

Sections for Quest Chain Pages

The Light and the Shadow

== All Quests of The Light and the Shadow found in [[Umbar Baharbêl]] ==

```
{| class="altRowsMed collapsible collapsed" width=600
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the Shadow Quests
|-
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'''[[The Light and the Shadow Quests]]''' </includeonly>
* [150] [[Quest:The Light and the Shadow Part 1: The Missing
Chest|The Light and the Shadow Part 1: The Missing Chest]]
* [150] [[Quest:The Light and the Shadow Part 2: An Audience with
the Hall-father |The Light and the Shadow Part 2: An Audience
with the Hall-father]]
** [150] [[Quest:Instance: An Audience with the
Hall-father|Instance: An Audience with the Hall-father]]
* [150] [[Quest:The Light and the Shadow Part 3: A Flash of Gold
|The Light and the Shadow Part 3: A Flash of Gold]]
* [150] [[Quest:The Light and the Shadow Part 4: Thick as Thieves
|The Light and the Shadow Part 4: Thick as Thieves]]
* [150] [[Quest:The Light and the Shadow Part 5: A Lock with No
Key |The Light and the Shadow Part 5: A Lock with No Key]]
** [150] [[Quest:Instance: A Lock with No Key|Instance: A Lock
with No Key]]
* [150] [[Quest:The Light and the Shadow Part 6: A Helping
Hand|The Light and the Shadow Part 6: A Helping Hand]]
** [150] [[Quest:Instance: A Helping Hand|Instance: A Helping
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* [150] [[Quest:The Light and the Shadow Part 7: A Candle
Flickers in the Dark|The Light and the Shadow Part 7: A Candle
Flickers in the Dark]]
** [150] [[Quest:Instance: A Candle Flickers in the
Dark|Instance: A Candle Flickers in the Dark]]
* [150] [[Quest:The Light and the Shadow Part 8: And Is
Extinguished|The Light and the Shadow Part 8: And is
Extinguished]]
** [150] [[Quest:Instance: And is Extinguished|Instance: And is
Extinguished]]
</onlyinclude>
'''To see all available quests in Tales of the Kindred click
[[Tales of the Kindred Quests|here]].'''
```

```
'To see all available quests in [[Umbar Baharbêl]], click
[[:Category:Umbar Baharbêl Quests|here]].'
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A Gilded Veneer

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== All Quests of A Gilded Veneer found in [[Umbar Baharbêl]] ==
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* [150] [[Quest:A Gilded Veneer, Part 1: Sharûla|A Gilded
Veneer Part 1: Sharûla]]
* [150] [[Quest:A Gilded Veneer, Part 2: Confused Bookkeeping
|A Gilded Veneer, Part 2: Confused Bookkeeping]]
* [150] [[Quest:A Gilded Veneer, Part 3: An Unexpected Call |A
Gilded Veneer, Part 3: An Unexpected Call]]
* [150] [[Quest:A Gilded Veneer, Part 4: Another Residence|A
Gilded Veneer, Part 4: Another Residence]]
* [150] [[Quest:A Gilded Veneer, Part 5: Safety and Security |A
Gilded Veneer, Part 5: Safety and Security]]
* [150] [[Quest:A Gilded Veneer, Part 6: Inquiries at Kheb Hanût
|A Gilded Veneer, Part 6: Inquiries at Kheb Hanût]]
* [150] [[Quest:A Gilded Veneer, Part 7: Lashêm's Request |A
Gilded Veneer, Part 7: Lashêm's Request]]
* [150] [[Quest:A Gilded Veneer, Part 8: Hármelak's Order |A
Gilded Veneer, Part 8: Hármelak's Order ]]
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'To see all available quests in Tales of the Kindred click
[[Tales of the Kindred Quests|here]].'
'To see all available quests in [[Umbar Baharbêl]], click
[[:Category:Umbar Baharbêl Quests|here]].'
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The Gathering Storm

```
== All Quests of The Gathering Storm found in [[Umbar Baharbêl]]
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* [150] [[Quest:The Gathering Storm, Part 1: An Audience with the
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* [150] [[Quest:The Gathering Storm, Part 2: Hunter Hunted |The
Gathering Storm, Part 2: Hunter Hunted]]
** [150] [[Quest:Instance: Hunter Hunted|Instance: Hunter
Hunted]]
* [150] [[Quest:The Gathering Storm, Part 3: Steps Closer |The
Gathering Storm, Part 3: Steps Closer]]
* [150] [[Quest:The Gathering Storm, Part 4: The Wight
Evidence|The Gathering Storm, Part 4: The Wight Evidence]]
* [150] [[Quest:The Gathering Storm, Part 5: The Storm Abated
|The Gathering Storm, Part 5: The Storm Abated]]
** [150] [[Quest:Instance: The Storm Abated|Instance: The Storm
Abated]]
* [150] [[Quest:The Gathering Storm, Part 6: A Line Crossed|The
Gathering Storm, Part 6: A Line Crossed]]
* [150] [[Quest:The Gathering Storm, Part 7: Steps Closer |The
Gathering Storm, Part 7: Steps Closer]]
* [150] [[Quest:The Gathering Storm, Part 8: Rothog's Fury |The
Gathering Storm, Part 8: Rothog's Fury ]]
** [150] [[Quest:Instance: Rothog's Fury|Instance: Rothog's
Fury]]
</onlyinclude>
''To see all available quests in Tales of the Kindred click
[[Tales of the Kindred Quests|here]].''
''To see all available quests in [[Umbar Baharbêl]], click
[[[:Category:Umbar Baharbêl Quests|here]].''
|}
[[Category:Tales of the Kindred Quests]]

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A Man Adrift

```

== All Quests of A Man Adrift found in [[Umbar Baharbêl]] ==
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! style="text-align: center; padding-left: 10px"| A Man Adrift
Quests
|-
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* [150] [[Quest:A Man Adrift, Part 1: Of Fruit and Ruffians||A
Man Adrift Part 1: Of Fruit and Ruffians]]
* [150] [[Quest:A Man Adrift, Part 2: An Act of Charity |A Man
Adrift, Part 2: An Act of Charity]]
* [150] [[Quest:A Man Adrift, Part 3: Honouring Their Sacrifice
|A Man Adrift, Part 3: Honouring Their Sacrifice]]

```

```

* [150] [[Quest:A Man Adrift, Part 4: The Offer|A Man Adrift,
Part 4: The Offer]]
* [150] [[Quest:A Man Adrift, Part 5: Paying Your Dues |A Man
Adrift Part 5: Paying Your Dues]]
* [150] [[Quest:A Man Adrift, Part 6: In Remembrance|A Man
Adrift, Part 6: In Remembrance]]
** [150] [[Quest:Instance: In Remembrance|Instance: In
Remembrance]]
* [150] [[Quest:A Man Adrift, Part 7: A Meeting in the Dark |A
Man Adrift, Part 7: A Meeting in the Dark]]
* [150] [[Quest:A Man Adrift, Part 8: Searching the Depths |A Man
Adrift, Part 8: Searching the Depths]]
** [150] [[Quest:Instance: Searching the Depths|Instance:
Searching the depths]]
</onlyinclude>
''To see all available quests in Tales of the Kindred click
[[Tales of the Kindred Quests|here]].''
''To see all available quests in [[Umbar Baharbêl]], click
[[[:Category:Umbar Baharbêl Quests|here]].''
|}
[[Category:Tales of the Kindred Quests]]

```

Quest Text Stubs

The Light and the Shadow

```

{{Infobox Quests
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Missing Chest
| level               = 150
| fellowshiptype     =
| repeatable         =
| queststarter        = [[Khôltekh]]
| startinglocation   = [[Dâr Laja]]?
| region1             = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questtender        =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession          =

```

```
| race =
| questchain = The Light and the Shadow
| reflecting-pool =
| reflecting-pool2 =
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* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

Khôltekh the Cunning: 'I hope you've met with clear skies and swift sails. I've a task uniquely suited for your gifts. Do well, and I may have a larger ask for you.

'There's a chest with something quite precious to me locked inside. It was supposed to arrive two days ago. Two days have gone by, and only my irritation has arrived. It was supposed to arrive by ship. I suspect foul play and interference from smugglers in the Umbar-môkh.

'Go see the merchant who was supposed to receive the shipment with this chest. Rathâni may have more insight into where this shipment has gone awry.' Khôltekh leans in close. 'I am trusting you with this. Do not betray my trust, {{name}}.'

```
=== Background ===
```

Khôltekh has asked you to talk to a merchant friend of his, Rathâni in the Sail-haven, about a missing chest.

```
=== Objective 1 ===
```

* '''Speak with the merchant Rathâni in the Sail-haven'''

Khôltekh has asked you to speak with Rathâni about a missing chest. She can be found near the market by the docks in the Sail-haven.

:'''Rathâni''': Clear skies and swift sails to you. Khôltekh? Ah, of course. The chest.

: 'Yes, it was supposed to arrive two days ago. However the ship it was on was ransacked by Corsairs not far from port. The ship has only just come in, and half her cargo is gone. Namely the expensive half. I am afraid Khôltekh's chest was among the items not found. Khôltekh has always had good taste, and it seems the Corsairs agreed.

: 'I do not know what is in that chest, but I do have a sense of where it might be. Corsairs and smugglers move freely in the Umbar-môkh. Seeing as how those items were freshly seized, it is most likely they are in Deshûkh, the Blood Market. That's in Dil-irmíz, the Berths. It is an area rife with thieves, smugglers and Corsairs, and it is where I would go if I was looking to offload freshly stolen goods. I would start there.

: 'Be careful, that is a very dangerous area, and smugglers are not likely to part with their hard-won treasures with just a stern word.'

=== Objective 2 ===

* '''Search for Khôltekh's missing chest in Deshûkh'''

Search for Khôltekh's missing chest in Deshûkh in Dil-irmíz.

=== Objective 3 ===

* '''Return to Khôltekh in Dâr Laja with the missing chest'''

Return to Khôltekh in Dâr Laja, Hall of the Kindred, with the missing chest.

: '''Khôltekh''': 'I knew you were up to the task. Come, we have much to discuss.'

'Khôltekh takes the chest deftly, quickly handing it off to one of his guards.'

: 'I have a sense for these things. And, as promised, you have a greater role to play in the coming events. Tell me, what do you know of the Umbar-môkh? Wait, not here. You must accompany me to my house here in Umbar.'

}}

Part 2

{{Infobox Quests

| name = The Light and the Shadow Part 2: An

Audience

| level = 150

| fellowshiptype =

| repeatable =

| queststarter = [[Khôltekh]]

| startinglocation = [[Dâr Laja]]?

| region1 = Umbar Baharbêl

| maprefNS1 =

| maprefEW1 =

| questender =

```

| endinglocation    =
| region2           =
| maprefNS2         =
| maprefEW2         =
| questgroup        = Tales of the Kindred
| class             =
| profession         =
| race              =
| questchain         = The Light and the Shadow
| reflecting-pool    =
| reflecting-pool2   =
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```

```

{{Questbox| Walkthrough & Notes | collapsed |
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```

{{Questbox| Rewards | collapsed |
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* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
Khôltekh the Cunning: 'Only a fool trusts those he doesn't know.
But we're good friends now, aren't we? I will trust you, for now.
```

'You must come with me to my house here in Umbar. Well, one of them, anyway. I also make residence in Thargushakâl, the Shoreward Stone, but this house has many advantages. Namely, a much shorter walk.'

Khôltekh roars in laughter, amused at his own joke.

'Make ready, we will be off soon.'

=== Background ===

Khôltekh has taken you into his trust, for now. He's asked you to accompany him to his house to speak more about his plans for Umbar.

=== Objective 1 ===

* '''Speak with Khôltekh when you are ready to go'''

Khôltekh has taken you into his trust, for now. He's asked you to accompany him to his house to speak more about his plans for Umbar.

```
:'''Khôltekh''':`Ready? Excellent. These layabouts guarding me  
need some exercise anyway.'
```

```
'Keep a sharp eye, you might pick up some decorating tips. My  
house is one of the best furnished in all of Umbar.'
```

```
=== Objective 2 ===
```

```
* '''objective'''
```

```
}}
```

Part 2 Instance

```
{{Infobox Quests  
| name                = Quest:Instance:An Audience with the  
Hall-father  
| level               = 150  
| fellowshiptype      =  
| repeatable         =  
| queststarter        = [[Khôltekh]]  
| startinglocation    = [[Dâr Laja]]?  
| region1             = Umbar Baharbêl  
| maprefNS1           =  
| maprefEW1           =  
| questender          =  
| endinglocation      =  
| region2             =  
| maprefNS2           =  
| maprefEW2           =  
| questgroup          = Tales of the Kindred  
| class               =  
| profession          =  
| race                =  
| questchain          = The Light and the Shadow  
| reflecting-pool      =  
| reflecting-pool2    =  
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{{:The Light and the Shadow Quests}}  
}}  
{{Questbox| Walkthrough & Notes | collapsed |  
* (walkthrough and notes pending)  
}}  
{{Questbox| Quest Text ||{{toc-right}}  
=== Bestowal Dialogue ===
```

=== Background ===

Khôltekh has taken you into his trust, for now. He's asked you to accompany him to his house to speak more about his plans for Umbar.

=== Objective 1 ===

* '''Introduce yourself to the important-looking dwarf standing in Khôltekh's entry room
'''

=== Objective 2 ===

* '''Listen to the conversation between Khôltekh and Inîk Jewel-brow.'''

:'''Khôltekh''':

:'''Inîk Jewel-brow''':

=== Objective 3 ===

* '''Speak with Khôltekh about Inîk Jewel-brow.

'''

:'''Khôltekh''': 'That went well. I expected much worse. Come with me.'

=== Objective 4 ===

* '''Listen to Khôltekh explain his plans for the Umbar-môkh.

'''

=== Objective 5 ===

* '''Listen to Khôltekh explain his plans for the Umbar-môkh.

'''

=== Objective 6 ===

* '''Speak with Khôltekh about his plans for the Umbar-môkh'''

:'''Khôltekh''': 'I intend to purge Umbar Baharbêl of its shadows, wherever they may hide. Will you help me, {{Name}}?'

}}

Part 3

{{Infobox Quests

| name = Quest:The Light and the Shadow Part 3: A

Flash of Gold

| level = 150

| fellowshiptype =

| repeatable =

| queststarter = [[Khôltekh]]

| startinglocation = [[Dâr Laja]]?

| region1 = Umbar Baharbêl

| maprefNS1 =

| maprefEW1 =

| questender =

| endinglocation =

| region2 =

| maprefNS2 =

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| profession          =
| race               =
| questchain         = The Light and the Shadow
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| reflecting-pool2   =
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{:The Light and the Shadow Quests}}
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{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
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* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

'We must find Sêkhta. A snake with no head perishes quickly. Talk to Nûru, he has information on Sêkhta's whereabouts. One of my Umbar-môkh allies spoke with him recently.

