

DARK ENERGY

Release 1.12

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INSTALLATION

Steam players can [skip](#) this section

System requirements

NWN Extended Edition or NWN 1.69 with SOU and HoTU expansions

[CEP 2.65](#) or later.

[Community Music Pack](#) (some scenes don't make sense without the music).

Optional

[Custom Menus \(Wood\)](#) is a good setting for this module.

Installing the files

Extract the files into the following sub-folders of your NWN directory:

EXTENSION	NWN FOLDER	CONTENTS
.bic	localvault	Ravenna Lightfoot pre-generated character (optional)
.hak	hak	Custom content
.mod	modules	Module
.tlk	tlk	Custom talk file

As supplied in the main download, `dark_energy_body.hak` contains nude appearances. If you prefer to install the non-nude version of this file, be aware that the module may contain other features which are not entirely office-friendly.

The file `dark_energypatch.hak` is no longer used by the module. It is provided for compatibility with saved games from earlier releases. This is primarily an issue for Steam Workshop users, whose saved games might otherwise be rendered unplayable by Steam's automatic file updates.

Recommended Settings

Refer to the closed journal entry in game.

Compatibility

IMPORTANT : Players are advised to remove custom overrides and patches before playing. Some popular script mods and camera hacks will break the module for sure, because it's designed for vanilla NWN 1.69 or Extended Edition.

Support

Before reporting a problem, please ensure that you are using the Recommended Settings above, and have removed all custom content from your override folder. If playing on

Steam, unsubscribe to all mods that use overrides - if unsure, unsubscribe to all other Neverwinter Nights mods.

Problems, questions and comments can be discussed at proleric.com.

LICENSE

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See Read Me [Credits](#) for more detail.

MODULE DESCRIPTION

Trained as an elite courtesan, Ravenna Lightfoot seeks Queen Titania's legendary patronage at the faerie palace.

Across the planet known as Enigma Mundi, from the winter wasteland of the Brass Monkey to the arid desert Steamworks, from Utter Desolation to World's End, she finds humanity locked in conflict, oblivious to the venomous gaze that Lilith the Destroyer has now turned in their direction.

Can Ravenna dance the courtly masque of death with sufficient finesse to unravel the secrets of dragons, angels and demons, and thereby provide a glimmer of hope?

Status	Final. New content might be added occasionally.
Game Type	Single Player role play with moderate combat.
Character Level	1st level recommended. 9th level achievable.
Playing Time	5-15 hours
Race / Gender	Human.
Class	Any except Barbarian. Courtier custom class recommended.
Content	MATURE CONTENT WARNING : if easily offended by explicit language, nudity, sacrilege, cartoon violence, fantasy magic, item strips, monster scaling or other D&D rule variations, this is not for you. If you choose to ignore this warning, please don't troll.
Dedication	This work is dedicated to the talented folk who have given so much fan-made artwork to the NWN community for unrestricted use in custom modules like mine. The author accepts sole responsibility for the story, which is in no way endorsed by any contributing artist.
Features	<p>Some of the best new artwork from the NWN Custom Content Challenge and elsewhere (hence the large download).</p> <p>New Courtier class (more deadly than a rogue, more devious than a fighter). Ravenna Lightfoot pre-made character (optional).</p> <p>New tools (Travel, Help, Toggle Ranged, Swordstick, Zapper, Gunnery and Oracle) which are explained in game.</p> <p>In civilized areas, weapons larger than a dagger or a pistol may be confiscated, even if not drawn, unless explicitly hidden.</p> <p>Experience points are awarded for achievements, not for killing.</p> <p>Some treasure is only found in detect mode, unless you have the Spot skill.</p> <p>Monsters and other features may be quite different from normal D&D standards. This is a unique game world, with a new rationale for whole classes of creatures, such as protocryptids and phoboplasms.</p>

COMPANION PROFILES

You can have several companions.

SPOILER ALERT

ROSALIND is a vagabond fighter from the northern province of Osmany in the Tulan Empire. If you decline training with the [House](#), you will meet her on the [Pilgrims' Way](#) in Grendor. Otherwise, during training on [Folly Island](#), you will be prompted to return to [Fenchester](#), where you meet Rosalind in a snowstorm. You can hire her as a maid, or take her along as a friend. If you leave Fenchester without her, she will be imprisoned, as citizens will tell you (but you can still hire her, by threatening a Royal Guard or the Watch with a weapon, getting arrested, and choosing the cheapest accommodation). Her disability is an occasional limitation, but she is exceptionally resourceful and a tough cookie. She is adept at hiding your weapons in civilized areas, so she is almost indispensable, especially if you refuse the concealed weapons offered by the [House](#).

BABAYURI is an Aldsudi wizard from the distant land of Eshara, which lies across the Southern Sea. As a student at Fenchester University, he is present in the opening scene at the Dog & Banner, but you can't hire him at that time. Catch up with him in [Sandeni](#) market. He will join you during the [Count Buffo](#) quest. In addition to his magical skills, Babayuri will act as a translator in the AIsudi lands (though you won't need this if you're wearing the [Oracle](#)).

TASTY BONKERS is an orc fighter who lives on [Wolfshead Spit](#). You can only communicate with him when you're wearing the [Oracle](#) as a translation device. Tough and ruthless, Tasty can be an asset, but he can also cause trouble when you meet rival orc clans. He will not leave Desolation, as he is afraid of sailing.

DOUBLE SPOILER ALERT - SECRET COMPANIONS

continues [here](#).

SECRET COMPANIONS

Well, maybe not very secret, but...

SHARON is a rogue from [Sandeni](#) who first appears at your trial. Later, she rescues you from the Inquisition and begins the [Kaarx](#) quest. She is reluctant to help with anything else until you complete that quest. She isn't quite what she seems - see Kaarx.

KAARX the Unspeakable is a powerful vampire from Sandeni who is the object of Sharon's [quest](#). If you decide to accept them both as companions, they are only available when underground. They can be summoned using the Clarion of Kaarx.

NOMAD is a mysterious Alsudi desert fighter who may be [assigned](#) to you as a bodyguard by Prince Mahanula. You will need [Babayuri](#) or the [Oracle](#) to communicate with him. His secret will be revealed at the end of the [Mahanula](#) quest. He will not leave the Alsudi lands, as he has no desire to go to sea.

and finally...

JADE, AMBER and SHADOW CUB join you for specific scenes, but don't engage in combat, and are not available as companions in the usual sense.

COURTIER CLASS

More deadly than a rogue, more devious than a fighter, the Courtier relies on charm and wit to survive.

Primary Ability	<p>Charism.</p> <p>Dexterity is fairly important in game play, too.</p>
Alignment	<p>Any.</p> <p>Owing to an engine restriction, Lawful alignment is not available at character generation, but don't worry - it can be selected in the opening dialogue.</p>
Hit Dice	d8
Proficiencies	<p>Armour (Light)</p> <p>Weapons (Rogue)</p> <p>Sneak Attack (improves every 2 levels like Rogue)</p>
Class Skills	<p>Hide, Move Silently, Parry, Persuade, Bluff, Intimidate, Tumble, Use Magic Device</p> <p>The default package minimises Hide and Move Silently on level up, but of course the player can choose whatever they like.</p> <p>Unlike rogues, courtiers do not excel at criminal talents like picking locks or pockets.</p>
Nonchalance	<p>Special. Courtiers are able to wear elegant clothes instead of armour, if they complete professional training. The Nonchalance feat automatically provides an deflection AC bonus based on Charisma. The effect does not stack with armour AC, nor is it increased by temporary spells like Eagle's Splendour, but it is additional to shield, dodge and natural AC bonuses.</p> <p>For example, a courtier with a Nonchalance bonus of 8 gains nothing by wearing plate mail (AC 8), but can improve AC by wearing magic boots, shields and amulets. Also, items which enhance Charisma will improve AC by one for every bonus point of Charisma.</p>
Bonus Feats	<p>L2 - Evasion, Aura of Courage</p> <p>L3 - Uncanny Dodge (improves at L6 onwards like Rogue)</p> <p>L4 - Still Mind</p> <p>L5 - Whirlwind Attack</p>
Recommended Feats	<p>Every 3 levels entitles the courtier to an additional feat, as usual. Choose Weapon Focus (Heavy Crossbow) to improve your ability with a pistol, if that's your preference. The defaults are</p>

	L3 - Weapon Finesse L6 - Weapon Focus - Rapier L9 - Weapon Focus (Heavy Crossbow)
Attack Bonus	Rogue
Saving Throws	Rogue

KNOWN ISSUES

Bioware issues :

- In character generation, [Courtiers](#) cannot choose Lawful Alignment. Don't worry - you can correct this in the initial dialogue.
- See [1.69 Riding Academy](#) for an FAQ on horse issues.
- If companions freeze or get stuck in combat mode, try using the radial menu commands "Stand Your Ground" and then "Follow". Save/load may help, too.
- A companion with a special power may do nothing if they are unable to get close enough to the enemy. The radial command Toggle Casting will enable them to use a missile weapon instead.

Module-specific issues :

- In debug mode, `dm_runscript fix000` will clear a black screen, cancel cutscene mode and unfreeze the player. Try this if you get stuck in any of those ways. To be safe, reload a saved game. Please report the bug so that I can fix it.
- In debug mode, `dm_runscript fix002` will recover any horses that have become trapped in no-go areas. This bug was corrected in release 0.03, but the fix is still available, just in case.
- In debug mode, `dm_runscript fix003` will reset standard factions that have become hostile. For example, very occasionally, after fighting the Harem Guards, armour stands or concubines can turn against the player, for reasons unknown.
- All cutscenes can be cancelled safely, moving the action to the end of the scene. However, when not in cutscene mode, cancelling conversations sometimes results in the Death Panel. In those cases, play the conversation to the end.
- In conversation, you may occasionally see a blank panel for a moment before the next dialog is displayed, or even get a Death Panel reporting a dialog timeout, if your game is running very slowly. This isn't normally visible on faster machines. If this happens, ensure Dialog Zoom is enabled (and if necessary do all the usual things to make the game run faster, such as turning down graphics detail and disabling antivirus).
- The Omega Forge doesn't offer the item properties which were introduced in NWN 1.69. So, for example, you can't add the Ride skill to an item. Certain things can't be enchanted, including plot items, miscellaneous items and ammo. Otherwise, normal NWN constraints apply. For example, you can add an Attack Bonus to a ranged weapon, but not an Enhancement (because damage depends on the ammo, not the weapon).

RELEASE NOTES

Release 1.12

219	Several cutscenes made more robust (by moving creatures to waypoints rather than doors).
221	The player must now speak to the Witchfinder before entering Sandeni Castle (previously, there was a loophole if they had recently evaded a guard).
223	Lighting adjusted in several areas to reduce glare introduced by EE Lighting Enhanced.
218	Book of the Courtesan is now more accessible.
222	At Dunblagin, fixed an occasional tendency for companions to claim victory too soon.

Release 1.11

204	The module can now be played by human males as well as human females, as it is almost gender-agnostic.
206	The Rivals quest now has additional dialogue in case the player is unsure how to proceed.
203	Kaarx now has a Castle. The player can't go there - it only exists as a refuge for Kaarx when he's not otherwise engaged.
199	If a companion is left waiting for 24 hours, they may decide to move somewhere more hospitable. A messenger will inform the PC if this happens.
181	Waterfall in sandy section of Renarness mine replaced because the tile doesn't render correctly in EE 8193.15 onwards.
043	Some of the longer journey times are now displayed more prominently when undertaken for the first time. Corrected minor errors in the ocean journey times.
202	After fighting the Conies or the Inquisition, the player no longer has the option of being arrested to clear their reputation with that faction.
205	Sea People now remain neutral when persuaded to allow the player to search the mine. Their traps are then harmless and invisible unless they turn hostile for some reason.

Release 1.10

141	<p>Companion interface improved:</p> <ul style="list-style-type: none">• The new Toggle Ranged tool switches a companion from melee to ranged, or vice-versa, even during combat• Gaze attacks are enabled in melee, but disabled when ranged• Companions with spells can be asked to buff themselves• The Help Tool can now be used to ask a companion to loot inventories (any gold is given direct to the player) <p>If a companion gets blocked while attempting a gaze attack, going ranged is a workaround. Toggle Spellcasting will enable/disable gaze as before.</p>
178	<p>Courtier class default package improved. Primary ability is now Charisma, to take full advantage of the Nonchalance feat. Hide and Move Silently are minimised, to maximise Tumble and Use Magic Device. Other class skills are maximised as before. Bonus feats are Weapon Finesse at level 3, Weapon Focus - Rapier at level 6, and Weapon Focus - Heavy Crossbow (Pistol) at level 9. Ravenna Lightfoot pre-generated character updated to maximise all class skills.</p> <p>Players can still override these defaults, of course.</p>

132	During the final battles with Lilith, if companions are waiting elsewhere, they no longer receive massive damage when the player asks them to rejoin.
186	Seraphim are no longer invulnerable if attacked before end of conversation.
196	House of the New Moons quest now closes correctly if you accept assignment to the court at Sandeni, then present yourself to Queen Eleanor.
195	The monolith now works correctly if the PC's primary ability is Charisma, rather than awarding a Strength bonus.
194	Treacle effect on movement speed can no longer be removed by resting.
192	Windhope cannon can no longer be destroyed by enemy fire, to prevent the remote possibility of a sea battle becoming unwinnable.
190	Birdland secret floor panel is now working as intended.
189	Rosalind always asks about the pony now.
187	Rosalind cutscene is no longer photobombed if the PC is leading a horse.
160	Aborting conversation with the sergeant at Grendor now results in a fight, as intended, rather than the sergeant continuing to block the bridge.
174	Faction scripting reviewed. Templar truce made more robust (tweak introduced in 1.09 was too simplistic).
200	Dogsbody now returns to the Elephant Palace if his conversation is aborted.
198	Conversation with Samineli is now more appropriate if the Eye of Aye has already been recovered before speaking to him.
193	Workaround introduced to suppress an unresolved cosmetic issue whereby companions entered the story with drawn weapons. Behind the scenes, the Unavailable area has been reorganised to reduce faction bugs. Added a heartbeat monitor for faction issues.
191	Pistol training now includes a trick shot, to provide a clue to solving certain puzzles later on.
146	Ignifax cutscene enhanced with flying dragon visual effect.
183	Ogres are a little more challenging.
149	Prevented the minimap from being displayed during cutscenes.
051	All switches now behave consistently.
185	Human male hands now using Gunner's rebuild model, so that they have the same skin colour as the forearm.

