

The Citadel

Catch a Muse

| Max 3 Skill Points, Arens's Chainmail -OR- Arens's Arrows -OR- Arens's Morningstar -OR- Death Shards -OR- 50 drachs |

Background/Summary

The craftsmen of the Citadel are a buzz. Arens, a blacksmith, has stopped working because he feels that he will never be as good as his mentor and teacher Alves, the master Blacksmith in Kellen.

Player's Introduction

Speak with Arens.

Objectives

Inspire Arens to become a smith again.

Completing Objectives

1) Arens can be found in Citadel Arms. If the leader has charisma of at least 16 he will tell the party his plight.



2) Go to the Library of Liet and use a party member with literacy and lore skill to read 'Folk Songs of the Valley' by Ittura.

3) When the party returns to Arens there are 2 ways to lift his spirits.

3.1) If the leader has a music skill of at least 15 they can successfully inspire him with song.

3.2) If the leader has a literacy and lore skill of at least 15 can successfully inspire him with a poem.

4) As a reward Arens will give the party a choice between: a custom morningstar, custom chainmail armor, 99 custom arrows, 99 Death Shards, or 50 drachs (any of the arms are worth more than the drachs). Arens will also begin selling goods again, which is important because he is the only person who sells guardian weapons and armor **+3SP**



House Char I, Good Graces

| Max 11 Skill Points |

Background/Summary

In recent years an organized crime ring called the Maleficium has developed in the Citadel. The Guardians have so far been unable to break or infiltrate this Mafia-like organization, and the party provides an allied group to find The Maleficium's base. The Guardians do know that the Maleficium is fencing goods out of a specific tavern in the Rover district, but haven't moved in yet as to not spoil their primary lead.

Player's Introduction

Speak with the Watcher's Agent Fordain.

Objectives

1. Find out where The Maleficium's base is located.
2. Deal with The Maleficium: destroy or report back.

Completing Objectives

1) Fordain will inform the party that there is a stalemate between the three houses of the Citadel. When the party asks how they can help House Char, he directs the party to speak with Lykia about the trouble they have had with organized crime. Lykia can be found upstairs in House Char.

2) Volunteer to find the location of the Maleficium base for House Char. If the leader has charisma of at least 16, Lykia will give the Cup and Candle Tavern as a good starting point to find out more.



3) Enter the bar between the hours of 19 and 5 to find Lallia. A party member with at least 13 intelligence will notice Lallia because of her lavish jewelry +1SP



4) There are 3 ways to get Lallia to tell the party that her boyfriend Grillof is Maleficium.

4.1) If the party has noticed Lallia's jewelry they can comment on it. Lallia will say that she got it From her boyfriend Grillof. When asked if he works for the Maleficium she will say yes. When the party asks if she's heard of the Maleficium she will ask what they want with them. The leader can respond that they will only tell a member of

the Maleficium. If the party has someone with at least 14 charisma she will tell them that Grillof is Maleficium +1SP

4.2) Give her 25 drachs +1SP

4.3) If the leader's strength is at least 16 they can threaten to bust her face +1SP

5) The party can now tell Grillof that they're looking for someone with connections or threaten to kill him and he will tell the party Maleficium leadership is in the Citadel Sewers +2SP (*WARNING*: there are some blocking issues with the sewers)

6) Enter the Citadel Sewers through grate next to the Cup and Candle. The Maleficium headquarters is at the opposite end.
WARNING There are lots of traps in the sewers that require varying levels of tinker skill to dismantle.



7.2) Destroyed the Maleficium and report to Lykia with news of the destruction of the Maleficium +6SP



House Char II, Voting Rod

| Max 3 Skill Points, House Char Voting Rod |

Background/Summary

Recently a high ranking member of House Char has contracted an illness that is making him/her mad and senile. House Char is reluctant to go to Liet for Flam for help as it will damage Char politically. Having completed the Good Graces quest the Char leadership ask the party to search for a cure. The main clue is that the Char leader recently visited the

Barrier before becoming ill.

