

# CROWN OF CREATION FOR NWN:EE

A module for Neverwinter Nights Enhanced Edition (level 1-6).

Set in the Enigma Mundi gameworld, it takes place between Enigma Island and Dark Energy. No prior knowledge of those campaigns is required.

Originally published for Dragon Age (Origins) in 2011, the story has been imported with minimal necessary changes to make it work for NWN:EE.

Any resemblance to real locations, persons, elves or trolls, living or dead, is purely coincidental.

Release 2.03

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## **INSTALLATION**

For a general guide to installing NWN modules, see [here](#).

## **MATURE CONTENT WARNING**

If easily offended by explicit language, nudity, cartoon violence, fantasy magic or fictional religions, this is not for you. May you live in peace, and allow others to do likewise.

Nudity is occasionally important to the story. For this reason, your character and followers are explicitly naked when you undress them.

## **COMPATIBILITY**

1. This module will not work on versions of NWN earlier than EE 1.81.8193.16.
2. We hope you won't have any other problems, but if you do, please try removing all other mods before reporting the issue.

## SPECIAL FEATURES

Crown of Creation is slightly different from the official NWN campaign.

- To avoid some common problems, check out the closed journal "Recommended Settings"
- Forgotten Realms lore doesn't apply, because we're in another world.
- If your race is shorter than an elf, for role-play purposes you will be regarded as a cave-dwelling Troll, which is very similar to a dwarf, but quite unlike the familiar NWN trolls.
- Experience points are awarded for achievement, not for killing.
- Random treasure is generated at the start of each new game, so each campaign is different, but treasure can't be improved by save/load.
- Unlike Dragon Age, there is no Party Picker or Camp. You can only hire three of the six potential companions at any one time. If you fire a companion, they will wait for you at that location.
- When you first hire a companion (i.e. henchman), the closed journal "Companions & Player Tools" will explain the special game mechanics.
- Crafting is disabled.
- Cutscenes and conversations can be cancelled safely.
- The module looks different from the Dragon Age original because it is made with NWN models. The original Dragon Age artwork is not licensed for use in other games - even if it were, importing it into NWN would be very difficult.
- The module features slide shows, which look like medieval manuscripts. Very occasionally, the camera may be too close to read the entire slide. Use the escape key to skip the slide - any essential information will also be in your journal.

## SYNOPSIS

For two generations, the villagers of Locksley have enjoyed peace and freedom.

The Age of Magic has passed. High elves and demons have vanished from the face of the earth.

Even the endless dynastic wars between feudal overlords beyond the safety of the mountainous Protectorate of Sudish are no more than tall tales told by travellers.

The once-legendary Rangers who guarded the borders and forests are now merely a handful of hopeless eccentrics.

As folk turn away from the Ward Moot, the voice of the secretive Albion League grows louder...

Avarice eyes this from afar, while in the darkness beyond the Mountains of Mourning, something nameless stirs...

As a human or foundling villager, your life is about to change forever, as you are plunged into a world of horror, intrigue and romance, in which the only hope lies in the mystical union of a lost sword and the elusive Crown of Creation.

## CREDITS

PRODUCTION	
Author	Proleric
Additional Material	Adaram
Cutscenes (Dragon Age)	Beerfish
Testing (Dragon Age)	Challseus, Elvhen Veluthil, iceonica, jackkel dragon

MUSIC
<i>Mundus vergens</i> taken from 'Music for the Lion-Hearted King'  Performed by Gothic Voices conducted by Christopher Page  Reproduced by courtesy of Hyperion Records Ltd, London  <a href="http://www.hyperion-records.co.uk">www.hyperion-records.co.uk</a>  <i>The version heard in game is a low-quality amateur sample.</i>

