

REVENANT

A MODULE MANUAL BY MCV

MANUAL FOR “REVENANT”

FEB. 4, 2009

VERSION 2



INTRODUCTION

Hello Player -

The first half of this document is a manual detailing the changes made in Revenant and conventions of play.

I've also included the answers to all "Riddles" in Revenant, a small "Hints" section and "Walkthrough" to help you through and answer some of the "why did you do this, it's driving me crazy!?" answers. Do not read these sections unless you're okay with spoilers, as they give away some of the action/ tricks of play.

As always, I hope you enjoy Revenant, and feel free to contact me or leave a comment on the NwN Vault if you have any questions, concerns, or comments.

Best,
-McV

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FIGHTING ALONE CAN BE DANGEROUS, FORTUNATELY, STURDY COMPANIONS MAY AID IN YOUR QUEST

MANUAL

This section deals only with the mechanics of “Revenant,” which are slightly changed from ordinary NwN. All players will find reading this section useful, as it explains how the module works and what changes have been made.

The Manual section contains no spoilers.

1. SPELLS

Many spells have changed effects to reflect Revenant’s atmosphere, game balance, and overall story. Those spells with changes are summarized here.



SOME SPELLS ARE MORE THAN WHAT THEY SEEM

ANIMATE DEAD

Shifts the caster’s alignment 2 points toward evil.

NEGATIVE ENERGY RAY

Shifts the caster’s alignment 1 point toward evil.

NEGATIVE ENERGY BURST

Shifts the caster’s alignment 2 points toward evil.

ENERVATION

Shifts the caster’s alignment 2 points toward evil.

BESTOW CURSE

Shifts the caster’s alignment 1 point toward evil.

SUMMON CREATURE I – V

Summons extraplanar creatures based on the caster’s alignment. A list is included below, by summon power.

Good Aligned Casters

<i>Summon Creature...</i>	<i>Creature Summoned</i>
I	Lantern Archon
II	Azer
III	Hound Archon
IV	Celestial Avenger
V	Aasimar
VI	Planetar

Neutral Aligned Casters

<i>Summon Creature...</i>	<i>Creature Summoned</i>
I	Formian Worker
II	Fenhound
III	Red Slaad
IV	Blue Slaad
V	Green Slaad
VI	Grey Slaad

Evil Aligned Casters

<i>Summon Creature...</i>	<i>Creature Summoned</i>
I	Imp
II	Vargouille
III	Hell Hound
IV	Black Abishai
V	Red Abishai
VI	Cornugon

SUMMON CREATURE VI – IX

Changed so that they actually will summon the earth elemental the spell description says they will. Note that the earth elemental has issues fitting through some doors - if it’s an issue, just recast it.

2. SKILLS

While the skill mechanic has not been fundamentally changed, many skills in Revenant give you experience points, including some that I have not seen used frequently in other modules. Generally those skills which are commonly taken by skill-based classes such as the rogue, but do not themselves have a combat use (such as discipline) grant 25 XP. The full list of skills that grant XP is below.

SEARCH

Passive & Active. You make a search check automatically when you enter an area with a hidden object, but you also make one whenever you open a chest, bookshelf, crate, or other container. The kind of object you are searching determines the kind of treasure you may find – bookshelves hide blank parchment, chests an assortment of random items, etc.

SPOT

Passive. You will make a spot check whenever there is a chance of you seeing something unusual.

OPEN LOCK

Active. Whenever you open a lock, you gain XP.

DISABLE DEVICE

Active. Whenever you disarm a trap, you gain XP.

SPELLCRAFT

Active. You do not gain XP for passively identifying spells in combat, but you do gain it for activating magical devices.

LISTEN

Passive. You will make a listen check whenever there is a chance of you hearing something unusual.



CHOOSE YOUR SKILLS WISELY ...



3. ALCHEMY

In Revenant, you play an alchemist with an unhealthy curiosity about the limits of his power. At the start of the module, all players receive an “Alchemic Skills Pouch.” Using this pouch will bring up a dialogue box that lists all the alchemic skills you have remembered. Every two levels you will be given a chance to remember a new skill, or remember more detailed information on one you already know.

There are three different alchemic skills: Imbue Rite, Distill Elixir, and Transmutation. Each skill has three “classes” of power. The first class is the most basic, allowing the creation of minor items in exchange for experience points and gold. Each level beyond that gives access to better classes of items. For example, a character with Class One Imbue Rite can make a variety of low-level spell scrolls, while a character with Class Three Transmutation can transmute metal into high-quality Full Plate Mail and back again.