Player's Introduction

After completing the good graces quest Char leadership will ask the party for help in discovering why Lucien is ill and finding a cure.

Objectives

Find out what the illness is and obtain the cure.

Completing Objectives

The party must speak with Thaleia to learn that Lucien has just recently returned from the Barrier. He is stricken by the same illness that the local elite have been suffering from. If the party has already solved the The Fever quest, Thaleia will offer the Voting Rod of House Char or a few Drachs +3SP



House Char III, Reward

| Max 14 Skill Points, Guardian Blade, Lots of Guardian Weapons and Guardian Armor |

Background/Summary

A powerful Char leader named Valonian has taken the opportunity presented by the ill Char leader to break off from the main House and created a cult of young Guardians who follow him. They have cleared and fortified a cavern and are becoming a potential threat. Because he was once a great general, House Char has been reluctant to do the dirty work of taking him out, and ask the party to take care of the problem for them. The Rebel forces include Guardian trained swordsmen and archers, and the Valonian is in possession of a great Char artifact. The only visible entrance to the rebel base is by climbing a long flight of narrow stairs. If the rebels see the party coming they will send warriors to defend the stairs, and pepper the party with bow fire.

Player's Introduction

If the party votes house char Char leader has been voted in as head of the Council Lucien will ask the party for help removing the rebel threat.

Objectives

Get into the rebel base and end the rebel threat

Completing Objectives

1) Lucien will mark the party's Valley map as to the location of Valonian's encampment.

2) The party must travel to heavily guarded Valonian's encampment entrance. After entering the encampment the party will find Valonian towards the rear.



3) The leader cannot convince Valonian to give up his cause. Valonian's rogue guardians can be swayed if the leader has speech skill of at least 30. However, once Valonian sees that they are being convinced, he cuts the leader short **+2SP**

4) Valonian will challenge the leader to pick the most skilled party member to duel him. If the party member that the leader selects has at least 46 skill in whatever type of weapon they are carrying, they will kill Valonian. When Valonian is killed in a duel, his rogue guardians will defect without attacking the party **+6SP**

5) If the party chooses to attack Valonian, they will have to defeat him and all of the rogue guardians inside the encampment as well as those at the encampment entrance.

6) Once the party has disposed of Valonian they can return to Lucien for their reward. Lucien will give the party the Guardian Blade **+6SP**



House Flam I, Good Graces

| *Max 5 Skill Points* |

Background/Summary

The market is being flooded with under priced shoes, which is losing House Flam money.

Player's Introduction

Speak with the Watcher's Agent Fordain.

Objectives

Figure out which cobbler is underselling and stop them.

Completing Objectives

1) Fordain will inform the party that there is a stalemate between the three houses of the Citadel. When the party asks how they can help House Flam, he directs the party to speak with Vittoria about the trouble they have had with under priced shoes. Vittoria can be found upstairs in House Flam.

2) Offer to help House Flam find out who is underselling shoes and Vittoria will mark the names and locations of the three cobblers on the party's Citadel map.



3) There are 2 ways to find out that Vauna is the under seller.



3.1) Sencian rats out Vauna.

3.1.1) First speak with Sencian who is in a shop west of Fordain's.

3.1.1.1) With at least 18 intelligence the leader can ask for the special rates.

3.1.1.2) With strength of at least 16 the leader can bully him into telling them.

3.1.1.3) With charisma of at least 18 the party can convince him to tell them.

3.1.2) Return to Vauna knowing through Sencian that she is the under seller.

3.2) Get Vauna to admit it.

3.2.1) With speech of at least 21 the leader can successfully bluff by asking for the special rates.

3.2.2) With intelligence of at least 17 the leader will be able to spot that she's acting nervous.

4) Once the party has figured out Vauna she will tell the party that she's in debt to the Maleficium. (If the party has already destroyed the Maleficium (see [House Char I](#)) the quest ends +2SP. If not, Vauna asks the party to speak with Staponia at the Cup and Candle Inn.



