

# A Diablo IV doc

Stay a while and listen... or read.

woutie.com

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Figure 1: Diablo IV logo (c) Blizzard Entertainment

### Note to you, the reader...

Thanks you for taking some of your time to read this document. There is NO WAY this document is even near 100% completion, it is a sort of “living” document. This means there are constant updates to be added and changes to be made. Diablo IV is a video game that is heavily changed frequently, so it is a fantasy that a document like this can be completed in its entirety. Besides that, the maintaining of this document is currently a one man job. ^\_\_^

This document has focused on the main quests. I tried to get some of the dialog as well. There are lots of other elements mentioned in the document, but it is far from complete. Maybe, if and when I can find the time, there will be more dialog written out. I already made a huge progress on stuff like sidequests, mercenaries, enemies, world information etc. Please be kind and make a comment via the Discord channel mentioned at the bottom of the document. Use the “docs” channel on the Discord server for discussions about the document. When I have time, I will look into it. I don’t have notifications turned on, so when I have some spare time, I will check the Discord channel and reply.

The main reason for me to make such a document is so that I can become better in making a document in the Markdown system. And when I started working on this document, it quickly became a much more beefy document than firstly anticipated. So from October '24 till January '25 I spent pretty much time working on it. That is the time of season 6 of Diablo IV. If there will be a next version, it will be at the end of season 7, which will probably somewhere around April '25.

Besides all that, I truly hope that you have a great time reading this document and that you will remember lots of wonderful moments from playing the game.

All content mentioned in this document is for adult viewers only. Most content is pretty cruel and can be experienced as disturbing. Please read with caution.



Blood and Gore, Intense  
Violence, Language

---

Users Interact  
In-Game Purchases

Figure 2: ESRB rating 17+

## Why this document?

No ads, no interruptions, no blinking distractions, just a plain and simple PDF file with no strings attached. That is what I prefer to read. So I thought, why not make a document myself. It helps me to practice my document writing skills in Markdown. This whole document is written with Markdown in Linux with the most basic Text Editor I could find. It really helps to speed up the writing.

## Overview

Diablo IV is an action RPG (Role Playing Game) and was released in 2023. The game has been created by Blizzard Entertainment. **This document is in no way affiliated with Blizzard Entertainment.** You take the role of a character which you select from a set of classes to choose from. After choosing the look and feel of your newly created character you go on and fight all that is evil, which, in this case, is Lilith.

You can watch the trailer of the game here.

## Network...

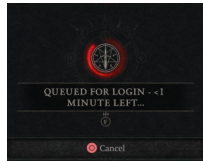


Figure 3: Online ONLY!

This game...

## Version history

Version	Date
1.0	Jan '25

## Seasons

Every few weeks there is a so called “season”. This period of time you can get all sorts of extra’s while playing the game. These extra’s are mentioned in “tiers”. There are nine tiers in the sixth season. There can be 90 extra’s earned, which can only be all earned when you pay extra money. With you money you buy Platinum coins. These Platinum coins can spent as an in-game currency. One of the things you can buy in a season is a season pass. This season pass costs 2800 Platinum coins. You can buy 2800 Platinum coins for 10 euro.

You can also buy cosmetics for you character, mount or pet in the game. These cosmetics are only used to change the look of you character or mount or pet.

Below is a table of the different seasons that have come to pass.

Season	Date	YouTube Blizzard video
7. Season of Witchcraft	22 Jan '25 - ?	<a href="#">link</a>
6. Season of Hatred Rising	8 Oct '24 - 21 Jan '25	<a href="#">link</a>
5. Season of the Infernal Hordes	6 Aug '24 - 7 Oct '24	<a href="#">link</a>
4. Loot Reborn	14 May '24 - 5 Aug '24	<a href="#">link</a>
3. Season of the Construct	23 Jan '24 - 13 May '24	<a href="#">link</a>
2. Season of Blood	17 Oct '23 - 22 Jan '24	<a href="#">link</a>
1. Season of the Malignant	20 July '23 - 16 Oct '23	<a href="#">link</a>

## Quests

There are A LOT of quests for you to complete in this game. There are different kinds of quests, like main quests, side quests, priority quests and more. Some quests only take a few minutes, other last much, much longer.

---

## Campaign

It is freezing cold, everywhere you look you see snow. A horse is walking slowly through the thick snow. You sit on the back of your horse. At one moment the horse is scared shitless. A few moments later you see your horse lying on the ground. Your horse has cuts everywhere, he is brutally killed. But who or what could have done this? Something runs passed you, you hear quick whispers. They are hard to hear.

Everything fades out.

You walk in the blistering cold with your coat held tight. You see a cave and walk towards it. You fall asleep in the cave having a nightmare about a wolf with a bloodied face.



Figure 4: The Wanderer on a horse

- *Narrator:*
  - Sanctuary was never meant for humankind.
  - It was forged as a refuge from the war between the High Heavens and the Burning Hells.
  - Instead, it became a new battleground in this Eternal Conflict.
  - A secretive group called the Horadrim has kept mortals safe.
  - But now this once-powerful order is a husk of what it was, and Sanctuary's ancient creators have returned to claim the hearts of humankind.
  - This is the story of their downfall.
  - *I should find better shelter before I freeze.*

## Act I: A Cold and Iron Faith

### Chapter: Dusk on the Mountain

#### Dusk on the Mountain (1/7)

- Find shelter in a nearby town
  - *I should find better shelter before I freeze. Another abandoned town.*
- Find the source of the voices
  - Strange Voice: Demons... everywhere... fangs in the dark... Agh! He bit me! Careful. He's a wild one.
- Speak with Oswen
  - *What's going on here?*
  - Oswen: What's it to you?
  - Vani: Oswen, hush. I'm sorry, wanderer. You've come at a difficult time. This madman just stumbled into town started causing trouble.

- Delirious man: Demons...spilling from the ruins...kill us all...kill us all...
- *Ruins? What is he talking about?*
- Vani: Come, I'll explain.
- Follow Vani
  - Vani: There is evil stirring in the ruins to the north. That poor monk back there must have gone inside. Even a holy man like him was driven mad by whatever he saw.
- Speak with Vani
  - It isn't safe here.
  - Coul you...
  - No one should live...
  - Really?...

### Darkness Within (2/7)

- Enter Icehowl ruins
- Search the depths of Icehowl Ruins
- Inspect the Decapitated Priest
- Slay X'fal "The Scarred Baron"



Figure 5: Oswen, carrying the wanderer

### A Hero's Return (3/7)

- Return to Nevesk
- Speak with Vani
  - Vani: You've returned!
  - The old ruins
  - Truly...
  - Oh, I'm so sorry...
  - Stay for a pint.
  - Wash out a taste...
  - We'd be honored...
  - To our savior.
- *cutscene* You drink some, feast some... sleep some. You get carried away by Oswen, who is humming. ^\_^
  - "I saw my corpse, and from my mouth crawled Hatred, A father burned his children on a pyre, and a mother molded a new age from the ashes,
  - "I saw the weak made strong, a pack of lambs feasting on wolves, Tears of blood rained on a desert jewel, and the way to Hell was torn asunder,
  - "Then came a spear of light, piercing Hatred's heart, And he who was bound in chains was set free."
  - *Rathma's Prohecy*
  - Oswen: By Mother's blood, by Mother's body, so... uh, shall you witness her glory...
  - before you die. (laugh)
  - Not ready yet...
  - IOSEF: They're coming...
  - Get up.
  - There take them...