'Nûru can be found in Mekab-kuphâr in Khabârkhad. Go quickly, this Sêkhta is elusive, always one step ahead, like water through my hands.'

```
=== Background ===
```

Khôltekh has asked you to speak with Nûru in Mekab-kuphâr in Khabârkhad. Nûru has information from an Umbar-môkh contact about Sêkhta.

```
=== Objective 1 ===
```

* '''Speak with Nûru in Mekab-kuphâr about Sêkhta'''

Speak with Nûru in Mekab-kuphâr in southern Khabârkhad about Sêkhta

:'''Nûru''': 'Aye, I know of this Sêkhta, the Blight. You'll want to speak with Zihârax in Dûlkar, the Shadow Market. It's located south-east of here, in Dil-irmîz.

'I don't like this Zihârax, or many that Khôltekh consorts with. But we don't get to pick our allies down here, and his information has been sound in the past. He spoke with me this morning, told me he had important information, but that he would only tell Khôltekh or his appointed representative. I guess that's you.

'One word of caution: the Dûlkar is not always a friendly place. Stick to the main market. If you go poking your nose in every stall, don't be surprised to find a sword blade pointing back.'

=== Objective 2 ===

* '''Speak with Khôltekh's contact Zihârax in the Dûlkar in Dil-irmíz'''

Speak with Khôltekh's contact Zihârax in the Dûlkar, the Shadow Market in Dil-irmíz. The Dûlkar is located south-east of Mekab-kuphâr.

:'''Zihârax''': 'Lower your voice. That name carries great weight here. 'Of course I know Sêkhta. Everyone here does, don't be a fool. The difference is I have information Khôltekh wants. About Amârbo, Sêkhta's right-hand man.

'Listen, I want to be of service to the Kindred and Khôltekh, but I have a problem. You see, this morning my prized ring was stolen from me by hoodlums. Can you believe that? I was going to ask Khôltekh for coin in exchange for this information, but you look like you can handle yourself in a fight and that ring means more to me than a bag of coins.

'I was jumped to the east of here, right by the eastern market entrance. Get me my ring back, and I'll tell you what I know.'

=== Objective 3 ===

* '''Find the hoodlums that took Zihârax's ring '''

Zihârax has asked you to get his ring back from hoodlum in the market stands to the east.

=== Objective 4 ===

* '''Fight off the market cutthroats that have attacked you!'''

Fight off the market cutthroats that have attacked you!

=== Objective 5 ===

* '''Return to Zihârax's with the ring '''

Return to Zihârax's with the ring.

:'''Zihârax''': 'I knew you could handle yourself. Sorry they attacked you. Thanks for getting my ring back, I don't feel whole without it. 'All right, I'll tell you what I know.'

}}

Part 4

```
{{Infobox Quests
| name                = Quest:The Light and the Shadow Part 4:
Thick as Thieves
| level              = 150
| fellowshiptype     =
| repeatable         =
| queststarter        = [[Zihârax]]
| startinglocation   = [[Dûlkar]]?
| region1            = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questender         = Khôltekh
| endinglocation     = Dâr Laja
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         = The Light and the Shadow
| reflecting-pool    =
| reflecting-pool2   =
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{{:The Light and the Shadow Quests}}
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{{Questbox| Walkthrough & Notes | collapsed |
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{{Questbox| Rewards | collapsed |
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* {{IXP|687,000}}
* {{Reward|Modest gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
* {{Reward|Umbari Greater Athelas Essence}}
* {{Reward|Umbari Greater Celebrant Essence}}
* {{VXP|500}}
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'Here's what I know. Amârbo, Sêkhta's right-hand man, has been seen spending his time in Deshûkh, the Blood Market.

'Amârbo knows what Sêkhta knows. I know Khôltekh has been looking for Sêkhta's base of operations. Amârbo knows all this and more. Find him, and you'll make Khôltekh right pleased with you indeed.

'I'd recommend you head over there now, I happen to know this is a time he likes to frequent Deshûkh. Thanks again for getting my ring back.'

=== Background ===

Zihârax, Khôltekh's contact, has told you an associate of Sêkhta's, Amârbo, has been seen in Deshûkh. You should investigate Deshûkh for Amârbo.

=== Objective 1 ===

* '''Defeat Deshûkh smugglers (0/8)'''

You should investigate Deshûkh for signs of Amârbo. Deshûkh is located north-west of the Dûlkar.

=== Objective 2 ===

* '''Search for Amârbo in Deshûkh'''

Search for Amârbo in Deshûkh, the Blood Market.

=== Objective 3 ===

* '''Ask Amârbo what he knows of Sêkhta and his whereabouts. '''
Ask Amârbo what he knows of Sêkhta and his whereabouts.

:'''Amârbo''': 'I yield! I am no fighter. I will tell you what I know!'

'Sêkhta has an outpost not far from here, to the south, from which his influence spreads all throughout Umbar-môkh. You cannot get past the door without a key, however. The way is barred, and the keys are scarce, and quite valuable. That is where you are likely to find him.'

'That is all I know.'

=== Objective 4 ===

* '''Return to Khôltekh in Dâr Laja with this information'''

Return to Khôltekh in Dâr Laja, Hall of the Kindred, with this information

:'''Khôltekh''': The way is barred, and the keys are scarce, and quite valuable... I do so love a riddle! 'You've done well, (character name). but it seems our work has only just begun.'

}}

Part 5

```
{{Infobox Quests
| name                = Quest:The Light and the Shadow Part 5: A
Lock with No Key
| level               = 150
| fellowshiptype      =
| repeatable         =
| queststarter        = [[Khôltekh]]
| startinglocation    = [[Dâr Laja]]?
| region1             = Umbar Baharbêl
| maprefNS1           =
| maprefEW1           =
| questender          =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession          =
| race                =
| questchain          = The Light and the Shadow
| reflecting-pool     =
| reflecting-pool2    =
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{{Questbox| Quest Chain | collapsed |
{{:The Light and the Shadow Quests}}
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{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
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{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'You should go to Dâr Sêkhta. Even if you cannot gain access, we
may yet learn more about this key by examining the lock. 'Amârbo,
if he is to be trusted at sword-point, said it was quite close to
```

Deshûkh. South of it, if I recall correctly? That is the place to start.'

=== Background ===

Khôltekh has asked you to investigate the area Amârbo told you about, where you will hopefully find Dar Sêkhta, and a clue as to Sêkhta's whereabouts.

=== Objective 1 ===

* '''Find Dar Sêkhta in Dil-irmíz'''

Khôltekh has asked you to look for Dar Sêkhta, and a suspicious lock there that might fit a mysterious key. According to Amârbo, it is located south of Deshûkh in Dil-irmíz.

=== Objective 2 ===

* '''Look for a door within Dar Sêkhta with a suspicious lock'''
Look for an alcove or door with an unconventional lock.

=== Objective 3 ===

* '''Examine the strange lock for clues as to its key'''

Examine the strange lock for clues as to its key

=== Objective 4 ===

* '''Return to Dâr Laja and tell Khôltekh your description of the lock!'''

Return to Dâr Laja with your description of the lock. Perhaps Khôltekh has a clue as to its key.

:'''Khôltekh''': 'You found some of Sêkhta's men guarding this door? No doubt there is something valuable or important to Sêkhta hidden inside. We must find a way to open it.'

'A series of deep, narrow cuts in the stone, you say?
Interesting. Interesting.'

'I cannot think clearly here. Come, we must go to my house once more. We must figure out how to open this door, and to do that I need to think in peace.'

=== Objective 5 ===

* '''Speak with Khôltekh when you are ready to go'''

Accompany Khôltekh to his house, so he may think clearly on this key.

:'''Khôltekh''': 'Ready? Let's be off then. Far too stuffy here. And the chairs aren't as nice. Ho ho!'

'The way is barred, and the keys are scarce and quite valuable...
Hmmm... Hmmm....'.'

}}

Part 5 Instance

```
{{Infobox Quests
| name                = Quest:Instance:A Lock with No Key
| level               = 150
| fellowshiptype      =
| repeatable         =
| queststarter        = [[Khôltekh]]
| startinglocation    = [[Dâr Laja]]?
| region1             = Umbar Baharbêl
| maprefNS1           =
| maprefEW1           =
| questender          =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession          =
| race                =
| questchain          =
| reflecting-pool      =
| reflecting-pool2    =
}}
{{Questbox| Quest Chain | collapsed |
{{:The Light and the Shadow Quests}}
}}
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===

=== Background ===
Khôltekh has asked you back to his house once more, so he can
think on the riddle of this key and access to Dâr Sêkhta.
=== Objective 1 ===
* '''Accompany Khôltekh to his study. '''

=== Objective 2 ===
* '''Listen to the Khôltekh's thoughts on the key'''
:'''Khôltekh''':

=== Objective 3 ===
* '''Ask Khôltekh about his thoughts on the matter. '''
:'''Khôltekh''': 'I have bad news, {{Name}}. I've solved our
riddle.'
```

```

=== Objective 4 ===
* '''Listen to Khôltekh explanation.'''
:'''Khôltekh''': ' /
=== Objective 5 ===
* '''Listen to Khôltekh explanation.'''
:'''Khôltekh''': ' /
=== Objective 6 ===
* ''' '''
:'''Khôltekh''': ' /
}}

```

Part 6

```

{{Infobox Quests
| name                = Quest:The Light and the Shadow Part 6: A
Helping Hand
| level               = 150
| fellowshiptype     =
| repeatable         =
| queststarter       = [[Khôltekh]]
| startinglocation   = [[Dâr Laja]]?
| region1            = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questtender        =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession          =
| race               =
| questchain         =
| reflecting-pool     =
| reflecting-pool2    =
}}
{{Questbox| Quest Chain | collapsed |
{:The Light and the Shadow Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |

```

```
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tām|3|plural=Umbari Tāmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}}}
```

```
=== Bestowal Dialogue ===
```

```
'A wight's hand. All bone. That's the key.
```

'The five narrow holes are for finger-bones. Luckily there's a great many crypt-walkers in Sektakhâb in Khabârkhad. You need one in exceedingly good condition, nothing broken, so it may take several tries to find one.

'Find a suitable hand, take it to the door and find the whereabouts of this shadow. We need to put an end to the suffering of Umbari citizens at the hands of this villain.'

```
=== Background ===
```

Khôltekh has asked you to find a pristine wight's hand in Khabârkhad. He believes that to be the key that is "scarce" but "quite valuable" that will open the way to Dâr Sêkhta's hidden area.

```
=== Objective 1 ===
```

```
* '''Find a pristine crypt-walker's hand by defeating
crypt-walkers (0/3)'''
```

Khôltekh has asked you to go to Sektakhâb in Khabârkhad and find a pristine wight's hand. He believes this is the key to Dâr Sêkhta that will open the way and find Sêkhta or necessary clues about him.

```
=== Objective 2 ===
```

```
* '''Find a pristine crypt-walker's hand by defeating
crypt-walkers'''
```

```
=== Objective 3 ===
```

```
* '''Go back to Dâr Sêkhta and insert the pristine wight's hand
into the lock. '''
```

```
=== Objective 4 ===
```

```
* '''Enter the hidden area of Dâr Sêkhta.'''
Enter the hidden area of Dâr Sêkhta.
```

=== Objective 5 ===

* '''Return to Khôltekh in Dâr Laja with the clues you have found'''

```
:'''Khôltekh''':'''This is most troubling news. Why would a
criminal have such scholarly books? And that saying...
'Hmmm. "A candle flickers in the dark, and is extinguished."
Another riddle, it seems.'
}}
```

Part 6 Instance

```
{{Infobox Quests
| name                = Quest:Instance:A Helping Hand
| level              = 150
| fellowshiptype     =
| repeatable         =
| queststarter       = [[Khôltekh]]
| startinglocation   = [[Dâr Laja]]??
| region1            = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questtender        =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         =
| reflecting-pool    =
| reflecting-pool2   =
}}
{{Questbox| Quest Chain | collapsed |
{:The Light and the Shadow Quests}}
}}
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

=== Background ===

As you make your way behind the secret door, more of Sêkhta's forces rise to stop you!

=== Objective 1 ===

* '''Defeat Sêkhta's men (0/8)'''

```

Fight off Sêkhta's forces!
=== Objective 2 ===
* '''Find Sêkhta's clothes'''
* '''Find Sêkhta's books'''
* '''Find Sêkhta's note'''
Search for clues about Sêkhta and his true identity.

```

```

=== Objective 3 ===
* ''' '''
:'''Khôltekh''':' '
}}

```

Part 7

```

{{Infobox Quests
| name                = Quest:The Light and the Shadow Part 7: A
Candle Flickers in the Dark
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Khôltekh]]
| startinglocation    = [[Dâr Laja]]?
| region1             = Umbar Baharbêl
| maprefNS1           =
| maprefEW1           =
| questtender         =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession           =
| race                =
| questchain          = The Light and the Shadow
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{{:The Light and the Shadow Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}

```

```
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

'I know not what "a candle flickers in the dark, and is extinguished" means.

'Still, these clues help a great deal. There was a volume missing from the books you found. I wonder if the missing volume holds any secrets from Sêkhta. Would you go to Tilmakhîm in Tâkhdar? There is a bookseller there who may have the missing volume. Ephrâti, I believe her name is.

'We need every clue we can grasp to find this Sêkhta.'

```
=== Background ===
```

Khôltekh has asked you to go find a bookseller in Tilmakhîm. He believes she may have the missing volume to 'A History of Castamir and His Heirs' that you found in Dâr Sêkhta.

```
=== Objective 1 ===
```

* '''Speak with Ephrâti in Tilmakhîm in Tâkhdar'''

Find a bookseller named Ephrâti in Tilmakhîm, in Tâkhdar. Khôltekh is looking for the missing volume from the set you found in Dâr Sêkhta.

'I have the book, but your coin is no good here. If I take it Mâramit, the purveyor of traps across the market, will have my head.'

'Ephrâti leans in close.'

'She and Khôltekh have an arrangement, if you get my meaning. You understand. Off with you then, I need to devise my next counterattack against these rats.'