5) There are 2 ways to absolve Vauna of her debt.

5.1) Pay the 500 drachs on Vauna's behalf

5.2) Offer to play double or nothing to get Vauna out of debt. If the party has a party member with intelligence of at least 17 they will catch Staponia cheating. She will admit that she cheated Vauna too, reach into her pocket and give the party the 500 drachs she cheated Vauna out of

6) Return to Vauna with word that she has been absolved of her debt +2SP

7) When the party returns to Vittoria she will tell them that Vauna just stopped by and thank the party for resolving the matter +3SP

House Flam II, Voting Rod

| Max 2 Skill Points, House Flam Voting Rod, Crystal Torque |

Background/Summary

The Flam have a powerful/valuable item they need transported to the Citadel from Land's End. They don't trust their guards to return it to safety, so they ask the party to be couriers. The item is kept in a locked box, which the party can open to reveal a treasure which they can deliver (success) or keep (failing the quest).

Player's Introduction

After the party has completed good graces quest, Victoria will tell the party to speak with the Flam Matriarch Nacippe.

Objectives

Bring the item to the Citadel from Location Land's End.

Completing Objectives

1) Speak with Nacippe they can tell her that they'd like to vote using House Flam voting rod. Nacippe says that she will consider giving the voting rod to the party if they pick up a package from Ianassa at the Rest House and bring it back to her. She warns the party not to take the contents from the box.

2) Ianassa of Land's End will give the box to the party. Inside the box is a Crystal Torque, an item with a base value of 650 drachs. There are 2 ways to complete the quest.



2.1) Steal the Crystal Torque from the box. If someone in the party has dexterity of at least 20, they can successfully reseal the box without Nacippe thinking the party tampered with it. Return to the Citadel with the re-sealed box.

2.2) Return to the Citadel with the unopened box to give to Nacippe

3) Nacippe will present the party with the voting rod of House Flam +2SP

House Flam III, Reward

| Max 12 Skill Points, 3000 drachs |

Background/Summary

The trade agreement between House Flam and the Vangesh is about to expire. The Vangesh haven't signed the new agreement, but aren't discussing the reasons with House Flam. The Vangesh ambassador doesn't trust House Flam, and doesn't believe that they're negotiating in good faith. The Vangesh feel that they only have two options-agree to the bad terms of the new agreement, or be cut off from trading with the Valley. Yezeed the Vangesh ambassador is prepared to let the agreement expire in the hopes that there will be pressure on House Flam to amend the agreement. House Flam would like to avoid having to stop trade with the Vangesh, but don't want to appear weak, and don't want to allow the Vangesh free trade.

Player's Introduction

Once the party has secured the voting for House Flam the party will be offered this quest by Fadicus, a powerful member of House Flam. Fadicus suggests that they visit the Vangesh ambassador, and use Vangesh hospitality rules to setup a meeting or party.

Objectives

Convince the Vangesh to sign

Completing Objectives

1) Fadicus will inform the party that the Vangesh leadership refuses to extend the trade agreement the Vangorii and House Flam. He asks the party to try to intervene. If the leader has an intelligence of at least 15 they will ask Fadicus what he knows of their customs. Fadicus knows nothing of their customs and directs the party to the library.

2) First the party must get an audience Yezeed. There are 2 ways to do this.

2.1) If the leader is Vangorii, speak with Zobeida and she will allow the party to speak directly with the Vangesh Ambassador.



2.2) Bring a gift.

2.2.1) Speak with Maenia, the assistant librarian at the Library of Liet. Use a party member with literacy and lore skill to read 'Spirits of the Desert: The Manuscript of Fiusus, Relating His Experiences with the Vangesh in 922 PA' by Fiusus. This book informs the party that a visitor bearing gifts of cave or vine can be turned down.