CUSTOM CONTENT		
<a href="#">Castle Interiors</a>	Ancarion	
<a href="#">Dark church bell.wav</a>	Dan Oberbauer	Creative Commons Sampling Plus 1.0 License applies.
<a href="#">Heraldry Clipart</a>	jawolf	
<a href="#">large creaking door.wav</a>	Greg Swinford	Creative Commons Sampling Plus 1.0 License applies.
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<a href="#">Medieval graphics</a>	Retrokat	
<a href="#">Custom Animations</a>		See link to Dark Energy credits for full author details
<a href="#">Minion Control</a>	Balkith	Customised
<a href="#">CEP 2.65 to NWN:EE 2da merges</a>	kalbaern	
<a href="#">Blacksmith, Bloodsailer, Commoners, Innkeeper, Nobles, Shopkeeper, Waitress</a>	Shemsu-Heru	
<a href="#">Gypsies</a>	Shemsu-Heru	
<a href="#">Samara</a>	Zwerkules	
<a href="#">Hats as Robes</a>	Rubie	Customised as cloaks
<a href="#">Jester's Bauble</a>	Shemsu-Heru	
<a href="#">ACAG nude body parts</a>	Valine	Selected models - see ACAG credits for original artists

TOOLS	
<a href="#">Olde English font</a>	Dieter Steffmann
<a href="#">Pedin Edhellin</a> (Tutorial in the elvish Sindarin language)	Thorsten Renk

## RELEASE NOTES

### Release 2.03

- Albion League quest can now be completed even if the player doesn't ask about the Grendor agent's background on first meeting.
- Alfred cutscene more robust.
- Love Nest key is in a more obvious location.
- Talking to Thomas about Albion no longer results in a blank journal.
- Once Alicia is hired, her quest can no longer be re-opened by visiting the dance without her.
- Summoned badgers no longer attempt to level up with the player.
- Armourer will now buy halberds.
- Lighting adjusted in two areas to reduce glare when EE Lighting Enhanced is on.
- Removed duplicate banter between Harold and Lady Lara.
- Obsidian mirror portrait corrected.
- Hatter's head generally appears in the correct position now. Occasionally, he still looks weird, but this is harmless.
- Citizens no longer get stuck in market stalls.

### Release 2.02

- Fixed the Bonzo cutscene so that the player can't talk to the actors prematurely or leave them locked in combat, which previously prevented hiring.
- Slideshow timing improved to reduce camera position glitches.
- Removed blank lines from the Bishop's conversation when reporting the witch.
- Guard uniforms and shields are now equipped correctly.
- When several NPCs exit one by one, it is no longer possible to speak to any of them. Previously, the player could talk to anyone who wasn't yet moving, potentially re-opening conversations that should be closed. This used to happen, for example, with Kittimer.
- Infidelity - if the player chooses to make a final report to Priscilla, all options now remain available until one is selected, even if the player says "nothing to report" on the first occasion. Priscilla then leaves the tavern (previously, there was an error message).
- Hak version added to log.
- Corrected the Player Tool descriptions.
- Fixed an occasional visual glitch in the jester cutscene which resulted in him walking back to his starting position before returning to his final location.

### Release 2.01

- NWN version open beta

## WALKTHROUGH

### **SPOILER ALERT**

#### [Campaign Overview](#)

By area:

[Belin - Godiva Hall](#)

[Desolation](#)

[Hall of the Mountain King](#)

[Heart of Darkness](#)

[Locksley](#)

[Mountains of Mourning](#)

[Warkworth](#)

By quest:

[Albion](#)

[Albion League](#)

[Alchemy](#)

[Ben Benson](#)

[Demons](#)

[Deputy](#)

[Faery Helper](#)

[Fitzwilliam Guard](#)

[Haunted](#)

[Heretic](#)

[Infidelity](#)

[Love Nest](#)

[My Friends](#)

[Number of the HOST](#)

[Obsidian Mirror](#)

[Occupation](#)

[Ogres](#)

## Campaign Overview

When [Locksley](#) village is invaded by Lord Fitzwilliam, you have three options:

- 1) Surrender
- 2) Fight (you will always be captured)
- 3) Run away across a bridge into the forest

Option (3) is not easy if you run directly towards the nearest bridge. Your chances are better if you run behind the huts to the south first. Easier still, run north to the Mill, crossing the bridge there. This option allows you to explore the mountains and beyond, though being short of companions, you may or may not get far. As soon as you take the road from Locksley to [Warkworth](#), which eventually you must, you will be arrested.