```
=== Objective 2 ===
```

* '''Return to Khôltekh in Dâr Laja with the book.'''

:'''Khôltekh''': 'Just as I thought - each of these books show a fascination bordering on obsession with the Heirs of Castamir.

'These robes - even stained in blood they speak to Umbari nobility. And these books, much more scholarly than one would think for a lowly criminal. And his writing style from the note, so neat, like he was trained or schooled in it....

'I've got it! An archivist! An Umbari historian! It all fits. They are members of Umbari nobility, highly educated, trained in reading and writing. Sêkhta is an archivist!

'Archivists live and work in the Tor-gardens. They are quite few in number. Hmmm... yes.

'I have a plan. Come, we must go to the Tor-gardens at once!'

=== Objective 3 ===

* '''Speak with Khôltekh when you are ready to go'''

Accompany Khôltekh to the Tor-gardens.

:'''Khôltekh''': 'Come, we must go to the Tor-gardens to expose this archivist where he lives and works. Sêkhta is there, I'm sure of it!'

=== Objective 4 ===

* '''Speak with Khôltekh about his revelation'''

Speak with Khôltekh outside the Pot and Quill in the Tor-gardens about his revelation.

:'''Khôltekh''': 'The Candle! The Candle is a ship! They mean to commandeer the Candle of Umbar!'

=== Objective 5 ===

* ''' '''

:'''Khôltekh''': ' '

}}

Part 7 Instance

```
{{Infobox Quests
| name                = Quest:Instance:A Candle Flickers in the
Dark
| level               = 150
| fellowshiptype     =
| repeatable         =
| queststarter        = [[Khôltekh]]
| startinglocation    = [[Dâr Laja]]??
| region1            = Umbar Baharbêl
| maprefNS1           =
| maprefEW1          =
| questtender        =
| endinglocation     =
| region2            =
| maprefNS2           =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
```

```

| profession      =
| race            =
| questchain      =
| reflecting-pool  =
| reflecting-pool2 =
}}
{{Questbox| Quest Chain | collapsed |
{:The Light and the Shadow Quests}}
}}
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===

=== Background ===
Khôltekh has asked you to help him find and catch Sêkhta. He
believes Sêkhta is an archivist, a historical scholar working and
living in the Tor-gardens.
=== Objective 1 ===
* '''Speak with Khôltekh about his plan'''
:'''Khôltekh''': 'I'm going to try something - move around that
group of nobles to the right a bit and watch who moves.'
=== Objective 2 ===
* '''Move over to the right of the group of archivists'''

=== Objective 3 ===
* '''Defeat false archivists (0/3)'''

=== Objective 4 ===
* '''Speak with Khôltekh.'''
:'''Khôltekh''': 'Khmêg! He got away. Sêkhta was this close, and
now he's slipped from my grasp again.

'No - wait. Wait! I know where he's going. I've solved his
riddle! I know where the candle is!'
}}

```

Part 8

```

{{Infobox Quests
| name              = Quest:The Light and the Shadow Part 8: And
Is Extinguished
| level             = 150
| fellowshiptype    =
| repeatable        =
| queststarter      = [[Khôltekh]]
| startinglocation  = [[Dâr Laja]]?

```

```

| region1          = Umbar Baharbêl
| maprefNS1        =
| maprefEW1        =
| questender       =
| endinglocation   =
| region2          =
| maprefNS2        =
| maprefEW2        =
| questgroup       = Tales of the Kindred
| class            =
| profession        =
| race             =
| questchain       = The Light and the Shadow
| reflecting-pool   =
| reflecting-pool2 =
}}
```

```

{{Questbox| Quest Chain | collapsed |
{:The Light and the Shadow Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* Title:[[Friend to Khôltekh the Cunning]]
* {{Reward|Ceremonial Hat of the Cunning}}
* {{Reward|Portrait of Khôltekh the Cunning}}
* {{IXP|687,000}}
* {{VXP|1000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
```

```

=== Bestowal Dialogue ===
```

'Meet me at the westernmost dock of the Sail-haven - I know that's where Sêkhta went!'

```

=== Background ===
```

Khôltekh believes that Sêkhta is stealing the Candle of Umbar, a ship docked in the Sail-haven. Help him apprehend Sêkhta!

```

=== Objective 1 ===
```

```

* '''Speak with Khôltekh when you are ready to go'''
Speak with Khôltekh to go to the Sail-haven.
```

```
:'''Khôltekh''': 'Come! We've not a moment to lose!'
```

```
=== Objective 2 ===
```

```
* '''Speak with Khôltekh in Dâr Laja.'''
```

```
:'''Khôltekh''': 'I wasn't sure about you at first, (character  
name). But you've proven a ready ally and friend to Umbar. And,  
more importantly, to me. Ho ho! 'You should be very proud.  
Because of you, many Umbari citizens will sleep easier at night.  
Thank you.'
```

```
=== Objective 3 ===
```

```
* ''' '''
```

```
=== Objective 4 ===
```

```
* ''' '''
```

```
=== Objective 5 ===
```

```
* ''' '''
```

```
}}
```

Part 8 Instance

```
{{Beta}}
```

```
{{Quest Stub}} <!-- Data from LC please fill in details -->
```

```
{{Infobox Quests
```

```
| name                = Quest:Instance:And Is Extinguished  
| level               = 150  
| fellowshiptype     =  
| repeatable         =  
| queststarter       = [[Khôltekh]]  
| startinglocation   = [[Dâr Laja]]??  
| region1            = Umbar Baharbêl  
| maprefNS1          =  
| maprefEW1          =  
| questtender        =  
| endinglocation     =  
| region2            =  
| maprefNS2          =  
| maprefEW2          =  
| questgroup         = Tales of the Kindred  
| class              =  
| profession          =
```

```
| race =
| questchain = The Light and the Shadow
| reflecting-pool =
| reflecting-pool2 =
}}
```

```
{{Questbox| Quest Chain | collapsed |
{:The Light and the Shadow Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

=== Background ===

Khôltekh believes that Sêkhta is stealing the Candle of Umbar, a ship docked in the Sail-haven. Help him apprehend Sêkhta!

=== Objective 1 ===

* '''Speak with Khôltekh on the dock.'''

:'''Khôltekh''':There they are - quickly, we must stop them from boarding that ship!''

=== Objective 2 ===

* '''Move to stop Sêkhta from commandeering The Candle of Umbar'''

Move to stop Sêkhta and his men from commandeering The Candle of Umbar.

=== Objective 3 ===

* '''Defeat Sêkhta's guards (0/3)'''

Defeat Sêkhta's guards!

=== Objective 4 ===

* '''Defeat Sêkhta's honour guard!'''

Defeat Sêkhta's honour guard!

=== Objective 5 ===

* '''Defeat Sêkhta's honour guard!'''

Defeat Sêkhta's honour guard!

=== Objective 6 ===

* '''Listen to Khôltekh confront Sêkhta.'''

Listen to Khôltekh confront Sêkhta.!

=== Objective 7 ===

* '''Listen to Khôltekh confront Sêkhta.'''

Listen to Khôltekh confront Sêkhta.!

=== Objective 8 ===

```
* '''Speak with Khôltekh on the dock.'''
Listen to Khôltekh confront Sêkhta.!
:'''Khôltekh''':The ravings of a madman.
```

```
'Thank you, (character name). We have done much for Umbar, both
above and below-ground this day. My guard will take care of this
mess.
```

```
'Let me buy you a drink. Umbar will sleep peacefully tonight
because of your deeds... and mine, of course.'
}}
```

A Gilded Veneer Quests

Part 1

```
{{Infobox Quests
| name                = Quest: A Gilded Veneer, Part 1:Sharûla
| level              = 150
| fellowshiptype     =
| repeatable        =
| queststarter       = [[Hârmelak, the Golden Queen|Hârmelak]]
| startinglocation   = [[Dâr Laja]]
| region1            = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questtender        =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession          =
| race               =
| questchain         =
| reflecting-pool     =
| reflecting-pool2   =
}}
{{Questbox| Quest Chain | collapsed |
{:A Gilded Veneer Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

And thus the one who gave aid to my esteemed friend Khôltekh... was you after all, {{Name}}. Many are my eyes and ears throughout Umbar Baharbêl and beneath the surface in Umbar-môkh, and they relayed to me the aid you provided him in the matter of Sêkhta. It was a messy business, I am told. He would be a dangerous foe, would he not?

'But so it is with all of us within the Kindred, and it is important that any who think to oppose us realize it. There is a noblewoman of the city on whom I have kept watch, but of late she has had fewer coins with which to support the Kindred. Her name is Sharûla, and she keeps a manor in the north-eastern area of the Upper Ward, just west of the Tor-gardens. Speak with her there and consult her ledger. She will likely be expecting someone to call upon her on my behalf, for it is the regular time for her tithe to come due.

=== Background ===

Hârmelak has kept a close watch upon Khôltekh's dealings in Umbar-môkh, and she wants to ensure that his power does not threaten her own.

=== Objective 1 ===

```
* '''Talk to Sharûla outside her manor in the Upper Ward'''
Sharûla's manor can be found in the north-east reaches of the
Upper Ward, just west of the Tor-gardens.
:'''Hârmelak''': ' '
:'''Sharûla''': 'I am honoured to welcome an emissary of the
Kindred! I expected your arrival, so I have had my servants bring
my ledgers and these papers outside for your convenience. You are
free to examine them, of course, but I can assure you that the
Golden Queen will find all is in order, and my expected tithe is
the correct amount. If anything I am giving more to the Kindred
than others of my station... but it is my pleasure and I am not
given to complain!'
```

=== Objective 2 ===

```
* '''Examine Sharûla's ledgers'''
```

* '''Examine Sharûla's papers'''

Sharûla has invited you to study the documents and ledgers she has provided for Hármelak's perusal.

:'''Sharûla''': 'Do not convey any discontent to any... interested parties; I am too happy to express my gratitude. Hármelak will find that I am most accommodating! Examine my ledger and these papers at your leisure!'

=== Objective 3 ===

* '''Talk to Sharûla outside her manor in the Upper Ward'''

:'''Sharûla''': 'I thank you for your doubtless precious time, as I have little of my own. Can I count upon you to speak favourably of my situation to Hármelak?'

=== Objective 4 ===

* '''Talk to Hármelak in Dâr Laja'''

Hármelak is inside the Meeting-hall of Dâr Laja, waiting for your report of Sharûla's accounts.

:'''Hármelak''': 'A wealthy noble free of suspicious secrets is a suspicious sort indeed. Sharûla is hiding something. I am certain of it.'

}}

Part 2

{{Infobox Quests

name	= Quest: A Gilded Veneer, Part 2:Confused
Bookeeping	
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Hármelak, the Golden Queen Hármelak]]
startinglocation	= [[Dâr Laja]]?
region1	= Umbar Baharbêl
maprefNS1	=
maprefEW1	=
questender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=
profession	=
race	=

```
| questchain          =
| reflecting-pool     =
| reflecting-pool2    =
}}
{{Questbox| Quest Chain | collapsed |
{{:A Gilded Veneer Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'We shall appear content, for a time. Then we will return to
Sharûla and uncover her secrets.
```

'Word has come to me that she may have some connexion with smuggling activity in Tâkhdar, the Cellars of Umbar-môkh. If you engage with some of those who participate in these unlawful activities, you may recover some clear records that will connect Sharûla with their smuggling operation. This will make it easier for us to move against her,{{Name}}'

```
=== Background ===
Hârmelak has asked you to procure clear records from the
smugglers of Tâkhdar that might shed some light on Sharûla's
misdeeds.
```

```
=== Objective 1 ===
* '''Collect clear and straightforward records from smugglers
within Tâkhdar (0/10)'''
Smugglers within Tâkhdar, the Cellars of Umbar-môkh beneath the
city, may possess records that will shed light upon Sharûla's
misdeeds.
```

```
:'''Hârmelak''':I have ears and eyes everywhere. Word has come to
me that Sharûla may have some connexion with smuggling activity
```

in Tâkhdar. If you engage with some of those who participate in these unlawful activities, you may recover some clear records that will connect Sharûla with their smuggling operation. This will make it easier for us to move against her, {{Name}}.'

=== Objective 2 ===

* '''Talk to Hármelak, the Golden Queen'''

* '''Get Confused Records (0/10)'''

Hármelak is inside the Meeting-hall of Dâr Laja, waiting for you to return from Tâkhdar with proof of Sharûla's misdeeds.

:'''Hármelak''': 'Yes? Speak.'

: 'Hármelak studies the confused records you recovered from the smugglers in Tâkhdar. She looks up at you with disappointment on her face.'

'Nothing here connects obviously-enough to Sharûla, but this does not change the fact that she is keeping something from us. It simply means that she is better at hiding it than she appeared.'

}}

Part 3

{{Infobox Quests

| name = Quest: A Gilded Veneer, Part 3: An

Unexpected Call

| level = 150

| fellowshiptype =

| repeatable =

| queststarter = [[Hármelak, the Golden Queen|Hármelak]]

| startinglocation = [[Dâr Laja]]?

| region1 = Umbar Baharbêl

| maprefNS1 =

| maprefEW1 =

| questtender =

| endinglocation =

| region2 =

| maprefNS2 =

| maprefEW2 =

| questgroup = Tales of the Kindred

| class =

| profession =

| race =

| questchain =

| reflecting-pool =

| reflecting-pool2 =

}}

{{Questbox| Quest Chain | collapsed |

{{:A Gilded Veneer Quests}}

```

}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'Perhaps, should you darken her door unannounced, any enshrouded
secrets might come to light. 'Earlier she was expecting an
emissary from me, but now she is not. Let us see what Sharûla
does when you make an unheralded call upon her, {{Name}}. She
will not be prepared for you, and may let something slip.'

=== Background ===
Hármelak has not given up on proving that Sharûla has committed
some misdeed, and the Golden Queen wants your continued aid in
service of that aim.

=== Objective 1 ===
* '''Return to Sharûla's manor unannounced and unheralded'''
  Hármelak wants you to return to Sharûla's manor in the
north-eastern Upper Ward, on the edge of the Tor-gardens... but
this time she wants you to return unannounced.

:'''Hármelak''':We must take care of this matter. Return to
Sharûla's manor in the north-eastern corner of the Upper Ward,
just west of the Tor-gardens. Let us see if she betrays her
secret when you make an unheralded call upon her,{{Name}}.'

=== Objective 2 ===
* '''Talk to Zakhâz outside Sharûla's manor'''

Sharûla's steward, Zakhâz, guards the entrance to her manor in
the Upper Ward.