Using Imbue Rite or Distill Elixir requires a blank spell scroll or an empty bottle, respectively, and costs a varying amount of XP and gold. Transmutation requires a material focus and much more gold than the other two, but may be reversed. For all skills, each class achieved reduces the odds that the creation will cost XP, or makes the creation cost less gold (for Transmutation). This is summarized in the chart below.

CHART: ALCHEMIC COSTS BY SKILL CLASS
PERCENT CHANCE OF COST REDUCTION

Alchemic Skill	Class 1	Class 2	Class 3
Imbue Rite	30%	60%	90%
Distill Elixir	30%	60%	90%
Transmutation	25%	50%	75%

COST REDUCED BY

Alchemic Skill	Reduction on Successful Check
Imbue Rite	No XP Cost
Distill Elixir	No XP Cost
Transmutation	Gold cost cut by 50%

EXPERIENCE POINT COST BY PC HIT DICE

Imbue Rite & Distill Elixir base Costs

- 3 x HD of PC – Class 1
- 4 x HD of PC – Class 2
- 5 x HD of PC – Class 3

Transmutation Costs

All Iron Transmutations require 1 Bar of Iron to complete, plus the amount of gold coins listed below.

Iron Armor	Cost in Gold	Cost on Successful Check
Banded Mail	150	75
Full Plate Mail	250	125
Half Plate	200	100
Splint Mail	150	75
Helm	75	37
Tower Shield	75	37
Large Shield	60	30

Iron Item	Cost in Gold	Cost on Successful Check
Bastard Sword	75	37
Dagger	5	2
Greatsword	80	40
Longsword	70	35
Katana	80	40
Rapier	75	37
Scimitar	75	37
Shortsword	60	30
Footman’s Mace	75	37
Morningstar	75	37
Dire Mace	80	40
Double Axe	80	40
Two-Bladed Sword	80	40
Trident	75	37
Thieves Tools	75	37

All Stone Transmutations cost 50 gold and 1 gemstone to complete. All wood transmutations cost 25 gold and a wooden stake or wooden plank.

Items created through alchemy may be broken down into their component parts (e.g. gold and iron) by using the item’s special power. Note that some gold is lost in the transformation, as alchemic items are unstable in nature. In the case of stone transmutations, a random gem is produced, but always one appropriate for future alchemic uses.

In addition all component parts may be transmuted into the component parts of the class directly below them. For example, iron may become stone, and stone become wood. Wood however, cannot be transmuted into stone or iron.

4. COLOR CODING

Color coding is enabled for some items and creatures. A summary of its use is included for your convenience.

Dark Red creatures and objects were created by alchemy.

Dark Green creatures are current or potential henchmen.
Dark Green objects are those which are given to you at the start of the module. Do not throw these away!
Gold items are powerful minor artifacts, usually carrying a penalty for their use.

5. RESPAWNING & DEATH

There is no penalty for death in Revenant. In fact, at least one quest has portions that take place in the Underworld and may only be accessed by dying. Instead, each character may die seven times, after which they may not respawn (of course, you may always be raised by another player in multiplayer) and must either load or start the module over from a saved game. This was done to represent the general wear and tear of death on the body of the revenant.

6. DEITIES OF THE WORLD

DASAN

GOD OF DRAGONS, VIRTUE, AND GOOD
LAWFUL GOOD

Patron of clerics and paladins. Benevolent, but with a strong hatred of the undead, Dasan's followers seek to protect the innocent, especially those of dragon blood.

MANDRITH

GOD OF STORMS, WAR, AND THIEVES
CHAOTIC GOOD

Patron of warriors and rogues. Wrathful and quick to anger, Mandrith despises the cowardly and weak almost as much as those who use their power to oppress.

SHRIKE

GODDESS OF NATURE
NEUTRAL

Patron of druids, rangers, and wanderers. Shrike attempts to maintain a balance through natural forces, avoiding the use of alchemy and shunning abuse of power on either side.

FLAMEBLIGHT

GOD OF FIRE
CHAOTIC EVIL

Patron of dark priests, blackguards, and assassins. Flameblight is as capricious and destructive as fire, fearing no power but his own, and his followers mirror this.

