**Contents:**

1. **ITEM UNIQUE POWERS**
2. **EASTER EGGS**
3. **Youtube Playthrough**
4. **FAQ**
5. **Quests**
   1. **MAIN QUESTS**
      1. **Andariel**
      2. **The Coming of Darkness**
      3. **The Defiler**
      4. **The Demon in the Crypts**
      5. **The Lord of Terror**
      6. **The Vile Betrayer**
   2. **SIDE QUESTS**
      1. **Fleshdoom**
      2. **Gharbad the Weak**
      3. **Grave Matters**
      4. **Izual and Azurewrath**
      5. **Lachdanan**
      6. **Shadowfang**
      7. **The Anvil of Fury**
      8. **The Armor of Valor**
      9. **The Bandit’s Brother**
      10. **The Black Mushroom**
      11. **The Butcher**
      12. **The Chamber of Bone**
      13. **The Curse of King Leoric**
      14. **The Farmer’s Orchard**
      15. **The Halls of the Blind**
      16. **The Heaven Stone**
      17. **The Island Where Angels Watched**
      18. **The Jersey’s Jersey**
      19. **The Lost Boys**
      20. **The Magic Banner**
      21. **The Missing Tavern Sign**
      22. **The Poisoned Water Supply**
      23. **The Search for Theo**
      24. **The Strange Lights**
      25. **The Warlord of Blood**
      26. **The Worms in the Cellar**
      27. **Zhar the Mad**
   3. **HENCHMAN QUESTS**
      1. **Janna’s Skill**
      2. **Jarulf’s Honor**
      3. **Mello’s Cure**
      4. **T’kron’s Knowledge**

**ITEM UNIQUE POWERS**  
  
Some of the unique items in the game have unique powers associated with them. Here is a list of what they do:

* **Arkaine’s Valor** – Negative Energy Protection, Freedom of Movement, Haste
* **Auric Amulet** – Gives the player 25,000 gold, with a 1500xp penalty and 125 magical damage to caster’s hit points (can heal afterwards)
* **Bottle of Milk** – Heal, Greater Restoration, Bull’s Strength, Endurance, Cat’s Grace, Stoneskin
* **Tome of Town Portal** – Casts a town portal in front of the player.
* **Tome of Identification** – Identifies all items in the player’s and henchman’s inventory
* **Tome of Healing** – Casts Heal on target creature or player.
* **Staff of Apocalypse** – Casts the Apocalypse spell on target hostile creature (Player’s apocalypse spell deals massive divine and fire damage, Diablo’s apocalypse spell deals negative energy and fire damage)
* **Wealth** (unique armor) – same as Auric Amulet

**EASTER EGGS**  
  
To keep me from getting bored while working at the module incessantly for the last nine months, I added several secret goodies to the module. These are the ones that didn’t get removed when I finalized the module:

* **A Bush, A Weapon, and A Rock** – a quest you can get if you go northwest of Tristram and talk to the bush.
* **Behind closed doors** – If you check some of the locked upstairs rooms in the Tavern of the Rising Sun, you can hear things happening behind closed doors …
* **These guys look familiar** – After finishing the Andariel quest, walk back to the Southern Pit and check the area southeast of the map. You will see some people who will be familiar to you if you are a hardcore NWVault visitor…
* **The Secret Cow Level?** – Still wondering what that cornerstone fragment you obtained at the Crypts is supposed to do? Well, after you finish the game, your character receives a soulstone and is exported. Start a new game using the LOT module, and if you have the soulstone and the cornerstone fragment in your inventory, you will see a portal to your left in the Outskirts of Tristram. Enter it to work your way into the four bonus levels.

**Youtube Playthrough**

[**LINK**](http://www.youtube.com/view_play_list?p=81389382CB852F9F)

**Frequently Asked Questions**

Compiled in this section are the most commonly asked questions about the module.  Please note that most of the answers will contain spoilers, and they will be noted as thus.  Read at your own risk!

\* \* \* \* \*

**GAME-RELATED QUESTIONS:**

**I have downloaded the module and all the hakpacks. Why can’t I hear any music?**

The music files are in a separate download, called The Lord of Terror Music Pack. You must download that music pack and extract the files to your /NWN/music folder in order to hear the music for the module. Note that it’s a pretty huge download, so dial-up users beware.

**I have downloaded all the necessary hakpacks, but it says it can’t find a .hak file(s)?**

Make sure you have downloaded all the needed hakpacks – this includes the Community Expansion Pack (CEP). Most of the common “missing .hak file” errors are caused by the absence or improper installation of the CEP.

**I have downloaded all the necessary hakpacks, but it says it can’t find a custom .tlk table (cep.tlk)?**

Make sure you have downloaded and installed the Community Expansion Pack (CEP). The “missing .tlk file” error is caused by the absence or improper installation of the CEP. Ensure that you have the cep.tlk file in your /NWN/tlk folder.

**The game crashes during character creation, what should I do?**

Check to see if you have anything in your /override folder that may be causing the crashes. If you have any custom portraits, back them up from /portraits folder and empty that folder to see if it still crashes. If the game still crashes, redownload the module and see if that solves the problem.

**When I load the game, my character is missing a head or body?**

This is a common glitch for some video cards when playing modules using custom content. Just save your progress, exit the game and NWN, and then re-launch NWN and load your game.

**When I load the game, the textures and colors are all messed up?**

This is a common glitch for some video cards when playing modules using custom content. Just save your progress, exit the game and NWN, and then re-launch NWN and load your game.

**My game crashes when I enter some areas, especially the Hell areas?**

This may be caused by the number of placeables and/or encounters in these areas. Disable EAX and use lowest graphics setting to see if it solves the problem. Also make sure you have the latest DirectX drivers. It would also be a good idea to save the game everytime you enter a new area, especially in Hell.