2.2.2) Visit the Winery in the Citadel and the Gem Shop in the Barrier to get Flamwine and gems (any kind is fine -- black, blue, purple or the bag of uncut gems) to bring as a gift.

2.2.3) Return to Zobeida with the gifts and she will give the party her blessing to speak with Yezeed **+2SP**

3) Giving Yezeed both Flamwine and gems he will inform the party why the Vangesh will not sign the agreement **+2SP**

4) Returns to Fadicus with the Vangesh's requests, Fadicus will send them back to Yezeed with a counteroffer **+2SP**

5) Speak with Yezeed who agrees to sign.

6) Return to Fadicus with the good news and he will reward the party with 3000 drachs **+6SP**

House Liet I, Good Graces

| *Max 3 Skill Points* |

Background/Summary

Rosa, the House Liet rising-star, has heard about a new, advanced form of cavern dweller,

and she's eager to study a specimen as part of a major thesis she's preparing. She doesn't know where to find one, but she does know where the party can find the trapper who reported the advanced cavern dwellers in the first place. She gives the party the Subdual Staff, a magical staff with a loop on the end, which can be used to subdue an advanced cavern dweller.

Player's Introduction

The party learns about this quest by speaking with Rosa, or a ranking Liet scholar.

Objectives

Find the advanced cavern dweller, subdue and return it to the Citadel.

Completing Objectives

- 1) Fordain will inform the party that there is a stalemate between the three houses of the Citadel. When the party asks how they can help House Flam, he directs the party to speak with Rosa about her latest research. Rosa can be found in the laboratory north of the Library of Liet.
- 2) Rosa will tell the party that she is looking to study an advanced cavern dweller. She gives the party a Subdual Staff to help them catch the beast and tells them to talk to the hunter Ingunar in order to find the location of the beast. Ingunar's hunting blind is south of the Citadel's cemetery.

- 3) Ingunar will ask for one of 2 things.



- 3.1) If the leader's charisma is below 12 he will ask for the Degral. Degral can be purchased from Mayaa in the Barrier.

- 3.2) If the leader's charisma is 12 or higher Ingunar will ask for an Ironwood Dagger, which can be found at the Citadel Ironwood shop to the northeast of his hunting blind.

- 4) Once the party has returned with what Ingunar wants he will mark their Valley map with the location of the advanced cavern dweller cave. The cave is southwest of Ironwood +1SP



5) When the party enters the cavern dweller cave with the Subdual Staff they will subdue the beast and bring it back to Rosa.



6) Rosa will direct the party to speak with her grandfather Otarian in his mansion +2SP

House Liet II, Voting Rod

| Max 4 Skill Points, House Liet Voting Rod, 100 drachs |

Background/Summary

Saures submitted a thesis to the Seminarium, but because it conflicts with the works of the head of the Seminarium's Thesis Review Squad, the paper has been rejected. Normally papers that are rejected are returned with comments to help the author improve the paper for re-submission. Saures's thesis was returned without comments, which indicated that it had never actually been reviewed. Saures attempted to find out what the problem was, and it became clear that the head of the Seminarium was shutting her down.

During one visit to the Seminarium Antagonist found the opportunity to steal the magical spectacles Otarian, the head of House Liet, needs to see and read. Since then Saures has been blackmailing the Head of House Liet for money, but has not yet returned the spectacles. The Head of House Liet is becoming desperate, as he won't be able to keep the secret of his eyesight much longer, and the information will jeopardize his candidacy for the Council, and would allow his political opponents within House Liet to depose him as House Leader. In fact he suspects that the blackmailer is in league with his enemies-either within Liet, or the other Houses. The party provides a means by which he can get the spectacles back, so he will ask the party to hide and follow the blackmailer the next time he comes for a pick-up.

Player's Introduction

After completing the good graces quest Otarian, the Patriarch of House Liet, will ask the party for help.

Objectives

Follow the antagonist, find out who else is involved in the conspiracy and return the spectacles.

Completing Objectives

1) Agree to help Otarian recover his missing spectacles.