Release 1.09

173	<p>New side quests:</p> <ul style="list-style-type: none"> • Debt of Honour • Great Pretender • Pendant of Empusa • Seer of Light • Three Muleteers
170	<p>Miscellaneous improvements:</p> <ul style="list-style-type: none"> • Companion banter and background • Companions can be asked for advice, depending on the context • Vampire system improved • New closing scene at the end of the game • Recommended settings revised • Seraphim fight less tedious • Triple doors open simultaneously so that companions get stuck less often • Templar leaders now comment when the Sea People are neutralised

177	Fixed a bug in the Folly Island dinner exit scene (introduced in EE Development Build 8193.14) by replacing the dining chair walkmesh.
175	In the Training Hall, the player is now immortal, as intended, even when a saved game is loaded.
176	Wight Wyrms journal now closes in all cases when the quest is completed.
165	Brass Monkey - Rosalind is no longer arrested if the guards are dead
172	Messenger now appears more quickly (on the 1 second pseudo-heartbeat)
171	When sitting, thrashing is now reduced (this occasionally occurred when the time taken to sit exceeded the timeout).
179	The spawn point for wandering citizens and monsters is now in its own inaccessible room in the Unavailable area. This should prevent a rare cosmetic issue whereby companions occasionally entered the story with drawn weapons.

Release 1.08

169	Added the Folly quest (with additional journals for information about Lilith and the Wight Worm).
166	The lock of the prison cell at the Inquisition can no longer be picked. Nor can the doors from Folly Island Palace to the cellars, or the door to the Scuzmatron room in Faywood Palace. These were potential plot-breakers.
167	If Tasty joins the party, the Bonkers clan now become friendly, to prevent unprovoked attacks by the PC. Previously, the Shaman, an invulnerable plot character at that point, would join in the fight.
168	Improved reliability of actors sitting on chairs.

Release 1.07

142	When companions object to an area transition, the conversation will now occur immediately in all cases, rather than waiting for the player to be free to talk. Previously, if the PC was stealthy or clicked the transition more than once, the conversation was queued to play later. If the companion left the party and rejoined elsewhere, the conversation would pop up out of context.
131	Boat at Desolation moved further out to sea, so that it can't trap the player.
163	On arrival at Birdland, shortcut setting and conversation are now more reliable.
130	Changed the appearance of the transition from Pilgrims' Way to Faywood, to work around a bug in the Android version of EE which rendered the old exit as a dark rectangle, obscuring the cutscene.
155	Fleetfoot is now hitched correctly when loading a saved game.
148	Removed CEP custom hak, which is redundant, and might result in loading unwanted content if the player already has a customised version for another module.
133	Betsy Trollop's floor panel is now accessible.
147	Footstep sound no longer plays when swimming.
156	Grimberk faction no longer trigger traps set by their Hostile allies.
151	Redesigned the cannon trap in the Cult Labs to work around a line of sight bug in EE and make it easier to see in the Android version.
128	Rudolph quest now closes if the PC manages to drain the mine without his help.
136	Fixed a bug which reported a conflict between Merchant and Local factions when the player declines Kaarx's offer to fly up the well.
137	The Alsudi doors in the Vault can no longer be locked again, potentially trapping the

	party.
127	Fixed a forge bug which broke the Swordstick tool. Previously, if Finesse was placed in the forge, and conversation with Anna resulted in no enchantment, when Finesse was retrieved, the Swordstick tool incorrectly stated "You don't have Finesse".
150	The Grimberk orcs no longer challenge the PC at the Birdland gate if they're already defeated.
154	Ancient Tomb lighting now works correctly in EE. Previously, owing to a bug in EE, using the light switch or loading a saved game only illuminated half the area, which could be fixed by turning the light off and on again.
158	Folly Palace minstrel phenotypes are now specified in the toolset, rather than by script, to work around a bug in SetPhenotype in EE development releases 8189 + 8190. Beamdog may fix this, but the module will now work regardless.
157	Inquisition cutscene now uses tile magic rather than placeable water, owing to transparency bugs in EE.

Release 1.06

105	Associates are now prevented from attacking enemies who've surrendered.
061	Tasty no longer starts conversations about Birdland and the Death Crow at inappropriate times.
059	Sailors' winter and summer clothing is now more reliable. An item of noble clothing, which was incorrectly described as a "gown", is now unisex.
094	Added stats to improvised weapon descriptions.
104	Alsudi helms are now sensibly priced and correctly described.
063	Mutants now exit more reliably.
080	All cutscenes can now be cancelled safely, moving the action forward to the end of the scene. Fixed a bug which sometimes left associates frozen or invisible at the end of a cutscene.
123	Fixed some display cabinets which looked black rather than transparent in EE.
114	Added a new painting of Tanja in her three-fold aspects.
107	Breca Point clue is now recorded in the journal.
106	Mother Superior no longer gives the player a letter to Sir Knut if he's dead.
116	Introduced special combat behaviour for selected archers.
122	CEP Castle Interior dais tile no longer z-fighting
115	Load hints dummied out
119	In Sandeni, it is no longer possible to walk through hedges or behind the castle.
117	Made some areas more interesting e.g. Breca Point. Added more custom content from recent CEP releases. Fixed a typo in the Incantation. Fixed trap door in flooded mine that appeared to be closed when it was in fact open.
088	Warehouse Superintendent voiceset corrected.
089	Black pearl appearance corrected (CEP bug).
091	Giulietta Rimini leaves a lootable corpse now.
062	Random heads now vary slightly by location and social class - for example, nobles may wear smart headgear, peasants can wear bonnets, tropical farmers might wear rice hats - to reduce incongruous combinations.
053	Improved some explosions.
120	Removed content from haks that has been added to CEP since the module was first made (to reduce bloat a little).

026	Added moving ships to the busy ports.
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Release 1.05

121	Fixed a bug which prevented the player from sitting in the Scuzmatron chair.
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Release 1.04

112	Fixed a crash in the Ancient Tomb caused by defects in the Aztec Interior tileset. This was only a problem for NWN:EE (Extended Edition).
111	Fixed a bug which could trap Rosalind's horse in the Inquisition if the player was arrested by the city guard, jailed, then re-arrested by the Witchfinder on release.
102	In conversation with a witch, the [Attack] option now results in combat as it should.
103	Babayuri no longer translates the Mysterious Letter every time a saved game is loaded.
108	When a helmet is equipped, removing the Oracle, language translation is now disabled correctly.
100	Walkthrough now reminds players that unique power items cannot be used on invisible creatures who are heard but not seen (a standard NWN feature).

Release 1.03

099	Jade no longer discusses travel or dragons prematurely.
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Release 1.02

097	Very occasionally, standard factions might become hostile. For example, after fighting the Harem Guards, armour stands or concubines can turn against the player, for reasons unknown. Script fix003 can be used in Debug Mode to correct this.
098	The Four Winds quest now requires all four winds to be completed before the player can return to Faywood.
093	Dance training now removes the player clone more reliably.
092	Fixed a bug which could occasionally make snakes look like humans.
090	Peachy Skiver's poison dagger is no longer lootable, to improve game balance.

Release 1.01

084	Read Me updated to advise against using camera hacks.
086	When a companion mounts a new steed, their old steed no longer joins the party unless it is nearby.

Release 1.00

083	Vault minimaps corrected.
082	Fixed some grammar and sense-check errors in conversations, map pins and walkthrough.

Release 0.04

077	Fixed a bug which prevented the player from leaving the Inquisition with Sharon. Removed
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	premature references to Kaarx. When attempting to go somewhere Sharon doesn't like, the player can now back off or ask Sharon to wait.
068	On arrival at Folly Island, conversation will fail safe, clearing the black screen and updating the journal correctly.
081	The darkling prince conversation is now more robust.
065	If Rosalind is hired in the snow at Fenchester, but then leaves the party, the player can now rehire her, even if it's still snowing.
079	Added a clue to the location of the faery palace, to give players more direction once in Faywood. Final conversation with Fox now more robust.
056	Rest no longer affects companions who have left the party permanently.
060	Goatman bonus is no longer cancelled by rest.
067	Log now shows the correct module version.
071	Babayuri now has Combat Casting feat, which will reduce tendency to melee instead of casting spells.
072	Inquisition scene should no longer freeze player, repeat Witchfinder initial conversation, or allow the player to survive being murdered by Lilith.
073	Dogsbody no longer tells you to bring the nomad to the Elephant Palace unless you are on the Nomad quest.
074	Signage corrected for North West Furnace in Steamworks.
075	Companion ability bonus obtained from the monolith is no longer lost when knocked out.
076	Corrected walkthrough description of Nonchalance, pumping station at Renarness, and controls in Dark Energy lab. Link to Companions repaired.
078	Fixed intermittent failure to board the Windhope at Bandi.
054	Improved appearance of conversation highlights on ship.
057	Minimaps and map pins corrected.

Release 0.03

070	Dismount forced before Inquisition scene, to prevent horses being trapped in a no-go area.
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Release 0.02

069	Companion advice has been disabled, because it hasn't been implemented yet, and causes bugs in other conversations (Clarion of Kaarx, for example).
066	Walkthrough improved. Corrected an error concerning how to get Kaarx to fly to the top of the Vault. Added more detail on horse trading at Bandi.
055	Reduced lag in Ancient Tomb by compiling some statues.

Release 0.01

	Beta Test
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WALKTHROUGH

This is a walkthrough by area. See also [quests](#).

[Fenchester](#)

[Bandi](#)

[Birdland](#)

[Breca Point](#)

[Desolation](#)

[Dunblagin](#)

[Faywood](#)

[Folly Island](#)

[Pilgrims' Way](#)

[Qisirburun](#)

[Renarness](#)

[Sandeni](#)

[Sandeni - Vault](#)

[Sandeni - Cult](#)

[The Sea \(Windhope\)](#)

Fenchester

You are dancing at the Dog & Banner.

You can simply leave, start an impossible fight with the [Warren Conies](#), or talk to the [scholars](#).

If you don't start those quests, it doesn't matter, because you will be approached on the streets of Fenchester to continue them, as discussed in the quest walkthroughs.

Talk to your sister, Sierra, at her apothecary stall in the marketplace. Miss Eva joins the conversation, initiating the [House](#) quest.

Meet Miss Eva by the river at the end of Staithe Street. Take the boat to [Folly Island](#) to obtain training from the House.

When you're ready, take the [Pilgrims' Way](#) north from Fenchester. You can go there from the outset if you wish, but unless you complete training at the [House](#) first, the House quest will terminate (as a messenger warns you), rendering the rest of the module very difficult (though not impossible).

SECRETS			
Betsy Trollop's	Betsy's office in the NE	Floor Panel	Plain sight
Castle Prison	Private turret room, by door	Secret Compartment	Spot / detect
Dog & Banner	Just SW of central logo	A gold piece thrown in the opening scene (not exactly a secret)	Plain Sight
Ponder Hall	Johann's room, east wall	Scroll hidden behind female portrait	Spot / detect

Bandi

The south gate leads to [Qisirburun](#).

Before you go there, you may choose to take the east gate to the palace complex. You arrive at the Peacock Palace, which is actually a fortified compound containing two palace buildings (see below).

You may also choose to buy desert steeds at the camel market (as suggested by the [nomad](#)). This will avoid issues with [water](#) on arrival at Qisirburun. I recommend that you buy all the mounts you need, then sell any horses you brought with you. You can only sell when there is an empty stall. Selling spare horses takes them out of play, so that the Travel tool knows you only want to mount the desert steeds. You can buy the horses back at a small discount on return from Qisirburun. If you choose not to sell any horses, you may have to micromanage your mounts using the native Bioware riding feats.

It isn't possible to cross the desert to Qisirburun unless the whole party is mounted.

ELEPHANT PALACE

Talk to Wiziuppi. When [Prince Mahanula](#) arrives, tell him you're going to Qisirburun (this allows you to obtain the [Nomad](#) as an additional companion). Learn about the [Rivals](#), [Alimdeli](#) and the problem at the [Forbidden Palace](#).

After this initial conversation, Prince Mahanula may leave the Elephant Palace, in which case you may not be able to report back on quests like the [Rivals](#), [Mysterious Letter](#) or [Forbidden Palace](#) immediately. Fear not, you will be notified when he returns.

If you visit this palace after completing Qisirburun and the Forbidden Palace, you miss out on the Nomad and the Rivals, but otherwise the XP gained will be the same.

FORBIDDEN PALACE

See [Forbidden Palace](#) quest.

MAD DOG TAVERNA

See [Cat Bobtail](#) quest.

SECRETS			
Forbidden Palace	Behind the throne	Wall panel	Spot / detect

Birdland

If Tasty is with you, he provides some information about the area, which is recorded in your journal as the [Birdland](#) quest.