**How do I turn off item level restrictions in single player?**

In your /NWN folder, open nwplayer.ini with Notepad or your favorite text editor.  Look under Game Options for the entry that says “Single Player ItemLevelRestrictions” and make sure the value is set to 0 instead of 1. then save the file and load the game.

**I have just downloaded an updated version of this module. Will my earlier saved games be automatically updated?**

Unfortunately, no. In order to take advantage of the changes/updates in the new version of the module, you would need to start a new game using that new version. Older saved games would be unaffected, even if you rename the updated module.

**I have finished the module and I want to use my character in another module, but I have undroppable items in my inventory. How do I get rid of them?**

I have uploaded a tiny module at the Vault that should help you get rid of undroppable tomes and/or stones in your inventory. Please note that your character may still not behave properly if you use it in a module that does not use CEP or any of the custom content used in The Lord of Terror.

**Some monsters are invisible to me but they are not using an invisibility spell or hide skill. I can’t seem to target them. What do I do?**

This is a common glitch for some video cards when playing modules using custom content. Just save your progress, exit the game and NWN, and then re-launch NWN and load your game.

**I have finished the module and I want to use my character in another module, but my character seems messed up (i.e. missing body, missing weapon graphics, etc)?**

Your LoT character file may not behave or look properly if you use it in a module that does not utilize CEP or any of the custom content used in The Lord of Terror. One workaround may be to strip your character of his all his items using my tiny fixit module, and then import him into the module of your choice (however, this will not fix issues with custom “heads” that may have come with CEP).

**I just fired a henchman and now I am unable to hire any of the henchmen in the tavern. What should I do?**

You would need to clear the henchman variable manually using DM commands. Do the following in your game (or if you’re in a multiplayer game, have the DM do the following steps):

* In the game, hit the tilde (~) key.
* Type: DebugMode 1 then hit ENTER, then hit the tilde key again
* Type: dm\_setvarint nHench 0 then hit ENTER
* Click on yourself (or the character you’re using). Afterwards, hit the tilde key again
* Type: DebugMode 0 then hit ENTER. This will take you out of Debug Mode and you can resume playing the game normally.

**Will there be a SoU/HotU version of this module?**

Definitely. After the game-breaking bugs have all been squished in the original version, a new version of the same module will be updated to require SoU/HotU, and also take advantage of the Prestige Class Consortium Pack (PrC). Also, the areas will be updated/revamped to make use of the expansion-specific tilesets.

**Is there gonna be a Diablo II Remake as well?**

Unfortunately, no. A Diablo II Remake would be much more time consuming, and development time might take more than twice as long as The Lord of Terror. My next module will still be based in the world of Sanctuary, however, and will be a prequel instead of a sequel.

\* \* \* \* \*

**STORY-RELATED QUESTIONS:**

**How do I enter the cavern in the Northern Forest? The boulders are blocking the entrance!**

The Forest Caverns in the Northern Forests are related to The Lost Boys quest. You must trigger that quest from Deese in order to gain access to that area. Check The Lost Boys quest in the Quests section.

**How do I enter the Temple Ruins? The boulders are blocking the entrance!**

The Temple Ruins in the forests are related to the Andariel quest. You must trigger that quest from Deese in order to gain access to that area. Check The Lost Boys quest in the Quests section.

**Where is the Archbishop Lazarus? I have searched the levels under the church but I can’t find him!**

The entrance to the Archbishop Inner Sanctum can be found in the third level of Hell.

**Who can I sell the Butcher’s Cleaver to? Everyone in town says they won’t buy it from me!**

Try asking Wirt if you can sell it to him. You can use your Persuade skill to get more money from him for it.

**Where can I buy Town Portal books?**

The witch Adria sells tomes of Town Portal with 10 charges. She also sells multi-charged Heal and Identification tomes.

**Where are Roof and Inneas?**

You can find Roof and Inneas in the Jail Area located southwest of the second level of the Forest Caverns.

**Where is Vico Carlias, Jacho’s brother?**

You can find Roof and Inneas in the Jail Area located southwest of the second level of the Forest Caverns.

**Where can I find the cow’s brown suit?**

You can find the cow’s brown suit inside a chest in the third level of the Hive area (northeast of the map). It is guarded by a Hork Demon Crossdresser.

**Where can I find Theo?**

At the third level of the Hive Area, just southeast of the map, there will be a Hork Demon Lord who will “drop” Theo after you kill it.

**What do I do with the Cathedral Map I found in the Hive?**

The Cathedral Map is the key to opening up the Crypt areas. Just place the map inside the grave in front of the entrance to the Crypt in order to unlock the gate. If you want a reward in finishing that area, show the map to Cain first, then show it to Gillian the barmaid. This will trigger the quest called Grave Matters, and then you can place the map into the grave. You will find an item inside that grave after you have defeated the demon in the crypts.

**Snotspill won’t let me pass. He wants me to give him a magic banner. Where is it?**

The magic banner Snotspill is referring to is Ogden’s missing tavern sign (if you have triggered the The Missing Tavern Sign quest from Ogden). The tavern sign is just around the corner inside a chest, guarded by a few Devil Kin Brutes.

**Where can I find Ogden’s missing tavern sign?**

Ogden’s missing tavern sign should be just around the corner where you found Snotpill. The tavern sign is inside a chest, guarded by a few Devil Kin Brutes.

**Where can I find the Heaven Stone?**

The Heaven Stone can be found in the Forest Clearing (just northeast of the bandit camp). It is inside a stolen wagon.