7. COMBAT

Killing creatures and most NPCs provides no experience points. Instead, experience is gained by completing quests, recalling memories, making discoveries, and generally advancing the story. Combat experience was disabled to reflect that there are multiple paths to victory, and only those who wish to need fight.



THE KEEPER OF THE DEAD RELEASES ONLY THOSE
WITH A WILL TO LIVE

HINTS

SKILLS

Skills are very important, especially Search and Spot. Several areas are “secret” areas that are only accessible to characters with reasonably high Search checks (or to others who walk through the whole module with Search Mode on). If you want to see everything with one character you’ll need a high Search and Spot. And yes, finding secret areas gives bonus XP, so there is a payoff for using all those skill points.

This section contains spoilers.

CLASSES & CLASS QUEST AREAS

Each class has its own area of the game that ONLY that class may enter (except for the Cleric Quest area, which may be entered by Clerics, Paladins, and worshipers of Mandrith). Those areas are listed below. None of them are plot-essential.

ROGUE/ BARD AREA

VILLAGE — JESSA LESHARON’S ESTATE

Found in village, north-west edge. Be ready to detect, disarm, open lock and sneak, or else bring some hired muscle to cleave through opposition. You don’t need to fight anyone here – so long as Jessa doesn’t go hostile, you can just pickpocket all the good equipment she has and then rob her chests from “Sneak” mode.

PALADIN/ CLERIC/ MANDRITH WORSHIPER AREA

VILLAGE — TEMPLE — CATACOMBS

Found in village, inside Mandrith’s temple. Turning undead is going to save your butt in here. You’ll also want to have Nik or another player running a rogue to disarm traps, or else some good ranged damage for the final area.

FIGHTER/ BARBARIAN/ RANGER AREA

WILDERNESS — GORGE

Found to the east of the area with the Gypsy camp. Follow the trail near Lor’s Estate entrance. Note that the boss here is very hard, and you may need to flee to draw off his “underlings” before you duel him.

WIZARD/ SORCERER AREA

WILDERNESS — BURNED TOWER

Go east from Lor’s Estate. Get fire resistance as high as possible to complete. Use Ice and Sonic attacks to destroy the Living Flames.

Note that characters not of these classes may hear rumors

of the other class areas from villagers and associated NPCs, but they will not be able to enter them UNLESS in a multi-player game another character in the game has already entered one.

DEITIES

Each deity has its own shrine with its own special powers. Two of these are obvious (Dasan and Mandrith are in the village). For Shrike’s Shrine, head north up the river from “West – Your House.” Shrike worshipers will get special bonuses for completing the rituals of the seasons here. Flameblight’s shrine is north of “Conclave – Entrance” up the smoldering pathway. Only worshipers and those of truly evil hearts will be able to enter here.

NPCS AND LEVELING

Each NPC party member has associated “level-up” quests. The notable exception to this is Risa, who can only be convinced to join a good or neutral character and who is already fairly powerful.

NIK QUESTS

NIK
CHAOTIC GOOD
ROGUE/ BARD/
BARBARIAN

You can find Nik in Lord Chilton’s Estate on the second floor, looting one of the bedrooms. He’s a cheerful sort, despite traveling with the walking dead, but not terribly powerful in a straight fight. He’s good support if you’re playing a fighter.

If Nik is in your party when you reach “Conclave – Entrance” go to the south edge of the board and try to exit into the dark swampy area (this should be just to the left after you enter the board). He will guide you if he is close enough



NIK CAUGHT LOOTING

to your PC. If not, just try again until he does. After this you will face a few spiders and trolls before reaching Nik's people's hidden camp. Once there, talk to Jor'al at the center of the "henge" and let Nik fight him. If Nik wins, he will gain several items and a few levels. This is critical if you want to take Nik into the final areas of the game, as he will have a hard time surviving unless he has done his quest.

BONUS: Also in the "Forest Folk Camp" is a hidden Shrike worshiper area. Go to the south west until you see a ruined "Greek style" area. Search around. Shrike worshippers and high "Search" skill characters should find the shrine. Inside you will face powerful natural defenders, so ready your best equipment and head inside.