Ahead and slightly to the north is the Hardnut orc clan's camp. If you don't want them to attack you, leave Tasty behind, then talk to the leader, Badass Hardnut, using the Oracle. Once you're friends, they won't attack, even when Tasty is with you. They will help you fight any ogres you manage to lure from the swamp to the south.

The ogre house contains some quest items.

The faerie tower in the centre of the area is discussed in the [Witch's Ring](#) quest.

When you reach the Great Canyon in the west of the area, there are two ways across.

South-West route

To the south-west, a log crosses the canyon into bird territory, which is inaccessible to horses and other mounts. If you are wearing the Oracle, and have invested in your Persuade skill (or have an exceptionally high Intimidate skill), you should be able to talk the hawks and crows into letting you pass unhindered.

Optionally, enter the stronghold in the cliffs to the south, carefully avoiding the nests, to obtain the [Hawk Crown](#) quest from King Goldhawk.

Take the steps in the cliff to the west to arrive at the western exit to [Dunblagin](#). The two routes converge at this point.

Optionally, you now can go back on the North-West route, to collect your horses, obtain the Grimberk key (see below) and kill all the Daemons as part of the [Stingers](#) quest. The [witches](#) may help.

North-West route

To the north-west is a gate, guarded by orcs of the Grimberk clan, who are working for the Daemons. There is no way to win them over. They will turn hostile if you enter their territory. The gate is difficult to break down unless you have some black powder, but it will open easily if you shoot at the lever just beyond it. In the Grimberk Lodge beyond is a bag with keys that open the gates in [Dunblagin](#). They're not essential, but make life easier.

SECRETS			
Faery Tower	Round platform	Floor panel	Spot / detect

Breca Point

This area, just south of [Sandeni](#), contains the summoning circle for the [Four Winds](#) quest.

SECRETS			
None			

Desolation

Mr Pollack will take you by boat from the Desolate Coast to Wolfhead Spit.

On arrival, you overhear orcish conversation. If you're wearing the Oracle, or put the Oracle on at any time before reaching the clifftop, you can understand the discussion, and recruit Tasty Bonkers on reaching the top. Otherwise, Tasty and all orcs in the area become hostile.

To the west of the village is an orc battle line, standing ready for the Stingers further west. You can lure the Stingers towards the orcs if the fight proves difficult. Even if the orcs are not allies, forcing opponents to chase you over the large area of uneven terrain tends to break them into smaller groups, especially if you are mounted. South of the stone circle is a barrow, where you can rest undisturbed.

In the barrow is the skeleton of [Don Viaggio](#), with the Luck of Dunblagin, and the Solaris log. Beyond the shipwreck beneath the barrow is a treasure chest.

SECRETS			
None			

Dunblagin

On arrival, if you completed the [Hawk Crown](#) quest, provided you are wearing the Oracle to translate bird song, a raven scout provides an intelligence report.

The gates of the first bridge and the fort beyond can be opened with the Grimberk keys (see [Birdland](#), North-West route), blasted with black powder or broken down.

In the first of many encounters with the Joker, you learn that he has the name of the East Wind. There's nothing you can do about it until you track him down to his innermost lair (see below). This is your ultimate goal at Dunblagin.

If you completed the [Hawk Crown](#) quest, go right up to the gate of the fort to trigger the hawk attack and gain entry. You can sit back and let the hawks do the fighting, or join in, as you please.

Otherwise, you have a tough fight on your hands. Tactics might include clearing enemies from the front wall before opening the gate, luring skirmishers out of the fort, using what little cover you have to avoid crossfire, throwing black powder to kill groups on the walls, using the battlement access, ducking into the hall, or retreating onto the bridge to recover.

If mounted at the start of the battle, you can dismount using the radial menu in order to take the steps up to the battlements, but your horses may be killed if you leave them open to attack. Once the skirmishers are dead, it may be safer to retreat across the bridge, dismount and free the horses before assaulting the battlements on foot.

DUNBLAGIN HALL

You will start to lose items until you kill the thieving hand of Nick Swagger. His journal reveals more of the story that began with [Don Viaggio](#).

In the cellar is a crate containing an arquebus. Smash the crate to reveal a pressure plate that opens the trap door to the undercroft.

DUNBLAGIN UNDERCROFT

If you keep a sharp lookout, there are several opportunities to take out enemies with missile fire on this level.

The first bridge has a multiple blade trap. If you can't disarm it, the safest way to cross is to ask companions to stand their ground, run all the way across by yourself, wait for the blades to stop, invite one companion to follow, wait again, then repeat until all companions are across.

After the first bridge, the dragon corridor east is blocked by two gates. The first is opened by a lever in the south-west corner of the area. The second is opened by a lever in the spider temple to the north-west. See SECRETS below for an alternative route.

Return to the dragon corridor. Enter the Bane's throne room. Hell hounds will come from your right, so it's best to run to the left end of the Bane's platform. If you have the [Luck of Dunblagin](#), you can use the Incantation of Banishment (from the [Faery Tower](#)) on the Bane, which will also destroy the hounds (as always in NWN, you can't do this unless you can actually see the Bane - if you are merely close enough to hear him, you will be told that you can't use the item). Otherwise, you can kill him, or simply exit to the north.

Find your way to the Joker's lair (the room with the Xmas tree) for the final battle. He will turn up if you wander around that room long enough. Focus on killing him, as that destroys his minions. Obtain the name of the East Wind dragon from his remains.

A lever in the Joker room opens the skull door to the west, a shorter route to the exit that avoids meeting the Bane again if he is still around.

SECRETS			
Undercroft	Arcane Daemon room (the central one, with the raised platform, north of the first bridge)	Wall panel in the east wall	Plain sight
Undercroft	Arcane Daemon room	Locked gate in the north wall with a lever beyond (see next paragraph)	Plain sight

The locked gate can be opened by shooting the lever (you may have to shoot the daemon guarding it first). This allows you to bypass most of the area - there's no need to explore the western sections, or enter the Bane's room, as you can now proceed directly to the Joker's lair via the Dire Stinger room to the north of the corridor you just opened. Also, if you want to defeat the Bane, this is now much easier, as the same corridor enters his room from the north, where steps lead directly to his platform.

Faywood

On arrival from the [Pilgrims' Way](#), you overhear a conversation between Mistress Lilith and her underling Magemaster Wade. Lilith has devastated the area with a rune storm, in order to begin a construction project, using undead labour.

You can safely ignore the workers, but you may want to steer clear of the wight guarding the site, as he can be a difficult opponent. If you can't achieve this by stealth, outflank him. As you come up the first ramp, head east to a way down that's out of his sight.

Head for the large magic circle towards the north of the area to enter Faywood Palace.

In the teleport room, you can shoot the crystal ball to switch off the yellow beams. Alternatively, go north and east to the long gallery, then south down the gallery to reenter the teleport room from the west, where you can use the ball manually.

Get the elven key from a chest in the study to the south-west of the teleport room.

From the teleport room, go north and west. Unlock the crystal ball. Use it to open the door to the Scuzmatron room. Sit on the chair to start the Scuzmatron. Sybil introduces herself and gives you the [Oracle](#) and [Phoboplasm](#) quests. You now have access to the northern rooms of the Palace.

Talk to the fox (in the corridor north of the fountain with the three moons) to start the [Four Winds](#) quest.

Go north into the throne room. Run to the stairs, where the scorpion is too big to follow. Kill it with missile fire. Continue north to Queen Titania's chamber to obtain the [Oracle](#).

Using the Oracle or the Scuzmatron, talk to Sybil again to take the [Four Winds](#) quest to the next stage.

Now you must travel to the four corners of the earth. Reactivate the teleport by using the crystal ball in the long gallery to switch on the yellow beams. Return to Faywood from the teleport room. Rejoin your party on the Pilgrims' Way and proceed west to [Sandeni](#).

SECRETS			
Faywood Palace	North chamber (on the wall behind the bed)	Light switch (no treasure !)	Plain sight

When you return with the ashes of the Tetrarchs, the fox is waiting for you at the teleport (see [Four Winds](#)).

Folly Island

See the [House](#) and [Folly](#) quests for details.

Talk to Lakshmi to learn about [Faywood](#).

The road south never goes anywhere.

SECRETS			
See Folly			

Pilgrims' Way

The Pilgrims' Way is accessible from the north gate of [Fenchester](#).

At Grendor, you will meet [Rosalind](#), if you haven't already.

Nearby, there is a gap in the trees immediately north of the signpost to Fenchester, which leads to [Faywood](#). However, you will only be able to see this if you have spoken to the occupants of the hut to the west (or Lakshmi in [Delmondo Palace](#) on Folly Island). On taking this path, you witness the devastation of Faywood by a rune storm, and encounter the unicorn Mistletoe, who is available as a superior mount. From the ridge to the north, there is a way down to Faywood itself, but you must go alone.

Also at Grendor, there is a bridge over a small river, guarded by troops. It's possible to slip by them, breaking conversation (which normally results in combat in other situations). They will let you pass if you're well-dressed (unless you have no horse and refuse to explain why). If you're poorly dressed, the soldiers will attack you (unless you have a horse and pretend that you stole it from their enemies in Fenchester). If your dress is neither rich nor poor, they will leave you alone (unless you're rude).

Beyond the bridge, there are wandering animals. You can fight them, draw them into combat with the soldiers, or simply wait until they disappear into the forest. Bears are probably best avoided, for example.

To the west of the area is the hut (mentioned above).

From Grendor, the road continues west to [Sandeni](#). If you try to go there before you've obtained the [Four Winds](#) quest at [Faywood](#), you get an uneasy feeling that you've missed something, and are unable to travel.

SECRETS			
None			

Qisirburun

On arrival, unless you purchased desert steeds in [Bandi](#), you will need [water](#).

To the south is a mound with five obelisks on top. The obvious entrance in the middle leads to the Steamworks. A slightly less obvious entrance in the east slope leads to an ancient tomb.

ANCIENT TOMB

Enter the dark chamber with three doors ahead. Pick up the gold piece. Notice that the braziers illuminate magically when someone is nearby. Ask a companion to wait near each of the braziers, so that both are alight. The central door opens. Use the lever inside to open the door permanently.

Notice the guardian flanked by sandstone golems. Ignore them for now. To the left of their flanking statues is a light switch (optional).

In both the north and south wings of the tomb, pull the lever at the west end. This opens the central door behind the guardian and his sandstone golems. The wings are well-guarded, so stealth might be your friend here.

As you return along the south chamber, notice that a door has opened to the east. Touch the monolith inside to increase your primary ability (if multi-classed, only the first class benefits). Using the [Help tool](#), ask each of your companions to touch the monolith, too.

If you can't edge past the guardian with the sandstone golems, attack them. The Hammer of the Judge and Amunraja's Sceptre, found in the south and north wings respectively, are especially effective against the golems.

On the lesser tomb marked with a dragon flag, you will find the name of the [Dragon of the South Wind](#). It's in Alsudi, and hard to read, so you must use it (not just examine it). The Oracle or Babayuri will translate.

The principal sarcophagus in the central chamber contains the [Book of Gibberish](#). The efreeti who appears when this grave is opened can be quite tough, so you might consider doing this last, before making a sharp exit.

STEAMWORKS

If the [Oracle](#) is active, or Babayuri is in the party, you can talk to Alimdeli through the gate to the southwest to learn what to do. Otherwise, just muddle through.

Follow a bot or drone until it enters the control room south of the entrance chamber, then use the levers there to unlock the security doors throughout the area. The southwest lever is stuck at this time. It is possible to bash the doors instead, but the Plotbot will turn hostile if any equipment is damaged in the area.

In the southeast room, first ensure all bugs and gremlins in the room are dead (otherwise, the machine will produce more indefinitely). Turn the valve wheel on the Atmospankotron until no more bugs or gremlins appear. The device starts.

The northwest corridor from the entrance chamber may present some difficulty. When the PC steps on the central floor design, pits open ahead and behind. Simply step on it again to close them. Destroy the dragon head nearby to disable the fireball traps. Avoid the steam from the broken downpipe by the dragon head (a valve nearby reduces the steam to a harmless level). Alternatively, use the north east corridor, disarming the blade trap, to arrive at the same locations.

In the east and northwest rooms, start the furnace using the wall lever in the middle of the four ovens.

In the northeast room, use the lever to disable the [weather control](#) oscillator.

Return to the south room. Use the southwest lever (which is now unstuck) to open the way to Alimdeli. Talk to him. After he has left, smash the teleport control (this will activate the Plodbot, but you can simply make a quick exit at this point, or destroy him with missile fire from a doorway).

SECRETS			
Ancient Tomb	Gold coffin room, west wall	Secret compartment	Plain sight. No glow, but detectable using cursor.
Steamworks	Plodbot platform	Floor panel	Plain sight

Renarness

You arrive in this area from the [Sea of Ice](#).

Unless you are wearing warm clothing, you will take cold damage when outdoors.

If you ignore all the warnings and go anywhere near the fortress-like salt mine complex to the east, the Templars will turn hostile. The gate can be forced or blown open, but there's another way in, with an option to befriend the Templars.

Follow the road north. Enter the Brass Monkey tavern. The Templars will attack you here, too, if you're already on bad terms. A tunnel leads from the tavern to the turf house in the fortress.

However, it helps to befriend the Templars first. If you completed the [House](#) quest, you can talk to Amber, who is now working in the kitchen of the Brass Monkey, to obtain the key to the office just before her kitchen. Read the Mother Superior's journal. Talk to the Mother Superior in the room beyond the kitchen. Accept her offer of a truce (this can be repeated whenever the Templars are hostile). Talk to Sir Knut in the turf house in the fortress to obtain permission to enter the mine. If Sir Knut is dead, you will have to kill the guards at the mine entrance.

