game that you can play, like the [Verlyrus quests](#), the quests on the [Falconreach Inn](#) Odd Jobs board and the other quests on the [Swordhaven](#) quest board.

Players that have completed the story and are interested in difficult challenges may head to the [Inn at the Edge of Time](#) via the hole in the sky in Falconreach. There is content there that may appeal to the lore-inclined, especially the Exaltia Tower and the Corrupted Seven. Do note, however, that these are endgame challenges meant for the top percentage of players, and are therefore difficult.

During holiday months (February, March, October, November, December) a Holiday Book will be accessible through the Book of Lore (Hero's Heart Day, Lucky Day, Mogloween, Thankstaking, Frostval). Each of these has its own line of quests, so make sure to do them when they're around.

And of course, keep up to date with the game and check the [Design Notes](#) every Friday, so you know when updates to the story come out!

Credits

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