## A Hero's Reward (4/7)

- Slay the crazed villagers
  - Iosef: There! Take them! (heavy breath) May the Light preserve us! Lost souls! All of you!
  - Vani: You are blessed like us now...
  - That was all of them. Light willing.
- Speak with Iosef
  - *You're the madman from the shed.*
  - Madman? Those heretics drugged me after I returned from the ruins... just like you. I came to my wits and escaped. Tried to get inside the chapel, but it was locked and–
  - *(retching)*
  - What manner of evil is this? Petals... of blood?
  - *They... they must have fed them to me.*
  - A blasphemous ritual How did they learn this? Perhaps the answer lies in the chapel. They kept it locked up for a reason... The key might be on that woman who was leading them.
- Loot the *ChapelKey* from Vani's corpse

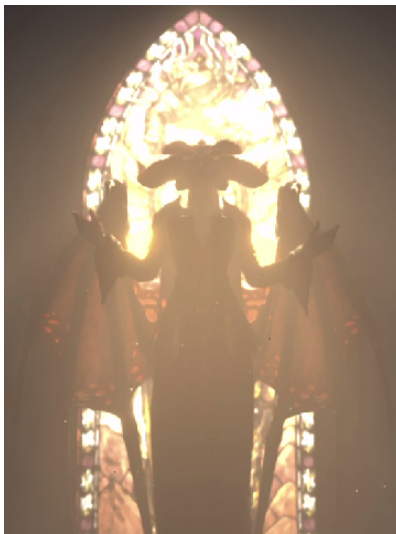


Figure 6: Lilith in chapel

## Prayers for Salvation (5/7) Prologue: Wandering

*I took no joy in killing the villagers of Nevesk, but survival often forces difficult choices. The monk, wounded as he is, has asked me to search the Nevesk chapel to understand what drove simple people to such dark deeds.*

- Unlock the chapel door
  - Iosef: Only fire can cleanse the darkness in this place. Have a look inside, but hurry. I will prepare the torch.
- Enter the chapel
  - *Blood petals... like the ones I was fed. Is this real?*
- Inspect the blood petals
- *cutscene*
  - Priest: Shameful. Our Father has granted you a path to salvation. (scoff) And yet you stray from it at every opportunity. You drink and gamble. You covet and steal. Shameful.
  - Lilith: Sin is their birthright.
  - Priest: (gasp)
  - Lilith: My children, the lords of Hell are coming to devour our world. Salvation lies not in the Light, but in you. The faith has taught you to deny your heart's desire and turned you into a prisoner within yourself. Break the chains... and discover who you were meant to be... Break the chains... and be beautiful in sin...
  - Priest: Resist! Resist her temptat–

- Priest: Vani, it's me. I brought your child into this world. (gasps)
- Elias: They have awakened, Mother.
- Lilith: The first of many. Go to the Dry Steppes and continue your preparations. Now our true work begins.
- Iosef: Ah, you came to. Thank the Light.
- Speak with Iosef
  - *How did I get out here?*
  - You collapsed inside. I thought the darkness had swallowed you. . .
  - I saw. . . a vision. A horned demon. She said the Lords of Hell are coming. She wanted to help the people survive.
  - Help them?
  - She called them her children, and they welcomed her like. . . a mother.
  - Mother?
  - No. It cannot be.
  - Listen, there is a hermit to the northeast. A man of questionable loyalty, but he knows of the forbidden. He might be useful to us.
  - Bring him to the Cathedral in Kyovashad, and you will be in the Light's favor.

**In search of Answers (6/7)** *I told the monk of my vision. He was clearly unsettled by what I described. He told me to search the mountains to the north for a hermit who may be connected to these dark events.*

- Find the hermit's cabin
- Enter the cabin
- Enter the back room
- *Cutscene.*
  - Mountain Hermit: If you're going to trespass into my home, rifle through my things. . .
  - Lorath: . . . then at least have the decency to join me for supper. I'm bloody hungry.
  - Lorath: That's quite the story.
  - *I wish it wasn't true, but it is. Why did I have that vision?*
  - Lorath: (chewing) Thank those friendly villagers. They gave you the blood of Lilith.
  - *The blood of a demon.*
  - Lorath: Not just any demon. The Daughter of Hatred. The Mother of Sanctuary. She was banished ages ago, but this world is her creation. (sigh) It was prophesied she would come back. . .
  - *What does she want?* Lorath: (sigh) That's the question. Sanctuary has always been trapped amid the Eternal Conflict, a war between angels and demons. But Lilith serves neither side. She has her own plans for us.
  - *And me? Am I corrupted?*
  - Lorath: Not sure yet, but you two share a connection. What will you do about it?
  - *Use it. Find out what she's after.*
  - Lorath: Good. Then we're in this together. Rest while you can, then we'll start in Kyovashad. If we can't stop Lilith, we'll all be damned.



Figure 7: Lorath & wanderer onward to Kyovashad

**Rite of Passage (7/7)** *The hermit, a man named Lorath Nahr, claims the demon I saw in the chapel was none other than Lilith, the creator of Sanctuary! He has agreed to meet with the Cathedral of Light as requested, and so we head for Kyovashad.*

- Accompany Lorath to Kyovashad
  - Lorath: Fallen? This close to the city? Lilith's evil is spreading.
- Slay the Fallen
  - Lorath: Never thought I'd live to see all this. . .
- Speak with Lorath

- *What is this statue?–*
- The angel Inarius. I'm sure you've heard the Cathedral of Light babbling about their holy Father. Well, he's real. An angel walks among us. And when he learns that Lilith is here, blood will flow. They are ancient enemies. They'll drag the whole damn world into their feud... unless we can stop it.
- Accompany Lorath to Kyovashad
- Speak with Lorath
  - *What's this about?*
  - Young Guard: Hold. To enter the city, you must first–
  - Lorath: We have no time for this. (sigh) To enter Kyovashad, you must perform a cleansing ritual. A meaningless gesture, but some people take comfort in it.
  - How dare you.
  - Elder Guard: Just let him through, lad. I've tried for years to get Lorath to do the ritual.
  - Young Guard: Fine but this one stays. Take a piece of holy cedarwood from the shrine and inscribe it with the sin which troubles you. Then cast it into the brazier. As the fire burns the wood, so too will the Light burn away your sin.
  - Holy Cedar Tablets.
  - ... *Hmmpgh, this is a waste of time.*
- Speak with the guard
  - *It is done.*
  - Young Guard: Good. You must feel as though a great weight has been lifted from you.
  - Welcome to Kyovashad