**How do I enter the opening in the second level of the caverns, the one with the three ice columns in front of it?**

Accessing the area beyond that cave requires a series of keys. The first key is a trinity stone inside the shimmering barrel just a short distance in front of those three stones. Refer to The Island Where Angels Watched quest in the Quests section for the correct order in which to place the stones.

**Where will I find Izual?**

Izual is in the middle of the Hellforge area (he will spawn on the platform with the red portal if you have activated the quest) , which can be entered from the third level of Hell.

**Where will I find the Warlord of Blood?**

The Warlord of Blood is in the middle of the Armories of Hell which can be entered from the third level of Hell. please refer to the Warlord of Blood quest in the Quests section to find out how to initiate that quest.

**Where is the Butcher?**

The Butcher is inside his chamber in the second level of the Cathedral.

**Where is King Leoric?**

The entrance to King Leoric’s tomb is located in the third level of the Cathedral. Note that the door to his tomb will be locked if you have not initiated the quest from Ogden first.

**Where is Fleshdoom?**

Fleshdoom sightings are trigger in three areas – second level of the Catacombs, second level of the Caverns, and second level of Hell. In the Hell sighting, he will battle you instead of running away. Consult the Fleshdoom quest in the Quests section for more info.

**Will I be able to save the Lost Boys and/or the Bandit’s Brother in time?**

No. They are both dead by the time you get to them, no matter how early or late you do the quest.

**How do I enter the trapdoor in the Farmer’s Orchard?**

The trapdoor requires a password. You can get this password if you go ask the talking cow near Lester the farmer in Tristram. Once you trigger The Jersey’s Jersey quest, you should be able to enter the trapdoor and access the Hive areas.

**How do I revive/resurrect my henchman?**

As long as the henchman is bleeding (constantly losing/healing hitpoints), you can use the Henchman Healing Kit you should have gotten from the henchman when you accessed their inventory. If a henchman dies, any normal Raise Dead or Resurrect spell should revive them, but not if they are bleeding.

**Can I have more than one henchman in this game?**

The module is designed only for one henchman. There may be a bug that can be taken advantage of in order to hire additional henchmen, but it will be a buggy implementation if you try it.

**MAIN QUESTS**

### [Andariel](http://nwn.tolitz.com/2007/06/andariel/)

**Quest Name:  Andariel  
Objective:**  To seek out and slay the demon Andariel.  
**Quest trigger:**  The Jail Warden, after you kill him (The Forest Caverns, Second Level)  
**Quest Tie-in:**  The Strange Lights, The Lost Boys, The Bandit’s Brother

* After you kill the Jail Warden, it will trigger the quest and open up the Temple Ruins entrance in the forests.
* To reach Andariel’s lair, you need three runestones – one rune in the altar in Forest Caverns, second level. The other two runes you can obtain from the altars in the temple ruins.
* The three runestones will activate the altar in the Sepulchers of Anguish, and spawn a portal to Andariel’s lair.
* You cannot cast a town portal in Andariel’s lair, so cast a portal before you enter.
* If your character is male, you will be greeted by a whole gamut of stat penalties and decreased attack/defense modifiers when you enter Andariel’s lair. Bringing a scroll of restoration should solve this.
* Andariel has a couple of Timestop spells as well as a some death spells, in addition to the fireball damage you will receive everytime you hit her. Make sure to prepare accordingly.
* Vanquishing Andariel will end the quest, and spawn a portal back to the Forest of Khanduras, near the entrance to the Temple Ruins.
* Make sure that you have advanced/finished the Lost Boys and Bandit’s Brother quests before you enter Andariel’s lair – you won’t be able to reenter both the forest caverns and the temple ruins after the Andariel quest has ended.

### [The Coming of Darkness](http://nwn.tolitz.com/2007/06/the-coming-of-darkness/)

**Quest name:**  The Coming of Darkness  
**Objective:**  To find out what is causing the death and destruction in Tristram.  
**Quest trigger:**  TheeMon (Outskirts of Tristram)

* This is a minor background quest, and only serves to introduce you to the plight of Tristram. This quest is already required for you to enter Tristram.
* You complete this quest by talking to Cain after you finish the Vile Betrayer quest, and sets up the final quest of the game, the Lord of Terror.

### [The Defiler](http://nwn.tolitz.com/2007/06/the-defiler/)

**Quest name:**  The Defiler  
**Objective:**  Hunt down and destroy the Defiler in the festering nest, in order to stop its brood from overrunning the earth.  
**Quest trigger:**  Entry into the first level of the Hive.  
**Quest tie-in:**  Mello’s Cure, Grave Matters

* You immediately get this quest as you take your first steps into the Hive, right at the moment that you hear the defiler taunting you.
* The Defiler is located in the Festering Nest, which is the Hive’s fourth level.
* Upon killing the Defiler, the quest ends and the creature drops a unique item, and its heart, which is a requirement for one of the henchman quests, Mello’s Cure.
* Before leaving the Festering Nest after you have killed the Defiler, make sure to pick up the Cathedral Map from the portal near where you found the Defiler. It is required for Grave Matters, and serves as a key to open up the Crypt levels.

### [The Demon in the Crypts](http://nwn.tolitz.com/2007/06/the-demon-in-the-crypts/)

**Quest name:**  The Demon in the Crypts  
**Objective:**  Confront the entrapped demon in the lowest bowels of the Crypt before it escapes.  
**Quest trigger:**  Skulken’s First Journal (Crypts, First Level)

* On your way down into the Crypts, you will find three torn journal notes that, when collected together, will tell you how to defeat the demon in the crypts.
* The demon’s name is Na-krul, and he is trapped in a small chamber in the fourth level of the Crypts. There are two ways to release him – pulling the levers or reading the three magical grimoires in the correct order. Pulling the lever will release Na-krul, but his resistances will be at their peak, and you will have a hard time fighting him (25% immunity to melee, and 50% immunity to non-melee, good luck!)
* The order in which to read the books is: In Spiritu Sanctum, Praedictum Otium, Efficio Obitus Ut Inimicus. (or for those too lazy to read, it’s Red, Green, Blue)
* Defeating Na-krul will end the quest, and he will drop a book of Apocalypse and a random unique item. The two altars behind him also contain some goodies.

