1. Add some super-berries to the western isle, found only with the gardener’s gloves.
2. Isle of the centaurs. They are humanoid (of a sort: intelligent, can speak), but not friendly to humans who have in the past tried to enslave them to be ridden. They will not attack, but you can only converse with the leader, who complains about the menace humans left on their isle by burying Varham there (initiates minor quest “Horse trading”). All others tell you to leave. You get rid of the ghost of Varham, then the leader gives you a pass to visit the island and the other centaurs will greet you. You get a reward from the leader (what?). Leader says maybe humans are not al bad after all. They may be willing to trade with Remgard, but the only human that can come to the isle is you, you must act as emissary. You agree or refuse. If you agree, you go to Remgard and negotiate with Jhaeld (although his dialog is already very complex, so this is not easy! Maybe he delegates this to another NPC, which would be easier). You can negotiate trade, or go one level higher and negotiate a defense alliance.