## Chapter: Missing Pieces (Prologue: Wandering)

**Missing Pieces (1/1)** *I must find Lorath in Kyovashad and together we will present ourselves to the Cathedral of Light.*

- Meet Lorath in Kyovashad
  - Lorath: So, what did you write on that little piece of wood? I'll bet you didn't write anything at all. I wouldn't blame you.
- Speak with Lorath
  - *A horse, are you going somewhere?*
  - I'm off to the Dry Steppes in search of that Pale Man from your vision.
  - I must know...
  - But first I need you to retrieve something of mine while I finish my negotiations. A merchant in the center of the city has it. Just tell him I sent you.
  - Lorath: Cracked hooves, swayback, cloudy eyes... This poor thing is practically crow bait.
- Speak with the merchant
  - *Lorath sent me.*
  - Ozren: Ah, so the old man's finally decided to buy it back.
- Purchase *Lorath's Polearm*
  - Ozren: Wait. The old man sold me this too. Said he didn't need it anymore, but... I think he'd want it back all the same. No charge.
- Pick up the (blue) Strange Amulet
- Return the items to Lorath
  - *I had to pay for your weapon.*
  - Lorath: Ah, apologies.
  - *cutscene*
  - Lorath: Sometimes our paths in life are set to collide, we just don't know it. Whether it is by accident or fate's hand, there is nothing we can do about it. The Wanderer lost in the storm. Fed the blood of Lilith. Saved by a lone monk. Different lives and incidents drawn together... by what? Destiny? Or some greater power pulling the strings? I did not know. But at the time, I thought I had a chance to protect humanity from the Daughter of Hatred. The Wanderer's connection to her gave me hope. (chuckle) Imagine that.

## Chapter: Ill Tidings

**Ill Tidings (1/8)** *I must seek out the Cathedral of Light and warn them of Lilith. Lorath suggested they may make useful allies in our fight against the Daughter of Hatred.*

- Travel to the Cathedral of Light
- Enter the Cathedral of Light
- Speak with Revered Mother Prava
  - Reverend Mother Prava: We were born in sin, children of darkness. But the Father’s Light can be sought through penitence and faith. Walk in the Light!
- *cutscene*
  - Reverend Mother Prava: We must be ever vigilant against sin, Brother.
  - Iosef: Yes, Reverend Mother.
  - Reverend Mother Prava: Let the Light of Inarius burn away wickedness. Let not temptation lead you from his holy radiance. Let righteousness searaway corruption and sin. Cast out thy Darkness, for only Light must remain!
  - Iosef: Cast out thine Darkness, for only Light must remain.
  - Reverend Mother Prava: Is this the one from Nevesk?
  - Iosef: Yes, Reverend Mother. Did Lorath not accompany you?
  - *He sent me on without him.*
  - Iosef: Putting faith in that old man was a mistake. What could possible be of greater import?
  - *lilith.*
  - Reverend Mother Prava: So, you know. Hmmph. We have received word from one of our Knights of a demon sighting in Gale Valley. The description matches too closely to the sighting in Nevesk. If you would travel to Yelesna and take stock of the events there, you would have the gratitude of the Cathedral of Light. I had thought to send Lorath, but–
  - Iosef: Again he fails in his duty.
  - Reverend Mother Prava: With or without Lorath, the will of Inarius shall be done. Here, take the Knight’s report before you go.
- Take Vigo’s Report
  - Reverend Mother Prava: Here, take the Knight’s report before you go.
  - Vigo’s Report “A leather-bound note”: Reverend Mother, I received a report of a potential demon sighting. Horned woman near Yelesna mines.

### **Tarnished Luster (2/8)**

- Travel to Yelesna
  - Kingt Vigo: Perfomes routine inspection. Nothing yet. Sent in priest and escort of Knights. Will report when we find something.
- Enter the Knight’s Garrison
- Speak with Captain Ankers

**The Knight and the Magpie (3/8)** *A demon woman has been sighted in Gale Valley. A Knight Penitent named Vigo posted at the mines may know more.*

- Go to the mining camp at Pine Hill
  - Knight Penitent Guardsman: More strangers in the camp?
- Speak with Vigo
- *cutscene*
  - *Are you Vigo? I was sent–*
  - Vigo: (grunts in surprise)
  - Neyrelle: Hey!
  - Vigo: (sighs)
  - Neyrelle: I know what I saw.She had horns like a beast. Strode right past where you stand. To think my mother’s trapped in there with her! You let mymother through, sir, shouldn’t you be responsible for her safety?
  - Vigo: But, we have soldiers stationed inside who–
  - Neyrelle: You should be worried about them, too! (exclaims out of frustration) Maybe you can help me?
- Speak with Vigo
  - *Revered Mother Prava sent me.*
- Follow Vigo to the Ore Hoist
- Slay the ghouls

- Go to the Sealed Gate with Vigo
  - Neyrelle: Hey, that’s my mother’s charm on your wrist.
  - Vigo: Hmm, it’s mine now, girl. She gave it to me when I let her and her friend pass through.

### Undertaking (4/8)

- Enter the Condemned Mines
  - Vigo: Maybe we should go back. Round up the Knights.
  - Neyrelle: And leave my mother in Lilith’s care for as long as that will take? No. I’m going on.
  - Vigo: Hmm, beams are too damn old. Shaking like leaves.
  - Neyrelle: What’s special about this place anyway? What would draw Lilith here? -Vigo: Hm, hell if I know. Prava doesn’t tell us anything. “No one goes in, nothing comes out.” That’s all.
- Pursue Lilith and Vhenard
  - Vigo: No lift. The jam must be deeper down.
- Inspect the door
- Slay the approaching monsters
  - Neyrelle: Over here, I can squeeze through to the other side.
  - Vigo: Wait, hold on. And there she goes.
- Pursue Lilith and Vhenard with Vigo and Neyrelle
  - Vigo: Damn mine’s caving in!
  - Neyrelle: I’m not dying here!
- Use the opening to escape the mines

**Below (5/8)** *We barely escaped the collapsing mines and now find ourselves in a strange realm even deeper within the earth. Have we just gone from bad to worse?*

- Speak with Vigo in the Path of the Firstborn
  - *Good, everyone made it.*
  - Vigo: (gasp) The tunnel’s closed. We-we’re trapped without the hoist.
  - Neyrelle: Look! There she is!
- Speak with Neyrelle
  - *What is it, Neyrelle?*
  - *cutscene*
  - Vigo: (gasp) The tunnel’s closed. We-we’re trapped without the hoist.
  - Neyrelle: Look! There she is! That statue! It’s her, the way I saw her.
  - *Lilith.*
  - Neyrelle: We need to find my mother.
- Bring Vigo and Neyrelle down into the caverns
- Make the Ore Hoist operational