KOZAR QUESTS

KOZAR
NEUTRAL EVIL
FIGHTER/ UNDEAD

To get Kozar in your party at all, you need to find an item called "Vial of Your Blood" in "Your House – Basement." Take that to the rune in the Mausoleum in the "Graveyard" and use it to finish the rune. This will summon the ancient hero "Kozar" to do your bidding. Kozar is generally immune to a lot of physical attacks, and can dish out a load of damage. Combined with a summoned monster, he will let a spellcaster hang back and reserve their spells for only the worst fights. Since he's evil, he also combines nicely with characters who wish to use all the alchemic runes and rites to full power.



KOZAR SLAYS A GUARD

To make him more powerful, take him to "Lor's Estate – Environs" and locate the "Workshop" with the huge cauldron in it. Dip Kozar in the cauldron and he will become "Empowered" just as Lor's Curst in the Plane of Negative Energy are (+4 levels, bonus resistances and stats).

HOMUNCULUS QUESTS

HOMUNCULUS
TRUE NEUTRAL
UNDEAD

The homunculus is the "catch all" NPC. That is, anyone can take him and adjust his class to their liking. He is not, however, terribly powerful in any single incarnation.

To get the Homunculus, go to "Your House – First Floor" and search your bedroom. He will join you instantly and without protest, but is rather weak. To make him more powerful, dip him in the vat at "Lor's Estate – Environs" (see Kozar's quest). This will make him a "Curst Homunculus" and give him + 4 levels (see Kozar's quest). You can now choose a name. Note that you cannot choose a name until you are level 7. His alignment will be Chaotic Evil while he is "Curst" but will change according to class once he is named (as will his name). All his levels will shift to whatever class you choose for him, meaning he will no longer be undead, when this happens. His alignment will also change (somewhat random, though it will always match his new class) when he is named. He will, however, still be a Homunculus, so he will not, for example, be able to use a shield.



YOUR HOMUNCULUS

REMAINING LIVES

If you have a lot of “lives” left at the end, they will do you no good, since anyone who dies in “The Plane of Negative Energy” will be dead permanently. However, you can use them to make your life easier if you want to do a direct assault on the Conclave. Simply let yourself die and respawn, choosing to return to the place you last died and renew your attack on the Conclave members. This is especially useful when clearing the battlements of the Conclave just before opening the portal to chase Lor. For an added challenge, try to do the entire module without dying at all.

THE HAMLET OF HJARVOTH

In the Hamlet of Hjarvoth, don’t stand and fight the undead – they’ll just keep coming back to life. Destroy their generators and then flee to a consecrated area (marked with glowing lights) and let the undead explode as they enter. For a cleric, don’t forget you can “Clear the area” so you can flee by turning undead. Fleeing undead won’t spawn new versions of themselves, and this can buy you valuable time. If you have Risa in this area, she will turn for you (though she’s so beefy she generally blows up anything she affects). While Hack & Slash might get you out of most areas, it’ll get you overwhelmed in here. Even the dimmest warrior knows when to run for his life ;)

SIDE - QUESTS

Don’t try to do sidequests until just before the module end. They’re there for you to try whenever you want, but most will be too hard for anyone but a level 6 or 7 character (or higher!) to complete.

ALCHEMIC ITEMS

If you use the Alchemic items you find, you’ll become evil, but the module will be quite a bit easier. For an easy and fun play through, try taking Kozar and then using the Rite of Blood and the Rite of Bone you find in Lor’s Estate. Use Bone to summon a “Bone Rite Slave (aka, ‘Kozar Clone’)” then use the Rite Blood to heal them both whenever you’re in a fight. Your regeneration rate will allow you to survive a long time like this.

HENCHMAN REGENERATION

Keep in mind that you and all your henchmen regenerate, so you only need to rest to get spells back. For fast rest,

portal back to the graveyard, then use your headstone to return to the place you just were.

THE NECESSITY OF COMBAT

Never forget that you don’t NEED to fight anyone or anything. In fact, I have played a very successful rogue who finished this module at level 6 without fighting anything except Lord Chilton’s bodyguards (and those only because it made looting easier). If you’re a warrior class, you’ll probably just kill everything, but other classes should be able to sneak/ talk their way out of a lot of situations.

FLEEING COMBAT

Run. Not every fight in “Revenant” is intended to be fought straight out. In fact, several will be too hard for you when you first arrive at them. Instead of butting your head against them, run. Or, better, look for a way to avoid them. There’s a reason fighting doesn’t give much XP – it’s not generally necessary.



