

## Quest Reference

### Chapter 1: Shadows of the Past

As the lands of Aranna slowly recover from the great wars, a new threat rises. An ancient darkness is awoken, and seeks revenge. In the town of Arhok, a would-be hero faces these new challenges.

#### QUEST 1 The First Trial

Find and slay the monsters who ambushed the caravans and threaten the town (given by Mayor Hardison Dhon)

Reward: Helm of Khar, Orb of Fire spell, Backpack with 7 health potions, 3 mana potions, 5 resurrect scrolls (given by Mayor Hardison Dhon)

#### QUEST 2 The Trapper

Kill the Bear Outside Arhok (given by Kron)

Reward: 90gp (given by Kron)

#### QUEST 3 The Staff of Stars

Seek the Staff of Stars (given by Mayor Hardison Dhon)

#### QUEST 4 Family Bow

Find Lyssa and deliver her bow (given by Reynard)

### Chapter 2: The Island of Legends

Powerful and ancient forces from the time of the ancients are stirring. The hero journeys to the fabled island of the Utraeans to hunt down the Shadowjumper.

#### QUEST 5 A Giant Task

Find Najj's kinsmen (given by Najj the Half-Giant)

#### QUEST 6 Recover Ilorn's Amulet

Find and slay the monsters who ambushed the caravans and threaten the town (given by Ilorn)

Reward: ability to trade/shop with Ilorn

#### QUEST 7 The Wizard City

Clear Illicor of the Zaurask (given by Quayhdar)

#### QUEST 8 Therg's Apprentice

Rescue Algher Mhankur, the missing scribe (given by Ezmera)

### QUEST 9 The Stone of Lhaoc

Reclaim an ancient artifact - the Stone of Lhaoc (given by Therg the Historian)

### QUEST 10 The Dark Acolytes

Eliminate the Dark Acolytes (given by Kirr, Leader of the Half-Giants)

### QUEST 11 The Scourge of Cicatrix

Destroy the undead centaur Cicatrix (given by Konus)

### Chapter 3: The Crown and The Cut

The Shadowjumper's trail leads the hero through the ancient sources of the Utraean power. The strongholds of legendary mages Jerkhal and Demlock expose new threats, old clues, and everpresent danger.

### QUEST 12 Special Delivery

Travel to Xulphae's Cove and deliver a letter to Jaff (given by Nirr)  
The Sacred Guardian

### QUEST 13 Rescue the displacer (given by The Guardian)

### QUEST 14 The Sunken Tower

Find and secure any other entrances to the tower (given by Therg the Historian)

### QUEST 15 The Horror of the Rune Master

Defeat the Rune Master and his Guardian (given by Bran Torath)

Reward: Demlock's Spellbook, ability to trade/shop with Lhuk Torath (given by Lhuk Torath)

### Chapter 4: Pilgrimage of Redemption

The hero learns that the Utraean legacy is one of arrogance and stolen power. The surviving Utraeans - humbled by centuries of defeat - are on a mission of redemption. However, the powerful forces they harnessed in the past have broken free and threaten the world with destruction.

### QUEST 16 Redemption

The pilgrim Umberteen is being held by the Droc. Free him! (given by Uelda)

Reward: Umberteen's Book of Trickery (given by Umberteen)

### QUEST 17 Reunion

Umberteen has asked you to locate his brother Ghage in the cliff city of Xulphae's Cove (given by Umberteen)

QUEST 18 Nosirrom's Fall

Destroy the Zaurask King (given by Ghage)

QUEST 19 The Healing Well

Destroy the Zaurask guarding and tainting the Healing Well (given by Eradi)

QUEST 20 The Crystal Guardians

Destroy the four Crystal Guardians (given by Neener, the Goblin Trader)

Chapter 5: The Countdown

The Great Clock controls the seasons and cycles of Aranna, and the Shadowjumper would destroy it with the power of the Staff of Stars, plunging the world into darkness and chaos. Three ancient powers, the Shadowjumper, the Staff, and the Clock, are converging explosively, and our hero must defeat the first to save the last...and all of Aranna