### In her wake (6/8)

- Speak with Vigo
  - Neyrelle: No, we can–
  - Grendan: (quiet pained groans)
  - Vigo: What was that?
  - Neyrelle: It came from beyond the gate...
- Open the Gate of Kasama
- Speak with Grendan
  - *Who did this?*
- Search for Lilith and Vhenard with Neyrelle
  - *What is this?*
- Inspect Lilith’s Blood Petals
- Open the Ancient Gate
- Search for a way deeper into Kasama
- Open the Gate of the Cradle

**Storming the gates (7/8)** *Neyrelle and I pursue Lilith and Vhenard through the dark passages of the Cradle, deep within the ancient city of Kasama.*

- Enter the Cradle
- Pursue Lilith and Vhenard with Neyrelle
- Inspect Lilith's Blood Petals
- Open the Ancient Gate
- Pursue Lilith and Vhenard with Neyrelle
- Slay Rohaksa
- Inspect Lilith's Blood Petals
- Open the Ancient Gates
- Pursue Lilith and Vhenard with Neyrelle
- Speak with Neyrelle
  - *Demons approach, we need to get through.*
- Protect Neyrelle while she seals the doorway: (green) 25 seconds
- Open the Ancient Gate
- Pursue Lilith and Vhenard to the Mourning Shore

### **The Cost of Knowledge (8/8)**

– Vhenard: Not enough blood, never enough blood... I will follow you to the end of Sanctuary, Mother...  
– Neyrelle: A priest. He must be from the escort Vigo sent.

- Search for Vhenard and Lilith with Neyrelle
- Speak with Neyrelle
  - *Go ahead. I have your back.*
  - Neyrelle: Mother?
  - Vhenard: Neyrelle... You're just in time. Beyond this lake lies the Necropolis of the Firstborn. A trove of magic and knowledge. I opened the way for Lilith, but I could not pass through with her. I...I lack the divine element, you see?
  - Neyrelle: Stop–
  - Vhenard: But I can find it. I'm so close...I simply need–
  - Neyrelle: Mother, stop! Look at what Lilith has done to you. You're writing in your own blood.
  - Vhenard: My little magpie, she awakened me. She showed me things...I can't even put into words. Once I've finished, you will understand...
  - Neyrelle: I don't care what she showed you. Please, let's just get out of here.
  - Vhenard: (effort) Oh. I see. Yes...clever magpie. Trying to lead me away so you can take all this for yourself? Hmm?
  - Neyrelle: (staggering)
  - Vhenard: This is my discovery. Not yours.
  - Neyrelle: (heavy breathing) I will finish these runes with your blood. You must stop this!
- Slay Vhenard's demonic servants
  - Neyrelle: Please, I don't want you to die!
  - Vhenard: Ahhhhh!
- Speak with Neyrelle
  - *I'm sorry.*
  - You were—you were protecting me. I don't want to hate you. I'm trying. I really am.
  - (sigh) We're going to make Lilith pay for what she's done.
  - So we need blessed blood. Go back to Prava. Get that blessing. Beg if you need to. Whatever it takes.
  - My mother started this damn ritual. I'm going to finish it. Meet me in the Mistral Woods.
  - *Why there?*
  - The Horadrim hid a vault there. Finding it was her life's work. So much for that.
  - Maybe it will help with the ritual. If not, at least I can bury her where she'd want.
  - I need time...

## Chapter: Pilgrimage

**Light's Guidance (1/5)** *I must speak with Reverend Mother Prava and convince her to provide a blessing so I might travel beyond the Black Lake and continue my pursuit of Lilith.*

- Speak with Reverend Mother Prava at the Cathedral of Light
  - Adali: Father Inarius, bless the child that grows in my belly. Keep him safe in your Light.
- Travel to the Cathedral of Light
  - Iosef: See that the kitchen is ready for the morrow's service.
- Search for Reverend Mother Prava
- Speak with Iosef
  - *I need a holy blessing to continue chasing Lilith.*

**Kor Valar (2/5)** *I must go to Kor Valar and speak with Reverend Mother Prava. Hopefully she will grant me the blessing necessary to travel beyond the Black Lake and pursue Lilith.*

*Iosef told me Reverend Mother Prava is at Kor Valar. If I'm to obtain what I need I must seek her out there.*

- Knight Penitent Admonisher
  - *Is that armor?*
  - Knight Penitent Admonisher: This is no mere "armor"! This is a holy vessel of the highest craftsmanship. It may uplift the repentant sinner directly to the Light. Can "armor" do that?
  - *It looks too large to move.*
  - Faith, rather than flesh, moves the suit. Though, how is only known to a privileged few. The practice has been long abandoned. Something big is coming. Holy war. Mark my words. She wouldn't have asked me to prepare a relic like this otherwise.
- Speak with Reverend Mother Prava in Kor Valar
  - Knight Penitent Captain: Hold.
  - Vigo: She's expecting us.
  - Knight Penitent Captain: Vigo. Good luck.
  - Reverend Mother Prava: Have the new Watch Commander replace the forces we lost at the mine. So you've returned! Vigo here tells me you were braver than he.
  - Vigo: May as well make myself useful. Come by the ruins south of here.
- Travel to Kor Valar
  - State your business
  - Reverend Mother Prava expects me.
  - Open the gates!
- Find Reverend Mother Prava
- Speak with Vigo
  - You were good soldiers. Worked hard, fought hard. Drank hard too.
  - Brothers, sisters. I hope you find peace in these flames.
  - What are you doing here?
  - So you lived!
  - My ass is on the line.
  - You're here for her right? Let's go together. Maybe she'll go easy on me if you're there.
- Speak with Reverend Mother Prava
  - *I need a divine blessing to chase Lilith.*
  - First, you will be made worthy of a blessing. Make no mistake, this war is holy...
  - Until then, we have our parts to play. Make a pilgrimage to the Alabaster...

**Pilgrimage (3/5)** *Reverend Mother Prava requires me to complete a pilgrimage and be judged by Inarius before she grants me the blessing necessary to travel beyond the Black Lake and pursue Lilith.*

- Complete the pilgrimage to the Shrine of the Penitent
- Speak with Vigo
  - VIGO: Hail.
  - *What must I do for the pilgrimage?*
  - There's a shrine west of here, bears a relic. I'm told... I hope you don't have many regrets, friend. This kind of thing is a lot deadlier for some than others. Watch out, alright? I'll find you at the end.