2) Wait in the small nook behind the stairs outside Otarian's Mansion between the hours of 23 and 2.



3) If the party has a member with stealth skill of at least 16 they will spot Saures sneaking into Otarian's Mansion.

4) Now that the party knows Saures is the perpetrator, there are 2 ways to solve the quest.

4.1) Pickpocket her then talk to her about it (about 25 pickpocket skill is fine) **+2SP**



4.2) Otherwise the party can talk to her they will discover that she's blackmailing Otarian because House Liet won't accept her latest thesis. With a speech skill of at least 26 the leader can convince her to give the glasses back **+2SP**

4.3) With a strength of at least 21 the leader can scare her into giving the glasses back **+1SP**

4.4) Speak with Saures about why she's blackmailing Otarian. If the leader has a literacy and lore skill of at least 20 they can convince Valentina to review Saures's thesis. When the party informs Saures that Valentina is reviewing her thesis, she will give glasses back to the party **+2SP**



5) Returns to Otarian with the Magic Spectacles he will reward them with the House Liet Voting Rod and 100 drachs **+2SP**

House Liet III, Reward

| Max 8 Skill Points, Ancient items, and Talinus's 'Annals of History' (+15 literacy and lore skill to one party member) |

Background/Summary

The Citadel was built on the location of an Ancient ruin, including the Great Ancient Library. During construction, however, the entrance to the Library was buried (some say the Flam did it on purpose). House Liet has an idea where the library was, and as a reward for voting them into power they will tell the party about the possible location of the Library.

Player's Introduction

Once Liet has been voted into power the party will be offered this quest by Otarian.

Objectives

Clear the Ancient Library

Completing Objectives

1) Otarian will mark the location of the Ancient Library, which is by Lucien's Mansion, on the party's map and give them the Ancient Rune which will allow them entry.



2) The party must clear the Ancient Library, which is full of all types of dwellers and return to Otarian. *NOTE* Be careful, the ruins are also beset with a number of high level traps.



3) When the party returns to Otarian after having killed all of the dwellers in the cavern, Otarian will reward the party with Talinus's 'Annals of History' +8SP

Music Box

| Max 2 Skill Points, Winnifred's Dagger |

Background/Summary

Kerta, the Citadel ironwood craftsman, was commissioned to create a Music Box, which she delivered but was not paid for. Iuliana her patron and a member of House Liet, claimed the item was not worth what she was charged, and didn't pay anything in order to teach the craftsman a lesson. Kerta appealed to House Flam, who didn't pursue the matter fully due to the political implications. Kerta is looking for justice and to regain her pride, and asks the party to retrieve the item for her.

Player's Introduction

Speak with Kerta.

Objectives

Complete Winnifred's Dagger.

Completing Objectives

1) Speak with Kerta, who can be found in Citadel Ironwood, and agree to retrieve the Music Box from Iuliana.



2) Go to Iuliana's house (northwest of Citadel Ironwood).

3) A leader with 16 or higher charisma can trick Iuliana out of 25 drachs, but no leader will be able to talk her into giving the Music Box back. A party member must pickpocket the Music Box from Iuliana (around 36 pickpocket is good).



4) Bring the Music Box back to Kerta, who will give the party Winnifred's Dagger - Unfinished. Ask where to complete the dagger. She will tell the party to Ludenius first, then Morgan in the Barrier +2SP

5) Travel to the Academy to find Ludenius has lost his memory. He cannot restore his memory until the party completes the Swift Weapon quest.

6) Once Ludenius has regained his memory give him the dagger for a day to imbue it.

7) After a day the party can pick up Winnifred's Dagger - Partially Imbued from Ludenius.

8) Travel to the Barrier marketplace during the day to find Morgan. She will not imbue the dagger until the party solves the Masseque quest. Once the party has solved the Masseque quest Morgan will imbue the dagger and give the party the completed Winnifred's Dagger.