In all cases, you end up in a cell at Warkworth Castle.

Talk to the Turnkey. Ask how to get out of jail, then tell him why you're there.

Lord Fitzwilliam releases you.

Potential companions include Lady Lara Fitzwilliam (in the next chamber), Bonzo Courtney Challenger (via the Steward in the castle hall) and Sir John Barleycorn (in the Cock & Bull Tavern, Warkworth). See also [My Friends](#).

You only get one shot at hiring Lara and Bonzo.

To complete the campaign, you must finish three quests : [Albion](#), [Demons](#) and [Obsidian Mirror](#). Everything else is optional.

## AREAS

### Belin - Godiva Hall

The city of Belin is located east of [Warkworth](#). The road from the market square becomes available when there's a reason to travel there.

The only place to visit in the city is Godiva Hall, which features in several quests - [Albion](#), [Demons](#) and [Deputy](#).

## Desolation

There's no need to fight any of the orcs in this area if you choose peaceful options in conversation with them.

If you start a fight with a group of orcs, be sure to kill them all, otherwise the next group will be hostile automatically. In other words, falling back is safer than pressing on during combat.

The ultimate goal is to obtain an ancient scroll from the orc Khazi on the green hill at the end of the trail. You can win it by combat or via the [Ogres](#) quest which the Khazi will give you.

There are some experience points for the quest, but not for combat.

At the foot of the hill is a locked gate to protect the orc village from the ogres. The Khazi has the key.

Once you have the ancient scroll, you can use its unique power to enter and leave the [Heart of Darkness](#) at will.

## Hall of the Mountain King

This area is one way of travelling from [Locksley](#) in the south to [Desolation](#) in the north.

Even if you get to Desolation by a different route, you still need to come here (via the more obvious door in Desolation, perhaps) to discuss the [Obsidian Mirror](#) with King Knut.

Optionally, you can pursue the [Ben Benson](#) quest in this area.

The two obstacles described below apply regardless of whether you're travelling south-north or north-south.

However, since you can enter the area from both ends, it doesn't matter if you don't overcome them.

### **a) Puzzle Room**

The puzzle room with 12 levers (4 sets of 3) contains the cryptic inscription "On reflection, the way ahead is clear, but all the same, the door won't open".

To open the door, choose a set of 3 levers. Ensure they're not all pointing the same way.

Now adjust the other sets, so that North is a reflection of South, and East is a mirror image of West.

Here's one solution:

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\  /
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### **b) Troll Bridge**

The bridge is guarded by a troll named Sven Svenson. You can pass safely if you have the skill to intimidate him, or remain polite.

In the polite option, claim to have a fatter older brother, then admit Sven is too clever for you.

If you fight Sven, other trolls in the mine will attack you.

## Heart of Darkness

To enter and leave this area, you need to use the unique power of an ancient scroll, which is obtained from the Orc Khazi (see [Desolation](#)).

Here you will find [Albion](#) and the [Obsidian Mirror](#).

## Locksley

From the village, the road leads east to [Warkworth](#).

North of the water mill is a fairly obvious path to the [Mountains of Mourning](#).

In the forest, north of the tree spirit Oakheart, is a hidden path to the [Hall of the Mountain King](#), which is a safer route to [Desolation](#). Oakheart will reveal the path if you persist in talking to him politely (you only get one shot at this).

To get back into your hut, you'll need a mysterious key, which can be looted by a rogue from the chest in Lord Fitzwilliam's chamber at [Warkworth Castle](#). This is an essential step in the [Demons](#) quest.

It's also essential to visit the Rhymer's hut at some point, to obtain the mandatory [Demon](#) and [Albion](#) quests.