If Rosalind is arrested by the Mother Superior, she will be taken to a cell in the turf house, but you can easily rescue her, as the cell doors are operated by a button and a lever in the right-hand walls.

Easter Egg : On the east coast of Renarness is a remote cave, where you can gain a point of Charisma by talking to the Goatman (and learn why the sea is slightly warmer here).

RENARNESS SALT MINE

The mine is warm, so it's not necessary to wear furs.

If you are wearing the Oracle, you can talk to Captain Natterjack. If you can persuade him, the sea people will offer no further resistance. It's also possible to intimidate him, but, in that case, watch out for traps.

From the mine entrance, follow the railway east to the flooded mineshaft, then see the [Flooded Mine](#) quest.

Once the lowest level of the mine is dry, go east to the ruins. Recover the Brass Monkey from a vase below the strange light near the statue of Odeus - this names the Dragon of the North Wind.

Optionally, talk to the Sea King to find out why the sea people have invaded the mine.

SECRETS			
Salt Mine	NE chamber with pump control lever	Seam in east rock face	Plain sight

Turf House	SE room with double bed	Secret wall compartment	Spot / detect
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Sandeni

For dramatic impact, this area is intentionally larger than strictly necessary for game play. For this reason, shortcuts to important places in the city are provided on the travel tool.

ARRIVAL

On arrival, there is an encounter with a rogue named Filchin, which can't be avoided.

The undertaker has an interesting book about vampires. His wooden stakes are useful. Brine and garlic are optional. If you have the Nonchalance feat, garlic may be counter-productive as it lowers your Charisma AC bonus. Additional stakes are available from the Chandler on the waterfront, should you need them.

DON BARCINO

Don Barcino, captain of the [Windhope](#), is sitting outside the Cock & Bull Tavern in the market square. If you didn't complete training at the [House](#), he will give you the [Count Buffo](#) quest. Otherwise, he will direct you to the Castle, where [Jade](#) will give you that quest. On completion, he will make his ship available to you.

Hint : consider doing this quest first, to gain [Babayuri](#) as an additional companion.

INQUISITION

When you approach the Castle, you are arrested by the Witchfinder. After the trial, you are placed in an Inquisition cell.

Use the prison bed. Talk to Officer Jell. If you don't confess, after a long interrogation cutscene (which you can safely escape) talk to Mistress Lilith (which you can do, despite being bound and on your knees).

Back in your cell, you overhear a conversation between Lilith and Wade, before being rescued by Sharon. Leave the castle with Sharon. Talk to her to receive the [Kaarx](#) quest.

CASTLE

You won't be admitted to the Castle unless you're wearing rich clothes.

Access to Queen Eleanor is granted at once if you accepted assignment by the [House](#). Otherwise, it is granted when you receive the [Count Buffo](#) quest.

The Queen gives you an apartment in the East Wing of the castle (even if you didn't complete training at the House, or declined assignment to Sandeni, she admires you).

Access to [Jade](#) (under her new title, Countess Ramada) is possible if you completed training at the House, but only after the Inquisition episode mentioned above.

SPRINGHEEL DUSTERS & SILENT MORRIS

See [Cat Bobtail](#).

MERCHANT ADVENTURERS HALL & MISTGRAVE MANOR

See [Pendant of Empusa](#).

SEE ALSO

[Sandeni - Vault](#)

[Sandeni - Cult](#)

SECRETS			
Mistgrave Manor	Entrance Hall SW	Rune plate opens secret door	Spot / detect

Sandeni - Vault

VAULT OF THE EVIL DEAD

The Vault of the Evil Dead can be entered from the door in the Rotunda square, but you won't get far without [Sharon](#).

By the cherubim statues is the first of the Alsudi mechanisms that controls doors within the vault. You can use the [Help tool](#) to ask Sharon to operate the mechanism, or try to use it yourself - either way, Sharon will open the door.

If you have four ropes, you can now ask Rosalind to wait, then, using the ropes, descend to the fifth and final level of the vault, without encountering any obstacles, monsters or traps. Even if you only have one rope, you can descend one level of the vault at any time.

For now, let's assume you're going the long way, and decide to explore the side chambers.

In the north room, you'll find [Ossatura Puzzone](#).

The door to the west room is sealed with lead. It's possible, though tedious, to break it down. Rosalind will give you some black powder if you don't have any.

The wandering monsters will attack if you open the south door. Approaching the tomb in that room triggers a warning, which you can safely ignore.

VAULT OF LIES

To the north is the tomb of Joan the Mad, which contains the [Book of the Necroproctor](#).

As you approach the north-west corner, phantoms will emerge from the pit. They will attack if you get too close. You can work around them by climbing a rope down to the level below, or, since they're [phoboplasms](#), use the zapper tool on them.

South of the pit, the way is completely blocked by fallen rocks. You can blast them with black powder, use a rope to go down one level, or notice the secret door to the west of the pit.

The secret passage is also accessible by a door in plain sight, beyond the rocks. If you went down a rope, come back up the stairs to get here.

In the secret passage is a gate guarded by necroproctors. If you are wearing the Oracle, or Rosalind is in the party, you can talk to them and answer their question, otherwise you have to kill them to open the gate (but since you can approach the gate from either side, it's not essential).

VAULT OF THEFT

Before entering the north room, you're warned that a mage is raising Captain Scuttle and his undead pirate crew. The door lock can be picked by Sharon or the player. The ensuing fight is not essential, though the mage has a nice magic staff. Killing the mage will dispel the summoned pirates.

In the west room is an [Ossatura Puzzone](#) item. Giulietta Rimini won't intervene, unless you disturb her rest. If you fight Guilietta, be sure to use a stake on her corpse (available from the Undertaker in Sandeni) otherwise she will keep returning from the dead. You can also use the stake when you first enter the room, while she is resting. A secret wall panel has potions of Restoration.

The south room has another [Ossatura Puzzone](#) item, guarded by Count Corrotto.

The door to the next level is guarded by Cherubim. They are [phoboplasms](#), who will back down if you threaten them with your zap power, or brandish a weapon capable of damaging them.

VAULT OF MURDER

There are [Ossatura Puzzone](#) items near the stairs up, and in the north room (the latter guarded by the Commendatore and his knights).

Walking around the pit will wake King Justin in the north room, and his minions who emerge from the pit itself. It's wise to stand your ground near the entrance.

You won't be able to open the west door until much later in the game

Ask Sharon to operate the Alsudi mechanism to open the final door.

VAULT OF THE UNSPEAKABLE

See [Kaarx](#) quest.

SECRETS			
Vault of the Evil Dead	Dark Anteroom NE	Floor panel	Spot / detect
	Dark Anteroom NW	Wall compartment	Spot / detect
Vault of Lies	West of pit	Secret door	Spot / detect
	South of pit, before fallen rocks	Wall compartment	Spot / detect
Vault of Theft	NE of pit, near entrance	Floor panel	Spot / detect
	West room, south wall	Wall panel	Spot / detect
Vault of Murder	North room, west wall	Wall niche	Plain sight
Vault of the Unspeakable	North wall	Wall panel	Spot / detect

Sandeni - Cult

CULT LODGE

You are teleported to this area during the [Four Winds](#) quest. Rosalind and Babayuri will join you now. You can also use the [Clarion of Kaarx](#) at this time. If you didn't spare Kaarx, [Tasty Bonkers](#) will join you. EXCEPTION : anyone who is unconscious, or who has never been a companion, will not be available. Horses will be left behind, but you probably don't need them any more.

The main objective is to enter the chambers of the first, second and third degrees. You need one key to open the first, two keys to open the second, and three keys to open the third. The first key opens a normal door lock. The remaining keys unlock levers on pillars at the rear of the chamber. The third lever of the third degree is hidden behind one of the two obvious lever pillars.

The first degree key is held by Avarice in the museum room.

The second degree keys are held by Magemaster Wade (first degree chamber) and the Protocryptid lab mage.

The third degree keys are held by Toffee (second degree chamber), Igor (Biosynthesis lab) and Bunni Tuft (Dark Energy lab).

See below for further hints on the second and third degree chambers (the first is trivial).

CULT LABS

Descending to the Laboratory level, you encounter toxic gas. This will harm anyone not wearing the protective clothing and helmet (which can be found on the Lodge level, in the Arcane Research room just north of the stairs down).

The walkways on this level are defended by Cult Guards whose melee capability is even more deadly than their lightning bolts, so it's advisable to engage them with missile fire while they are behind locked gates.

The first gate in the Laboratory level can only be opened using the lever behind it. A sign on a walkway nearby gives you a clue about target practice. Fire any missile weapon at the lever to open the gate.

Find your way to the pumping station (which is visible from the Laboratory entrance). Flip the lever to clear the toxic gas. Do not remove protective clothing until the pump stops! You can also fire at the lever from the entrance if you prefer.

PROTOCOLYPTID LAB

On the central crane platform of the lab level is a sign to the Protocryptid lab in the north-east. Next to the sign is a lever that opens the walkway gate. The lab door can be lock-picked or bashed.

You can talk to the mage, or attack her. Either way, fight the megacryptids, then obtain the second degree key from her corpse.

BIOSYNTHESIS LAB

On the central crane platform of the lab level is a sign to the Biosynthesis lab in the south-west. Just before the walkway gate is the lever that opens it. The lab door can be lock-picked or bashed.

Igor might be quite hard to kill, unless you release the mutants, because he can only be damaged by bludgeoning. He has one of the third degree keys you need, so attack him if necessary after the mutants have had a go.

DARK ENERGY LAB

On the central crane platform of the lab level is a sign to the Dark Energy lab in the north-west. Next to the sign is a lever that opens the walkway gate near that lab. From that gate, head to the pillar platform (red lamps) in the west. Use the lever there to open another walkway gate, this time to the gun platform (blue lamps) in the north, where a lever opens the lab door. Destroy the guns with missiles to prevent the gun trap firing.

In the Dark Energy lab is a set of four mechanisms. Looking from the controller's bench towards the portal, the sequence of use is : inside left (power on), inside right (high energy on), outside left (activate portal). The outside right mechanism does nothing.

Bunni Tuft's journal (inside the bench) explains that her servant, Severin, was due to bring her back from the darkling world. Since he's dead, it's now up to you.

Each time you activate the portal, a more powerful darkling creature ports in. When the Princes arrive, let them fight one another. Finally, Bunni Tuft ports in. She has the third degree key.

FIRST DEGREE

This is a fairly standard battle. If you're bored with mages now, black powder is your one-shot friend from now on.

SECOND DEGREE

Talk to Toffee. He ports in a phoboplasm, which you can kill using the Zapper tool.

THIRD DEGREE

Talk to Mistress Lilith. She unleashes a rune storm. The laboratory journal in the Biosynthesis Lab hints at how to deal with this. Anyone near her throne who isn't wearing the protective clothing and helmet (see "Cult Labs" above) will be killed instantly. Also, anyone carrying black powder will explode, so store it out of harm's way until the rune storm is done.

In the following battles, there are pauses for dialogue, during which you can safely save the game. If Lilith fails to talk to you automatically, simply talk to her again to restart the action.

Once you have defeated Lilith for the first time, she adopts her Grey Reaper guise.

Defeat her again to dispel her Avatars, then defeat her dragon form.

Search the safe behind her throne to obtain evidence against her.

SECRETS			
Cult Lab	NE room, by door to Vault	Floor panel	Plain sight
Cult Lodge	First throne room (with chequered floor)	Floor panel	Detect / Spot

The Sea (Windhope)

ON DECK

To set sail, talk to the Captain (Don Barcino).

To go ashore, talk to the Boatswain (Mister Pollack).

BELOW DECK

To the stern of the gun deck you'll find the Purser (Mister Grayling) who has a variety of useful items for sale.

THE OPEN SEA

When you first set sail, Don Barcino invites you to his cabin, where he instructs you in naval gunnery.

As soon as you return to the deck, the bow lookout identifies flotsam ahead, which you can use for target practice. You may not be able to see the target immediately - just wait for it to float by. Your gunners have an even more restricted view; wait until the target is alongside, then give it a broadside. If you let a target pass by, be patient - the lookouts will spot another target eventually.

Owing to an engine bug, targets may vanish during combat. This problem is reduced if you stand on the lowest deck of the ship.

Eventually, a pirate ship turns up. Once you've sunk it, you can ask Don Barcino to continue the voyage.

This area is a one-off. You can sail onwards to any destination, but you can never return here.

THE WESTERN OCEAN & THE DOLDRUMS

The first time you sail towards Bandi, the Windhope is intercepted by Magemaster Wade, who curses your ship.

When you ask Don Barcino to set sail, the Windhope is becalmed in the Doldrums. Fight the sea hag on the lowest deck of the ship. When she escapes, go back on deck. She's now swimming in the sea, but may be hard to see at first, owing to the fog. When she moves into sight, attack her with naval gunnery or other missile fire. Fight her for a third time on the main deck. Now you can ask Don Barcino to sail on.

THE DESOLATE COAST

The Windhope anchors off the coast of [Desolation](#). Mister Pollack will put you ashore on Wolfshead Spit.

THE SEA OF ICE

The Windhope anchors here en route to [Renarness](#). In this area only, you embark or disembark by clicking on the gangplank. To reach Renarness itself, you must continue on foot across the ice to the road in the north-east.

Unless you are wearing warm clothing, you will take cold damage when outdoors anywhere in this northern region. The Purser has a stock of furs.