:'''Hármelak''': 'Forgive this servant's confusion, but the tithe
is not yet ready. Is Lady Hármelak upset with us? Oh no, I hope
we have done nothing to draw her ire!

```

: 'You assure Zakhâz that as long as he speaks honestly, and has nothing to hide from the Kindred, that Hármelak will treat him and the lady of the house fairly.'

'I... I... I...' he says, clearly grappling with some unsaid worry.'

=== Objective 3 ===

* '''Wait for Zakhâz to make his decision'''

Zakhâz appears to be struggling with a difficult decision

=== Objective 4 ===

* '''Talk to Zakhâz outside Sharûla's manor'''

Sharûla's steward, Zakhâz, guards the entrance to her manor in the Upper Ward.

: '''Zakhâz''': I beg your kind discretion, lest my lady's ire affect my stewardship. But I cannot remain silent any longer! 'I fear that Lady Sharûla desires to inflict harm upon the people of the city and upon the Kindred of the Coins!'

}}

Part 4

{{Infobox Quests

name	= Quest: A Gilded Veneer, Part 4: Another Residence
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Hármelak, the Golden Queen Hármelak]]
startinglocation	= [[Dâr Laja]]?
region1	= Umbar Baharbêl
maprefNS1	=
maprefEW1	=
questtender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=
profession	=
race	=
questchain	=
reflecting-pool	=
reflecting-pool2	=

```
}}
{{Questbox| Quest Chain | collapsed |
{{:A Gilded Veneer Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ûr}}
* {{Reward|Umbari Tâmb|3|plural=Umbari Tâmbi}}
* {{Reward|Umbari Greater Athelas Essence}}
* {{Reward|Umbari Greater Celebrant Essence}}
* {{VXP|500}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

```
'Zakhâz pauses for a long moment, steeling his resolve.'
```

```
'You know that Azagath Sea-shadow has apparently revealed himself
a traitor to the Kindred? I believe that Lady Sharûla has taken
in with a crowd of supporters who desire that he be reinstated to
a position of power in the city! She keeps a second, secret
residence in Umbar-môkh where she meets with these loyalists and
plots to overthrow the remaining members of the Kindred,
including Lady Hârmelak! I can keep silent no longer!
```

```
'The entrance to her secret residence is in Tâkhdar, south of the
Meeting-hall stairs. Please, my friend... please show mercy to my
lady. She has been led astray by the venomous whispers of those
who follow Azagath. I know she will repent of her misdeeds.'
```

```
=== Background ===
```

```
Sharûla's steward Zakhâz told you that the lady of the house
possesses a second, secret residence in Umbar-môkh beneath the
city.
```

```
=== Objective 1 ===
```

```
* '''Find Sharûla's second, secret residence in Tâkhdar'''
```

```
According to Zakhâz, the entrance to Sharûla's second, secret
residence is located in Tâkhdar, south of the stairs to Dâr Laja.
```

:'''Zakhâz''': 'Once again, I beg your kind discretion, lest my lady's ire affect my stewardship. The entrance to her secret residence is in Tâkhdar, south of the Meeting-hall stairs. Please, my friend... please show mercy to my lady. She has been led astray by the venomous whispers of those who follow Azagath. I know she will repent of her misdeeds.'

=== Objective 2 ===

* '''Defeat Azagath loyalists in Sharûla's secret residence (0/5)'''

Supporters of Azagath Sea-shadow come and go frequently throughout Sharûla's secret residence.

=== Objective 3 ===

* '''Search the lockbox in Sharûla's secret residence'''

A lockbox in the middle of Sharûla's secret residence may contain evidence of her support for Azagath Sea-shadow.

=== Objective 4 ===

* '''Talk to Hârmelak, the Golden Queen'''

Hârmelak is in the Meeting-hall of Dâr Laja. She will be pleased to see the documents you recovered that suggest Sharûla has continued funding Azagath's assorted ventures.

:'''Hârmelak''': News of your perilous encounter and Sharûla's treachery fast reached Dâr Laja. It is precisely as I believed it to be: there are treacherous forces arrayed against us and against the city.

'Azagath has fled, but his supporters remain, and they can do us harm. Khôltekh faced his own opponent, but Sêkhta was a single foe. My opponents endanger all of Umbar Baharbêl, (character name). You will help me root them out and end their villainy.

'But I must prepare, and make my plans. When next you return to me we will learn the extent of Sharûla's traitorous reach. She may not be the only member of her class whose wealth is a mask for the corruption beneath, a gilded veneer on something distasteful. Until then, keep watch. The shadow cast by Azagath has grown long in the city, and beneath it.'

}}

Part 5

{{Infobox Quests

| name = Quest: A Gilded Veneer, Part 5:Safety and Security

```

| level                = 150
| fellowshiptype       =
| repeatable           =
| queststarter         = [[Hármelak, the Golden Queen|Hármelak]]
| startinglocation     = [[Dâr Laja]]?
| region1              = Umbar Baharbêl
| maprefNS1            =
| maprefEW1            =
| questender           =
| endinglocation       =
| region2              =
| maprefNS2            =
| maprefEW2            =
| questgroup           = Tales of the Kindred
| class                =
| profession           =
| race                 =
| questchain           =
| reflecting-pool       =
| reflecting-pool2     =
}}
```

```

{{Questbox| Quest Chain | collapsed |
{:A Gilded Veneer Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
```

```

=== Bestowal Dialogue ===
```

The corruption might run deep, but we shall remain composed for the public. We know that Sharûla met with supporters of Azagath in her secret residence beneath the city, and funded some of the Sea-shadow's dealings; perhaps it was her wealth that enabled him to escape the Kindred's justice, {{Name}}.

'I did not remain idle during these past few days. If we are to remain safe here in the Meeting-hall, I need my guardsmen to have

the finest equipment made for them. To that end, I ordered four swords to be made, and they are ready to be collected.

'Go now to the Swain's Guild-hall and retrieve these swords. Once you have them, give them to Jaith outside Dâr Laja and he will distribute them among my guards.'

=== Background ===

Concerned about the possibility that others among the residents of Umbar Baharbêl might seek to assist Azagath Sea-shadow, Hármelak wants her guards to be equipped with better weapons.

=== Objective 1 ===

* '''Collect Hármelak's order of shiny swords from the Swain's Guild-hall (0/4)'''

Hármelak's order of fresh swords for her personal guardsmen is ready to be picked up inside the Swain's Guild-hall.

:'''Hármelak''': 'You must not delay. Go now to the Swain's Guild-hall and retrieve the swords I have ordered. Once you have them, give them to Jaith outside Dâr Laja and he will distribute them among my guards.'

=== Objective 2 ===

* '''Talk to Jaith'''

* '''Get Shiny Sword (0/4)'''

Jaith stands guard outside the Meeting-hall of Dâr Laja. He is waiting to receive the swords Hármelak ordered from the Swain's Guild-hall.

:'''Jaith''': 'Jaith appraises the collection of shiny swords you have brought.'

: 'These swords seem well-made, but are they really any better than the ones already wielded by Lady Hármelak's personal guardsmen? The only difference I can see is that these are much shinier.'

=== Objective 3 ===

* '''Talk to Hármelak in Dâr Laja'''

Hármelak is inside the Meeting-hall of Dâr Laja, waiting for your report that her swords have been delivered.

:'''Jaith''': 'Jaith nods in recognition.'

:'''Hármelak''': 'What is it? You have collected the swords I commissioned from the Swain's Guild-hall? Good. It was a costly order, but the price of security is a price I will not balk at... not when treachery has taken root in my city, and beneath it.'

}}

Part 6

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

| name = Quest: A Gilded Veneer, Part 6:Inquiries at
Kheb Hanût

| level = 150

| fellowshiptype =

| repeatable =

| queststarter = [[Hármelak, the Golden Queen|Hármelak, the
Golden Queen]]

| startinglocation = [[Dâr Laja]]

| region1 = Umbar Baharbêl

| maprefNS1 = 18.8S

| maprefEW1 = 97.4W

| questender =

| endinglocation =

| region2 =

| maprefNS2 =

| maprefEW2 =

| questgroup = Tales of the Kindred

| class =

| profession =

| race =

| questchain =

| reflecting-pool =

| reflecting-pool2 =

}}

{{Questbox| Quest Chain | collapsed |

{{:A Gilded Veneer Quests}}

}}

{{Questbox| Walkthrough & Notes | collapsed |

* (walkthrough and notes pending)

}}

{{Questbox| Rewards | collapsed |

* {{Worth|g=|s=49|c=35|dp=}}

* {{Quest Rep|Citizens of Umbar Baharbêl|700}}

* {{IXP|687,000}}

* {{Reward|Small gift of Ūr}}

* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}

}}

{{Questbox| Quest Text ||{{toc-right}}

=== Bestowal Dialogue ===

'Foes of the city will be dealt with... harshly. Now that my guardsmen are better-equipped, they will apprehend [[Sharûla]] and bring her to me. No, you do not need to wait, {{Name}}. I have something else for you.

'I believe some of Sharûla's associates are vendors in the market of [[Kheb Hanût]], beneath the city. Speak to these merchants and determine their loyalties, if you can. It may be they will let something slip that will connect them to Sharûla or to Azagath.

'If anyone asks you to lend your aid to them, I suggest that you do. They may reveal their true hearts to you in a moment of gratitude.'

=== Background ===

Hármelak has heard there might be associates of Sharûla in the market of Kheb Hanût beneath the city, and she wants you to root them out.

=== Objective 1 ===

* '''Talk to [[Dayêri]] in Kheb Hanût'''

Hármelak asked you to speak to merchants in the market of Kheb Hanût in north-west Tâkhdar and learn if any of them share Sharûla's loyalty to Azagath.

:'''Hármelak''': 'It is our duty to care for the people of Umbar. If we are to fulfil this duty, we must learn if Sharûla's corruption extends to the merchants of Kheb Hanût.'

:'''Dayêri''': 'And at what cost to me do these kind favours arrive? The Golden Queen never does anything for free, or so it is said.'

:'I will not be in her debt. Not for any sum!'

=== Objective 2 ===

* '''Talk to [[Nagamûn]] in Kheb Hanût'''

Hármelak asked you to speak to merchants in the market of Kheb Hanût in north-west Tâkhdar and learn if any of them share Sharûla's loyalty to Azagath.

:'''Nagamûn''': 'No, no, no, nothing needed, nothing desired, nothing hoped! I simply wish to not draw the attention of the Golden Queen, lest she take offence at me and send me to the gaols, or worse!'

=== Objective 3 ===

* '''Talk to [[Okhmath]] in Kheb Hanût'''

Hármelak asked you to speak to merchants in the market of Kheb Hanût in north-west Tâkhdar and learn if any of them share Sharûla's loyalty to Azagath.

:'''Okhmath''': 'If ever I needed a favour from Hármelak Golden-hand, have her douse me in water and face my body towards the sea. On that day it will be already too late for me'

=== Objective 4 ===

* '''Talk to [[Lashêm]] in Kheb Hanût'''

Hármelak is inside the Meeting-hall of Dâr Laja, waiting for your report of Sharûla's accounts.

:'''Lashêm''': 'I am honoured to be thought of at all by a member of the Kindred! Just a few days ago I had the pleasure of speaking with one of the Temámir, a friend of Kinsman Khôltekh himself! And now to be greeted politely by an emissary of Hármelak, the Golden Queen? These are remarkable days indeed!'

}}

Part 7

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

name	= A Gilded Veneer, Part 6:Lashêm's Request
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Lashêm]]
startinglocation	= [[Kheb Hanût]]
region1	= Umbar Baharbêl
maprefNS1	= S
maprefEW1	= W
questender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=
profession	=
race	=
questchain	=
reflecting-pool	=
reflecting-pool2	=

}}

{{Questbox| Quest Chain | collapsed |

```
{{:A Gilded Veneer Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'In times of unrest, one must rely on healthy trade. Kinswoman
[[Hármelak]] must know this as well, for she is the most wealthy
merchant in all these lands, is she not?'
```

'I have become modestly successful in the trade of dried squid, a staple of the Umbari diet, but recently some of my parcels have been misplaced. Well, I say "misplaced," but in truth they have been stolen and carried into [[Sâl Bajat]]. The smugglers nearby must believe they can use my goods to great profit, which has left me in a predicament.'

'Will you help me deal with these villains and recover my misplaced parcels? I would not trouble the Lady Hármelak with this personally, of course, but you are here, after all...'

=== Background ===

The merchant Lashêm has a request to make of you concerning some of his parcels that were "misplaced."

=== Objective 1 ===

* '''Defeat smugglers operating in Tâkhdar (0/12)'''
* '''Recover Lashêm's misplaced parcels in Sâl Bajat (0/5)'''
Lashêm's parcels were "misplaced" by a number of smugglers operating out of Sâl Bajat, and he needs you to recover them and teach the miscreants he will not be intimidated.

:'''Lashêm''': 'In times of unrest, one must rely on healthy trade. Will you help me deal with those smugglers and recover my misplaced parcels? I would not trouble the Lady Hármelak with this personally, of course, but you are here, after all...'

```

=== Objective 2 ===
* '''Obtain [[Misplaced Parcel]] (0/5)'''
* '''Talk to Lashêm'''

```

Lashêm is waiting for you to deliver his misplaced parcels to him at Kheb Hanût, in Tâkhdar.

```

:'''Lashêm''':'''Lashêm smiles broadly as you approach.'''

```

```

:'You recovered my parcels! I thank you, friend. The dried squid
contained within will bring me a fair profit, and I will raise a
toast to the Golden Queen when I have a moment to do so.'

```

```

}}

```

Part 8

```

{{Quest Stub}} <!--Data from LC needs details-->

```

```

{{Infobox Quests
| name                = Quest:The Light and the Shadow Part 8: And
Is Extinguished
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Lashêm]]
| startinglocation    = [[Kheb Hanût]]
| region1             = Umbar Baharbêl
| maprefNS1           =
| maprefEW1           =
| questtender         =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession          =
| race                =
| questchain          =
| reflecting-pool     =
| reflecting-pool2    =
}}
{{Questbox| Quest Chain | collapsed |
{:A Gilded Veneer Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)

```

}}

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* Title:[[Friend to Hármelak Golden-hand]]
* {{Reward|Ceremonial Golden-hand Dagger}}
* {{Reward|Portrait of Hármelak Golden-hand}}
* {{IXP|687,000}}
* {{VXP|1000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

{{Questbox| Quest Text ||{{toc-right}}

=== Bestowal Dialogue ===

'What is this?'

=== Background ===

Hármelak moves to maintain order in Umbar-môkh as she does in Umbar Baharbêl above.

=== Objective 1 ===

* '''The sound of approaching footsteps! '''

The sound of approaching footsteps echoes throughout Kheb Hanût.

=== Objective 2 ===

* '''Talk to Hármelak's guardsman'''

:'''Guardsman''': 'Grab him! This man is wanted for questioning by the Kindred of the Coins,{{Name}}. He is a known associate of a traitor to the city who has confessed to their ill deeds; they used their mercantile connexions to transport weapons through Umbar-môkh and into the city above. Their plan was to arm dissidents with these weapons and to ambush Lady Hármelak and the other members of the Kindred!'

=== Objective 3 ===

* '''Talk to [[Lashêm]] in Kheb Hanût '''

Lashêm stands in disbelief, surrounded by guardsmen.

:'''Lashêm''': 'On my life and livelihood, I did not know of any plan, any ambush! These are lies, lies! I know nothing about a conspiracy such as this! What villain claims to work with me? I have done nothing of the sort! I love Lady Hármelak, and the Kindred, with all of my heart!'

'Lashêm stares at you with wild eyes, desperate to escape the snare in which he is caught.'

: 'Search my parcels! Every one contains dried squid, and nothing else! Someone is seeking to destroy my good reputation! {{Name}}, my friend, tell Lady Hármelak I am innocent of this! Please, you must!'

=== Objective 4 ===

* '''Talk to Hármelak in Dâr Laja '''

Hármelak is in the Meeting-hall of Dâr Laja. Perhaps she will explain to you why Lashêm has been apprehended.

'Lashêm stands in stunned silence. Only the words of Hármelak can free him now.'

: '''Hármelak''': 'Poor timing for an ambush indeed, if these whispers of revolt prove true. There are eyes on us now.'
'You ask Hármelak why she sent her guardsmen to apprehend the merchant Lashêm, and tell her that he did not seem obviously guilty of the crimes. She stares back at you steadily.'