FLIGHT IS A VIABLE OPTION WHEN FACED WITH OVERWHELMING ODDS

COMMENTS ON THE VAULT

Post a comment on the NwN Vault. As of the date of this guide’s writing, I check fairly regularly (once each week), so if you’re really stuck, just ask and I’ll try to help.



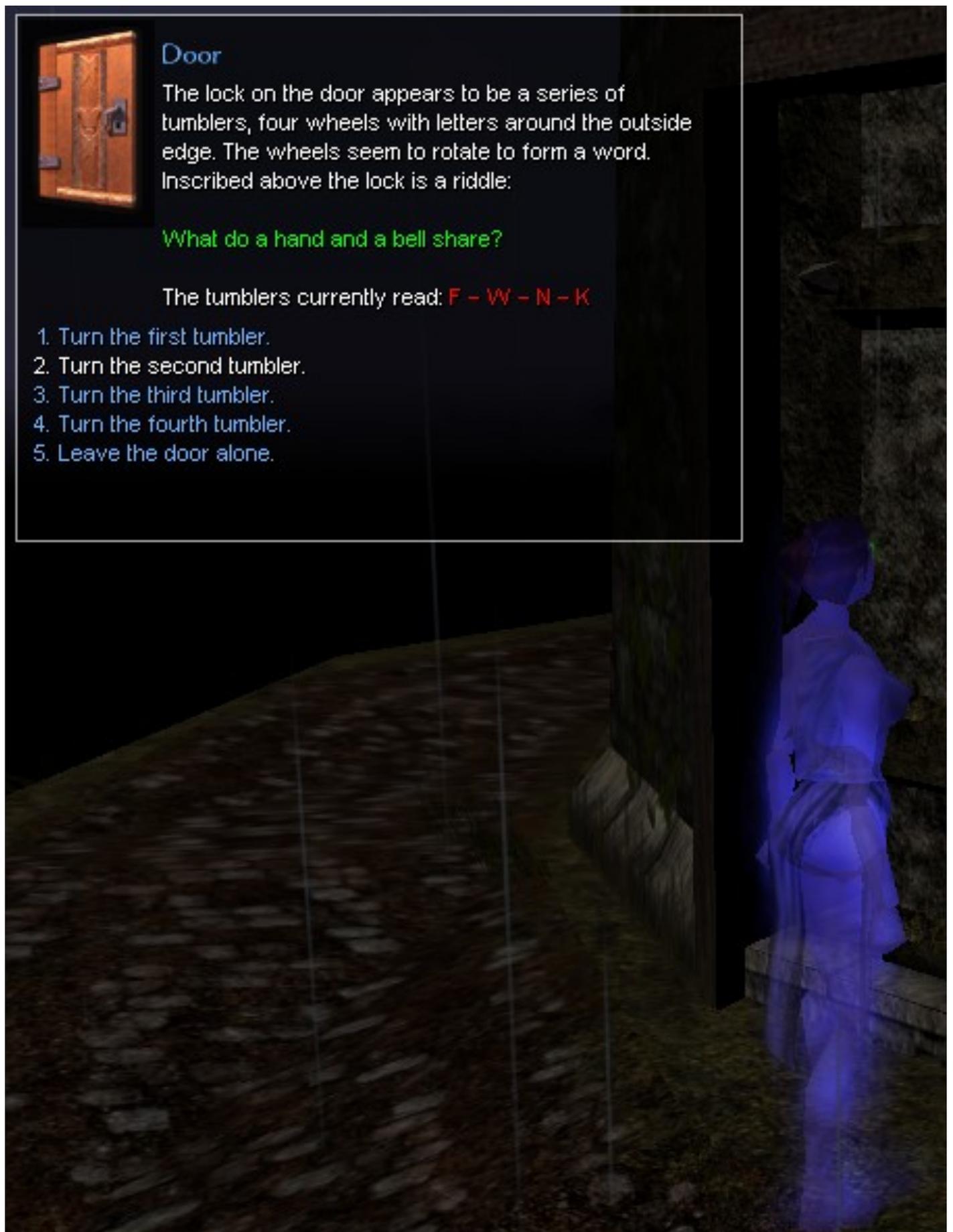
Door

The lock on the door appears to be a series of tumblers, four wheels with letters around the outside edge. The wheels seem to rotate to form a word. Inscribed above the lock is a riddle:

What do a hand and a bell share?