Shortly after disembarking, you may be ambushed by a tribe of frost giants. You can head back to the ship (to destroy the giants with cannon fire) or run for the road (the giants give up and leave when you click the area transition).

Mother Hardy arrives before you leave the area. If you ask nicely, she may give you a clue about what to do in Renarness, but it's not vital.

SECRETS			
None			

QUESTS

SPOILER ALERT

[A Scholar and a Gentleman](#)

[Alimdeli](#)

[Babayuri](#)

[Birdland](#)

[Breca Point](#)

[Cat Bobtail](#)

[Companions](#)

[Count Buffo](#)

[Debt of Honour](#)

[Don Viaggio](#)

[Faywood](#)

[Flooded Mine](#)

[Folly](#)

[Forbidden Palace](#)

[Four Winds](#)

[Great Pretender](#)

[Hawk Crown](#)

[House of the New Moons](#)

[Jade](#)

[Kaarx](#)

[Lorelei](#)

[Luck of Dunblagin](#)

[Mappa Mundi](#)

[Mistress Lilith](#)

[Mysterious Letter](#)

[No Laughing Matter](#)

[Nomad](#)

[Oracle](#)

[Ossatura Puzzone](#)

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A Scholar and a Gentleman

If you talk to the scholars (Johann, Toffee and Babayuri) in the opening scene at the Dog & Banner, you may get a few XP for siding with Babayuri.

Either way, as you pass Ponder Hall in New Street, [Fenchester](#), Toffee approaches you with a proposition concerning his friend Johann.

Whether you take this up or not, sneak into Johann's room at Ponder Hall. Panda Wiles, Sierra or Rosalind will give you a clue about how to do this. The hard way is to use stealth; keep trying until the Dean doesn't catch you. The easy way is to buy an academic robe from the tailor in the market (the hood provides adequate disguise), or, if you are male, buy some rich clothing (so that you are not taken for a pauper).

Johann will be interested in you romantically (if you are male, he is gay) but you don't have to go along with that unless you want to.

Johann will ask you to find three books, which are located as follows:

Book of Gibberish	In the tomb of Atenraja at Qisirburun . Also in the library of the Cult Lodge .
Book of the Necroproctor	In the tomb of Joan the Mad to the north of the Vault of Lies . Also in the library of the Cult Lodge .
Grimoire of Kaarx	Held by Kaarx on the lowest level of the Vault of the Evil Dead .

Return the books to Johann. He tells you about his pact with Toffee.

Confront Toffee in the Second Degree chamber of the [Cult Lodge](#). Return the pact to Johann (who is also in that chamber now).

If you find the pact before returning the three books, you can't return the books (because they're irrelevant), but you get an equivalent XP and gold bonus when you return the pact, so you don't lose out, whatever order you complete the quest in.

Alimdeli

In the Elephant Palace at [Bandi](#), Prince Mahanula tell you that the inventor Alimdeli has disappeared. Only he knows how to control the automatons in the [Forbidden Palace](#).

Free Alimdeli from the Steamworks at [Qisirburun](#).

If there is still a problem at the [Forbidden Palace](#), meet him just outside and follow the walkthrough for that quest.

Babayuri

During the opening scene at the Dog & Banner, there is an opportunity to talk to the [scholars](#).

If you do so, you will learn a little about Babayuri.

If not, while in Fenchester, you'll probably bump into Toffee (one of his companions), who will try to convince you that Babayuri is a rogue.

Either way, acquire Babayuri as a henchman by completing the [Count Buffo](#) quest.

If you listened to Toffee, you might be tempted to leave Babayuri behind. This is not fatal, but will make the game more difficult.

Birdland

This is just a record of what Tasty tells you about [Birdland](#).

The quest completes when you reach [Dunblagin](#).

Breca Point

If you speak to Jade at Sandeni Castle about summoning a dragon, she will tell you where to find Breca Point.

There are no XP for this quest, as you can find the summoning circle easily enough without Jade's help. It closes when you summon the wind dragon.

Cat Bobtail

After you leave the opening scene in the Dog & Banner, Cat Bobtail is kidnapped by the [Warren Conies](#).

You may learn this from Ruby Toffer, who is waiting for you in New Street, or at the end of the Warren Conies quest.

Use one of Betsy Trollop's keys to open the safe in her office. This contains a bill of sale to the Silent Morris, a street gang in Sandeni. (Her other key opens the Coney prison room, but it's empty).

From Fenchester market, follow the Pilgrims' Way north to Sandeni.

The Morris Hall is at the southern end of Pinchpenny Square. You can pick the lock ([Sharon](#) can do this after the Inquisition scene if she hasn't yet entered the Vault), or obtain the key from Jack the Lad (the leader of the Springheel Dusters) at the southern end of the harbour.

In the Morris Hall, fight the Morrismen to obtain the office key.

If you already forced [Serenity Cutter](#) to flee from Fenchester, she will be waiting in the office for a final confrontation. (If you force her to flee later, she will still turn up here, but in that case the only point of fighting her is to complete the wanted posters in Fenchester).

The desk in the office contains another bill of sale, this time to the Dalicani Dream Dogs in Bandi.

Once you arrive in Bandi, talk to one of the passing citizens to learn about the Dalicani hideout at the Mad Dog Taverna (which will now open).

Fight the Dalicani. If a sneak attack is not for you, try opening the door to the kitchen and argue with the guard. Obtain the key and a [mysterious letter](#) from Zavazuma. Release Cat Bobtail from the cell in the kitchen.

Companions

Not exactly a quest - this is just a journal entry to remind you of some key points about companions.

Count Buffo

Note : if you accepted assignment from the House to the court at Sandeni, you will be able to talk to Count Buffo before receiving this quest, but he won't have anything useful to say.

If you completed training at the [House](#), this quest is given by [Jade](#). Otherwise, talk to [Don Barcino](#), who is sitting outside the Cock & Bull Tavern in [Sandeni](#) market square.

Go to Sandeni Castle. Ask the page to take you to Queen Eleanor.

In the audience chamber, talk to Count Buffo. Arrange to meet him in his chamber.

Go back to the castle entrance. Ask the page to take you to Count Buffo.

You need to obtain the Windhope charter from Count Buffo. To persuade him, you need a skill of 10 or more (or sexy clothing, if female). Otherwise, offer a bribe (or, if female, allow yourself to be seduced).

Show the charter to [Don Barcino](#) (see above) to start the [Windhope](#) quest and gain [Babayuri](#) as a companion.

Debt of Honour

This quest in Sandeni begins when you talk to Messalina Vendetti (Merchant Adventurers' Hall), Count Sindinero or Countess Avidita (Castle, East Wing).

It may also begin when you discover incriminating documents during the [No Laughing Matter](#) quest.

You can talk to all three parties to understand their point of view.

If you betray Count Sindinero's whereabouts to Messalina Vendetti, he will be assassinated, and you will not receive an XP bonus at the end of the quest. It doesn't matter whether you kill the assassin or let them escape. There is no way to bring anyone to justice for this crime (though everything points to Messalina).

If you speak to Countess Avidita, she is summoned to see the Queen. At this point, you can read a letter on her desk (it's quite hard to see) which reveals that Sardonicus is blackmailing her, allowing you to progress the [No Laughing Matter](#) quest.

If you don't spot the letter, you can do no more until the [Great Pretender](#) quest enables [No Laughing Matter](#) to proceed.

Once you recover the incriminating documents, return to the Audience Hall. Talk to Alfonse. All debts are repaid. There are XP for this, and an XP bonus if Sindinero is still alive.

There is no way to bring Countess Avidita or Father Flannel to justice for their crimes, as they are, in different ways, protected by their position in medieval society.

Don Viaggio

At [Sandeni Castle](#), Queen Eleanor offers a reward for news of Don Viaggio if you mention sea travel.

You can recover Don Viaggio's journal (the Solaris log) from the barrow at [Wolfshead Spit](#).

Return it to Queen Eleanor at [Sandeni](#) for a reward.

Faywood

You can learn the way to Faywood from Lakshmi in Delmondo Palace on [Folly Island](#) or from Giles and Doris in the hut on the [Pilgrims' Way](#).

Near the hut a gap appears in the trees immediately north of the signpost to Fenchester, providing a path to [Faywood](#).

The quest is complete when you enter Faywood Palace.

Flooded Mine

At [Renarness](#), you will eventually discover that the lowest section of the mine is flooded.

Optionally, you may obtain clues by talking to the miners, but this isn't essential. Miners will only talk to you when there are no Templars nearby (unless you kill some of them, the Templars are watching all the miners except the blind one in the turf house). The miners explain about the pumping station. Now you can talk to [Rudolph](#) in the Brass Monkey for more detail.

In the mine, follow the railway east along the northern section to the top of the flooded shaft.

Enter the mineshaft, swimming underwater. You will have to leave your companions behind. You'll die if your air runs out, so it's wise to head back up the shaft when it hits 50%. Ignore the east passage for now.

Swim down the south passage. Use the lever near the locked door (which doesn't open yet) to open the north passage. Return to the north passage. Ascend the ladder into an air pocket. Use the lever to open the door in the south passage. Swim back to the south passage. Obtain the mine key from the dead miner.

Go back up the shaft. Leave the mine. Back on the surface, in the south-east corner of the fortress complex, unlock and use the lever near the water wheel to start the pumping station. This drains the water from the lowest section of the mine.

Folly

This is a side quest of no great importance. Talk to people, complete your training. The information and kit you need to achieve the best outcome will gradually fall into place.

On arrival at Folly Island, Miss Eva tells you the legend of the merchant Aurelius and his mistress, Willow Faygrace, who disappeared.

In the kitchen of Folly Island Palace is a locked door to the cellar. Try the door, then the kitchen staff will tell you to get the key from Mister Frank upstairs.

Once in the cellar, enter the second room. At first sight, there is nothing interesting there. However, if you go to the long wall on the far side of the room, beyond the sacks, searching will reveal a hidden button that opens a secret door.

Talk to the image of Willow Faygrace in the glowing sphere.

At this point, if you need help, ask Miss Hyacinth, Sierra or (later) [Babayuri](#).

Four runes appear on the wall. You can change their colour by touching them.

In a desk is a cryptic note. Whether this helps or hinders is a matter of opinion - you can probably solve the puzzles with it. The first line ("Symbols elementary") refers to the book *Elements*, which is available in the palace common room bookcase and elsewhere. The book gives more than one system, but only the first has four elements, like the four symbols on the wall. The trick is to change the colour of the runes to match the colour of the four elements in the book, in order.

So, from left to right, change the runes to green, cyan, red and white. The door opens into the next room, from which you can enter four elemental nodes.

The objective is to collect an elemental crystal from each node.

NODE	ACTION
Ice	To avoid elemental damage, wear warm clothing, such as the furs which are found in the palace dressing-up boxes. Using a ranged weapon, fire at the lever on the other side of the ice wall. The ice crystal appears.
Fire	Take the fire crystal, which is behind the throne. To avoid elemental damage, use the <i>Gaffer Juice</i> found on a corpse in the Ice node.
Slime	Talk to the Lady of Slime. With the conversation still open, enter the answer to her riddle (SMILE) in the chat window. Take the slime crystal.
Smoke	Place the fire crystal in the Hand of Glory. Use the arrows in the floor to turn the mirrors until the beam strikes the pedestal. Take the fire crystal and the smoke crystal.

Some of the elemental Lords and Ladies offer more cryptic clues, which may or may not be helpful when solving the above.

Place one elemental crystal in each of the four strange devices in front of the runes. The order is the same as the runes - from left to right, facing the runes, Slime, Smoke, Fire and Ice.

The devices produce a beam which opens the next door into a room full of magical colours. Look for the wheel just inside that door which opens the final door into Willow Faygrace's prison.

If you speak to Willow, you will be attacked.

Killing her is one way to end the quest.

Another solution is to use a Remove Curse scroll (available from merchants in every major city). This works even if Willow is hostile. It might seem like an expensive option - the scroll is not cheap - but you get the same experience points as a kill, plus a treasure bonus.

Forbidden Palace

At [Bandi](#), in the Elephant Palace, you learn from Prince Mahanula that the Forbidden Palace is now under the control of automatons. Their creator, [Alimdeli](#), has disappeared.

If you succeed in destroying or disabling the automatons, with or without the help of Alimdeli, Prince Mahanula will reward you.

If you free Alimdeli first, meet him just outside the Forbidden Palace. He offers to help if you return with an automaton mechanism.

The automatons are fairly tough, and the number in each room increases until you reach the corridor with five doors. So it's worth taking Alimdeli's advice. For each automaton killed, take the core back to Alimdeli for repair. Using repaired cores on hostile automatons makes them neutral to your party, but hostile to any other bad bots they can see.

Four Winds

This is the central section of the main plot.

At [Faywood Palace](#), you meet a fox, who explains that the ashes of the elven Tetrarchs have been scattered to the four winds.

Talk to Sybil (who you already met elsewhere in the Palace) to learn about the four wind dragons.

Practice summoning the dragon Ludofax. Stand inside the rune circle in the long gallery (you'll see the floor design if you look very carefully). Call the true name by typing

ludofax <return>

in the Talk window.

The quest splits into sub-quests, corresponding to the four winds. In each case, the general procedure is

- Find your way to the area at the end of the earth.
- Discover the true name of the wind dragon.
- Stand in the summoning circle near the end of the earth.
- Call the true name.
- The first time you summon a wind dragon, it won't help you. Summon it again, to show how much power you have over it.
- The dragon gives you the ashes of a Tetrarch.