Optionally, you can visit the mill for the [Deputy](#) quest, and Harold's hut during the [Faerie Helper](#) quest.

The somewhat ungrammatical conversation with the rustic wood elves translates loosely as:

Girl : Well met. We are wood elves. Will you be our friend?

Boy : You are as fair as a wild swan. I would love to embrace you. Would you like to kiss me?

## **Mountains of Mourning**

This is a dangerous path from [Locksley](#) in the south to [Desolation](#) in the north.

Companions may warn you not to go there, but you can choose to ignore them.

You will have a serious fight with wolves, but all the other combat can be avoided by sticking to the path, staying away from woods, webs and tombs.

Webs and tombs can be robbed by stealth, too.

You don't have to come this way at all, unless you want [Harold](#) or the [Number of the HOST](#).

## **Warkworth**

This town lies on the road from [Locksley](#) in the west to [Belin](#) in the east.

You'll visit the castle early on as an unwilling guest. See [overview](#) for what to do there. You can collect your belongings and other loot from the dungeon once you're free.

The buildings around the marketplace - Rotunda, Corn Exchange, [House of the Skull](#), [Love Nest](#) and Cock & Bull Tavern - feature in numerous side quests.

From time to time, the guards will make you pay a tithe (10% of your money). This continues unless you visit the Rotunda (after which you pay only one more tithe) or become a [Fitzwilliam Guard](#). Of course, they won't bother you while Lady Lara is in your party.

Local merchants will give you a "castle discount" if you are a [Fitzwilliam Guard](#), hoping to curry favour with the new rulers. The same applies if Lady Lara Fitzwilliam or Sir John Barleycorn is in your party. Cesare Vendetti and Marion of Belsing do not give discounts, because they aren't local.

Enchanted weapons can be purchased from the Armourer in the market (this replaces the Dragon Age enchantment feature).

## QUESTS

### Albion

Mandatory quest. In no particular order,

- [Godiva](#) asks you to recover Robin's legendary sword, Albion.
- Thomas the Rhymer ([Locksley](#), Rhymer's hut) provides optional background.
- The sword lies with Robin's bones in the [Heart of Darkness](#).

The sword must be returned to Godiva to complete the quest.

Godiva will not talk to you if Lady Lara Fitzwilliam or Sir John Barleycorn are in your party, because her business is subversive to the Morovian occupation.

### Albion League

This is a spin-off from the [Deputy](#) quest.

Since it's about subverting the Morovian occupation, no one will discuss it when Lady Lara Fitzwilliam or Sir John Barleycorn are in the party. It ends prematurely if you try to pursue it after being employed as a [Fitzwilliam Guard](#).

When you first discuss the Deputy quest with Judith at Locksley Mill, Oscar mentions the sinister Albion League.

If you decide to attend the District Moot in the back room at the Cock & Bull Tavern in Warkworth, Dodd tells you to beware of a man named Sedgewick, who is in the bar.

Talk to Sedgewick. Agree to his proposal.

Meet him again at the Corn Exchange. Agree to be initiated.

Now you must find couriers to Alba and Grendor for Ulrike.

Talk to Cesare and Marion in Warkworth market.

Report back to Ulrike.

## **Alchemy**

Sir John Barleycorn (Cock & Bull Tavern, Warkworth) tells you that a widow named Wanda has rented the gothic mansion known as the House of the Skull (by the river, on the other side of the market square).

Now you can enter the house.

In the lobby, use the bell pull.

Ask to see Wanda when the butler appears.

If you decide to fund Wanda's alchemy project, the work proceeds in three stages.

At each stage, you must travel to Locksley or Belin, to allow Wanda enough time to do the work.

On completion of the third stage, Wanda has vanished.

Once you have found the note in her laboratory, you can find her in Belin, where you can reclaim your money.

If you pull out at any stage, you can't get your money back.

There are no experience points for this red herring quest.