- Read from the Tablet at the Altar of Purity
  - Note by Prava: Hank, creature of darkness, for you...
- Bring the Idol of the Faithful to the Altar of Martyrdom
  - *You pick up the idol and walk a path in darkness. Beware of the enemies ahead.*



Figure 8: Altar of Mortyrdom

- Prava: “To the Sinner” (Ear) *Hark, creature of darkness, for you have wandered beyond the reach of the Light. Lift your sins. Breathe deep the cold air. The path to redemption lies before you, if you have the faith to walk it.*
- Read from the Tablet at the Altar of Martyrdom



Figure 9: To the Sufferer

- Note from Prava: “To the Sufferer” *Feel the sting of your wounds. Let the ice into your bones. Welcome your pain, for the agony of the flesh is the first cleansing of the soul. Make your faith stronger than any hurt.*
- Bring the Idol of the Faithful to the Altar of Redemption
- Note from Prava: “To the Searcher” *Look around at the mountains towering over you. Feel how small you are. Embrace humility. Accept your place in worship to the Father, for he has shown us the way.*
- Bring the Idol of the Faithful to the Altar at the Anointed Ascent
- Read from the Tablet at the Altar at the Anointed Ascent
- Note from Prava: “To the Penitent” *The end nears, pilgrim. Look into yourself. Find your faith. Feel how it fills the void within you. Remember you are nothing without faith. Hold fast to the Light, and remember.*
- Bring the Idol of the Faithful to the Shrine of the Penitent
- Speak with Vigo
  - So I like playing cards, doesn’t make me a sinner... But that bribe... I, just, damnit... Ah, you made it! That makes one of us at least.
  - *You heard from Prava?*
  - ...I owe you a stiff drink.

### Light’s Judgment (4/5)

- Enter the Alabaster Monastery





Figure 10: To the Searcher



Figure 11: To the Searcher

- Climb the stairs of the Hall of Ascension
- Enter the Portal of Father's Radiance to submit to Inarius
- *cutscene*

**Light's Protection (5/5)** *Inarius has judged me, but what that means for my mission remains unclear. I must return to Reverend Mother Prava and hopefully gain the blessing necessary to travel beyond the Black Lake and pursue Lilith.*

- Reverend Mother Prava: Blessed are those who bask in the Light! Let our faith be our armor against the encroaching darkness!
- Speak with Reverend Mother Prava in Kor Valar
  - Faded Plaque: “The Anointed Ascent” *Most of the inscription has been lost to time. A few legible words read: ... dare ... PROVOKE ... ire ... fate ...*
- Return to Reverend Mother Prava
  - Blessed are those who bask in the Light!...
  - Ah you've returned. Come, let us speak inside, out of the cold.
- Speak with Reverend Mother Prava
- Follow Reverend Mother Prava
- Speak with Reverend Mother Prava
  - *Inarius refused to bless me.*
  - Yet you stand before me unscathed. I know his ways... In the name of the Light, I bless you... Our victory is prophesied in the heavens.

## Chapter: Secrets of the Horadrim

**Wayward (1/3)** *Neyrelle made for the Horadric Vault hidden within the Mistral Woods. I will find her there.*

- Search for Neyrelle (in the Mistral Woods)
  - Faded Plaque: *Most of the inscription has been lost to time. A few barely legible words read: ... GRATITUDE ... rewards ... virtuous ...*



Figure 12: Deckard's cage

**Shroud of the Horadrim (2/3)** *Neyrelle continued her search for the Horadric Vault in the Darkened Holt, a place known to swallow locals in its swirling, cold air and dense foliage. I must find her before it's too late.*

- Enter the Darkened Holt
  - Three-Faced Statue: *Behold the truths that lie within.*
- Search for Neyrelle
- Enter the Fiery Portal

*While searching for Neyrelle in the dreaded Darkened Holt, I came across a giant wolf, as familiar as it is terrifying. It speaks to me. I am compelled to listen.* - Bloodied Wolf: You're stuck in an illusion created by the Horadrim. The portal will lead you through this crude trap. Relax. No harm will come to you here.

- Follow the Bloodied Wolf
- Speak with the Bloodied Wolf



Figure 13: Bloodied Wolf

*While searching for Neyrelle in the dreaded Darkened Holt, I came across a giant wolf, as familiar as it is terrifying. It speaks to me. Shows me visions I am not sure I comprehend. But I am compelled to follow them and listen.*

- *Who are you?*
  - An admirer, of sorts. I saved you in the mountains. You'd lost your horse. . .
  - *Why are you helping me?*
  - Bloodied Wolf: Oh, it's very simple. You want to stop Lilith, and I want you to succeed. But you'll never do that by following the Horadrim. Their path always end in fire and death.
- Open the Living Gate
  - Seen enough? Open the door.
- Continue with the Bloodied Wolf
- Speak with the Bloodied Wolf
  - *Why are you telling me all this?*
  - To warn you. A day will come the Horadrim will stumble. Don't be there when they do. The portal will lead you to that little girl you're looking for.
- Use the Fiery Portal to return to the Darkened Holt
  - *Back in the Horadrim's illusion.*
- Search for Neyrelle in the Darkened Holt
  - *Neyrelle!*
  - Neyrelle: There you are!
- Speak with Neyrelle
  - I think I've lost my way. The same thing happened to my mother and me earlier on. The trail to the vault ends here, so it should be somewhere around in these woods.
- Find the way to the Horadric Vault
- Enter the Shadowed Glade
- Slay all the Phantoms
  - Neyrelle: Is something toying with us? This place is a maze. And now this. What's that supposed to be?
- Examine the Three-Faced Statue

**Fledgling Scholar (3/3)** *Neyrelle and I discovered the Darkened Holt to be a magical illusion created by the Horadrim and escaped. Just beyond lies their Horadrii Vault. We must explore its confined in the hope of finding the tools necessary to travel beyond the Black Lake.*

- Travel to the Horadric Vault
  - Neyrelle: Oh, I see. The path is different now. The statue was the source of an illusion. We must be close.
- Enter the Horadric Vault
  - Neyrelle: (speaking Horadric) Let's keep on. I wish mother was here.
- Speak with Neyrelle
  - *This is the place?*
  - Not what I expected. But let's not give up hope. All we need is one book. . .
- Follow Neyrelle
  - Neyrelle: All we need is one book, one spell to help us cross the Black Lake and stop Lilith. Sealed shut.
- Search for access to the Main Chamber
  - Items received: (blue) Lesser Verses and Incantations
- Take the Horadric Book to Neyrelle
  - This is. . . I have an idea.
  - Old Cooking Pot: *This old cooking pot is lined with rust.*
  - Neyrelle: This is. . . I think it's written in Horadric code. And here! The same symbol on the door. . . You might want to take a step back.
- Investigate the Door to the Middle Wing with Neyrelle
- Explore the Horadric Vault
  - Old Journal: *Donan brought a book on his visit. The writing is ancient! A scroll from the Vuzjerei. Lorath will not be pleased. But if I'm to fight by his side one day, I need to study everything. Lorath is wise but he's cautious. I'll prove myself to him yet.*
  - Dust Covered Manuscripts: *Many of the notes here deal in mathematics and astronomy. Each page is lined with commentary on star charts and prophecies.*
- Follow Neyrelle
- Speak to Neyrelle
  - *Can you open this door?*
  - It's the same seal as before. . .
  - One way to find out.
  - Of course. . .
  - Only if you stay. . .
  - What am I looking for?
  - Don't you know. . .
- Search for clues to cross the Black Lake
  - Neyrelle: Fine
  - *What am I looking for?*
  - Neyrelle: Don't you know? A book, a scroll or anything that will help us cross the Black Lake. (speaking Horadric)
- Slay Tchort; Herald of Lilith (Desecrated Archives)
- Inspect the Spellbook (Death Harnessed: Theories of Rathma)
- Bring the Pulsing Spellbook to Neyrelle
  - *Why was a demon guarding that book? I should take this back to Neyrelle.*
  - Neyrelle: I hope you had more luck than me.
  - *I found this book.*
  - Neyrelle: Interesting. This ledger was written by the Horadrim. This is chronicling spells and theories reated by Rathma, the first necromancer.
  - *That's not what we are looking for.*
  - Neyrelle: Np, but it an still work. There must be a spell in this book we can use to bring my mother back. She knows the ritual to cross the Black Lake.