Wind	True Name Location	Summoning Circle Location
North	On the Brass Monkey in a vase near the statue of Odeus in the salt mine .	Renarness (just north of the Brass Monkey)
South	On the tomb marked with a dragon flag in the central chamber of the Ancient Tomb.	Qisirburun (by the sea in the far south)
East	On the Sigil in the possession of the Joker at Dunblagin Undercroft .	Wolfshead Spit (on the headland east of the orc village)
West	In the Grimoire in the possession of Kaarx on the lowest level of the Vault in Sandeni.	Breca Point (on the high ground)

When you have all the ashes, return to [Faywood Palace](#).

The fox is waiting for you by the teleport (to save unnecessary walking through the palace).

Talk to the fox. You are transported to the Origin of Storms, and thence to the [Cult Lodge](#). Defeat Lilith. Search her safe. Take the evidence you find there to Alfonse in Sandeni Castle Audience Chamber. Talk to Queen Eleanor for the closing scene.

Great Pretender

This quest can start in two ways - either by talking to Alfonse in the Audience Hall at Sandeni Castle, or by discovering incriminating documents during the [No Laughing Matter](#) quest.

Alfonse asks you to keep an eye on Count Durorico.

Queen Eleanor gives you an apartment in the East Wing, which is next to Durorico's chamber.

Talk to Durorico. Hide in the wardrobe (either when he asks, or else after he leaves the room).

Keep waiting in the wardrobe until you overhear a conversation between Durorico and Donna Crudela implicating Sardonicus in blackmail.

Now you can progress the [No Laughing Matter](#) quest.

Once you recover the incriminating documents, return to the Audience Hall to confront Durorico and Crudela.

Once all the rebels are dead, talk to the Queen. If you were expecting a reward, you will be disappointed, but at least you get some XP.

FOOTNOTE - During and after the fight with the rebels, the Queen's guards will turn a blind eye to your weapons and dress. However, hide your weapons and dress respectfully once the battle is over - otherwise, you will have trouble with the guards outside the castle, and when you next return to the Audience Hall.

Hawk Crown

Wearing the Oracle allows you to talk to the hawks.

If you talk to King Goldhawk in his [Birdland](#) stronghold, you learn that he lost his crown in a skirmish with ogres.

Find the crown in the ogre house in the south-east.

If you return it to King Goldhawk, he will help you at the siege of [Dunblagin](#).

House of the New Moons

Talk to your sister Sierra at the apothecary stall in Fenchester market.

Accept Miss Eva's offer to train at the House.

Talk to Miss Eva again by the river at the end of Staithe Street.

Use the boat to travel to [Folly Island](#).

The word "folly" refers to the architecture, not what happens on the island!

Follow Miss Eva through the Palace to the garden.

Jade and Amber join you.

Go back into the Palace. Take the first door on the left into the spa.

Enter the bath. Wait until you're clean.

Choose a costume from the chest - anything with the properties Rich or Sexy will do.

Talk to Jade to obtain her approval.

Go upstairs. Talk to Miss Ariana.

If you refuse to be initiated, the quest ends, and the rest of the module will be more difficult.

Otherwise, when the initiation cutscene is complete, go back downstairs to the hall, which is now laid for dinner.

Sit in the vacant chair opposite Miss Eva.

When dinner is over, go up to the top floor. Sleep in your bed. Dream about [Shadows](#).

Go down to the floor below. Enter the Common Room (where the initiation took place).

Talk to Miss Eva in her study (the door is to the left) to obtain your curriculum.

As previously noted, if you travel north from [Fenchester](#) before training is complete, this quest ends prematurely, making the rest of the module more difficult.

Refer to your journal for the topics you need to cover. It doesn't matter what order you do them in. You can work with more than one tutor at a time, but normally you can't work on more than one topic with the same tutor concurrently (see table on next page).

Tutor	Location	Topic	Comments
Miss Gaynor	Top floor dressing room (beyond the dormitory)	Fashion	To walk elegantly, enter Detect mode.
Miss Ariana	Training Hall in the south of the garden	Athletics	Complete one circuit of the estate. Every obstacle has a sign nearby with hints on what to do. There are no additional points for breaking the record, which is not difficult. A time-saving trick is to use the rope as soon as you pick it up.
		Shooting	<p>If you don't have sufficient weapon proficiency, you won't be allocated this topic, but you will get the XP, as a bonus on a different topic.</p> <p>Fire at any target (by selecting "bash" from the radial menu) until Miss Ariana tells you to stop.</p> <p>Fire at the button behind the shield barrier.</p> <p>Blow open the doors, taking care to stand several meters away, aiming the black powder at the floor near the door (not the door itself).</p>
		Fencing	<p>If you don't have sufficient weapon proficiency, you won't be allocated this topic, but you will get the XP, as a bonus on a different topic.</p> <p>Keep agreeing to fight Melinda until you've won three bouts. It doesn't matter how many times you lose. This is quicker if you wait until you've achieved level 2.</p>
Master Maurice	Common Room	Dance	The topic should complete automatically when the cutscene finishes, but, if it doesn't, talk to Master Maurice again.
Miss Eva	Study to the left of the Common Room	Ethics	The Book of the Courtesan is in the Common Room bookcase, near the orchestra. Return with it before completing the conversation with Miss Eva.

Tutor	Location	Topic	Comments
Miss Withers	With the horses, near the Orangery in the garden	Riding	You can only choose one horse - it doesn't matter which. You can only have one. To ride your horse back to Fenchester and beyond, you'll need to open the gate at the end of the garden from the inside, using the lever in the archway. This also enables a shortcut to Fenchester (instant travel to the marketplace).
Miss Hyacinth	Dispensary to the right of the Common Room	Apothecary	The herbs you learn about are rare, and will not be seen until the topic is completed. Devilcap - Folly Island (by the garden gate). Wolfshead Spit (above the barrow). Dovesbalm - Folly Island (behind the workshop), Grendor (two, west of the hut), Breca Point (two, south cliff), Birdland (behind the caravan and behind the faery tower).

When training is complete, a messenger summons you to Miss Eva, who has some gifts for you. If you are [Courtier](#) class, you acquire the Nonchalance feat, which reduces the need for armour. If you can wield a sword, you are given the swordstick Elegance (Finesse). If competent, you receive a pistol, too. If you don't qualify for these gifts, you are given a cash equivalent.

If you decline placement (or choose travel to Faywood), the quest ends now. Otherwise, it ends when you talk to the page outside [Sandeni](#) Castle.

Whichever of those three options you choose, you'll be OK, as there are only minor variations in the story as a result. For example, when you present yourself to the Queen in [Sandeni](#) Castle, she will grant you an apartment, even if you declined placement with her, because you make such a good impression. This is a little generous on the part of the author, perhaps, but it would be a pity to miss what follows.

Jade

At the end of the Inquisition scene in [Sandeni](#), if you completed your training with the [House](#), Jade is amongst your rescuers. She explains that she is now known as the Countess Ramada, and invites you to her boudoir in the Castle.

Ask the page outside the Castle for directions.

Talk to Jade about sea travel to obtain the [Count Buffo](#) quest.

If you didn't complete training, none of this happens. [Don Barcino](#) gives you the Count Buffo quest instead.

Mysterious Letter

The letter found on [Zavazuma](#) is in Alsudi script.

If [Babayuri](#) is in your party, or you use the [Oracle](#) while it's in your possession, it is translated, revealing a plot that implicates the Grand Panjandrum and General Bowodong.

Take the letter to Prince Mahanula at the [Elephant Palace](#).

No Laughing Matter

If you completed training with the [House](#), then, once you are released from the [Inquisition](#), a messenger will warn you to beware of the jester Sardonius in Sandeni Castle.

Either way, when you first enter Queen Eleanor's audience chamber, you will be taunted by Sardonius, which will be even worse if you forget to walk [Search Mode] in the Queen's presence.

There's nothing you can do about any of this yet.

Later, you learn that Sardonius is a blackmailer, during both the [Debt of Honour](#) and [Great Pretender](#) quests.

Talk to Sardonius in his room at the far end of the corridor in the East Wing of the Castle. He makes a careless remark which suggests that a supplier to the Castle may know more.

If you talk to Alfonse in the audience chamber, or the page outside the Castle, they will suggest talking to the stallholders throughout the city.

One of the fishwives in the market, Mopsy Fussock, will admit to dealings with Sardonius. Reassure her that she will come to no harm. If your Persuade skill isn't high enough, you will have to bribe her. She will give you two incriminating documents, the Sindinero Deeds and the Durorico Letters, which will allow you to continue the [Debt of Honour](#) and [Great Pretender](#) quests respectively.

Present either of the incriminating documents to Alfonse in the Castle audience chamber.

Sardonius is executed (notice the head on a spike by the main entrance to the Castle).

The House's preferred candidate, Joculus, becomes the new jester.

Nomad

Prince Mahanula (Elephant Palace, [Bandi](#)) will assign a nomad to help you, if you tell him you're going to Qisirburun.

Meet the nomad in Bandi town, by the Qisirburun gate, to gain an additional henchman.

The nomad only speaks Alsudi, so you will need to wear the [Oracle](#) or have Babayuri in your party to communicate.

Oracle

This quest is given by Sybil in [Faywood Palace](#). The chest containing the Oracle is in Queen Titania's chamber, beyond the throne room to the north of the Palace. Use the item's unique power to wear it on your head and take it off.

The Oracle is a very important tool. Wearing it allows you to speak to creatures in any language, and receive occasional messages from Sybil.

If you are not using the pre-made Ravenna Lightfoot character, the head you have chosen might partly or wholly obscure the Oracle, making it more difficult to see when it's equipped. This makes no difference to gameplay, of course.

It is possible, though harder, to complete the module without the Oracle.

Kaarx

After the Inquisition scene in [Sandeni](#), talk to Sharon to obtain this important quest.

Kaarx is in the [Vault of the Unspeakable](#).

The cover of his tomb is too heavy to lift by hand, and difficult to destroy.

Use a rope on the rack to make a winch, then use the winch to raise the cover (or just blast the tomb open with black powder).

Take the stake from the body. The vampire Kaarx regenerates.

If you attack Kaarx, Sharon will defend him; kill them both. This isn't the best solution, as you lose potential two companions. Since Kaarx is a vampire, use the stake on his corpse, or he will keep reviving.

If you spare Kaarx, you have to fight the Seraphim instead, using the zapper tool. Kaarx warns you that he can only grant a short period of immortality (but actually there's no time limit).

Don't forget to take the grimoire from Kaarx (or Sharon's corpse, if you killed them).

If Kaarx is still alive, if you try to take the stairs to the level above, he will offer to fly you back to the top of the well, to save walking.

From now on, Kaarx and Sharon are only available when you're underground. When you first try to take them above ground, Kaarx will give you a clarion, which you can use to summon them in any underground location.

Note that if you ask Kaarx to wait underground before you have the clarion, he will assume that you no longer require his services until you return.

Lorelei

This quest only occurs if you complete the [House](#) quest.

On completion of the [Count Buffo](#) quest, before you embark on the [Windhope](#), a messenger from the House of the New Moons tells you that the three musicians known as the Lorelei are being held against their will by the Prince of [Bandi](#).

If you talk to the Prince in his Elephant Palace, you'll obtain more background (not essential).

Complete the [Forbidden Palace](#) quest. Talk to Melinda in the Forbidden Palace to set them free.

Luck of Dunblagin

When you defeat the [Stingers](#) at [Wolfshead Spit](#), you learn that they are searching for the Luck.

The Luck is a cup, which is amongst the belongings of a skeleton in the barrow south of the stone circle in the same area.

Optionally, it can be used in combination with the Incantation of Banishment to destroy the Bane of [Dunblagin](#).

Give the cup to Don Barcino on board the Windhope to complete the [victuals](#) quest.

N.B. once you have surrendered the Luck, it cannot be used against the Bane.

Mappa Mundi

During the [Four Winds](#) quest, when Sybil describes the ends of the earth, she also mentions the Mappa Mundi, which includes territory unknown to humankind.

The map is inside a book, on a desk in the library to the north-east of the palace. The library can be reached from the north-east door in the Fox corridor.

There are no XP for this quest, but it's impossible to complete the Four Winds quest without the map.

Mistress Lilith

This is just a record of what the player has learned about Mistress Lilith.

The quest is completed by defeating her towards the end of the game.

Ossatura Puzzone

This quest begins in the north room of the [Vault of the Evil Dead](#), if you talk to Ossatura's floating skull.

Collect the body parts scattered around the vaults. They're all in plain sight, apart from one in the secret corridor on the second level ([Vault of Lies](#)).

Return the parts to Ossatura if you like. There are a few XP for this, but since he is really a protocryptid animated by a mage, don't expect gratitude...

Pendant of Empusa

Morbida Mistgrave will give you this quest if you ask if there's anything you can do for her. She can be found at the Merchant Adventurers Hall in Castle Street, just north of the market in Sandeni.

On arrival at Bandi, talk to the Magus, who has a market stall on the waterfront.

He will direct you to Villa Samineli, which will now be open.

At the Villa, click on the book in Samineli's chamber to discover the location of the House of Eyes.

A new quest ([Seer of Light](#)) appears in your journal, but it's really the same quest, so it's described here.

Talk to the Housekeeper in the House of Eyes to open a portal into the Trials of the Seer.

Run quickly through the brimstone. Wade slowly through the treacle. Keep moving through the foam, even if you slip a few times.

When you reach the seer's temple, ask Delifina about the Pendant to receive the Eye of Aye.

Return to Villa Samineli. Kill the guards. Use the Eye of Aye on Samineli, talk to him, then recover the Pendant when he confesses.

When next in Sandeni, revisit the Merchant Adventurers Hall. Morbida has left, but if you ask anyone else there, they will direct you to Mistgrave Manor, which will now open.