### [The Lord of Terror](http://nwn.tolitz.com/2007/06/the-lord-of-terror/)

**Quest name:**  The Lord of Terror   
**Objective:**  To destroy Diablo, the Lord of Terror.  
**Quest trigger:**  Cain, after you have killed the Archbishop Lazarus (Tristram)

* To get to Diablo, you would need to pull the levers in each of the first three quadrants of the fourth level of Hell.
* The first quadrant (northwast) has one lever, second quadrant (northeast) has one lever, and the third quadrant (southwest) has two levers. After all the levers have been thrown, the fourth quadrant opens up, and inside it is a portal to Diablo’s lair.
* You cannot cast a town portal inside Diablo’s lair, so cast one just before you enter the last portal in case you die.
* Diablo’s magical attacks are all firebased, except for a couple death spells. Prepare as necessary.
* Diablo’s melee attacks can really hurt, and you might find yourself chugging potions every three seconds. His apocalypse spell is negative/fire damage.
* Diablo has one Heal spell.
* After defeating Diablo, click on the soulstone, and accept the choice to finish the game.

### [The Vile Betrayer](http://nwn.tolitz.com/2007/06/the-vile-betrayer/)

**Quest name:**  The Vile Betrayer  
**Objective:**  To hunt down and destroy the Archbishop Lazarus.  
**Quest trigger:**  Cain (Tristram)

* If you didn’t talk to Cain about Archbishop Lazarus, the quest might not appear in your journal zentry until you have reached the Archbishop’s Inner Sanctum.
* Note that town portal spells are not allowed in the Inner Sanctum and the Unholy Altar. But there are portals in those areas that will directly send you to town and allow you to come back to that level without casting a town portal.
* To advance the quest, take the staff from the vile stand, talk to Cain, and enter the portal to the Unholy Altar located in the Inner Sanctum.
* Lazarus is immune to Magical attacks and 4th level spells or lower. He also shoots magic missiles and lightning bolts everytime you hit him.
* Lazarus has two or three Timestop spells, a few death spells, and a whole plethora of Evocation and Necromancy spells.
* Lazarus will drop a high-end unique after he is vanquished. You won’t be able to enter the mysterious red portal in the middle of the Unholy Altar unless you have talked to Cain, and triggered the final quest in the game…
* Speak with Tremayne (if he’s still around) to get a reward from him for vanquishing Lazarus. It is a very nice heavy mace, **Lightforge**. Unfortunately, you can’t sell it.

**SIDE QUESTS**

### [Fleshdoom](http://nwn.tolitz.com/2007/06/fleshdoom/)

**Quest name:**  Fleshdoom  
**Objective:**  Hunt down the demon called Fleshdoom and the cursed demon blade he wields.  
**Quest trigger:**  Tremayne the Priest, after you have reached the first level of the Catacombs (Tristram)  
**Quest tie-in:**  Shadowfang

* After talking with Tremayne, you will get your first sighting of Fleshdoom in the northern part of the Catacombs, second level. It will advance your journal, but you won’t be able to attack him.
* Second sighting of Fleshdoom will happen in the eastern part of the Caverns, second level. Again, he will just walk away.
* You will finally get to confront Fleshdoom in a small room in the middle of Hell, second level. After you defeat Fleshdoom, it will end the quest, and pace the way for another quest once you inform Tremayne that you did not find the demon blade Fleshdoom was supposed to have.

### [Gharbad the Weak](http://nwn.tolitz.com/2007/06/gharbad-the-weak/)

**Quest name:**  Gharbad the Weak  
**Objective:**  To find out what Gharbad wants to give you?  
**Quest trigger:**  Gharbad the Weak (Cathedral, Fourth Level)

* This is a very small thing it probably doesn’t need to be a full-blown quest, but it is in the original game.
* After Gharbad talks to you, you need to get out of the room and then come back once or twice before you can find out what he made for you.
* Gharbad is a very easy fight. He isn’t called the Weak for nothing.

### [Grave Matters](http://nwn.tolitz.com/2007/06/grave-matters/)

**Quest name:**  Grave Matters  
**Objective:**  To find out what offering is needed at the graveyard, and where to offer it.  
**Quest trigger:**  Gillian, after you have killed the Defiler and obtained the Cathedral map from the portal in the festering nest.

* This quest is short and very simple. Just show the cathedral map to Gillian, and then go to the graveyard and place the map inside the grave in front of the crypt gate.  This will open the Crypt levels.
* This quest may not seem very rewarding, but if you finished it, and have beaten Na-krul in the crypts, you will find a unique ring in the grave where you placed the cathedral map.