The tumblers currently read: F - W - N - K

1. Turn the first tumbler.
2. Turn the second tumbler.
3. Turn the third tumbler.
4. Turn the fourth tumbler.
5. Leave the door alone.



YOU'LL NEED MORE THAN THIEVES' TOOLS AND STRENGTH TO OPEN THESE LOCKS

RIDDLES

First off, there are two ways to “cheat” and look up the answers to your riddles. First off, using Google will probably give you the answers. Second, if you open the mod file itself, the answers are all contained in the "Variables" section of the object the lock is associated with. There should be two variables entries, one which reads "riddle" and one "solution."

And now the full list of riddle locks, their location, and their answers. This section contains spoilers.

RIDDLE LIST

Here is a list of the objects and locations that are riddle locked in Revenant. The answers to the riddles are included as well.

1. RIDDLE LOCKED DOOR
(WILDERNESS - LOR'S ESTATE)
ENTRANCE TO LOR'S ESTATE
Question: What do a hand and a bell share?
Answer: Ring

2. RIDDLE LOCKED CHEST
(LOR'S ESTATE — ANCIENT HALL)
AT REAR OF HALL
Question: Is known by both masculine and feminine names,|| And burns up without rain,| |Originates from a man and goes into a man,|| But no one has been able to guess what it is.
Answer: River

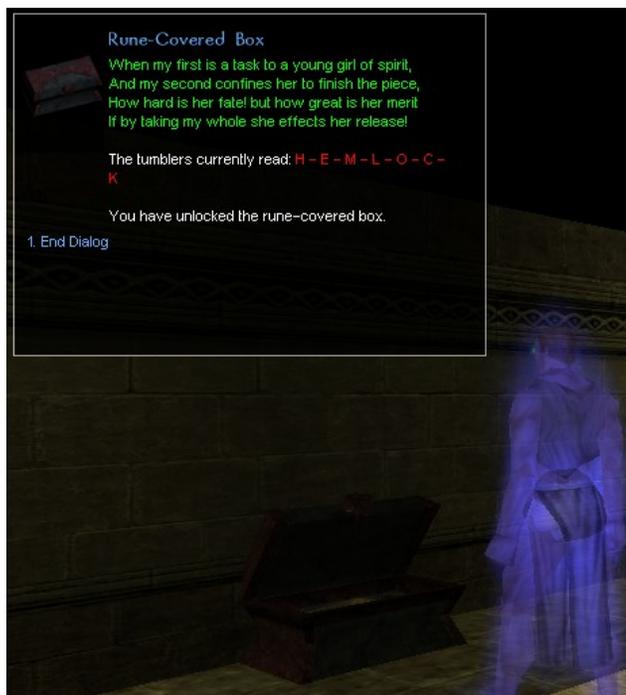
3. RIDDLE LOCKED CHEST
(LOR'S ESTATE — SECOND FLOOR)
AT FOOT OF BED
Question: Brought to the table|| Cut and served|| Never eaten
Answer: Cards

4. RIDDLE LOCKED CHEST
(LOR'S ESTATE — FOURTH FLOOR)
AGAINST NORTH WALL
Question: Turn us on our backs|| And open up our stomachs|| You will be the wisest of men|| Though at start a lum-mox.
Answer: Book

5. RIDDLE LOCKED CHEST
(LORD CHILTON'S KEEP — DUNGEON)
IN THE OFFICE
Question: When my first is a task to a young girl of spirit,|| And my second confines her to finish the piece,|| How hard

is her fate! but how great is her merit|| If by taking my whole she effects her release!

Answer: Hemlock



6. RIDDLE LOCKED CHEST
(CONCLAVE — FIRST FLOOR)
SOUTH-WEST CORNER ROOM WITH PORTAL
Question: Black when bought||Red when used||Grey when thrown away
Answer: Coals

7. RIDDLE LOCKED CHEST
(CONCLAVE — FIRST FLOOR)
NORTH-EAST CORNER ROOM
Question: I never was, am always to be,||No one ever saw me, nor ever will||And yet I am the confidence of all||To live and breathe on this terrestrial ball.
Answer: Tomorrow

8. RIDDLE LOCKED DOOR
(CONCLAVE — FIRST FLOOR)
DOOR TO SECOND FLOOR
Question: What has a mare||That a cow has not
Answer: Colts

9. RIDDLE LOCKED CHEST
(CONCLAVE — SECOND FLOOR)
LOR'S CHAMBER
Question: Walk on the living||They don't even mumble||Step on the dead||They mutter and grumble
Answer: Leaves



BEST WATCH THAT FIRST STEP ...