Priestess I, Good Graces

| Max 5 Skill Points, Power of Flame Spell "Flash of Flame" |

Background/Summary

Numitor, a flame blood priest, has mistranslated a High Temple of the Flame text and now believes the Goddess is evil. He has begun to act on his new beliefs by preaching against the goddess, and killing Sylkies. He is preaching heresy, and Actaia the Priestess is very concerned about how this will affect the population's view of the priesthood and the harmony of the Valley, and will request the party's help in eliminating the threat.

Player's Introduction

The priestess Actaia of the Temple of the Flame discusses this matter with them.

Objectives

Find Numitor and stop him from killing Sylkies.

Completing Objectives

1) If the party's reputation is above 1300, Actaia will approach the party upon their entering the Temple of the Flame. She will ask them for their assistance with Numitor, who misread a text.



2) Visit the Library of Liet and speak with Maenia. If the leader has literacy and lore skill of at least 30 they will figure out that Numitor has mistranslated 'Meditations on Steam: A Flame Perspective of the Goddess' +1SP

3) Speak with Tonis at the Seminary. If the leader has a charisma of at least 15 he will mark the party's map with the location of Numitor's room.

4) Go to Numitor's room. Walk to the room and if the party has a character with someone of at least 17 intelligence they will notice his map. The party will now have Numitor's Hunting Blinds marked on their Valley map.

5) Numitor is at Hunting Blind 3.

5.1) If the leader has a speech skill of at least 30 they can convince Numitor that he has mistranslated Lucius's text. Numitor will then attempt suicide, if the leader has a charisma of at least 18, they can convince Numitor not to kill himself. The leader can now convince him to go to the priestess or a druid to repent **+4SP**



5.2) Kill Numitor or let him kill himself **+2SP**

6) Return to Actaia and she will reward them with the Flame Gem, containing the Power of Flame Spell "Flash of Flame"

Priestess II, Temple Voting Rod

| *Max 4 Skill Points, Major Power of Flame Skill Improvement -OR- 1000 drachs, and Vectrix's Journal (+5 medical skill to one party member)* |

Background/Summary

The Thaumaturgist Vectrix has created a lair in the sewers where he can conduct secret medical experiments on animated corpses. His experiments have started to come to a head, and in his need for more bodies he has stolen a Flame blood corpse before it could be burned. This is a huge issue for followers of the Flame, and the Priestess wants to know why the body was stolen, and to have the body recovered if at all possible.

Player's Introduction

After completing Priestess good graces the party can speak with the Priestess.

Objectives

Stop bodies from being stolen from the morgue.

Completing Objectives

1) Speak with the Priestess about the missing corpses and she will send the party to the Crematorium to investigate who is stealing the bodies.



2) There are two ways to enter the part of the sewers where the party needs to go.



2.1) With the Priestess's permission Mersius, the priest at the Crematorium, will give the party permission to enter through the grate at the back of the room. If someone in the party has strength of at least 14, they will be able to open the grate **+1SP**

2.2) Alternatively the party can enter through another grate near the Citadel Cemetary, which right to the southwest of the city.

3) The party will find Vectrix and his zombie corpses in the drain below the Crematorium. There are a few ways to deal with Vectrix.



3.1) Vectrix will explain that he's stealing the bodies for medical reasons. If the party has someone with literacy and lore skill and someone with medical skill of at least 16 they will realize that Vectrix is doing important research. The party can then tell Vectrix to return the Flame corpse and continue his work. Vectrix will then give the party Vectrix's Journal and a Dead Body. Return to the Priestess to explain what happened. If Vectrix is still alive the leader must have a speech skill of at least 21 and a Dead Body to successfully convince the Priestess that the threat has been eliminated.

3.2) Attack and kill Vectrix and zombies.

3.3) Take Vectrix to see the priestess where he will be executed.

4) The Priestess will then give the party the Temple Voting Rod. If the party has a flame mage, the priestess will also improve their skill, if not, she will give the party 1000 drachs **+3SP**