## **Ben Benson**

The troll smith Ben Benson ([Hall of the Mountain King](#)) asks you to obtain two holy symbols.

The artifacts can be taken from the chapels nearby by stealth. Otherwise, stealing them starts a fight.

On receipt of these items, Ben gives you a magic axe.

However, he will take the axe back when you first encounter orcs in [Desolation](#) (or immediately, if that has already happened).

If you need the Edelweiss of Tove Blumentroll for the [Infidelity](#) quest, you can steal it again from Ben Benson's chest.

For maximum experience points, you can refuse this dubious quest at any time prior to handing over the holy symbols.

## Demons

Mandatory quest. Thomas the Rhymer ([Locksley](#), Rhymer's hut) provides essential background.

For each of the three demons, you must first find the corresponding artifact, then, with the item somewhere in your inventory or party equipment, talk to human suspects.

In the [Heart of Darkness](#), there is a cryptic poem which provides clues to the location of the demons.

Once a demon reveals its true form, you simply have to kill it. This might be easier said than done - Deceit is especially tricky until you have a rudimentary magic weapon.

### **MAJOR SPOILERS**

For Deceit, you need Open Mind, which is in your hut in Locksley after the invasion. To get back into your hut, you'll need a mysterious key, which can be looted by a rogue from the chest in Lord Fitzwilliam's chamber at [Warkworth Castle](#). Deceit is masquerading as Sister Morpheen outside [Warkworth Rotunda](#).

For Despair, you need the Ring of Confidence, which belongs to the Khazi in [Desolation](#). You can kill him or complete the [Ogres](#) quest to obtain it. Despair is disguised as Doobie the Jester in Lord Fitzwilliam's chamber at [Warkworth Castle](#).

For Dominion, you need the Bodice of Liberty, which [King Knut](#) will give you at the end of the [Obsidian Mirror](#) quest. Dominion has possessed Jobsworth ([Belin - Godiva Hall](#)).

## Deputy

This quest concerns confidential local business, which no one will discuss when Lady Lara Fitzwilliam or Sir John Barleycorn are in the party. It ends prematurely if you try to pursue it after being employed as a [Fitzwilliam Guard](#), because people no longer trust you.

Talk to Judith (Locksley Mill) to become an Elector.

Glenda (Cock & Bull Tavern, Warkworth) will admit you to the District Moot in her back room.

You can talk to the Electors in any order.

Alderman Dodd explains what's happening.

If you ask Martha to stand for Deputy, she will.

If you ask her who she would vote for, she nominates you.

Talk to Bronwyn and Llewyn if you want to persuade them to vote for the alternate candidate. The most compelling argument is Martha's point about not allowing town to represent country.

When you're ready, ask Alderman Dodd to conduct the vote.

Dodd will be elected as Deputy unless you've convinced everyone else to vote against him 4-3 (because he holds three votes - his own, plus two proxies).

If you are not elected, return to Judith at Locksley to close the quest. There are no points for electing Dodd. Some experience is awarded for electing Martha, but this is not the best outcome.

For maximum experience points, return to Judith at Locksley to sound out public opinion before going to the Folk Moot. Agree to consider the village's opposition to immediate military action.

Go to [Godiva Hall](#) in Belin, taking care to leave Lady Lara and Sir John behind first.

On arrival, the Folk Moot begins.

For maximum experience points, speak against Winston's call for armed rebellion. Godwin approves if you use the words "silent hindrance", as agreed with the Ward Moot.

Report back to Judith to receive experience points for the quest.

## Faery Helper

After hiring [Harold](#) in the [Mountains](#), there will be an opportunity to find out what's on his mind.

If you are sympathetic and persistent, he will tell you that he wants a wood elf named Julie to leave his hut.

Marion of Belsing (Warkworth market) can sell you a Book of Elven Lore.

By design, your journal is not updated when you buy the book, to make the quest a little more challenging.

Armed with that information, go to Harold's hut, then offer Julie the clothes from your own back.