BASIC WALKTHROUGH

This is a brief walkthrough of the module. It assumes a basic familiarity with “Revenants” areas and mechanics. It also assumes a “fast game” ignoring all side-quests and sub-plots and avoiding fights whenever you don’t have a high chance of winning. Note that this walkthrough does not cover every area, or every subquest, or take you to the highest possible level. It does suggest an order that should make things a bit easier for the PC. Obviously, this section contains spoilers.

- Talk to everyone in the graveyard and then head west.
- Talk to Maria in her house. If good, take her body to the temple to get it buried. If evil, eat it for a 100 HP *Cure* spell.
- Head west to the village. Talk to Risa in the Outskirts. Enter the miller’s house, kill him and take his possessions (no penalty if you get him to attack you).
- Head west to your house. Do not fight anyone in the village. Instead, follow the river west until it enters the trees. Take this “hidden” path to your house to avoid the scavenging dogs.
- At your house, kill the wounded curst and loot everything in the house. Pick up homunculus NPC.

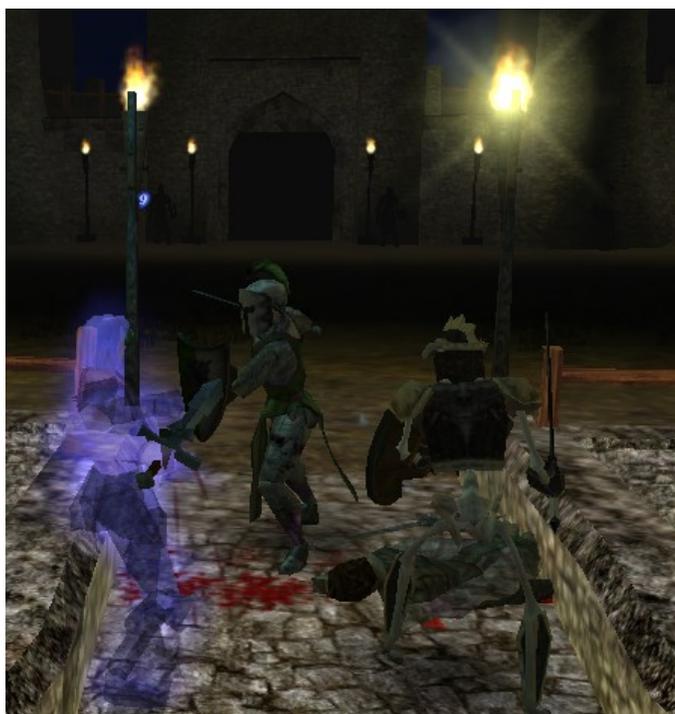


BEWARE THE CURST

- Go back to village via the river. Do not go ashore and face the mob or the guards. Go to the aqueduct and dive in, ignoring the guards who may spot you and go hostile.
- Head north through the “Underground River” area until you find the broken pipes into Lord Chilton’s Estate. Go up.

- You will now be in the fountain in Lord Chilton’s estate. Ignore the guards and go to the back (north) wall of Lord Chilton’s Keep and turn on Detect Mode. Prowl back and forth until you see a secret door. Enter the door.
- Take this secret passage to the library on the second floor of Chilton’s Estate. Kill the guard in the hall. Then go to Lord Chilton’s chamber and kill his guards (three of them). Loot all areas you have explored so far and then exit to the balcony and talk to Lord Chilton. For extra loot, get the Key to the Chilton Family Mausoleum out of Chilton’s room (this will let you into the “Private Plot” just off the “Graveyard” area).
- After discovering the location of your business partner (Lor), collect some armor from the guards (if you don’t already have it and can use it) and leave via the secret passage, or go downstairs and loot the rest of the estate. You should be about level 3 now. If you encounter a lone guard, kill him. Two or more, run for your life, they’ve got a good chance of offing you.
- If you’re a rogue, do the rogue quest. If you’re evil, go get Kozar in the graveyard and swap him for your Homunculus. If you’re good, get Nik from Lord Chilton’s.
- Recall Bone back to the Graveyard and go to the “Private Plot.” Loot it. Chilton owes you anyway. High Search reveals secret burials and a way back to Chilton’s estate.
- Go back to the village and explore. Kill the guards, kill or placate the mob, talk to all the villagers, temple members, etc. If you’re a cleric, don’t do your quest yet – it’s too hard.
- Now go south from the village.
- Once south of the village, talk to the potion merchant (subquest if rogue), the gypsies, and kill the adventuring party that’s waiting for you by the bridge to the Conclave. They may be a little hard to handle, but the several gypsies (if you have a high CHA) indicate that they hate adventurers. Lead the party to them and the gypsies will mop them up for you (ignore any gypsies that die, none of the ones outside the tents are plot important).
- Go south from here to Lor’s estate. Avoid the undead crawling across the landscape – they’re slow and will suck your resources dry. Think “Night of the Living Dead” here. Don’t fight anything that won’t kill you if you don’t. Open the riddle door at the top of the hill. Enter Lor’s Estate.