: 'Did you check the bottom of those crates, {{Name}}? Beneath the piles of dried squid, someone could have hidden anything. It is safer this way. After all, he admitted he spoke with a friend of Khôltekh only days ago. What might have been the topic of conversation, do you think?'

'You ask Hármelak if Sharûla's confession truly implicated the merchant Lashêm, and she waves a hand.'

: 'You have still not learned the way of things in this land, {{Name}}. There is gold here, it is true, but an outward appearance is not always the truth, as Sharûla's misdeeds teach us and I told you before. Sometimes a thing possesses only the veneer of wealth and status, the thinnest gilded surface, and it hides something much uglier.'

'As Hármelak bids you farewell, you consider the meaning of her words and think she may be right: there is something ugly at work in Umbar.'

}}

The Gathering Storm Quests

Part 1

```
{{Quest Stub}} <!--Data from LC needs details-->
<div class="locationList">
  {{Quest Stub}} <!--Data from LC needs details-->
  <div class="locationList">
    {{Infobox Quests
      | name                  = The Gathering Storm, Part 1: An Audience
with the Storm
      | level                 = 150
      | fellowshiptype       =
      | repeatable           =
      | queststarter         = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
      | startinglocation     = [[Dâr Laja]]
      | region1              = Umbar Baharbêl
      | maprefNS1            = 18.7S
      | maprefEW1            = 97.5W
      | questender           =
      | endinglocation       =
      | region2              =
      | maprefNS2            =
      | maprefEW2            =
      | questgroup           = Tales of the Kindred
      | class                 =
      | profession           =
      | race                 =
      | questchain           =
      | reflecting-pool      =
      | reflecting-pool2     =
    }}
    {{Questbox| Quest Chain | collapsed |
    {{:The Gathering Storm Quests}}
    }}

    {{Questbox| Walkthrough & Notes | collapsed |
    * (walkthrough and notes pending)
    }}

    {{Questbox| Rewards | collapsed |
    * {{Worth|g=|s=49|c=35|dp=}}
    * {{Quest Rep|Citizens of Umbar Baharbêl|700}}
    * {{IXP|687,000}}
    * {{Reward|Small gift of Ūr}}
    * {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
    }}
```

{{Questbox| Quest Text ||{{toc-right}}

=== Bestowal Dialogue ===

'It is good to see you again. Your work throughout these lands has spread far and wide. I have a request to make of you. Would you bear witness to a complaint that might involve one of my gladiators?'

=== Background ===

Members of the Kindred of the Coins take petitions from nobles throughout Umbar. Rothog has summoned you to his chambers to hear one specific complaint.

=== Objective 1 ===

* '''Speak to Rothog about the audience'''

* '''Travel with Rothog to the audience'''

:'''Rothog the Storm''': '{{Name}}, It is good of you to come to me. I may have a bit of a issue with one of my gladiators. I have received a petition from a rather bothersome noble by the name of Zarzira Dawn-star.

: 'I fear this may become an issue, and I may need someone of your abilities to assist. Will you come and bear witness to the proceedings?'

=== Objective 2 ===

* '''Talk to [[Instance: An Audience with the Storm|Rothog]]'''

Rothog has requested your presence for a petition of one of his nobles.

:'''Rothog the Storm''': ''Are you ready? Let us get this over with.''

=== Objective 3 ===

* '''Talk to Rothog in Dâr Laja'''

Following the audience, Rothog would like a word regarding the petition.

:'''Rothog the Storm''': 'It was interesting to hear her need of justice in this case. However, it does seem to jog my memory of a conversation with Shaidal and his claims of innocence. Something to think on.'

}}

Part 1 Instance

```

{{Quest Stub}} <!--Data from LC needs details-->
{{Infobox Quests
| name                = Instance: An Audience with the Storm
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation    = [[Dâr Laja]]
| region1              = Umbar Baharbêl
| maprefNS1           = 18.7S
| maprefEW1           = 97.5W
| questender          =
| endinglocation      =
| region2              =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class                =
| profession          =
| race                =
| questchain          =
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}

{{Questbox| Quest Text ||{{toc-right}}

```

=== Bestowal Dialogue ===

=== Background ===

Members of the Kindred of the Coins take petitions from nobles throughout Umbar. Rothog has summoned you to his chambers to hear one specific complaint.

=== Objective 1 ===

* '''Talk to Rothog'''

Rothog has summoned you to his chambers to hear a specific complaint from one of his nobles regarding one of the gladiators.

:'''Rothog the Storm''': 'Let us see what she is to say regarding this situation. It should be most interesting.

: 'Tell her she may begin.'

=== Objective 2 ===

* '''Speak to Zarzíra and witness the proceedings'''

Approach Zarzíra Dawn-star to begin her petition.

:'''Zarzíra Dawn-star''': 'I am not sure why I must address this petition with the likes of you, but if I must, I will begin.'

: 'Zarzíra Dawn-star says, ' "dialogue"

=== Objective 3 ===

* '''Speak to Rothog the Storm'''

Speak to Rothog regarding Zarzíra Dawn-star's petition

:'''Rothog the Storm''': 'These accusations are most troubling. While I do not doubt that these incidents have transpired, I do feel that she may not be telling us everything. It would be good to investigate this further.'

: 'Would you be willing to do so?'

: 'I give you my thanks again (character name) for witnessing the petition. Let us leave these chambers and return to Dâr Laja.'

}}

Part 2

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

```

| name                = The Gathering Storm, Part 2:Hunter Hunted
| level               = 150
| fellowshiptype     =
| repeatable         =
| queststarter       = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation   = [[Dâr Laja]]
| region1            = Umbar Baharbêl
| maprefNS1          = 18.7S
| maprefEW1          = 97.5W
| questender         = Shaidal
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         =
| reflecting-pool    =
| reflecting-pool2   =
}}
```

```

{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ûr}}
* {{Reward|Umbari Tâmi|2|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'Given the petition that we just heard from [[Zarzîra Dawn-star]], I feel that it might be a good time to speak to [[Shaidal]] and hear what he might have to say regarding it. You see, he was in the employ of Zarzîra, when one of her competitors was slain. He was brought here to face justice for the act, but has always proclaimed his innocence. She had advocated for his

death, but instead he was sentenced to fight in the sands. She again calls for his head very quickly.'

'This makes me think that there may be fire behind the smoke, eh?'

'He is in the residences for our formidable fighters within halls of the [[Dahâl Huliz]]. Go find him and speak to him, find out what information you can learn, and then report back to me.'

=== Background ===

Within the halls of Dahâl Huliz, the gladiators make their home. Rothog has asked that you question Shaidal.

=== Objective 1 ===

* '''Talk to Rothog'''

Speak to Rothog regarding the petition from Zarzíra Dawn-star.

:'''Rothog the Storm''': '{{Name}}', it is time to travel into the residences of the gladiators in Dahâl Huliz. Please speak to Shaidal, and report your findings.'

=== Objective 2 ===

* '''Talk to [[Instance: Hunter Hunted|Rothog]]'''

Rothog has asked that you travel to within Dahâl Huliz, inside the the gladiator residences and speak to Shaidal about the situation.

:'''Rothog the Storm''': 'Time for you to meet Shaidal, yes?'

=== Objective 3 ===

* '''Talk to Rothog in Dâr Laja'''

After your conversation with Shaidal and the surprising ambush, speak to Rothog regarding the encounter.

:'''Rothog the Storm''': 'This brazen attack within Dahâl Huliz is most troubling to me. His tale seems to indicate that there might be more to his case.'

:'I will call him here, keep him within sight, and perhaps you can speak to him and gather more proof of what is really going on.'

}}

Part 2 Instance

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

```

| name          = Instance: Hunter Hunted
| level         = 150
| fellowshiptype =
| repeatable    =
| queststarter  = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation = [[Dâr Laja]]
| region1       = Umbar Baharbêl
| maprefNS1     = 18.7S
| maprefEW1     = 97.5W
| questtender   = Shaidal
| endinglocation =
| region2       =
| maprefNS2     =
| maprefEW2     =
| questgroup    = Tales of the Kindred
| class         =
| profession    =
| race          =
| questchain    =
| reflecting-pool =
| reflecting-pool2 =
}}
{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

=== Background ===

Within the halls of Dahâl Huliz, the gladiators make their home. Rothog has asked that you question Shaidal.

=== Objective 1 ===

* '''Talk to Shaidal'''

Rothog has asked that you travel into the gladiator's residences and question Shaidal regarding the petition.

:'''Shaidal''': 'You are truly a worthy candidate, {{Name}}. I have heard your name whispered within these halls. There is rumour that Rothog has sent you to speak with me regarding an incident, and I would hope you would be willing to assist me.'

:'I will tell you that I am innocent of the crimes that have damned me to this place. You see, I worked for Zarzíra, and noticed there were some ill deeds happening within the house. I approached the captain of the guards regarding the deeds, and shortly afterwards, I was being accused of the brutal slaying of one of Zarzíra's competitors. I was saved from death by Rothog, only to be sentenced to fight in the sands of Dahâl Huliz.'

:'While working for her, it was rumoured in her house that she kept excellent records of her business dealings and her exploits both legal and less than legal.'

:'While it is true that I did work with someone to recover those records, it was to prove my innocence and free me from here. Not for any other nefarious purpose....'

:'I think I hear something!''

=== Objective 2 ===

* ''''Defeat ambushers''''

The sounds of footsteps fill the halls, you are ambushed by attackers.

=== Objective 3 ===

* ''''Speak to Shaidal about the attack''''

Speak to Shaidal about the attack and what he will need of you.

:'''Shaidal''': 'As you can see, Zarzíra has become most desperate. She has even sent her people in an attempt to silence me. I beg of you to speak to Rothog on my behalf, and ask if you could gather proof of my innocence.'

:'I give you my thanks again {{Name}} Please tell Rothog of the attack and that I may have access to the evidence that would prove my innocence.'

```
: 'Please convince him to allow you to look into the matter
further, for I fear for my life and that of those whom I hold
dear.'
```

```
}}
```

Part 3

```
{{Quest Stub}} <!--Data from LC needs details-->
<div class="locationList">
{{Infobox Quests
| name                = The Gathering Storm, Part 3:Steps Closer
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Shaidal]]
| startinglocation    =
| region1              = Umbar Baharbêl
| maprefNS1            =
| maprefEW1            =
| questtender         = Shaidal
| endinglocation      =
| region2              =
| maprefNS2            =
| maprefEW2            =
| questgroup          = Tales of the Kindred
| class               =
| profession           =
| race                 =
| questchain          =
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{{:The Gathering Storm Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

{{Questbox| Quest Text ||{{toc-right}}}

=== Bestowal Dialogue ===

'As I mentioned, [[Zarzîra Dawn-star]] has been attempting to frame me for some of her misdeeds. Several weeks ago, I was able to contact and hire a burglar named [[Makhil]], who promised to recover information needed for my release.'

'He mentioned that he would flee to [[Kamrabezûr]] in the catacombs. You may wish to start looking in [[Hulzidâr]], a small encampment beneath the arena.'

'Can you go into Kamrabezûr, located underneath [[Dahâl Huliz]] and look for signs of his passage?'

=== Background ===

Shaidal has requested that you seek out Makhil who has fled into Kamrabezûr to escape Zarzîra Dawn-star and her Khadeji

=== Objective 1 ===

* '''Locate Makhil's passage near Hulzidâr'''

Search Hulzidâr, a small encampment beneath the arena, for Makhil's path.

=== Objective 2 ===

* '''Locate Makhil's passage west of Hulzidâr'''

Continue your search for Makhil's path, west of Hulzidâr.

=== Objective 3 ===

* '''Locate Makhil's passage north of the cross-roads'''

Continue your search for Makhil's path, north of the cross-roads, west of Hulzidâr.

=== Objective 4 ===

* '''Locate Makhil's passage near Kên Taghlim'''

Continue your search for Makhil's path, near Kên Taghlim in Kamrabezûr.

=== Objective 5 ===

* '''Talk to Makhil east of Kên Taghlim'''

Speak to Makhil's about the information that he recovered from Zarzîra Dawn-star's estate.

:'''Makhil''': 'You have at last caught me, unless... are you a friend of Shaidal's? Oh most joyous news.;

: 'I fear that the Khadeji continue to search for me, and the information that I gathered.'

: 'Before you arrived, I hid the information that was recovered elsewhere in a place which might be dangerous to others, but thank you for finding me.'

}}

Part 4

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

| name = The Gathering Storm, Part 4:The Wight

Evidence

| level = 150

| fellowshiptype =

| repeatable =

| queststarter = [[Makhil]]

| startinglocation =

| region1 = Umbar Baharbêl

| maprefNS1 =

| maprefEW1 =

| questender = Shaidal

| endinglocation = Dâr Laja

| region2 =

| maprefNS2 =

| maprefEW2 =

| questgroup = Tales of the Kindred

| class =

| profession =

| race =

| questchain =

| reflecting-pool =

| reflecting-pool2 =

}}

{{Questbox| Quest Chain | collapsed |

{{:The Gathering Storm Quests}}

}}

{{Questbox| Walkthrough & Notes | collapsed |

* (walkthrough and notes pending)

}}

{{Questbox| Rewards | collapsed |

* {{Worth|g=|s=49|c=35|dp=}}

* {{Quest Rep|Citizens of Umbar Baharbêl|700}}

* {{IXP|687,000}}

```
* {{Reward|Modest gift of Ūri}}
* {{Reward|Umbari Tām|3|plural=Umbari Tāmi}}
* {{Reward|Umbari Greater Athelas Essence}}
* {{Reward|Umbari Greater Celebrant Essence}}
* {{VXP|500}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

'So that you are aware, the documents that I recovered on behalf of Shaidal uncovered both correspondence between Rothog's enemies and also a series of ledgers that have suspicious financial information that Shaidal was trying to expose before his capture.'

'Unfortunately, with the Khadeji hunting for me, I chose to hide it in a fairly dangerous place.'

'The parcels of information are hidden within Ghâr Mejet, an ancient crypt infested with Wights. Could you recover these and return them to Shaidal in Dâr Laja?'

```
=== Background ===
```

Makhil has requested that you recover a series of evidence parcels hidden throughout Ghâr Mejet, an ancient crypt teeming with Wights in Kamrabezûr.

```
=== Objective 1 ===
```

```
* '''Locate parcels in Ghâr Mejet (0/6)'''
```

Makhil has requested that you recover a series of evidence parcels hidden throughout Ghâr Mejet, an ancient crypt teeming with Wights in Kamrabezûr.

```
=== Objective 2 ===
```

```
* '''Return to Dâr Laja and speak to Shaidal'''
```

Return to Dâr Laja and speak to Shaidal about the evidence that you recovered.

:'''Shaidal''': 'You are back so soon? I hope you bring good news.'