## **Chapter: Beyond the Black Lake**

**Crossing over (1/3)** *Neyrelle and I have gathered what is necessary to travel beyond the Black Lake in pursuit of Lilith. She awaits me in the Path of the Firstborn. From there, we will carry out our plan.*



Figure 14: Tchort, Herald of Lilith

- Speak with Neyrelle in the Path of the Firstborn
  - *What's the plan?*
  - Neyrelle: I'll explain on the way. Rathma's description of the ritual was difficult to understand, and the notes weren't much better. But I think I know how to talk with my mother again. The breeze coming from the Black Lake. Do you feel it? Let's hurry.
- Go to the Black Lake with Neyrelle
- Speak with Neyrelle
  - *cutscene: Neyrelle "wakes up" her mother Vhenard. Neyrelle says she needs her mother. Vhenard will help one last time. Vhenard speak to you about your blood as the necessary key.*
  - Vhenard: (gasping breath)
  - Neyrelle: (gasp) Mother? Mother, please! Can you hear me?
  - Vhenard: My little magpie, it's you... (gasp)
  - Neyrelle: I can save you from this, Mother. I promise! I can learn how to–
  - Vhenard: Neyrelle, stop. I can't be saved... from my own mistakes. This body is only a husk. My spirit must pass on... and you must let me go.
  - Neyrelle: (sob) Mother, no! (sob) I need you.
  - Vhenard: You need to move on, Magpie... without me. But I can help you one last time before I go. You have the divine blessing. Your blood is the necessary key.
  - Neyrelle: (struggling) (crying) ... Mother... (crying)
- Speak with Neyrelle

**Descent (2/3)** *I pursue Lilith through the Necropolis of the Firstborn. Something unexpected has happened, for her hatred has manifested as a living and oozing corruption covering the necropolis.*

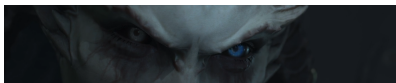


Figure 15: Lilith: "Stolen!"

- Enter the Necropolis of the Firstborn
  - *I feel a cold wind flowing through my bones.*
  - Rathma: You are the last visitor to my sanctum. Though you come too late, just as Lilith did before you. For it was my father, Inarius, who arrived here first. It unfolded as my visions foretold. How we hurtle towards the prophecy's end... It started in dreams. I saw shattered images of the end of Sanctuary. The scales of a serpent carried these visions, and so I went to visit him. My and the serpent's thoughts met, and the fragmented future was mended together. I put it down in order, and the prophecy was born.
- Pursue Lilith
  - *I need to destroy the tumors to go any further.*

- Rathma: The prophecy became my burden. There were others that knew. Ones that couldn't understand the nature of such a thing. So I locked the gates to Hell. It was only a matter of time before Inarius would discover what I'd done and come demanding the key.
- Destroy the Tumors of Hatred blocking the path forward: (green) 5
  - Inarius: Oh, you refuse to give me the key? You stand in the way of the savior. The holy blood in your veins should be boiling.
  - Rathma: Nothing you do will change the future I saw.
  - Inarius: I...I create my own destiny, and this prophecy of yours is just a small part of it. It is wider, beyond comprehension of ungrateful spawns like yourself.
- Slay the final Tumor of Hatred to fully uncover the exit
  - *Dialogue*
  - Inarius: All you must understand is once I am victorious in Hell, the High Heavens will welcome me home where I belong.
  - Rathma: I wish it would be true, father.
  - *Curse this place, I'm being followed.*
- Pursue Lilith
  - Lilith's Lament: Outsider! Beyond this chamber there's nothing but death and mourning. How fitting it shall be your grave.
  - Knight Penitent: Stand behind my barrier. Inarius' light protect us!
- Slay Lilith's Lament
- Speak with the Knight Penitent (Donning Father's Grace)
  - *cutscene: Knight Penitent is Vigo in the armor with a lot of blood.*
  - *(grunts)*
  - Vigo: (wincing)
  - *Vigo! Who did this?*
  - Vigo: I have done all that was asked. The pain is gone now. This was a just punishment. A stronger man would have refused Vhenard's bribe. Neyrelle... (grunts) Neyrelle! Is she safe?
  - *Yes. She is safe.*
  - Vigo: (wincing) Our meeting is no coincidence. I came here to help. Will you give this to her, for me? I should never have taken it. It is so dark. I have repented. Do you think I was too late?
  - *No. Not too late. The light has come to carry you home. Do you not see it, friend?*
  - Vigo: Yes...yes...I see it now. They have come.
  - *You did not need that armor to prove you worth, friend.*
  - *dialogue*
  - Inarius: Give me the key to Hell, I will not ask again.
- Pursue Lilith
  - Rathma: You don't need to. I saw a vision of the key lifted from my corpse, under the watchful eyes of the Great Serpent in my sanctum. If you are chosen as you say, it will come to pass.
  - *It's too quiet. Where is she?*
  - *Is that him? Is that Rathma?*
- Inspect Lilith's Blood Petals
  - *cutscene: Lilith gets the key to hell from Rathma.*
  - Lilith: I don't know if you would have chosen to stand beside me in this new world, Rathma, but I would have saved your place just the same. And now you might have been stolen from me. Stolen. This key unlocks more than the doors of Hell, it unlocks our path to the future. A future made possible because of the price you paid. Your sacrifice will not have been in vain.

**Light's Resolve (3/3)** *I've discovered what Lilith was after in the Necropolis of the Firstborn. I must reconvene with Neyrelle at the Horadric Vault*

- Speak with Neyrelle
  - *Vigo wanted me to give this to you.*
  - *cutscene*
  - *Vigo wanted you to have this.*
  - Neyrelle: Oh...he was a good man. And Lilith? Was she even there? Did you meet her?
  - *Already gone by the time I arrived.*
  - Neyrelle: There is more. I can see that.