If Harold isn't in the party, inform him of the outcome.

## Fitzwilliam Guard

If you choose to become a Fitzwilliam Guard, you get some robust equipment and avoid paying tithes to the other guards in Warkworth. You also get a [discount](#) from local merchants.

It's a good way to win some approval from Lady Lara.

However, the people of the Sudish will be less helpful. In particular, the [Deputy](#) or [Albion League](#) quests will end prematurely if you join the guard, even if you are later dismissed (as explained below).

You must first accept Lord Fitzwilliam's offer of employment when it is offered (no second chance).

### **EASTER EGG**

You can complete the Deputy and Albion League quests before reporting to Lady Lara to become a guard, thereby gathering intelligence that she will value. Doing this makes romance with Lady Lara much more likely.

Talk to Lady Lara in the next chamber.

If you can't wear armour, you will be rejected. The default guard uniform is medium armour and shield, but you will be issued with light armour instead if that's all your character can handle.

If you don't become a guard, or are dismissed, you can still have Lara as an incognito companion.

Your first mission is to seek out Sir John Barleycorn at the Cock & Bull Tavern (optional), then investigate the [Love Nest](#) mystery.

The second assignment is to investigate [Heretics](#).

If you don't help Bishop Flammel to capture all the heretics, Lady Lara will dismiss you from the guard.

The final assignment is to hand [Albion](#) over to Lord Fitzwilliam.

If you refuse, you will be dismissed.

If you do as you're told, game over.

The only way to close the quest is to leave the guard, which you can do at any time by talking to Lara or Lord Fitzwilliam.

## Haunted

When you talk to Wanda ([Alchemy](#)), a headless ghost appears from the wall nearby.

From a distance, there appears to be nothing there, but if you walk up to the wall, you notice a secret door leading to the neighbouring cellar.

Go upstairs to witness ghosts re-enacting a murder.

Confront Ricardo in the Corn Exchange.

## Heretic

This quest is given by Bishop Flemmel at the Rotunda.

He won't discuss it while Bonzo is with you.

The Bishop offers a bounty for unmasking heretics.

You can either play for the money (risking disapproval and loss of a follower), or thwart him for experience points.

Declining the quest at the first opportunity gains full experience.

You can achieve the same experience points total (and approval) by finding the heretics, then offering to keep their secret, or advising them to flee.

Alternatively, once you've identified them, report them to the Bishop to get the cash.

- The gnostic is Cath O'Dray (Corn Exchange). To identify her, you need to read the book *Apocrypha I*, which the bishop places on a nearby altar when setting the quest. You also need to have a conversation with her while carrying the onion that Godwin gives you on your return to Locksley.
- The worshipper of Tanja is Clara (Cock & Bull Tavern). To identify her, ask her about Our Lady.
- The witch is your friend Godwin (Locksley). Talk to him after the Bishop has set the quest.

## Infidelity

Priscilla at the Cock & Bull Tavern wants you to find out what her husband is up to.

Ask Carla in Warkworth marketplace about Kittimer, then speak to Wyatt at the Corn Exchange.

If you have sufficient skill, you can persuade Wyatt to explain what's going on. Otherwise, Wyatt sends you to an office upstairs, where you find a note from Carla in a chest.

Return to Carla. There are three scenarios:

- If you have sufficient skill, you can persuade Carla to tell you about the Finger of St Hubert immediately.
- If you accept Carla's quest, you can bring her the Edelweiss of Tove Blumentroll from the chapel in the [Hall of the Mountain King](#). If you already gave it to [Ben Benson](#), you can steal it from his chest.
- If you refuse her quest, your next encounter with the guard will reveal that Carla is under suspicion. Tell her this, to win her co-operation.

Now Carla will offer you the Finger of St Hubert.

- No payment is necessary if you remind her about the guard or have sufficient skill to intimidate her.
- The regular price is 20 silver shillings, but you can get it for half-price if your persuade skill allows.