: 'Thank you for gathering this information, these parcels should prove most useful when The Storm next holds his court. It is frightening to think that this woman goes to such lengths to bring ruin upon me, and betray Rothog as well.'

```
: 'Thank you, I hope this will be enough to set me free.'
```

```
}}
```

Part 5

```
{{Quest Stub}} <!--Data from LC needs details-->
```

```
{{Infobox Quests
```

```
| name                = The Gathering Storm, Part 5: The Storm Abated
| level              = 150
| fellowshiptype     = Solo
| repeatable         =
| queststarter       = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation   = [[Dâr Laja]]
| region1            = Umbar Baharbêl
| maprefNS1          = 18.7S
| maprefEW1          = 97.5W
| questender         =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         =
| reflecting-pool    =
| reflecting-pool2   =
}}
```

```
{{Questbox| Quest Chain | collapsed |
{{:The Gathering Storm Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ûri}}
* {{Reward|Umbari Tâmi|2|plural=Umbari Tâmi}}
```

}}

{{Questbox| Quest Text ||{{toc-right}}

=== Bestowal Dialogue ===

'It seems to be time for our conversation regarding [[Shaidal]] and Zarzira's actions. Your work in this matter has been excellent and I am most thankful for your thoroughness in this matter.'

'Will you meet me in my audience chamber so we can discuss this delicate matter more quietly?'

=== Background ===

Armed with proof of Shaidal's innocence, you approach Rothog the Storm with your findings.

=== Objective 1 ===

* '''Travel with Rothog to the audience chamber'''

Rothog the Storm asks you to approach with your findings.

:'''Rothog the Storm''': '{{Name}}', it is good of you to come to me. This petition has been most bothersome, and I seek to discover the heart of the matter. 'Would you be kind enough to find your way to my audience chamber, so I could join you shortly?'

=== Objective 2 ===

* '''Talk to [[Quest:Instance: The Storm Abated|Rothog]]'''

Rothog has requested your presence for a petition of one of his nobles.

:'''Rothog the Storm''': 'Please go ahead, I will join you rather shortly.'

=== Objective 3 ===

* '''Talk to Rothog in Dâr Laja'''

Following the audience, Rothog would like a word.

:'''Rothog the Storm''': 'You may think me cruel for sending Shaidal on such a difficult journey, but his agents did violate the home of one of my nobles, and I could not simply allow that to happen. That being said, the information gathered allowed me to give him the chance to free himself.'

: 'However, this Zarzira's treachery does give me pause and require some thought, I may ask you to attend when I kindly suggest that she make a mandatory appearance in my presence.'

```
}}
```

Part 5 Instance

```
{{Quest Stub}} <!--Data from LC needs details-->
{{Infobox Quests
| name                = Instance: The Storm Abated
| level              = 150
| fellowshiptype     =
| repeatable         =
| queststarter       = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation   = [[Dâr Laja]]
| region1            = Umbar Baharbêl
| maprefNS1          = 18.7S
| maprefEW1          = 97.5W
| questender         =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         =
| reflecting-pool     =
| reflecting-pool2   =
}}
{{Questbox| Quest Chain | collapsed |
{{:The Gathering Storm Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

=== Background ===

Armed with proof of Shaidal's innocence, you approach Rothog the Storm with your findings.

=== Objective 1 ===

* '''Defeat ambushers'''

Fight off the ambush awaiting you in Rothog's chambers.

=== Objective 2 ===

* '''Speak to Rothog the Storm and watch his reaction'''

Armed with proof of Shaidal's innocence, you approach Rothog the Storm with your findings.

:'''Rothog the Storm''': '{{Name}}these rabble! How dare they invade my quarters?! There will be swift vengeance upon those who would do such a thing. I will have my guards take the bodies and feed them to the lions.

:'Anyway, you had mentioned that you managed to gather information that might be of interest to me?'

=== Objective 3 ===

* '''Speak to Shaidal about his task.'''

Speak to Shaidal about his task.

:'''Shaidal''': 'I am glad that I have an avenue to gain my freedom, but saddened that this treachery was not enough to gain it. I understand the ruling and will abide by it. 'Ragrekhûl is known to be a dreaded beast, I only hope that I may be capable of capturing the beast.'

:'I give you my thanks again {{Name}}. Your work has been excellent and revealed many problems for me. That being said, I may have work for you in the near future.'

}}

Part 6

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

name	= The Gathering Storm, Part 6:A Line Crossed
level	= 150
fellowshiptype	= Solo
repeatable	=

```

| queststarter      = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation = [[Dâr Laja]]
| region1          = Umbar Baharbêl
| maprefNS1        = 18.7S
| maprefEW1        = 97.5W
| questtender      =
| endinglocation   =
| region2          =
| maprefNS2        =
| maprefEW2        =
| questgroup       = Tales of the Kindred
| class            =
| profession       =
| race             =
| questchain       =
| reflecting-pool   =
| reflecting-pool2 =
}}
```

```

{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'{{Name}}While I await for Zarzíra to arrive, I have a task that I would welcome your assistance. You see, your friend Shaidal has gone to fetch something that is precious to me. However, the beast requires certain items that are needed to assist us on the creature's arrival.'

'The problem is that there are those who dwell in the catacombs below the arena who wish to do me harm, and they had the audacity to steal my shipment.'

'Could you travel to Harkhaphâr, south of Hulzidâr below, and assist me with this problem?'

=== Background ===

Rothog the Storm has requested that you travel into the catacombs below Dahâl Huliz and recover a precious shipment that was important to him.

=== Objective 1 ===

- * '''Collect metal chains (0/8)'''
- * '''Gather Rothog's food stuffs (0/5)'''
- * '''Defeat gladiators (0/16)'''

Rothog the Storm has requested that travel into the catacombs to Harkhaphâr and do several tasks. He requests that you thin the number of gladiators there, gather their metal chains, and recover food stuffs from the camp.

=== Objective 2 ===

- * '''Return with the stolen objects and inform him of your victory'''

=== Objective 3 ===

- * '''Talk to Rothog in Dâr Laja'''

Rothog awaits you in the Dâr Laja Meeting Hall.

:'''Rothog the Storm''': 'You present the recovered goods to Rothog the Storm.'

: 'I see that my trust in you was not misplaced. My hope was that those who betrayed us may have learned an important lesson. Perhaps they will. Once again your work is exemplary, and your hand in my spectacle will not be forgotten by me.'

: 'Thank you for your help!'
}}

Part 7

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

name	= The Gathering Storm, Part 6: Steps Closer
level	= 150
fellowshiptype	= Solo

```

| repeatable          =
| queststarter        = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation    = [[Dâr Laja]]
| region1              = Umbar Baharbêl
| maprefNS1           = 18.7S
| maprefEW1           = 97.5W
| questender          =
| endinglocation      =
| region2              =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class                =
| profession           =
| race                 =
| questchain          =
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'Some of my messengers have had most unpleasant difficulties when
attempting to gather items that I need quite urgently. These items
are rare and can be somewhat sought after.'

'Could you find your way to Kheb Hanût and speak to my contact
Sâkhariz there? I need you to gather reinforced bolts to secure the

```

creature, and then travel to The Dûlkar and speak to Nadima and retrieve supplies that our apothecaries require most urgently.'

=== Background ===

Rothog the Storm has requested your aid in travelling to retrieve needed supplies for his next spectacle. Travel to Kheb Hanût and The Dûlkar, speak to Rothog's contacts, and return.

=== Objective 1 ===

* '''Speak to Sâkhariz regarding the requested goods'''

Travel to Kheb Hanût and speak to Sâkhariz there to gather reinforced bolts to secure the creature.

'''Sâkhariz''': 'I understand that your patron has requested very special goods. Luckily, I was able to obtain them with some great challenges to myself. Please let your benefactor know that these goods should perform to expectations.'

=== Objective 2 ===

* '''Travel to The Dûlkar and speak to Nadima'''

Travel to The Dûlkar and speak to Nadima and retrieve apothecary supplies.

'''Nadima''': 'Oh, you are here. I believe I have the package that was requested by your patron. I do warn you that the objects inside appear to have been jostled, but I assure you of the quality of the product.'

: 'I wish you all the best of luck with its use.'

=== Objective 3 ===

* '''Talk to Rothog in Dâr Laja Meeting Hall'''

Return to Rothog and meet him in the Dâr Laja Meeting Hall.

'''Rothog the Storm''': 'While I know the traversal of the catacombs below can be problematic, I appreciate your discretion and willingness to go to that place.'

: 'I hope that these objects will make my grand unveiling something truly to behold.'

: 'Thank you for your work again. I can see why your name has become known within this hall.'

}}

Part 8

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

```

| name                = The Gathering Storm, Part 8: Rothog's Fury
| level               = 150
| fellowshiptype      =
| repeatable         =
| queststarter        = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation    = [[Dâr Laja]]
| region1             = Umbar Baharbêl
| maprefNS1           = 18.7S
| maprefEW1           = 97.5W
| questender          =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession           =
| race                =
| questchain          =
| reflecting-pool      =
| reflecting-pool2    =
}}
{{Questbox| Quest Chain | collapsed |
{:The Gathering Storm Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* Title:[[Friend to Rothog the Storm]]
* {{Reward|Cosmetic Rothog Armour}}
* {{Reward|Portrait of Rothog the Storm}}
* {{IXP|687,000}}
* {{VXP|1000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
```

```

=== Bestowal Dialogue ===
```

'It seems that Zarzíra has decided it was time to grace us with her presence. Amongst the difficulties is that I feel that she may have a

patron or someone who sought to weaken my position amongst the Kindred. Such an idea is laughable of course.'

'Now I would request your presence so that you can see what is done to those who seek to fool me or betray me for no reason. Please remember that this woman had wrongfully imprisoned Shaidal and caused pain to his family.'

=== Background ===

Now with proof of her treachery, Rothog calls forth Zarzíra Dawn-star for questioning.

=== Objective 1 ===

* '''Travel with Rothog to the audience chamber'''
Speak to Rothog the Storm about the situation

:'''Rothog the Storm''': '{{Name}}', it seems as if it is time to get to the heart of the matter. I believe that we should be able to resolve this peacefully, of course'

=== Objective 2 ===

* '''Talk to [[Quest:Instance: |Rothog]]'''
Rothog has requested your attendance in his questioning of Zarzíra Dawn-star.

:'''Rothog the Storm''': 'It is time to deal with this problem. Please join me.'

=== Objective 3 ===

* '''Talk to Rothog in Dâr Laja'''
Following Zarzíra's actions in his chambers, Rothog asks to speak to you.
:'''Rothog the Storm''': 'It would seem that Zarzíra's treachery was deeper rooted than I might have estimated. I appreciate your willingness to combat her and her men on my behalf. I would have stepped forward, but I did not feel they were worth bloodying my blades.'
:'Oh, I have heard word that Shaidal has managed to capture my prize and has survived the ordeal. Your good work in this has secured his freedom upon the creature's unveiling.'
}}

```

{{Quest Stub}} <!--Data from LC needs details-->
{{Infobox Quests
| name                = Instance: Rothog's Fury
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Rothog the Storm#Rothog the Storm (Dâr
Laja)|Rothog the Storm]]
| startinglocation    = [[Dâr Laja]]
| region1             = Umbar Baharbêl
| maprefNS1           = 18.7S
| maprefEW1           = 97.5W
| questender          =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession           =
| race                =
| questchain          =
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{{:The Gathering Storm Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===

=== Background ===
Rothog has summoned you to his chambers as he confronts Zarzîra
Dawn-star about her misdeeds.

```

=== Objective 1 ===

* '''Talk to Rothog the Storm'''

Rothog has summoned you to his chambers to confront Zarzíra Dawn-star about her misdeeds.

:'''Rothog the Storm''':Now you will see a matter of justice. While I am very confident about how this will go, do be wary, as this serpent seems to be willing to strike.'

=== Objective 2 ===

* '''Defeat Zarzíra and her men'''

Defeat Zarzíra and her men as they attack you in the audience chamber.

=== Objective 3 ===

* '''Speak to Rothog.'''

Speak to Rothog the Storm about Zarzíra's treachery.

:'''Rothog''': 'Zarzíra made a grave mistake so openly attacking you in my presence. I am overjoyed by your victory. You see, Zarzíra and her men were not worth me bloodying my blades, as they are so below me. But I commend you for your quick action.'

:'Rest assured, if Shaidal is successful in the task that I laid out before him, he will go free.'

:'Thank you again for helping solve what could have been a rather complicated situation!'

:'I give you my thanks again {{Name}}. With Zarzíra defeated and Shaidal well on his way to freedom, things seem to have worked out. Now please go, my people have some cleaning up to do.'

}}

A Man Adrift Quests

Part 1

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

| name = A Man Adrift, Part 1: Of Fruit and Ruffians

```

| level                = 150
| fellowshiptype       =
| repeatable          =
| queststarter         = [[Belondor#Belondor (Dâr Laja)|Belondor]]
| startinglocation     = [[Dâr Laja]]
| region1              = Umbar Baharbêl
| maprefNS1            = 18.7S
| maprefEW1            = 97.5W
| questender           =
| endinglocation       =
| region2              =
| maprefNS2            =
| maprefEW2            =
| questgroup           = Tales of the Kindred
| class                =
| profession           =
| race                 =
| questchain           =
| reflecting-pool      =
| reflecting-pool2     =
}}
```

```

{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'{{Name}}, I'm glad you are here. I have a few concerns with which I was hoping to receive your assistance.'

'Belondor looks excessively tired but clearly has no intention to rest.'

'I am tied up here in Dâr Laja, hearing the concerns of the people and doing my best to help them. Meanwhile, I'm also expected to handle issues in the Fleet-fast when I am not at sea.'

Much of my fleet is out patrolling the coast, looking for signs of Azagath and Nakási. I was hoping you would be available to handle something for me.'

'I have received reports of ruffians on the docks, causing trouble in the area near the Soldiers' Mess-hall. I would like you to go there and... discourage them from doing that.'

'He gives you a wink that makes it clear he wants you to rough them up.'

'Umbar is a land of tough people and sometimes this is the only way to get your point across. Not far from that same area, there is a dispute going on that I would like you to investigate. One of our ships is preparing for departure and was bringing provisions aboard when the deck-steward noticed that all of the newly purchased fruit was rotten. The fruitmonger, a man named Râkariz, argues that the fruit was fine when he sold it to us.'

'I would like you to inspect the fruit shipment for me and determine who is in the right. I recommend dealing with the ruffians first though, as they are the more pressing matter.'

=== Background ===

Belondor has asked you to go to Umbar Baharbêl's Fleet-fast ward and handle two problems for him.

=== Objective 1 ===

* '''Defeat Fleet-fast ruffians (0/6)'''

A group of ruffians is causing trouble in the Fleet-fast near the Soldiers' Mess-hall. You should go there and teach them a lesson.

=== Objective 2 ===

* '''Find Râkariz and the deck-steward'''

At the nearby docks in the Fleet-fast, there is a dispute going on at one of the ships. A fruitmonger and a deck-steward are arguing about fruit shipment. You should find where they are.

:''' ':' ' '

=== Objective 3 ===

* '''Inspect the shipment of fruit'''

You have found Râkariz and the deck-steward arguing about the shipment of fruit. You should inspect the fruit to see its condition.

Fruit Crate: The fruit is indeed rotten and inedible. You notice a stamp indicating that the fruit originated in Khûtra.

:'''Rothog the Storm''': 'It was interesting to hear her need of justice in this case. However, it does seem to jog my memory of a conversation with Shaidal and his claims of innocence. Something to think on.'

=== Objective 4 ===

* ''''Talk to Râkariz''''

You have inspected the fruit in question, and it is indeed rotten. You noticed a stamp that indicated the fruit came from Khûtra. You should confront the fruitmonger Râkariz.

:'''Râkariz''': 'I will tell you the same thing I have been telling everyone! I am not at fault! The fruit was good when I unloaded it. It must have been mistreated by the Fleet-watch.'

'You tell Râkariz that you noticed that the fruit came from Khûtra. You have been there and happen to know that Khûtra has been plagued with disease and sickness since the collapse of Mâkhda Khorbo.'

'You can see in his eyes that he has been caught, but he says nothing else to you.'

=== Objective 5 ===

* ''''Talk to Belondor in Dâr Laja''''

You have inspected the fruit and confronted Râkariz with the knowledge that provisions from Khûtra have somehow been corrupted after the fall of Mâkhda Khorbo. You should return to Belondor and tell him what you learned.

:'''Belondor''': 'Is everything settled, then?'

'You tell Belondor that you handled the ruffians, and that the fruit was likely rotten before it even left Khûtra.'

:'Khûtra, you say? Yes, I have heard about their issues there. Thank you for clearing this up. I appreciate your help as always, {{{Name}}}.'

}}

Part 2