If you use the Eye of Aye on Morbida, you will discover that she is a vampire (as you might suspect). Now could be a good time to buy a stake from the Undertaker or the Chandler in Sandeni.

Talk to Morbida. You will be imprisoned, but you can easily escape if you wait for the chains to break and smash down the door.

Most of your weapons will have been confiscated. They're stashed in the opposite room, at the far end of the kitchen. You might prefer to get them before fighting the mutant chef.

On re-entering the main hall, go to the torture chamber to the right, which is now open, to obtain the key to the upper level. Prepare for battle.

Go up the stairs. Open the door. John Barleycorn attempts to rob you in stealth mode. If you can see him, attack using the radial menu, kill & loot him, then open the next door to fight Roderigo Cabalia. Otherwise, after John steals a few items, or if you attempt to talk to him, he summons Roderigo, so you have to fight them both. While fighting the henchmen, try to keep away from the final room, otherwise Morbida might join in.

Kill Morbida. Remember to use a stake on her corpse!

Recover Morbida's key from her staked corpse. Return to the main hall downstairs. Notice the rune in the SW corner. If you stand close to the rune, you will spot/detect that it can be used to open a secret door into Morbida's chapel, where her key opens a treasure chest.

For an XP bonus, ask Delifina to destroy the pendant. You can do this at any time, but if you don't kill Morbida first, you won't get her XP or treasure.

Phoboplasm

This is a training quest, given by Sybil in [Faywood Palace](#).

Kill the apparition in the palace bathroom (due north of the Scuzmatron room).

This is really difficult, unless you use the Zapper feat which Sybil gave you. You may find it convenient to put it in a quickslot. The Zapper will keep firing until all phoboplasms in sight are destroyed, unless you cancel it by doing some other action.

As with all missile fire, it's advisable to stay well outside melee range of your opponent.

Portal

Alimdeli tells you to disable the portal in the southwest room of the Steamworks at Qisirburun.

Destroy the control mechanism to get some XP.

Prince Mahanula

When reporting back to Prince Mahanula, you may find he is absent from the [Elephant Palace](#).

His courtiers will tell you that he is away on business.

A messenger will contact you once you've made sufficient progress (namely, disabling or destroying the automatons in the [Forbidden Palace](#), and finding the name of the [Dragon of the South Wind](#)).

Return to the Elephant Palace with the [Nomad](#) to obtain your reward.

Recommended Settings

This is a record of the recommended game settings.

Crashes and other issues can arise if these are not set correctly.

Renarness

Experience points are awarded for entering the salt mine by any means. See [area description](#).

Rivals

In the Elephant Palace at [Bandi](#), Prince Mahanula wagers that you cannot defeat the automatons created by Jamiboja and Wiziuppi.

Attack them one at a time.

Claim your reward from the Prince.

You can decline this quest, but if you accept it, the Prince will allow you to bear arms in Bandi without interference from the guards.

Rudolph

This is just a reminder to talk to Rudolph for a more detailed description of the [Flooded Mine](#). He is drinking at the bar of the [Brass Monkey](#).

Sandeni Castle

This is just a reminder of the location of your room.

Seer of Light

See [Pendant of Empusa](#).

Shadows

During the [House](#) quest, after dinner, you are invited to rest before training. Your bed is in the dormitory on the top floor of Delmondo Palace, next to your chest.

Sleep there.

In the rabbit room, use either of the magic doorways in the curtains to the north of the room. Go down the rabbit hole which appears in the floor.

After a conversation with Gok, H'shppi and Zanussian, they disappear. Find each of them in the maze (the transitions behave strangely - going back the way you came often leads to a new location). Once you've spoken to them all again, the shadow pup joins you. Proceed to the shadow hatch in the room where you first met the three strange beings.

In the underground river, use the net to catch the fish, then cross to the exit.

In the darkling garden, talk to the raptor in the room beyond the mist in the south-east. You will wake up in Delmondo Palace.

There are no XP for this dream quest.

Sierra

When you leave the Dog & Banner after the opening scene, talk to Sierra in Fenchester market to start the next stage of the [House](#) quest.

Later, while training at the House, a messenger invites you to visit Sierra. Do so, to close the quest and trigger a meeting with [Rosalind](#).

Stingers

At [Wolfshead Spit](#), you encounter some strange demons called Stingers.

You may learn from Tasty or his Shaman that the Stingers come from the west.

A document in the possession of the Arcanum commanding the Stingers explains that they are searching for the [Luck of Dunblagin](#).

To complete this quest, eliminate all Stingers and other Daemons from [Birdland](#) and [Dunblagin](#).

If the Shaman is still alive, and you spoke to her previously, there is a bonus for telling her that the danger is no more.

Three Muleteers

The muleteers at the Merchant Adventurers' Hall in Sandeni ask you to help them with their pack horses, which have been stolen by the Springheel Dusters gang.

Both the gang and the horses are on the waterfront, not far from the Hall.

Defeat the gangsters and loot the horses.

Sell the poppy dust to the purser on the Windhope.

Ask Alfonse at Sandeni Castle to arrest the muleteer smugglers for an XP bonus.

This is the optimum solution, even if you encounter the Dusters before the muleteers.

If you simply tell the muleteers that the Dusters are no more, they will disappear, taking any goods left on the horses with them, so you miss the XP and the value of the goods.

You can sell the poppy dust to the muleteers, but you won't get a good price or the XP bonus.

Victuals

On arrival at [Wolfshead Spit](#), Don Barcino explains that the ship is stranded unless you can find food for the return voyage.

In the same area is a barrow, which contains a skeleton with the [Luck of Dunblagin](#). Give this magic cup to Don Barcino to complete the quest (however, you might want to wait until you've finished the Stingers quest).

Warren Conies

The Warren Conies are in the Dog & Banner during the opening scene.

You can leave without troubling them, or get into a fight which you almost certainly can't win.

To beat them, you probably first need to train at the [House](#) and team up with [Rosalind](#).

If you seek advice from Sierra, Panda Wiles or Rosalind, they will give you a clue about whether you're ready to take them on.

If the Conies capture you, they will put you in a holding cell. If you try to leave, Betsy outlines her plans for you. Use the bed to kill time. An anonymous benefactor pays a ransom for your release. This can happen several times.

The Conies hang out in Betsy's shop on the eastern side of the market square.

You might go there by chance, or at the suggestion of [Ruby Toffer](#).

Ignore Rat the Jack's attempts to deter you. He will betray you, come what may.

When you open the door to the rear of the shop, the Conies attack you. Once they are all dead, the last to die (which might be Rat) has the key to the next room, where Serenity Cutter fights you for a while before [escaping](#).

Confront Betsy Trollop in her chamber at the rear of the shop.

Water

If you take horses to [Qisirburun](#), they will be in urgent need of water.

There is a drinkable pool in the southern part of the area.

No XP for this quest, as it can be avoided by purchasing desert mounts in [Bandi](#).

Weather Control

At [Qisirburun](#), you discover that the Ocean Trading Company is building a weather control system.

Disable the local node by using the lever in the northeast room.

Wight Wyrn

This is just a note of a rumour that is explained by completing the [Folly](#) quest.

Windhope

On completion of the [Count Buffo](#) quest, the Windhope is at your disposal.

The captain, Don Barcino, goes aboard.

Babayuri joins you as a companion.

The boatswain, Mister Pollack, waits for you on a pier in Sandeni harbour. Talk to him when you want to go aboard.

See [area walkthrough](#) for subsequent detail.

Witch's Ring

Talk to any witch in [Birdland](#) to receive this quest.

The key to the faerie tower is in the ogre house to the south-east.

Inside the faerie tower, a large box is surrounded by green crystal walls.

Ask a companion to wait just north-east of the crystal walls. They need to be close to the structure, so that you can talk to them from inside without moving.

Press the southern button to gain entry.

Now use the Help tool to ask the companion to press the northern button (or simply shoot at that button).

Open the large box, which contains the witch's ring. It also contains the Incantation of Banishment, which may prove useful at [Dunblagin](#).

Return to the witches.

You can give them the ring, in which case they will help to fight the Grimberk orcs and Daemons nearby, or keep it. If you decide to keep it, don't tell them, otherwise they will attack.

CREDITS

Flip of the fez to Alan Moore and Dick Foreman for the Scuzmatron concept.

CUSTOM CONTENT OVERVIEW			
Content	Author	Usage	License
TILESETS			
Ancarion Castle Interiors	Ancarion	Integrated	
Aztec Interior	Chandigar	Integrated	
Classic Dungeon	Maxam	Integrated	"feel free to include this as is or modified in your module-specific haks"
Dwarven Halls	Project Q version of JDA original	Tiles and textures renamed as overrides to CEP crypt.	
Elven City Interior	Pasilli	Integrated	
JXP Mountains	JDPuffnStuff, Lucifer Church, Adam Miller, Lost Dragon, DOA, Bloodmonkey, Pasilli, Elmer, Thallion Stellan, Dark Angel	Integrated	
Ship Interior	Nexorcist & Gutboy	Integrated	
TCC Interiors	The_NWNCCC	Integrated	
Walkable Water	Rezzzman	Customised	
Wizard Tower	Pstemarie	Integrated	
SCRIPTS			
Darkness over Daggerford map system	Ossian Studios® Inc.	Customised	
Gestalt Cutscene Scripting System	John 'Gestalt' Bye	Customised	
Magic Dye Mirror	Milambus Mandragon	As supplied in CEP 2.4 starter module	
Omega Forge	OmegaDM	Customised	
Rope Scripts	The Krit & C.R.A.P.	Customised	
HEADS & HELMS			
Animal Heads	Carcerian	Lizard head integrated	
Arabian Heads	Shemsu-Heru	Selected heads, clothes and helmets integrated	

Egyptian Armoury	Shemsu-Heru	Selected masks as supplied	
Monster Heads, Head-Aligned VFX	Carcerian	Selected heads and VFX integrated	
More Asian Heads	Shemsu-Heru	Selected heads and helmets integrated	
Night Masks	Kinarr Greycloak (?) compiled by Kenneth J. La Mella and Ghost Factory	Integrated	
Oriental Heads	Shemsu-Heru	Selected heads integrated	
Peasant Bonnet Heads	Zarathustra217 / Joco / DLA	Selected heads integrated	
TrissHead	Stonehammer	Integrated	
Whitefall Heads	Jez/Others	Selected heads integrated	
CREATURES			
Acanthothere , Baqiqian , Bladewing , Deathfish , Dreadwraith , Haiju'Ran , OssuKnight , Nameless Thralls , Spleen Jesters	Plush Hyena of Doom	Integrated	
Arcanum	Paganini	Integrated	
Autognomes	Shemsu-Heru	Integrated	
Babau	Paganini	Integrated	
Banshee , Lizard , Vampire Female , Zombies	Baba Yaga	Integrated	You can use/ modify all my creatures i release here on my page how you wish and release them.
Blacksmith , Bloodsailer , Commoners , Gnomish Battle Machine , Innkeeper , Nobles , Shopkeeper , Waitress	Shemsu-Heru	Integrated	
Clown	Lord of Worms / Paganini	Integrated	
Creature from the Black Lagoon	Shemsu-Heru	Integrated	
Crodlu	Draygoth	Integrated	

Dancer	Shemsu-Heru	Integrated	
Death Knight	Paganini	Integrated	
Egyptian Goddess	Shemsu-Heru	Integrated	
Elephant, Camel, Crane, Chariot, Horse & Cart	Draygoth	Integrated	
Elephants, Peasant	Shemsu-Heru	Integrated	
Fable NPCs	Tiberius Morguhn	Integrated	
Geralt	Black Rider	Integrated	
Genies	Shemsu-Heru	Compiled & Integrated	
Gith	Shemsu-Heru (portraits made from the Art of Gerald Brom)	Integrated	
Gremlin	Wisdom Knight	Integrated	
Gypsies	Shemsu-Heru	Integrated	
Harpy	Plush Hyena of Doom	Integrated	
Ivy Valentine / Woman in Sexy Leather	Shemsu-Heru	Integrated	
Jester	Kinarr Greycloak	Integrated	
Nobles, Queen, Jester	Shemsu-Heru	Integrated	
Peasant Militia	Ancarion	Integrated	
Rayne	Shemsu-Heru	Integrated	
Reindeer	Big Bene	Now in CEP	
Samara	Zwerkules	Integrated	
Seduca	Old Time Radio	Integrated	
Shedu & Lammasu	Shemsu-Heru	Integrated. cpause1 grazing animation removed from Shedu.	
Sheep	Project Q	Integrated	
Skeletons	MerricksDad	Integrated	
Skull Monsters	MerricksDad	Integrated	
Various Desert NPCs	Shemsu-Heru	Integrated	
Werecrocodile	Shemsu-Heru	Compiled & Integrated	
White Walker	Shemsu-Heru	Minor glitch in model fixed	
Zombie Knights	Tiberius Morguhn	Integrated	
PHENOTYPES & ANIMATIONS			
Additional Animations	Vaei	Selected animations integrated	
C.R.A.P.	Plywood Chicken	Selected animations integrated	