### [Izual and Azurewrath](http://nwn.tolitz.com/2007/06/izual-and-azurewrath/)

**Quest name:**  Izual and Azurewrath  
**Objective:**  Seek out Izual the fallen angel.  
**Quest trigger:**  Gillian, after you have reached the Island of the Sunless Sea and talked to Hadriel. (Tristram)  
**Quest tie-in:**  The Island Where Angels Watched

* After Gillian mentions Izual, talk to Cain in order to advance the quest forward.
* You will meet Izual in the Hellforge.  Izual can be a very difficult opponent for someone who has not invested on strong armor and weapons by the time you meet him.  Spellcasters and ranged classes might want to bring along the warrior henchman, and/or summons, animal companions, etc to serve as meat shields, while you pummel Izual from afar.   Izual has the Harm spell, so make sure you are nowhere near him when he initiates combat for the first time, otherwise, he’ll whittle you down to a one-hit kill.
* After Izual falls, the quest will end, and he will drop a unique item and his angelic runeblade, Azurewrath.  This is possibly the best weapon in the game, but only useable by Lawful Good alignments.
* You cannot sell Azurewrath to anyone in town.  If you want to get rid of it, just revisit Hadriel in the Island of the Sunless Sea, if you managed to do that quest…

### [Lachdanan](http://nwn.tolitz.com/2007/06/lachdanan/)

**Quest name:**  Lachdanan  
**Objective:**  To retrieve the golden elixir and save Lachdanan’s soul.  
**Quest trigger:**  Lachdanan (Hell, Second Level)

* Lachdanan’s golden elixir can be acquired by talking to the Golden Guardian located in the third level of Hell, just northwest of the stairs to hell level two.
* Bringing the elixir back to Lachdanan will merit you the Veil of Steel.

### [Shadowfang](http://nwn.tolitz.com/2007/06/shadowfang/)

**Quest name:**  Shadowfang  
**Objective:**  Retrieve the cursed demon blade, Shadowfang, and return it to Tremayne.  
**Quest trigger:**  Tremayne the Priest, after you have killed Fleshdoom (Tristram)

* You will find Shadowfang in the monument/altar located southeast of Hell, level three.
* You have the option of bringing it back to Tremayne immediately, or waiting a while until the end of the game before you return it. This is because Shadowfang will mark the end of Tremayne’s life, and there might still be some items you can buy from Tremayne, not to mention a reward for the Vile Betrayer quest.
* After you kill Tremayne and retrieve the sword from his remains, you need to either race back to the Hellforge (if you’ve already gone there), or keep the sword in a chest inside the Tavern of the Rising Sun. Keeping it in your inventory will slowly change your alignment to evil and slowly lower your reputation everytime you enter Tristram.
* Once you reach the Hellforge altar, put the demon blade inside and it will end the quest…

### [The Anvil of Fury](http://nwn.tolitz.com/2007/06/the-anvil-of-fury/)

**Quest name:**  The Anvil of Fury  
**Objective:**  To retrieve the Anvil of Fury for Griswold.  
**Quest trigger:**  Griswold the Blacksmith, after you have reached the first level of the Caverns (Tristram)

* The Anvil of Fury is located in the middle of the second level of the Caverns.
* If you bring it back to Griswold, he will give you **Griswold’s Edge**, which would be any type of bladed weapon you ask him to make.

### [The Armor of Valor](http://nwn.tolitz.com/2007/06/the-armor-of-valor/)

**Quest name:**  The Armor of Valor  
**Objective:**  Find Arkaine’s holy armor within his secret vault.  
**Quest trigger:**  The Book of Blood (Catacombs, First Level).

* After reading the Book of Blood, you should talk to Cain about it in order to open up the door that leads to Arkaine’s tomb.
* You will need bloodstones in order to open the door to his tomb. Here is the order of bloodstones to be placed, and what they will trigger
  + Take the bloodstone from the Altar of Blood and place it into (your) LEFT pedestal. This will open the small chamber to your left.
  + Go into the left chamber, kill the Horned Demon, and obtain the second bloodstone from the sarcophagus within (beware of a floor trap).
  + Place second bloodstone into (your) RIGHT pedestal, which will open a small chamber to your right.
  + Same as before, fight the Horned Demon, beware of traps, and secure the last bloodstone from the sarcophagus.
  + Place the last bloodstone into the middle pedestal, and the door to Arkaine’s tomb will open.
* Buff up and proceed with caution – the area inside is filled with tough Arcane Sentries and Horned Demons, and a couple Fire Clan await you in the secret vault.
* You will obtain **Arkaine’s Valor** in his secret vault. The armor type will depend on your armor proficiency.

### [The Bandit’s Brother](http://nwn.tolitz.com/2007/06/the-bandits-brother/)

**Quest name:**  The Bandit’s Brother  
**Objective:**  Find out where Vico Carlias, Jacho’s brother, has gone to.  
**Quest trigger:**  Jacho Carlias (The Forest of Khanduras, Forest Clearing)  
**Quest Tie-in:**  The Strange Lights, Andariel

* Vico Carlias (or what remains of him) can be found in the second level of the Forest Caverns, inside the Jail/Feeding Kennel..

### [The Black Mushroom](http://nwn.tolitz.com/2007/06/the-black-mushroom/)

**Quest name:**  The Black Mushroom  
**Objective:**  Find the black mushroom for Adria, and beyond.  
**Quest trigger:**  The fungal tome (Caverns, First Level)

* The quest is triggered by acquiring the fungal tome from an alchemist table in the southern part of the Caverns, first level..
* After showing it to Adria, the quest officially begins.  You can find the black mushroom in the northwestern part of the Caverns, first level.
* To get the demon brain that Pepin needs, all you need to do is kill the first spitter or overlord/mudman you come across.  The demon brain will automatically appear in your inventory.
* The spectral elixir gives you a level-up when used, so it might be wise to save it for later…

### [The Butcher](http://nwn.tolitz.com/2007/06/the-butcher/)

**Quest name:**  The Butcher  
**Objective:**  Kill the Butcher.  
**Quest trigger:**  Wounded townsfolk in front of the church (Tristram)

* The Butcher is located in a small chamber southeast of the Cathedral, second level.
* The door to the Butcher’s chamber will be locked if you did not talk to the wounded townsfolk in front of the church and initiate the quest.
* The monster will drop his unique cleaver when he dies, and the chest inside his chamber contains a random unique item as well.