If you don't obtain the relic at the first opportunity, you will always pay full price for it (because Carla has had time to think about it).

The relic has the power to heal all party injuries. Once used, its power will not return until you reach a different area.

Return to Wyatt.

You can decide to abandon the quest here, to keep the relic (though you don't have to lose it if you continue).

Wyatt directs you to the archive upstairs, where Kittimer and Katerine have an assignation.

Kittimer offers to buy the relic, but you can keep it if you like.

He also asks you to keep quiet about his affair, but you can report back to Priscilla if you prefer. Whatever you do, the experience points are the same.

## Love Nest

Talk to Roy or Rose at the [Cock & Bull Tavern](#).

One of them will invite you to a house on the other side of the square (on the map of Warkworth, this is now marked as the Love Nest).

Enter the house alone. Talk to your host.

You are now a prisoner. If you can't escape using dexterity or strength, injure yourself to break free.

Your kit is in a crate nearby.

If you look very carefully in the round cell, near the door, you can see a loose stone, concealing the spare key (and a healing potion, in case you hurt yourself).

Go upstairs. Kill the murderous pair. This can be quite difficult single-handed, but any companions waiting outside will ambush Roy and Rose if you lure them out of the house.

## My Friends

After the invasion, your potential companions Alicia and Godwin remain in Locksley, close to your hut, but Harold is missing.

To persuade Alicia to follow you, invite her to the dance at the Cock & Bull Tavern in [Warkworth](#) (which you need to discover first).

Godwin will follow you if the [Deputy](#) quest has started. Local democracy is his passion, as he mentioned at the outset.

Harold is by the monument at the summit of the [Mountains of Mourning](#). He will join you if you tell him about [Albion](#), because he's enthralled by the legendary exploits of the Sudish Rangers.

## Number of the HOST

In the Rotunda, the Shrine of the HOST can be opened by entering a four-digit code (the Number of the HOST).

A scroll can be found in a tomb below the giant statue in the [Mountains of Mourning](#). Undead guardians will appear unless it is taken by stealth.

The scroll states that the number of the Lord is 1473 and the number of Omni is 4238, which should be a sufficient clue to the simple substitution code where A=0, B=1, C=2... J=9, K=0, L=1, M=2... By design, your journal is not updated when you find the scroll, to make the quest a little more challenging.

The solution is 7489.

## **Obsidian Mirror**

Mandatory Quest.

King Knut ([Hall of the Mountain King](#)) wants to acquire a legendary obsidian mirror which you discover in the [Heart of Darkness](#).

You can release the demons from the mirror, or leave it alone, but you can't take it with you.

Once you've examined the mirror, explain the situation to Knut. He will give you the Bodice of Liberty, which you need to complete the [Demons](#) quest.

## **Occupation**

This quest records progress in the core plot, so it remains open until the [campaign](#) is complete.

## **Ogres**

In [Desolation](#), the orc Khazi has the key to a locked gate at the foot of his hill.

If you choose combat with the Khazi, this quest doesn't happen. In that case, exploring the area beyond the gate is optional. No experience points are awarded.

If you choose to parley with the Khazi, he will ask you to retrieve the Sceptre of the Khazi from the ogres beyond the gate. This quest is then mandatory.

The alpha ogre has the sceptre.

The ogres are fairly tough melee opponents, but vulnerable to ranged attacks. A useful tactic is to move the player and party in different directions (using Player Tool 01), keeping well out of melee range while attacking with missiles.

Return the sceptre to the Khazi to obtain the ancient scroll that opens the way to the [Heart of Darkness](#).

## USAGE

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## AFTERWORD

Proleric writes : Crown of Creation was originally conceived as a series. What you have here is the complete first episode. The project was discontinued when Bioware lost interest in its modding community.

The NWN version was made simply to conserve the work done for DAO - there is no plan to enhance or extend it in future, as I'm working on new projects.

I'd like to thank all the wonderful people in the community who have helped me to make campaigns for NWN and DAO over the years.