- *Lilith took a key to Hell off Rathma's body.*
- Neyrelle: Then it was. . . all in vain. She's the only one who got what they wanted.
- Lorath: Neyrelle. . . she came seeking the Horadrim of legend. Seeking hope. She found neither, but her part in things was far from over. In truth , we would need her more than she needed us. Didn't seem that wat at the time, though—for anyone. Inarius proved to be just as unreliable as I has feared. His self-bsession had driven him to murder his son, Rathma. And from the corpse left behind, Lilith had taken a key to Hell. Where would she use it? We could only depend on ourselves to find out.

## Act II: The Knife Twists Again

### Chapter: Donan

**An Unforeseen Visit (1/2)** *Lorath has asked me to go to Scosglen and find the Horadrim known as Donan. I'm to deliver a message to tell him of Lilith's presence and the peril that brings.*

- Find Donan at Eldhaime Keep
- Speak to the watch commander
- Speak with the guard
  - *I have an urgent message for Donan.*
  - He's upstairs in the Great Hall with his son. Keep it quick.
- Enter the keep.
- Find Donan
  - Yorin: Dad, I need to be out in the field with the other Knights.
- Speak with Donan
  - Donan: Why the rush, my boy? You know, I-I found some of my old Horadric tomes. Stay here and we can go through them together.
  - Yorin: I can take some with me. We have a visitor.
  - This discussion is not over.
  - There's a name from another life.
  - With a warning; an ancient . . .
  - And you know this how? . . .
  - Perhaps this is all connected. . .
  - (clears throat) Yes. . .
  - Probably best we. . .
  - As for your request.
  - (sig)
  - I will, don't worry.



Figure 16: Grant. . . me. . . entrance

### Dark Omens (2/2)

- Investigate the disturbance at Firebreak Manor
- Talk to Steward Wilfred
  - Welcome. . .
  - I'm here about. . .
  - Incident?
  - That was all he said.

- He must be...
- Enter Donan's study
- Inspect Blood Petals
- *cutscene*
  - Donan: (tired sigh)
  - Distant Voice: Grant... me... entrance...
  - Donan: No... this can't be... I know who you are.
  - Lilith: And I know you. Donan. Old. Tired. Each day a struggle to live up to your own legacy.
  - Donan: What do you want with me?
  - Lilith: Astaroth.
  - Donan: He's dead.
  - Lilith: Astaroth cannot die. Not by your hand. What have you done with him?
  - Donan: Away, demon. I deny you.
  - Lilith: You have grown so frail... I can make you the hero you were.
  - Donan: Return to the darkness from whence you came. I said away.
  - *A signal horn.*
- Investigate the disturbance
- **Book:** *A large tome entitled "Grimoire of Ash". The pages are filled with ancient writings of Hell's fire demons. One passage is about Astaroth, the Charred Duke.*
- Defeat goatmen attackers
- Talk to Donan
  - Goatmen. They never dare...
  - Perhaps...
  - What do you mean...
  - I don't fully...
  - Full of surprises...
  - Well. now you understand my predicament...
  - That painting on your wall...
  - Nafain and Airidiah...
  - Yes. Yes...
  - There are knights stationed...

## Chapter: Encroaching Shadows

**Encroaching Shadows (1/5)** *Donan fears Lilith may have set her sights on Airidah, elder druid and watcher of the north. I should investigate the nearby town of Braestaig and speak to the knights he sent there.*

- Search for evidence of Lilith near Braestaig
- Search for evidence of Lilith in Braestaig
  - **Protection Ward:** *A hastily painted protection ward guards the of this home. Despite the thick stone facade, the faint cries of a newborn can still be heard.*
  - **Ward Totem:** *Talismans, candles and carvings decorate this central totem. The woody, almost sweet smell of burning pine hangs in the air. It seems commitment to the Old Ways is strong here.*
- Speak with Chieftain Asgail
- *cutscene:*
  - Chieftain Asgail: You picked a fine time to visit Braestiaig, wanderer. The whetstones are singing. Hearts are pounding. Sweet music for a red day.
  - *Donan sent me.*
  - Chieftain Asgail: Huh, at least you're not another Knight Penitent.
  - Knight Omas: At least? It is us who will protect this village with our lives.
  - Yourin: Let it be.
  - Chieftain Asgail: Pah.
  - Knight Imas: (sigh)
  - Chieftain Asgail: There's an ominous fog uphill. Mad spirits emerge from it. They'll be here shortly. Are you here to help us ward them off?
  - *I seek a demon who passed through.*
  - Chieftain Asgail: So... that's what it was. (sigh) Well, this day keeps getting better, doesn't it? The



demon went uphill, to Airidah's domain. But unless you want to join the spirits, I wouldn't go there. It's best you stay with us.

- Yorin: I can lead you to Airidah.
- Knight Omas: Out of the question.
- Yorin: I'll be safe. Donan puts his trust in this traveler. So shall we all. Tell me when you're ready to move.
- Chieftain Omas: Mind what lurks in the fog and return as soon as you can. Donan will have my head if anything happens to you.
- Speak with Yorin
  - *Let's go.*
- Find the entrance to the weeping Cairns with Yorin
  - Yorin: The roads are thick with fog, so the fastest route to the hills is east, through the Weeping Cairns. You look like someone who's seen the world. Hope I can do the same one day.
  - *What's holding you back?*
  - Yorin: (sigh) My father. You've seen how he is. I need to persuade him just to let me leave the bloody keep.
  - Yorin: Are those... bodies over there? I see the entrance to the Cairns below. There should be a path to the east that will lead us there.
  - A burial cairn up ahead. It looks like roots pushed up and broke the cairn apart. Does this have something to do with the fog spreading in the hills?
  - That's the entrance to the Cairns ahead. Wait... why is the passage blocked?
- Speak with Yorin
- *cutscene*
  - Yorin: (sigh) It's sealed, but there's writing. They look like old druid runes... The song of wind... the howl of... Oh, no. They're coming.
  - *Hurry.*
  - Yorin: All right... (speaking Druidic) It's a chant! The chant will open the way. Light protect us. Hold them off!
- Defend Yorin and defeat the incoming spirits
  - Yorin: Airidah wouldn't have barred the path of the dead like this. The spirits should be free to roam within the earth. Strange... the door is locked with an earthen seal. What was it my father said about this... If you bring me one from the nearby cairns, I think I can open the way.