- Kill the Hell Hound here and search the room. There's a secret door into the basement against the wall and stairs up. Go up.
- Second floor. Loot it. Lor won't be needing this treasure.
- Third Floor. Clearly your own homunculus is superior to the one you'll discover here. Destroy the inferior creation.
- Fourth Floor. Loot it. You'll need almost everything in this room to complete the module, so be sure to get it all.
- Return the gypsy leader's child, Diana. Who knows what evil Lor would perpetrate on the gypsy's if you didn't? If you're a rogue, be sure to take the golden statue to the potion merchant for extra XP and some potions.
- From the gypsy camp, head west to the Conclave
- Meet the person who emerges from the mist here. Take their item. This is unimportant to "Revenant" but is setting up conflict in the sequel. Kill the curst on the bridge. Now either sneak into the Conclave by entering one of the towers on this board, or go for a direct assault by charging through the gates. Either way, get inside.
- Once in the Conclave, kill or avoid everyone. If Risa has joined your party, you'll probably have to slaughter everything. Fortunately, she makes this a lot easier. Once the first floor is clear, loot it and Bone Portal back to the graveyard.
- Once in the graveyard, finish your "Love quest." If you can't, you're not high enough level, so go explore some of those areas we breezed through. You should be able to do your class quest now if you skipped it earlier.
- Be sure to sacrifice any unwanted good or evil items on the altar of the appropriate god or goddess for extra XP. Alchemic items you're not using can always be sacrificed on Mandrith or Dasan's altars in the village, regardless of alignment.
- Once you've freed your lover's soul and explored as much as you want, go back to the Conclave.
- Clear the second floor of the Conclave. Loot it. Lor's pretty loaded with interesting stuff, so don't miss either small room here.
- Clear the battlements. More Curst will spawn as you move around here as the alarm has been sounded, so stay on your toes.
- Once everything is dead, follow Lor's notes to activate the portal to the Plane of Negative Energy at the top of the Conclave battlements. Don't be shy about losing lives here – they're useless once you're in the Plane of Negative Energy.
- Enter the portal.
- Level up and talk to Lor. You can either fight her (hard unless you've done a generous number of side quests and have Risa), blast her with the reassembled Alchemic All-Rune (a side quest involving a number of riddle locks and hidden areas), or ally with her (easy and always available, but kind of a wussy, "neutral" end to things).
- ENDGAME FIGHT: If you fight, the number of foes she calls on to aid her will be based on your level. If you're high enough, this is a beast of a battle, best left for multi-player or a Kozar/ Risa/ Fighter party combination. Some basic strategy is: Kill the Bodaks first. They will wipe out your NPCs very quickly unless you do. The Curst can be dealt with only by destroying them outright – Risa will try to turn, but it won't work on these guys – she just can't call up enough power in the Neg. Plane to put a dent in them. If all else fails, concentrate all your attacks on Lor – if she dies, so do all her minions.
- Whatever you do, your ending will change here based on your alignment, whether you've freed your love, and whether you've ticked off any "higher powers" along the way. Do as you will, then finish the mod.



NONE SHALL STAND IN YOUR WAY ...

SHAMELESS PLUG

If you've played the module, please vote for it on the Vault. I'm happy to update based on comments and feedback, and anything you say about this module helps future modules, so please don't hesitate.

The best way to get in touch with me is via Vault comment or message, but if you want to contact me directly, email me at yourdm18@hotmail.com and I'll get back to you as soon as I possibly can.



THANK YOU FOR PLAYING REVENANT!