Climbing and Jumping	Failed Bard	Script customised, animations integrated	
Custom Anim	Zeiram	Integrated	
D20 Modern	Goudea & D20 Modern	Two animations integrated into custom hak	Open Game License - see D20 Modern manual
Female Dancer Phenotype	Stzehn	Adapted for 1.66 onwards	
Music Animations	Karpad	Integrated	
Old / Frail Phenotype	Ben Harrison	Integrated	
Social Phenotype (Female)	Project Q / Tom Banjo	Integrated	
PLACEABLES			
Egyptian Statues	Borden Ha'elven	Integrated	
Kali	Plush Hyena of Doom	Integrated	
Lion Fountain CF columns	Lilista (?)	Integrated	
Mill Stones	The Amethyst Dragon	Now in CEP	
Moons of Krynn	Tonton	Integrated	
Sailing Ships	Oseryn	Modified to make animation shorter	
Wall levers & buttons	Project Q	Integrated	
Watermill	phenix-rising	Integrated	
Working Clock	Borden Ha'elven	Customised	
Working Clocks, Hare, Rabbit, Black Lodge, Faun Fountain, Virgin & Venus statues	Ana a.k.a. anathema_17	Customised	
ITEMS			
Black Powder Guns	Gylfi Gangler	Customised	
Chatkcha, Gith Spear, Tortoise Shields, Trikal & Wrist Razor	Shemsu-Heru	Chatkcha converted to shuriken, otherwise as supplied.	
Fantasy Shields (Neverwinter / Cog Wheel)	Ben Harrison	Integrated	
Flintlocks and Matchlocks	The Mad Poet	Bullet impact texture	
Holdable Items	Shemsu-Heru	Integrated	
Holdable Items 2	Shemsu-Heru	Integrated	

Lute & Guitar VFX	Rolo Kipp / Tom Banjo / Lisa	Integrated	
Makeshift Weapons	JFK	Integrated	
Riding Crop	Jade / Justin / Venexxa	Customised for 1.67 onwards	
Sceptres, Chalice, and Statuettes	The Amethyst Dragon	Integrated	
Urban Weapons	Shemsu-Heru	Integrated	
CLOTHING & ARMOUR			
ACAG	Valine, Lisa, Dartagnon, Leonardo da Vinci, Jacen, Arkana, Zorro	Selected body and costume parts integrated	By permission
Ardus Anatomy	Mari Wolfe compilation of work by Jade and others	Selected costume parts integrated	
CODI Dustman Robe	DrZaius	Integrated	
Daigoro Robe	Daigoro	Integrated	
Diving Suit	Shemsu-Heru	Integrated	
Game of Thrones Robes	Eurgiga	Integrated	
Gunner's Body Rebuild/Retexture	Gunner	Selected body parts integrated	
Hakama Pants	Yumi-Chan	Integrated	
Hats as Robes	Rubie	Customised as cloaks	
Costume VFX (head aligned)	The Amethyst Dragon	Selected VFX integrated	
JenX 2.3	Jenova the Elfie and others	Selected costume parts integrated	
Kinky Kingdom	Yoshiko and others	Selected costume parts repaired and integrated	By permission
Lilista Social	Lilista and others	Selected costume parts integrated	
Maid Costume	E the Tailor / Lisa	Integrated	
New Asian Clothes	Orlondow	Integrated	
Oriental Clothing & Armour	coulisfu	Integrated	
Psycho Vixen	Plush Hyena of Doom	Selected costume parts integrated	
Technomagic Wings	ia.Pepper	Integrated	
VFX Circlets and Glasses	Manny Gabrielle	Selected VFX integrated	

VFX Mask Project	Henesua / Rolo Kipp / Paganini	Integrated	
LOADSCREENS & SPLASHSCREENS			
Open Seas	Plush Hyena of Doom and Tarot Redhand	Integrated	
Moons of Krynn	Lauri Keränen (Tohtori)		Appears without permission. I have been unable to elicit a response from the artist.
Wooded River Landscape	Peder Mønsted		Public Domain
The Bondhus Glacier in Sunnhordland	Erik Bodom		Public Domain

ARTWORK

GOTHIC PAINTINGS

Proleric (February 2014)

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PAINTINGS	
bh01	Addams Family (ABC Television)
bh02	Banshee (Gothika248)
bh03	American Gothic (Grant DeVolson Wood)
bh04	Smile At Night (Sukanto Debnath)
bh05	The Abominable Dr Phibes (Witch's Dungeon)
bh06	Phantom of the Opera (Witch's Dungeon)
bh07	The Dead Lovers (Anon)
bh08	Walker iPad Painting (Yabbus23)
bh09	Queen Eleanor & Fair Rosamund (Evelyn De Morgan)
bh10	Expression of the Emotions (Guillaume Duchenne for Charles Darwin)
bh11	Vlad the Impaler (Anon)
bh12	Countess Elizabeth Bathory (Anon)
bh13	Gilles de Rais (Éloi Firmin Féron)
bh14	Jack the Ripper (Tenniel)
bh15	John Dee (Anon)
bh16	Edgar Allan Poe (Oscar Halling)

bh17	Butler (Proleric / Bioware)
bh18	Wanda (Proleric / Bioware)
bh19	"Plan 9 from Outer Space" (Ed Wood)
bh20	Welcome (Kazuo-Sama)
bh21	Lestat (Gothika248)
bh22	Vampire (Philip Burne-Jones)
bh23	Werewolf of London (Witch's Dungeon)
bh24	Cassandra (Evelyn de Morgan)
bh25	The Magic Circle (John William Waterhouse)
bh26	Witch - The Sabbath of Witches (Goya)
bh27	Haldir (Līga Klaviņa aka ligna-marta)
bh28	Celebrian (Līga Klaviņa aka ligna-marta)
bh29	Nimrodel (Līga Klaviņa aka ligna-marta)
bh30	Enmeshed in Nan Elmoth (Līga Klaviņa aka ligna-marta)
bh31	Lady with Unicorn (Raphael)
bh32	Portrait of Lorenzo di Medici, Duke of Urbino. (Raphael)
bh33	Grand Duke Cosimo I de' Medici (Bronzino)
bh34	Engelbrecht-II-Nassau (Master of the Portraits of Princes)
bh35	Francesco d'Este (Rogier van der Weyden)

TAPESTRIES

bh01	The Garden of Earthly Delights (Hieronymus Bosch)
bh02	La Dame à la licorne - Desire (Anon)

MODELS

Paintings	Reskin of CEP model nw2painting9. No credit is given, but the available evidence suggests that the original work is NWN2 Hobbies (The George)
Tapestries	Reskin of CEP models, provenance unknown.

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OTHER ARTWORK

HERALDRY & LOGOS

Source	File	Copyright
Heraldry Clipart		

PORTRAITS

Source	File	Copyright
Amsumaji	a_hu_fe_110h	Michael Oswald
Babayuri		
Cat Bobtail	a_hu_fe_040h	azurelle.deviantart.com
Count Buffo		
Don Barcino		
Don Tadeo		
Donna		

Duke Mahanula		
Filchin		
Frank		
Jack the Lad		See link
Jade		Sara Biddle contact@salizabeth.net
Johann		
Kaarx		
Lakshmi		
Lilith		
Magemaster Wade		
Melinda		
Miss Ariana		
Miss Eva		
Miss Gaynor		
Miss Hyacinth		
Mister Pollack		
Mopsy	po_hu_f_kk1160_h	
Numpty		See link
Peachy	a_hu_fe_158h	azurelle.deviantart.com
Queen Eleanor		
Rat the Jack	alec_m	
Roland		
Rosalind		
Ruby Toffer	b_hu_fe_74h	charlie140588.deviantart.com
Saffron		
Sea Hag	m_yu_fe_004h	Anne Stokes
Serenity	a_hu_fe_046h	yumedust.deviantart.com
Sharon	b_hu_fe_010h.jpg	fangogogo.deviantart.com
Sierra		
Swizzer Bilk		See link
Sybil	b_hu_fe_70h	henning.deviantart.com
Trollop	a_hu_fe_039h	Donglu Yu
Uncle Toby		
Vampire	b_hu_fe_91h	feimo.deviantart.com
William		
Zavazuma		

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OTHER

The Book of the Courtesan is loosely adapted from the introduction to [The Book of the Courtier](#) by Baldassare Castiglione, using the text provided for non-profit purposes by the University of Oregon.

			Greycloak (?)
188	no change	Diving Suit	Shemsu-Heru

BELTS			
Custom #	Original #	Description	Author
116F	115	Kinky Kingdom	Yoshiko and others
122, 197, 199F	no change		
017	no change	New Asian Clothes	Orlondow
033, 034	031, 032	Oriental Clothing & Armour	coulisfu

BICEPS			
Custom #	Original #	Description	Author
198	121	Kinky Kingdom	Yoshiko and others
199	131		
095 097	no change	Victorian & Witch Dresses	TheBarbarian
098 099	no change	Maid Costume	E the Tailor
036-040	016-020	New Asian Clothes	Orlondow
033	no change	Oriental Clothing & Armour	coulisfu
034	032		

CHEST			
Custom #	Original #	Description	Author
085 087	095 097	Victorian & Witch Dresses	TheBarbarian
092-098	003 004 011 016 034 051 053	ACAG	Valine and others
073 182 183 187 188 190	no change	Kinky Kingdom	Yoshiko and others
99 101 102 103 104	115 116 121 169 244		
198 200	no change	Psycho Vixen	Plush Hyena of Doom
105 106	081 193		
100	no change	JenX 2.3	Jenova the Elfie and others
193	no change	Lilista Social	Lilista and others
107 108	098 099	Maid Costume	E the Tailor
144-149	054-059	New Asian Clothes	Orlondow
181	no change		
194-197	076-8, 080	Oriental Clothing & Armour	coulisfu

CLOAKS			
Custom #	Original #	Description	Author
088-092	Robes 188-192	Hats as Robes	Rubie

FEET			
Custom #	Original #	Description	Author
126 129 130	no change	Kinky Kingdom	Yoshiko and others
131-4	112 116 117 121		
142, 143	no change	Arabian Clothes	Shemsu-Heru

FOREARMS			
Custom #	Original #	Description	Author
033 082 085	no change	Kinky Kingdom	Yoshiko and others
024-028	no change	New Asian Clothes	Orlondow
042 043	no change	Oriental Clothing & Armour	coulisfu

HANDS			
Custom #	Original #	Description	Author
001	no change	Gunner's Body Rebuild/Retexture Human male only - other races / genders from ACAG .	Gunner
010	001	ACAG	Valine and others
011 012	003 008	Kinky Kingdom	Yoshiko and others

LEGS			
Custom #	Original #	Description	Author
019-021	004 010 013	ACAG	Valine and others
022	212	Psycho Vixen	Plush Hyena of Doom
099	no change	Maid Costume	E the Tailor
143	no change	Arabian Clothes	Shemsu-Heru
032 033 035	no change	Oriental Clothing & Armour	coulisfu
034	031		

NECK			
Custom #	Original #	Description	Author
009 161	no change	Kinky Kingdom	Yoshiko and

010 011	127 128		others
199	no change	Lilista Social	Lilista and others
008	no change	New Asian Clothes	Orlondow
012	007		
021	no change	Oriental Clothing & Armour	coulisfu
026	no change	Diving Suit	Shemsu-Heru
095 097	no change	Victorian & Witch Dresses	TheBarbarian

PELVIS			
Custom #	Original #	Description	Author
139	no change	Ardu Anatomy	Mari Wolfe and others
200 212	no change	Psycho Vixen	Plush Hyena of Doom
099	no change	Maid Costume	E the Tailor
143	no change	Arabian Clothes	Shemsu-Heru
038	no change	New Asian Clothes	Orlondow
051 052	no change	Oriental Clothing & Armour	coulisfu

ROBES			
Custom #	Original #	Description	Author
009	no change	ACAG	Valine and others
013 014	009 012	JenX 2.3	Jenova the Elfie and others
099	no change	Maid Costume	E the Tailor
007	no change	Daigoro Robe	Daigoro
017-019	007-009	New Asian Clothes	Orlondow
025	no change	Hakama Pants	Yumi-Chan
022	026	Diving Suit	Shemsu-Heru
024	030	Oriental Clothing & Armour	coulisfu
065	030	CODI Dustman Robe	DrZaius
069-073	039-043	Game of Thrones Robes	Eurgiga
095 097	no change	Victorian & Witch Dresses	TheBarbarian

SHOULDERS			
Custom #	Original #	Description	Author
051	no change	Oriental Clothing & Armour	coulisfu

SHIN			
Custom #	Original #	Description	Author
025 029	no change	Kinky Kingdom	Yoshiko and others
212	no change	Psycho Vixen	Plush Hyena of

			Doom
099	no change	Maid Costume	E the Tailor
143	no change	Arabian Clothes	Shemsu-Heru
031-033 035	no change	Oriental Clothing & Armour	coulisfu

WINGS			
Custom #	Original #	Description	Author
2002-3	n/a	Technomagic Wings	ia.Pepper

ANIMATIONS		
Custom #	Description	Author
1	Dance - Spin	Zeiram
2	Dance - Dip	Zeiram
3	[Bioware - Joust - drink]	
4	[Bioware - Joust - knight salute]	
5	Dance - Wide	Stzehn
6	Dance - Twerk	Stzehn
7	Dance - Wring	Stzehn
8	Dance - In Out	Stzehn
9	Dance - No No	Stzehn
10	Dance - Attitude	Stzehn
11	Long Jump	Vaei
12	Climb out of hole	Plywood Chicken
13	Climb rope	Plywood Chicken
14	Drink	Goudea
15	Smoke	Goudea
16	Wall Climb	Failed Bard
17	Jump Down	Failed Bard
18	Strung Up	Vaei
19	Smash	Vaei
20	Crouching Tiger	Vaei

These are the authors, to the best of my understanding. In some cases, they may have copied earlier work. The descriptions are my interpretation, which may not reflect the author's intentions.

Rosalind's special walk is a hidden Bioware animation, which I implemented in place of the normal walk in phenotype 41, using Failed Bard's animations as a template.