### [The Chamber of Bone](http://nwn.tolitz.com/2007/06/the-chamber-of-bone/)

**Quest name:**  The Chamber of Bone  
**Objective:**  Go into the chamber of bone, and plunder its hidden treasure, if you don’t die first.  
**Quest trigger:**  The Mysterious Book (Catacombs, Second Level).

* After reading the Mysterious Book, you should talk to Cain about it in order to open up the door that leads up to the Chamber of Bone.
* The door to the Chamber of Bone is located southeast of Catacombs, second level.
* Town portal will not work inside the Chamber of Bone, and you won’t be able to get out once you get in, short of dying. Prepare as necessary before entering.
* The treasure room is located on the eastern side of the chamber, but you need to throw a few levers in order to get to it – and get out of the chamber.
  + Go into the northwest room first, battle the undead there, and throw the lever to open up the door to the room in the northeast. Watch out for blade traps – walk along the edges outside the room.
  + Go into the northeast room, destroy the undead, and throw the lever to open the door to the middle (main) chamber.
  + There is a blade trap in the intersection in front of the main chamber. Walk along the edges, and prepare for a room filled with a couple dozen Burning Dead.
* Destroy everything (or not) until you reach the lever located at the northern part of the chamber. This is the final lever that will open the treasure room, and the exit out of the chamber. It will also finish the quest.
* Two chests in the treasure room contain unique treasure. Loot all the chests, and get out of the chamber back into Catacombs level two.

### [The Curse of King Leoric](http://nwn.tolitz.com/2007/06/the-curse-of-king-leoric/)

**Quest name:**  The Curse of King Leoric  
**Objective:**  Kill the undead manifestation of King Leoric.  
**Quest trigger:**  Ogden the Tavern Owner (Tristram)

* The door to King Leoric’s tomb is located southeast of third level of the Cathedral.
* The door to the tomb will be locked if you did not initiate the quest with Ogden.
* Town portal will NOT work inside King Leoric’s tomb. Cast a portal just outside the door to his tomb on Cathedral level three.
* King Leoric can be tough for low level characters. Use a henchman or a summon to act as a meatshield.
* It’s not a bad idea to run away if the fighting is too intense.
* Killing Leoric will merit you the **Undead Crown**, and will open up the door to his treasure room for some more goodies.

### [The Farmer’s Orchard](http://nwn.tolitz.com/2007/06/the-farmers-orchard/)

**Quest name:**   The Farmer’s Orchard  
**Objective:**  Blow up the strange growth in the farmer’s orchard south of the fork in the river.  
**Quest trigger:**  Lester the Farmer, after you have reached the first level of the Caverns (Tristram).

* This quest is pretty straightforward. Obtain the bomb from Lester and use it on the overgrowth just south of the fork in the river (it’s the one with the green smoke coming out of it).
* After you blow up the overgrowth, return to Lester to finish the quest, and the farmer will give you a cash cow (pardon the pun), the **Auric Amulet**.

### [The Halls of the Blind](http://nwn.tolitz.com/2007/06/the-halls-of-the-blind/)

**Quest name:**  The Halls of the Blind  
**Objective:**  Investigate the Halls of the Blind, and gather any unique treasure.  
**Quest trigger:**  The Dark Book (Catacombs, Third Level)

* After reading the Dark Book, you should talk to Cain about it in order to open up the door that leads to the Halls of the Blind.
* The Halls of the Blind will be infested by Unseen, Stalkers and Illusion Weavers. Don’t try to fight every single monster in the area, just the ones that are in your way.
* The main room (northeast) is infested by Illusion Weavers and a unique boss.
* The altar in the room will give you the **Optic Amulet**, a piece of unique jewelry, and cast True Seeing spell on you. It will also end the quest.

### [The Heaven Stone](http://nwn.tolitz.com/2007/06/the-heaven-stone/)

**Quest name:**  The Heaven Stone  
**Objective:**  To find the heaven stone for Griswold.  
**Quest trigger:**  Griswold, after you have reached the first level of the Catacombs (Tristram)

* The heaven stone is not in the labyrinth under the Church, like it was in the original game. It is actually in the northern part of the forest clearing.
* Your reward for retrieving the stone would be a unique ring, the Empyrean Band.

### [The Island Where Angels Watched](http://nwn.tolitz.com/2007/06/the-island-where-angels-watched/)

**Quest name:**  The Island Where Angels Watched  
**Objective 1:**  To seek out and enter the Island of the Sunless Sea.  
**Objective 2:**  To bring Farnham back to the Island of the Sunless Sea.  
**Quest trigger:**  Farnham, after you have reached the first level of the Catacombs.  
**Quest tie-in:**  Izual and Azurewrath.