```
{{Quest Stub}} <!--Data from LC needs details-->
<div class="locationList">
{{{Infobox Quests
```

```

| name           = A Man Adrift, Part 2: An Act of Charity
| level          = 150
| fellowshiptype =
| repeatable     =
| queststarter   = [[Belondor#Belondor (Dâr Laja)|Belondor]]
| startinglocation = [[Dâr Laja]]
| region1        = Umbar Baharbêl
| maprefNS1      = 18.7S
| maprefEW1      = 97.5W
| questtender    =
| endinglocation =
| region2        =
| maprefNS2      =
| maprefEW2      =
| questgroup     = Tales of the Kindred
| class          =
| profession     =
| race           =
| questchain     =
| reflecting-pool =
| reflecting-pool2 =

```

```

}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tām|3|plural=Umbari Tāmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'I have oft been thinking about the suffering that continues in this city, {{Name}}. The Empire of Ordakh, the Church of the All-seeing, and the Heirs of Castamir have all ruled here with an iron fist, and that fist was covered in blood. Though many of the Corsairs lost at the Harlond were not good people, many in the city are still suffering from the loss of loved ones.'

'That is why I have decided to use my personal savings to seed a fund that will help support those left behind. They suffer needlessly, and I will do what I am able for those who are innocent. This savings of mine is not held in a bank. I have kept it hidden should Mêshka and I need to flee the city again.'

'It is always good to have a backup plan, but it bothers me greatly knowing that I have treasures hidden away doing nothing when it could be helping people in need. I would like to entrust to you the task of retrieving it, as there are dangers involved that I have no doubt you can handle. The coffer is located in the north-east part of the sewers. I will mark its location on your map.'

=== Background ===

Belondor would like to start a Widows-and-Orphans fund and has asked for your help in retrieving his savings.

=== Objective 1 ===

* '''Find the location Belondor described'''

Belondor has asked you to enter Ilmabiri, beneath the Sail-haven of Umbar Baharbêl, and locate his secret cache of savings.

=== Objective 2 ===

* '''Collect Belondor's cache'''

You have found the location Belondor described as the location of his hidden cache. You should retrieve the treasure.

=== Objective 3 ===

* '''Get [[Item:Belondor's Coffers|Belondor's Coffers]]'''

* '''Talk to Belondor'''

You have collected Belondor's secret cache from its hiding place in Ilmabiri. You should bring it to Belondor in Dâr Laja.

:'''Belondor''': 'There it is. You have done a good deed today, (character name). Thank you. This will go a long way to ease their suffering.'
}}

Part 3

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

name	= A Man Adrift, Part 3: Honouring Their Sacrifice
level	= 150
fellowshiptype	=
repeatable	=

```

| queststarter      = [[Belondor#Belondor (Dâr Laja)|Belondor]]
| startinglocation = [[Dâr Laja]]
| region1          = Umbar Baharbêl
| maprefNS1        = 18.7S
| maprefEW1        = 97.5W
| questtender      =
| endinglocation   =
| region2          =
| maprefNS2        =
| maprefEW2        =
| questgroup       = Tales of the Kindred
| class            =
| profession       =
| race             =
| questchain       =
| reflecting-pool   =
| reflecting-pool2 =
}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}
```

```

{{Questbox| Walkthrough & Notes | collapsed |
Actual Coordinates Needed Below
* {{LocationList|dotcolor=orange
| Umbar Baharbêl|21.6S|98.8W| Sailors' Mess-hall
| Umbar Baharbêl|21.6S|98.8W| Parade Ground
| Umbar Baharbêl|21.6S|98.8W| Gate of Sorrows and the Stûna
| Umbar Baharbêl|21.6S|98.8W| Fleet-gate
| Umbar Baharbêl|21.6S|98.8W| Lord's Gate
}}
}}
```

```

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'While you were gone Mêshka came to visit and she said she would like to meet with you. She wouldn't tell me what it was about, but I didn't get the feeling that she plans to have you killed. I wouldn't worry,' 'he says with a chuckle'', '...too much.'

'She said that you will be able to find her at the Fleet-watch Tavern in the Fleet-fast. Be safe!'

=== Background ===

Mêshka has asked for your help with a secret project.

=== Objective 1 ===

* '''Talk to Mêshka at the Fleet-watch Tavern'''

Mêshka has requested that you meet her at the Fleet-watch Tavern, located at the southern end of the Fleet-fast, across from the Old Bastion Inn.

:'''Mêshka''': '{{Name}}', I admit that I am a little surprised to see you. I would not blame you if you had no desire to associate with me.'

''She cocks an eyebrow and gives you a measuring look.''

'I will not apologize, however. You must understand that I will do whatever is necessary to protect my husband and his interests.'

''She takes a casual sip of her wine before continuing.''

'Speaking of his interests, he told me that you have been assisting him of late, so you have probably noticed that he avoids what needs to be done; prioritizing trivialities while Azagath and Nakási escape without consequences. They must be found, and they must be made to pay the price for their betrayal. For this to happen, we must awaken Belondor so he sees things as they are, not as his pain tells him. He loves passionately, but he hurts with the same intensity. He has been hiding from himself behind his work, not allowing himself to feel his grief.'

'I am commissioning a memorial in tribute of the crew of the Iskánta, Belondor's ship. Rebuke, in the Westron tongue. Will you help me with this? I have several locations around the Fleet-fast in mind but have not been able to decide. Would you visit each location and tell me your opinion of them?'

=== Objective 2 ===

* '''Scout near the Sailor's Mess-hall'''

* '''Scout the gate near the Parad Ground'''

* '''Scout between the Gate of Sorrows and the Stûna'''

* '''Scout near the Fleet-gate'''

* '''Scout near the Lord's Gate'''

Mêshka is commissioning a memorial for the crew of the Rebuke and has asked for your assistance in choosing a location.

=== Objective 3 ===

* '''Talk to Mêshka at the Fleet-watch Tavern'''

You have scouted several possible locations for Mêshka. You should return to her at the Fleet-watch Tavern at the southern end of the Fleet-fast to tell her your findings.

:'''Mêshka''': 'You return with opinions, I hope?'

'You tell the noblewoman your opinions on each location.'

'Thank you for your time and thoughts. I will take them into consideration.'

}}

Part 4

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

name	= A Man Adrift, Part 3: The Offer
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[]]
startinglocation	= [[]]
region1	= Umbar Baharbêl
maprefNS1	= 18.7S
maprefEW1	= 97.5W
questender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=
profession	=
race	=
questchain	=
reflecting-pool	=
reflecting-pool2	=

}}

{{Questbox| Quest Chain | collapsed |

{{:A Man Adrift Quests}}

}}

{{Questbox| Walkthrough & Notes | collapsed |

* (walkthrough and notes pending)

}}

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{VXP|500}}
* {{Reward|Modest gift of Ûri}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
* {{Reward|Umbari Greater Athelas Essence}}
* {{Reward|Umbari Greater Celebrant Essence}}
}}
```

{{Questbox| Quest Text ||{{toc-right}}

=== Bestowal Dialogue ===

'Be careful, {{Name}}. We are being watched. Is he here to spy upon you or me? Since you are the one who is armed, confront him, and see what he wants.'

=== Background ===

While talking with Mêshka, she notices that you are being watched.

=== Objective 1 ===

* '''Confront the person spying on you'''

Mêshka has spotted that the two of you are being watched. She suggests you confront the man at the Fleet-watch Tavern at the south end of the Fleet-fast.

:'''Tabrim''': 'Hoi there, {{Name}}. Yes, I know who you are. You can call me Tabrím.'

'The man gazes at you for a moment with an expression you can't read.'

'I understand that you have the ear of Belondor of Langstrand, and are are a friend of the king. I am from the Order of the Eagle and would like you to present Belondor with an offer. We have uncovered some information on the whereabouts of Azagath Sea-shadow and Nakási Wave-reaper.'

'We would share this information with Belondor in exchange for him agreeing to meet with an emissary of Prince Imrahil. He need not agree to anything other than to meet and to listen. Will you do this?'

=== Objective 2 ===

* '''Talk to Belondor in Dâr Laja'''

Tabrím, a member of the Order of the Eagle has asked you to bring an offer to Belondor.

:'''Belondor''': 'Welcome back! I see you have survived your meeting with my wife,'

'Belondor says jokingly. You quietly tell him of the offer from the Order of the Eagle and his expression darkens.'

: 'No. I cannot have my loyalty to Umbar called into question. What information could they have, I wonder?'

'He sighs and you see the exhaustion return to his features.'

: 'I need some time to think about it.'

}}

Part 5

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

name	= A Man Adrift, Part 5: Paying Your Dues
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Belondor#Belondor (Dâr Laja) Belondor]]
startinglocation	= [[Dâr Laja]]
region1	= Umbar Baharbêl
maprefNS1	= 18.7S
maprefEW1	= 97.5W
questtender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=
profession	=
race	=
questchain	=
reflecting-pool	=
reflecting-pool2	=

```
}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
Actual Coordinates Needed Below
* {{LocationList|dotcolor=orange
| Umbar Baharbêl|21.6S|98.8W| Fruit Peddler
| Umbar Baharbêl|21.6S|98.8W| Cloth Dealer
| Umbar Baharbêl|21.6S|98.8W| Fishmonger
| Umbar Baharbêl|21.6S|98.8W| Old Bastion Innkeeper
| Umbar Baharbêl|21.6S|98.8W| Fleet-watch Tavern
}}

}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ûr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
'I have another task for you, should you be willing.'
```

'You quietly ask Belondor if he has decided whether or not to accept the offer from the Order of the Eagle.'

'I have not. There are many things to consider. The cost may outweigh the benefit. Speaking of costs, life goes on and there are still things that need doing in the Fleet-fast.'

'Traders that are permitted to sell their goods and services within the Fleet-fast are required to pay regular dues to be allowed to do so. When I am not at sea, this is something I like to do personally. It is good to be seen and to meet them in person, but the additional workload brought on by the re-opening of Dâr Laja has been taxing.'

'You would be helping me a great deal if you would collect these dues for me. If any of them give you trouble, I guarantee that a little bit of rough handling will convince them that paying you is as good as paying me.'

=== Background ===

Belondor has asked you to go to the Fleet-fast on his behalf and collect dues from the merchants there.

=== Objective 1 ===

- * '''Collect dues from the fruit peddler'''
- * '''Collect dues from the cloth dealer'''
- * '''Collect dues from the fishmonger'''
- * '''Collect dues from the Old Bastion Innkeeper'''
- * '''Collect dues from the Fleet-watch Tavern'''

Talk to the traders in the Fleet-fast and collect their dues.

<!--needs npc identified to the quotes-->

: 'NPC says, '" "

: 'NPC says, '" "Oh yes, of course! Here you are."

: 'NPC says, '" "Where is Belondor? I will not pay you, outlander!"

: 'NPC says, '" "Oh yes, I have it right here."

: 'NPC says, '" "Is it time for dues again already? Here, this should cover it."

: 'NPC says, '" "Do you mistake me for a fool? I don't give money away to strangers!"

=== Objective 2 ===

- * '''Talk to Belondor in Dâr Laja'''

You have collected the dues from the traders in the Fleet-fast. You should return to Belondor in Dâr Laja.

: '''Belondor''': 'Excellent, I knew I could count on you

{{Name}}?'

}}

Part 6

{{Quest Stub}} <!--Data from LC needs details-->

<div class="locationList">

{{Infobox Quests

name	= A Man Adrift, Part 6: In Remembrance
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Belondor#Belondor (Dâr Laja) Belondor]]
startinglocation	[[Dâr Laja]]
region1	= Umbar Baharbêl
maprefNS1	= 18.7S
maprefEW1	= 97.5W
questtender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred
class	=

```
| profession      =
| race            =
| questchain      =
| reflecting-pool =
| reflecting-pool2 =
}}
```

```
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
Actual Coordinates Needed Below
```

```
* {{LocationList|dotcolor=blue
| Umbar Baharbêl|21.6S|98.8W| Ansham
| Umbar Baharbêl|21.6S|98.8W| Bekhir
| Umbar Baharbêl|21.6S|98.8W| Okhâb
| Umbar Baharbêl|21.6S|98.8W| Pârnakh
| Umbar Baharbêl|21.6S|98.8W| Imâra
}}
```

```
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Modest gift of Ūri}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
* {{Reward|The Fate of Belondor's Crew Mural}}
* {{Reward|The Fate of Belondor's Crew Small Mural}}
}}
```

```
{{Questbox| Quest Text ||{{toc-right}}
```

```
=== Bestowal Dialogue ===
```

'I don't know what this is about, but now I grow suspicious. Mêshka says she would like to meet with you again at the Fleet-watch Tavern. Off with you, before I decide to have you followed,' 'he says with a wink.'

```
=== Background ===
```

Mêshka has requested your help again at the Fleet-watch Tavern at the south end of the Fleet-fast.

```
=== Objective 1 ===
```

```
* '''Talk to Mêshka at the Fleet-watch Tavern'''
```

Meet with Mêshka at the Fleet-watch Tavern.

:'''Mêshka''': '{{Name}}', I am glad you made it! The memorial is almost ready to go. The last bit of business that needs to be tended to is the invitations. Here is a list of surviving family

members of the crew that reside in the city. Please pay each of them a visit and invite them to the memorial. In the meantime I will see to the finishing touches and collect Belondor. Return to me here when you are ready.'