* The entrance to the Island of the Sunless Sea is in the second level of the Caverns, at the northeast part of the area. It is marked by three large crystalline formations, and a mystic barrel a short distance in front of it.
* After you have obtained the quest from Farnham, you should talk to Cain first in order to advance the quest.
* In order to get rid of the large boulders blocking the entrance, you need to bash your way to the mystic barrel, where you will find a trinity stone.
* Place the trinity stone on the crystal rock formation to the right of the entrance, which will then give you a trinity totem. Take that totem and place it in the crystal rock formation to the left, which will also give out a totem. Repeat the process with the middle crystal formation, which will also give you a totem. Where will you place the totem now? Check the barrel…
* In the Island of the Sunless Sea, you will encounter the angel Hadriel, and after a long discussion with him, you can ask him how to access the locked armories on the island. He tells you that you need to fetch Farnham and bring him back to the island.
* In Tristram, talk to Farnham, and if you’re in a generous mood, you can agree to carry him back to the island.
* Once you get back to the island with Farnham, talk the Hadriel once again and give him Farnham. This will end the quest, and allow you to access the heavenly armories – each containing a unique item. A monty haul that would drive your gold count through the roof…

### [The Jersey’s Jersey](http://nwn.tolitz.com/2007/06/the-jerseys-jersey/)

**Quest name:**  The Jersey’s Jersey  
**Objective:**  Retrieve the cow’s brown suit from the Hive.  
**Quest trigger:**  The Cow (y’know, the one that talks), after your character has reached level 15 (Tristram)  
**Quest Tie-in:**  The Defiler

* The cow will give you a bottle of milk, and the password you need to give to the talking trapdoor in order to enter the Hive (yeah, that sentence sounds stupid).
* The cow’s gray suit is inside his bed in the first level of the Hive, southeastern part. It’s not what he needs though, he wants the brown suit.
* The cow’s brown suit is inside a chest in his, uhm, dresser, in the northeastern part of the Hive, third level.  A Hork Demon Crossdresser guards that area.
* After you return the brown suit to the cow, it will reward you with the **Bovine Plate**, a high-end unique plate armor that is almost too good to sell.

### [The Lost Boys](http://nwn.tolitz.com/2007/06/the-lost-boys/)

**Quest name:**  The Lost Boys  
**Objective:**  Find out where Deese’s sons, Roof and Inneas, have gone to.  
**Quest trigger:**  Deese, after you have reached the third level of the Catacombs (Tristram)  
**Quest Tie-in:**  The Strange Lights, Andariel

* The boys have been taken into the forests of Khanduras.
* You will see the boys (or what remains of them) in the second level of the Forest Caverns, inside the Jail/Feeding Kennel.

### [The Magic Banner](http://nwn.tolitz.com/2007/06/the-magic-banner/)

**Quest name:**  The Magic Banner  
**Objective:**  Return (or not) the magic banner to Snotspill.  
**Quest trigger:**  Snotspill (Cathedral, Fourth Level)  
**Quest Tie-in:**  The Missing Tavern Sign.

* Snotspill will not let you through the gate unless you have given him his magic banner.
* The magic banner is actually the missing tavern sign in The Missing Tavern Sign quest.
* Upon getting the tavern sign from the chest, you have the choice of (a) immediately giving it back to Ogden, or (b) giving it to Snotspill.
* After Snotspill receives the magic banner, the gate will open, allowing you to pass – if you can survive the ensuing ambush.
* There will be an ambush regardless of whether you give the sign back to Snotspill or not.
* If you gave back the sign to Snotspill, he will drop it after he dies, and you can finish the Missing Tavern Sign quest normally, albeit with an alignment penalty already on you.

### [The Missing Tavern Sign](http://nwn.tolitz.com/2007/06/the-missing-tavern-sign/)

**Quest name:**  The Missing Tavern Sign  
**Objective:**  Retrieve Ogden’s stolen tavern sign.  
**Quest trigger:**  Ogden the Tavern Owner, after you have reached the second level of the Cathedral (Tristram)  
**Quest Tie-in:**  The Magic Banner.

* Ogden’s missing tavern sign is actually inside a chest in level four of the Cathedral, guarded by a bunch of Devil Kin Brutes.
* Returning the tavern sign to Ogden will merit you the Harlequin Crest.
* If you have talked to Snotspill and got The Magic Banner quest, it will also update that quest.

### [The Poisoned Water Supply](http://nwn.tolitz.com/2007/06/the-poisoned-water-supply/)

**Quest name:**  The Poisoned Water Supply  
**Objective:**  Cleanse the underground spring.  
**Quest trigger:**  Pepin the Healer (Tristram)

* The underground spring can be found by going into a door located southwest of the second level of the Cathedral, which leads to a dark passage.
* The door to the dark passage will be locked if you did not initiate the quest with Pepin.
* Killing the unique monster near the underground spring will cleanse it.
* Talking to Pepin after cleansing the spring will end the quest, and merit you a unique item, the **Ring of Truth**.

### [The Search for Theo](http://nwn.tolitz.com/2007/06/the-search-for-theo/)

**Quest name:**  The Search for Theo  
**Objective:**  Look for Celia’s friend, Theo, within the Hive.  
**Quest trigger:**  Celia, after finishing the Farmer’s Orchard quest (Tristram)

* You can find Celia under a tree that is near the entrance to the Hive.
* Theo is actually a teddy bear, and when you encounter the Hork Demon Lord in the southeastern part of the Hive, third level, he will drop it.
* Return the teddy bear to Celia, and she will give you a unique ring.
* For some story-related background, enter the well in the town square and investigate the area.

### [The Strange Lights](http://nwn.tolitz.com/2007/06/the-strange-lights/)

**Quest name:**  The Strange Lights  
**Objective:**  Find out what is causing the strange lights and the disappearance of the men from Tristram  
**Quest trigger:**  Gillian, after initiating the Lost Boys quest from Deese (Tristram)  
**Quest Tie-in:**  The Lost Boys, Andariel

* After you finish the Andariel quest, talking to Gillian will end this quest.