=== Objective 2 ===

- * '''Talk to Ansham, Talkênza's wife'''
- * '''Talk to Bekhîr, Khalmôz's son'''
- * '''Talk to Okhâb, Hâkraph's brother'''
- * '''Talk to Pârnakh, Mairan's mother'''
- * '''Talk to Imâra, Sallax's wife'''

Mêshka has asked you to visit each of the surviving family members of the crew of the Rebuke and invite them to the memorial she arranged.

:'Ansham says, '"A memorial? How thoughtful. Of course, I will be there."

:'Bekhir says, '"I will do anything for Belondor and Mêshka. Allow me to go get cleaned up, and I will be there."

:'Okhâb says, '"A memorial? You know, I think that would be very nice. Yes, you can count on me to be there."

:'Pârnakh says, '"How generous of them to pay for a memorial! Yes, I would love to go and see it"

:'Imâra says, '"I suppose I should sober up then, eh?"

'She laughs without joy.'

:'Imâra says, '"Yes, I will attend."

=== Objective 3 ===

- * '''Talk to Mêshka at the Fleet-watch Tavern'''

You have invited the families of the slain crew members of the Rebuke. You should return to Mêshka at the Fleet-watch tavern

:'Mêshka': 'Everyone has been invited? It seems we are all ready then. Talk to me again when you are ready to go.'

=== Objective 4 ===

- * '''[[Instance: In Remembrance|Talk to Mêshka at the Fleet-watch Tavern'''

Everything for the memorial has been prepared. You should talk to Mêshka when you are ready to attend.

:'Mêshka': 'Are you ready? Let us get this over with.'

=== Objective 5 ===

- * '''Talk to Belondor in Dâr Laja'''

The memorial is now complete. It looks like Belondor wants to talk to you.

:'Belondor': 'Everyone has been invited? It seems we are all ready then. Talk to me again when you are ready to go.'

}}

Part 6 Instance

```
{{Quest Stub}} <!--Data from LC needs details-->
{{Infobox Quests
| name                = Instance: In Remembrance
| level              = 150
| fellowshiptype     =
| repeatable        =
| queststarter       = [[Mêshka]]
| startinglocation   = [[ ]]
| region1            = Umbar Baharbêl
| maprefNS1          =
| maprefEW1          =
| questender         =
| endinglocation     =
| region2            =
| maprefNS2          =
| maprefEW2          =
| questgroup         = Tales of the Kindred
| class              =
| profession         =
| race               =
| questchain         =
| reflecting-pool    =
| reflecting-pool2   =
}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===

=== Background ===
```

Mêshka has commissioned a mural in memory of the fallen crew of the Rebuke. Everyone is present, and the memorial is ready to begin.

=== Objective 1 ===

* '''Talk to Mêshka'''

Mêshka has commissioned a mural in memory of the fallen crew of the Rebuke. Everyone is present, and the memorial is almost ready to begin. You should talk to Mêshka.

:'''Mêshka''': 'Thank you for your assistance with making this all come together, {{Name}}. When I first asked for your help, I was unsure of your intentions, or if you would even show. I must tell you though that I am glad you did. Belondor has told me that you have been aiding him, and I am glad for him to have a friend.'
:'It is my hope that this memorial will help him move past his current unease. He has not been kind to himself. He will not be able to do what he needs to in such a state.'

=== Objective 2 ===

* '''Admire the mural.'''

Mêshka has commissioned a mural in memory of the fallen crew of the Rebuke. Everyone is present, and the memorial is ready to begin. You should take a moment to look at the mural.

=== Objective 3 ===

* '''Attend the memorial.'''

Mêshka has commissioned a mural in memory of the fallen crew of the Rebuke. Everyone is present, and the memorial is beginning.

=== Objective 4 ===

* '''Talk to Belondor'''

Mêshka has commissioned a mural in memory of the fallen crew of the Rebuke. The families of the deceased mariners have tried to absolve Belondor of his feelings of guilt. Belondor wants to talk to you.

:'''Belondor''': 'As you approach Belondor, he looks haggard, older than you remember him being and is clearly troubled. {{Name}}, I have a few things to take care of before I leave here, but I would like to speak with you later. Meet me back in Dâr Laja when it's convenient for you.'

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}}
```

Part 7

```
{{Quest Stub}} <!--Data from LC needs details-->
```

```
{{Infobox Quests
| name                = A Man Adrift, Part 7: A Meeting in the Dark
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter        = [[Belondor#Belondor (Dâr Laja)|Belondor]]
| startinglocation    = [[Dâr Laja]]
| region1             = Umbar Baharbêl
| maprefNS1           = 18.7S
| maprefEW1           = 97.5W
| questender          =
| endinglocation      =
| region2             =
| maprefNS2           =
| maprefEW2           =
| questgroup          = Tales of the Kindred
| class               =
| profession          =
| race                =
| questchain          =
| reflecting-pool      =
| reflecting-pool2    =
}}
```

```
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}
}}
```

```
{{Questbox| Walkthrough & Notes | collapsed |
Actual Coordinates Needed Below
```

```
}}
```

```
{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}
* {{IXP|687,000}}
* {{Reward|Small gift of Ūr}}
* {{Reward|Umbari Tâmi|3|plural=Umbari Tâmi}}
}}
```

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{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===
```

'I would like you to come with me to this meeting. I don't truly think Prince Imrahil has evil intentions, but in my heart, I don't think I will ever be able to forget that the Steward of Gondor, whom I served faithfully, ordered my death and sent a man I loved like a brother to do it. The experience has made me cautious, to say the least.'

'If you will accompany me, we should travel separately to not arouse suspicion. I am to meet this Tabrím fellow in Umbar-môkh at a place in Tâkhdar; the Cellars, east of Tilmakhím. Meet us there.'

=== Background ===

Belondor has agreed to a clandestine meeting with the Order of the Eagle and has asked you to accompany him.

=== Objective 1 ===

* '''Find the meeting place in Tâkhdar; the Cellars.'''

Travelling separately, Belondor has asked you to meet Tabrím and himself in Umbar-môkh at a place in Tâkhdar; the Cellars, east of Tilmakhím.

=== Objective 2 ===

* '''Talk to Belondor in Umbar-môkh'''

You have arrived in Umbar-môkh, where you are to join Belondor in meeting with Tabrím. You should talk to Belondor.

:'''Belondor''': 'I am relieved you made it. Let us hear what this spy for Gondor has to say.'

=== Objective 3 ===

* '''Talk to Tabrim'''

You have arrived in Umbar-môkh, where you have joined Belondor and Tabrím. You should see what Tabrím has to say.

:'''Tabrim''': 'Thank you for agreeing to our offer. I was not sure you would accept, but I am grateful for it. We can work out the details of the emissary at a later date. Enough time has been wasted already, and the longer we wait, the further away the Sea-shadow gets.'

'Tabrím speaks calmly, like a man in full control, but you can see that he is sweating nervously.'

: 'This is what the Order has learned. Azagath and Nakási were seen outside of the city, gathering supplies for a journey overland, which is why your scout ships have found nothing. We have a theory that when you... they fled to Mâkhda Khorbo, it was no mere coincidence that they went to a temple of Sauron.'

: 'We believe it is possible that they went to the temple to retrieve something. Some evil relic perhaps. Some knowledge or power that they needed. If you happen to know - or can find out,

what they went to Mâkhda Khorbo for, it would surely reveal where they went.'

=== Objective 4 ===

* '''Talk to Belondor'''

Tabrím has revealed that the Order of the Eagle knows that Azagath and Nakási were preparing to travel by land, not by sea. He put forth the Order's theory that the two went to Mâkhda Khorbo to retrieve something. Identifying what that was should help reveal their destination. You should talk to Belondor.

:'''Belondor''': 'This is unexpected news, {{Name}}. I was shortsighted and had assumed they would have fled by sea. I also assumed that the only purpose of going to Mâkhda Khorbo was its convenience. I was not privy to any plan they had.'

: 'I see now that they planned to use me, and my crew as a delaying tactic all along, else I would have known of their plans.'

'A new sense of resolve settles over Belondor, and he nods to himself. 'It is unavoidable. {{Name}}, we must return to Mâkhda Khorbo and see what we can learn there. I had hoped to never set foot in that evil place again, but visiting that place only in my nightmares will not help us. Would you accompany me? We should go now before my courage fails me.'

}}

Part 8

{{Quest Stub}} <!--Data from LC needs details-->

{{Infobox Quests

name	= The Gathering Storm, Part 8: Rothog's Fury
level	= 150
fellowshiptype	=
repeatable	=
queststarter	= [[Belondor#Belondor (Dâr Laja) Belondor]]
startinglocation	= [[Dâr Laja]]
region1	= Umbar Baharbêl
maprefNS1	= 18.7S
maprefEW1	= 97.5W
questtender	=
endinglocation	=
region2	=
maprefNS2	=
maprefEW2	=
questgroup	= Tales of the Kindred

```

| class          =
| profession     =
| race          =
| questchain     =
| reflecting-pool =
| reflecting-pool2 =
}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
}}

{{Questbox| Rewards | collapsed |
* {{Worth|g=|s=49|c=35|dp=}}}
* {{Quest Rep|Citizens of Umbar Baharbêl|700}}}
* Title:[[Friend to Belondor of Langstrand]]
* {{Reward|Small Partial Map from the Depths}}}
* {{Reward|Partial Map from the Depths}}}
* {{IXP|687,000}}}
* {{VXP|1000}}}
* {{Reward|Small gift of Ūr}}}
* {{Reward|Umbari Tām|3|plural=Umbari Tāmi}}}
}}

{{Questbox| Quest Text ||{{toc-right}}}
=== Bestowal Dialogue ===
'Are you prepared to accompany me to Mākhda Khorbo? Let me know when
you are ready. I want to be finished with this business.'

=== Background ===
Belondor has asked you to accompany him as he returns to Mākhda
Khorbo in search of clues leading to Azagath and Nakási.

=== Objective 1 ===
* '''[[Instance: Searching the Depths|Talk to Belondor in Umbar-m,
the Neaths]]'''
Belondor is ready to face his fears and return to Mākhda Khorbo. He
has asked you to accompany him. You should talk to him when you are
ready.

=== Objective 2 ===
* '''Talk to Belondor in Dār Laja'''

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After returning to Mâkhda Khorbo with Belondor, you discovered that Azagath and Nakási took from the temple a map of inland areas east of Umbar. You should talk to Belondor in Dâr Laja, the Meeting-hall.

:'''Belondor''': 'Thank you my friend for all you have done. I cannot imagine what scheme they have put in motion, but they must be stopped whatever it is. There will be hard work ahead of us, but Azagath and Nakási will pay for their betrayal.'

Part 8 Instance

```
{{Quest Stub}} <!--Data from LC needs details-->
{{Infobox Quests
| name                = Instance: Searching the Depths
| level               = 150
| fellowshiptype      =
| repeatable          =
| queststarter         = [[Belondor]]
| startinglocation    = [[ ]]
| region1              = Umbar Baharbêl
| maprefNS1            =
| maprefEW1            =
| questender           =
| endinglocation       =
| region2              =
| maprefNS2            =
| maprefEW2            =
| questgroup           = Tales of the Kindred
| class                =
| profession           =
| race                 =
| questchain           =
| reflecting-pool      =
| reflecting-pool2     =
}}
{{Questbox| Quest Chain | collapsed |
{:A Man Adrift Quests}}}
}}

{{Questbox| Walkthrough & Notes | collapsed |
* (walkthrough and notes pending)
```

}}

{{Questbox| Rewards | collapsed |
}}

{{Questbox| Quest Text ||{{toc-right}}
=== Bestowal Dialogue ===

=== Background ===

Belondor has asked you to accompany him as he returns to Mâkhda Khorbo in search of clues that may explain why Azagath and Nakási went there, as well as where they are going.

=== Objective 1 ===

* '''Talk to Belondor'''

You have arrived at the Iron Stairwell in Mâkhda Khorbo, where you and Belondor faced each other as enemies, and where his crew was slain by Azagath's dark magic. You should talk to Belondor.

:'''Belondor''': 'When last we were in this room together, we faced each other as enemies. How is it that it feels like an eternity ago, but also like it was just yesterday? I have been trying to push all of this from my mind, {{Name}}. It seemed like the only way I would be able to go on.'

: 'But I see now that closing off my heart does them an injustice. They were family to me, {{Name}}, and I miss them with all of my heart. But is that not the danger any time you choose to love? I don't think I care much for the alternative.'

=== Objective 2 ===

* '''Talk to Belondor'''

You have arrived at the Iron Stairway in Mâkhda Khorbo, where you and Belondor faced each other as enemies, and where his crew was slain by Azagath's dark magic. You should talk to Belondor.

:'''Belondor''': 'Belondor places his hand on the ground where his crew fell, silent tears falling onto the stone floor.'

: 'I blamed myself, {{Name}}, for being a fool. They trusted me with their lives and I failed them. I still hold myself responsible for my poor decisions, but I am not the one who

killed them, and my hatred should be directed at Azagath and not myself.'

: 'I knew him for many years. I thought him to be my friend. Men of a common purpose and a similar mind. What evil lurks inside him, I wonder, to give him the power to rip souls from bodies and command spirits like his puppets? And how did I not see it before?'

=== Objective 3 ===

* '''Talk to Belondor'''

You have arrived at the Iron Stairway in Mâkhda Khorbo, where you and Belondor faced each other as enemies, and where his crew was slain by Azagath's dark magic. You should talk to Belondor.

: '''Belondor''': 'Belondor stops for a moment and looks around. He mutters something to himself, and you can see on his face that something just occurred to him.'

=== Objective 4 ===

* '''Ascent the Iron Stairwell'''

Within Mâkhda Khorbo, Belondor has noticed that the gate previously blocking access to the stairs is now open. You should go up the stairs.

=== Objective 5 ===

* '''Talk to Belondor'''

You have followed Belondor into an upstairs area. You should talk to Belondor.

: '''Belondor''': 'Prepare yourself for a fight (character name). There are enemies ahead. They will not stay our search.'

=== Objective 6 ===

* '''Defeat Ghâbekhid (0/8)'''

As you enter this upstairs area, you discover that it is infested with bats. You should defeat bats.

=== Objective 7 ===

* '''Continue searching the area'''

You are in an area of Mâkhda Khorbo that Belondor says he saw Azagath and Nakási enter. You should search the area for signs of why they may have come here.

=== Objective 8 ===

* '''Examine the item'''

You and Belondor have spotted something at the end of this hallway. You should investigate what it is.

=== Objective 9 ===

* '''Examine the map'''

At the end of a hallway in Mâkhda Khorbo you and Belondor have found a tapestry on the wall that is a map. You should examine the map.

=== Objective 10 ===

* '''Talk to Belondor'''

You have searched Mâkhda Khorbo and found the remains of a map, torn in half. You should talk to Belondor.

:'''Belondor''':'''I cannot read the script on this map, but I recognize it all the same. This is a map showing the Shield Isles and Cape of Umbar. The eastern half of the map has been taken. Surely if they are travelling overland, their journey is to the east.'

: 'Maps themselves are not rare. Something must have been marked on that side of the map that they are trying to find. Considering the previous owners of the map, this indeed bodes ill.'

}}