### [The Warlord of Blood](http://nwn.tolitz.com/2007/06/the-warlord-of-blood/)

**Quest name:**  The Warlord of Blood  
**Objective:**  To find and vanquish the Warlord of Blood.  
**Quest trigger:**  The Steel Tome (Hell, First Level)

* After you access the steel pulpit and acquire the steel tome, you should go back to Cain and mention it in order to advance the quest.
* The Armories of Hell, where the Warlord of Blood awaits, is located in southwestern tip of Hell, level three. The door will be locked if you didn’t talk to Cain about the quest.
* The Warlord of Blood is one TOUGH cookie. If you’re not a melee fighter, you need a meat shield, and a tough one. Expect to die in the first encounter.
* The Armories of Hell doesn’t allow town portal, so cast your portal outside the armories, in Hell level three, before going in.
* Defeating the Warlord will end the quest, and allow you access to the unique armor and unique treasure rack, containing some of the most powerful items in the game.

### [The Worms in the Cellar](http://nwn.tolitz.com/2007/06/the-worms-in-the-cellar/)

**Quest name:**  The Worms in the Cellar  
**Objective:**  To investigate and exterminate the creatures under the abandoned house.  
**Quest trigger:**  Pepin the Healer, after you have reached the first level of the Catacombs (Tristram)

* The worms are actually ant larva. The areas you need to investigate are only two levels, and you can easily make the underground lair a short trip by figuring out the quickest way to reach the exit to the next level (the exit is northwest).
* You end the quest by killing the Hive Queen, and she drops a unique item for you.
* Look over the chasm where the green smoke is coming from for a harbinger of your quest to the Hive.
* Note that you need to do this quest before you defeat the Defiler. If you defeat the Defiler before doing this quest, you will discover that the worms have disappeared and the tunnels toward the underground lair are now closed.

### [Zhar the Mad](http://nwn.tolitz.com/2007/06/zhar-the-mad/)

**Quest name:**  Zhar the Mad  
**Objective:**  To heed or not to heed a mad wizard’s warning.  
**Quest trigger:**  Zhar (Catacombs, Fourth Level)

* This is a very small thing it probably doesn’t need to be a full-blown quest, but it is in the original game.
* Zhar is a fairly challenging wizard, but he should be easy to defeat, unless you haven’t equipped yourself well.
* The danger here is not Zhar himself, but the Fire Clan goatmen who might come into the room. Make sure to close the door before you battle him.

**HENCHMAN QUESTS**

### [Janna’s Skill](http://nwn.tolitz.com/2007/06/jannas-skill/)

**Quest name:**  Janna’s Skill  
**Objective:**  Help Janna attain her desired level of skill .  
**Quest trigger:**  Janna (Tavern of the Rising Sun)

* This henchman quest is pretty straightforward – help Janna reach character level 20. This means that you can finish this quest as soon as your character hits level 20.
* The quest is triggered when you talk to Janna after reaching the first level of the Catacombs. The quest gets updated if you talk to her after reaching the first level of the Caverns.
* After you reach level 20, talk to Janna, and she will end this quest, and reward you with a unique cloak.

### [Jarulf’s Honor](http://nwn.tolitz.com/2007/06/jarulfs-honor/)

**Quest name:**  Jarul’s Honor  
**Objective:**  Give 500,000 gold to Jarulf in order to help his family regain their honor and start a new life.  
**Quest trigger:**  Jarulf (Tavern of the Rising Sun)

* Another straightforward henchman quest, and the way to end it is to give Jarulf 500,000 gold.
* The quest is triggered when you talk to Jarulf after reaching the first level of the Catacombs. The quest gets updated when you talk to him after reaching the first level of the caverns, and Jarulf doesn’t actually tell you that he needs gold, or how much gold he needs, until you have reached the first level of Hell.
* For your kingly donation, Jarulf rewards you with a unique belt.

### [Mello’s Cure](http://nwn.tolitz.com/2007/06/mellos-cure/)

**Quest name:**  Mello’s Cure  
**Objective:**  Retrieve the heart of the Defiler so that Mello can bring it back to his people and cure their disease.  
**Quest trigger:**  Mello (Tavern of the Rising Sun)  
**Quest tie-in:**  The Defiler

* This quest is triggered when you talk to Mello after reaching the first level of the Catacombs.
* Mello doesn’t actually tell you what he needs until you have opened up the entrance to the Hive and go in. After that he will tell you that he needs the Defiler’s heart when you speak to him.
* After killing the Defiler, bring back its heart to Mello, and he will reward you with unique boots and end the quest.
* After finishing the quest, Mello will ask if he could leave so he could bring back the Defiler’s heart to his people as soon as possible. Agreeing will shift your alignment to good and Mello will disappear from the game forever. Disagreeing will allow you to keep him as a henchman, but you will incur an alignment shift to evil – and a grouchy henchman.

### [T’kron’s Knowledge](http://nwn.tolitz.com/2007/06/tkrons-knowledge/)

**Quest name:**  T’kron’s Knowledge  
**Objective:**  Gather all the tomes T’kron needs to broaden his knowledge of the events in Tristram. There should be seven tomes in all.  
**Quest trigger:**  T’kron (Tavern of the Rising Sun)

* This quest is triggered when you talk to T’kron after reaching the first level of the Catacombs.
* T’kron needs seven books, although he won’t tell you how many when you talk to him. The books he needs can be found in the following areas:  
  - The Great Conflict (Cathedral, first level)  
  - The Sin War (Cathedral, second level)  
  - The Dark Exile (Cathedral, third level)  
  - The Binding of the Three (Cathedral, fourth level)  
  - The Archbishop’s Journal #1 (Catacombs, first level)  
  - The Archbishop’s Journal #2 (Catacombs, third level)  
  - The Archbishop’s Journal #3 (Hell, second level)
* For retrieving the books he needs, T’kron will reward you with a unique ring.

DISCLAIMER

Compiled by Werelynx from author’s website at: <http://nwn.tolitz.com>

All rights belong to Tolitz Rosel of course.