## Exhuming the Forgotten (2/5)

- Enter the Weeping Cairns
  - Yorin: This chamber... it's just how my father described it. This doesn't seem right...
  - *You've never been here?*
  - Yorin: The dead are stirred here, as well. Yet Airidah's absence gives me greater concern...
  - Yorin: Only through the stories he told. Though, none involved the restless dead...
- Find the path through the Weeping Cairns with Yorin
- Speak with Yorin
- Find and place the missing Wardstone within the Runic Standing Stone
- Help Yorin open the Runic Passageway
  - Yorin: (speaking Druidic) (exhale) That did it. Maybe this will ease the dead. It's a start, at least.
- Find the path through the Weeping Cairns with Yorin
- Speak with Yorin
  - Yorin: Demonic markings.
  - *Lilith's been here.*
  - Yorin: Something's written on the altar... "By stone and root, by tears and pain, we bear this flame that must remain." "Dead eyes stained with ash and ember, cursed are we who must remember..." Ah, an elegy written by Airidah. This... this is a memorial to all who died fighting Astaroth.
  - Tormented Spirits: (hiss) The weak... perish. All... ash... forgotten...
  - Yorin: Wait! We... we are not your enemy!
- Find the path through the Weeping Cairns with Yorin
  - Yorin: Oh, no. Lilith... she must be bending these heroes to her will. Airidah would never stand for it. Unless... oh... something has happened to her... This must be the cairn of the elders. So much, defiled...

Demonic scars upon their grave, and... Druid runes to rouse the dead.

- Speak with Yorin
- Find the exit from the Weeping Cairns
  - Yorin: These ruins... the delicate touch. Wh... what do we do?
- Enter the Ancestor Heights

### Harrowed Lament (3/5)

- Find Airidah
- Investigate the disturbance
- Destroy the Risen Remains
- Defeat the spirits
- Speak with Arlo
  - *What happened here?*
- Find and destroy the Risen Remains (2x)
  - *The fog is thinning now. I should check on Yorin.*
- Return to Yorin
- Speak with Arlo
  - Yorin: The roads are clear now. We need to get to Braestaig. It's safer there.
  - *If Lilith is here, you are still in grave danger.*

**Apex of Misery (4/5)** *It seems Airidah has fallen to Lilith's persuasion or is being manipulated by the demon. Yorin has remained with Arlo and Maisie to ensure their safety. It is now up to me to confront Airidah and find the truth behind this bedlam.*

- Find Airidah atop Solitude
  - Airidah: Have you seen the signs as I have?
  - *Airidah?*
  - Airidah: Hell is coming, and my people are not ready to face it. Not yet. But you... you are already strong. Hm. Come forward.
  - Only one of us will walk away from this, so let's enjoy the storm a moment. Ah, nature's music.
  - *The dead are killing your people as we speak.*
  - Some will die, yes... but that is the way of nature. It is a crucible. It devours the weak and makes the strong stronger. And those who survive, they will save this land from Hell.
  - *You've fallen for the demons lies.*
  - No, no. This is my choice. Lilith only granted me the power to do what must be done.
  - *And what did you give her?*
  - All things must be earned in the wilds, even knowledge. Prove yourself, and you will have your answers...
- Slay the Risen Remains (3x)
- Find Airidah
- *cutscene* (saved)
- Defeat Airidah
- Speak with Airidah
  - Airidah: Hell is coming, and my people are not ready to face it. Not yet. But you... you are already strong. Hm. Come forward.

**Parting Embers (5/5)** *Airidah could not be reasoned with and had to be stopped. Now Scosglen has lost one of its greatest druid and a hero of old. I should return to Yorin in Braestaig.*

- Speak with Yorin in Braestaig
  - *I found Airidah.*

### Chapter: Feral Nature

**Feral Nature (1/5)** *At Donan's request, I must head to the Shrouded Moors to find the Knights Penitent there and ask about Lilith's activities.*

- Check with the knights in Tirmair about Lilith

- Speak with Knights Captain Razia
  - *Have you seen a demon pass through here?*
- Search for Nafain at the Boglann Stone Circle
- Investigate the runic message on the stone
  - Runic Message *A warning is scrawled across the surface...*
  - *The stone is carved with a message welcoming travelers to the forest, where they can become one with nature. But something has been written over it, in dried blood: "CATHEDRAL DOGS NOT WELCOME."*
  - White wolf comes along, he will lead the way.

### **The Beast Within (2/5)**

- Join Nafain's Wolf
- Meet with Nafain's Wolf
- Find Nafain in the Heart of the Moors
- Speak with Nafain
  - (moan of agony)
  - (low moan)
  - What Who who are you?
  - (sniffing) You stink of Donan... but he is nit here. Coward!
  - He fearef Lilith...
  - (snarl) Yes... she put me here.
  - I am beyond saving... all you can do for me is... find the demon... I will help you... go to the north. She is there...
  - (ragged breathing) There is still time to stop here...

**The Path of Rage (3/5)** *Nafain wants me to follow the flow of the corruption into the Untamed Thicket and uncover whatever foulness it feeds within.*

- Follow the flow of corruption into the Untamed Thicket
- Destroy the Unnatural Growths sustaining the blockage at the Untamed Thicket (3x)
- Destroy the Profane Clot blocking the entrance to the Untamed Thicket

**Fangs of Corruption (4/5)** *I've opened the way to the Untamed Thicket. The corruption blood runs thick here. What horrot awaits me at the end of it?*

- Enter the Untamed Thicket
- Find what lies at the end of the corruption
  - Lilith's Mark:
  - Lilith: Under old boughs hangs the heart-fruit, swollen with hatred. Let is burst forth and flood the streams and burrows. In the crimson cradle, let there be born an amalgam of rage. Let its anger ever burn, until it has devoured the whole of this wretched land.
  - *Nafain's blood... it all flows here.*
- Find a way to stop the birth of the Amalgam of Rage
  - Lilith: Come to me, spawn of Hatred. We have tender meat to hunt.
  - *Damn it. Wounded... but nnot dead. Where has that creature gone?*

**Stemming the Flow (5/5)** *I must return to Nafain and tell him of the monster I found feeding and growing on the corruption flowing into the Untamed Thicket.*

- Return to Nafain
- *cutscene*
  - Nafain: (raspy breathing) Did you stop her?
  - *No. She was already gone... and I fear she has taken a piece of you with her. A beast born from your blood.*
  - It's my fault.
  - *What part did you have in this?*
  - A pact with Lilith... to help me destroy the Knights Penitent...
  - *In return for what?*

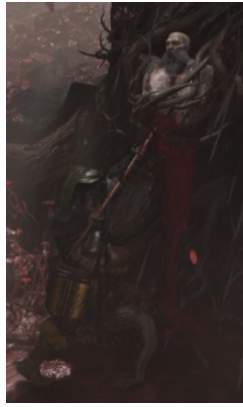


Figure 17: Nafain

- I told her... where Astaroth is hidden... (ragged breath) Eldhaime.
- *Why?*
- In her presence... I lost control. Rage consumed me. (ragged exhale) Only one thing to do now. End the corruption.
- *(grunt)*
- (pained groan)

### Chapter: Ashen Legacy

**Buried Secrets (1/5)** *I should return to Eldhaime Keep and tell Donan of the events surrounding Nafain, Airidah, and Lilith.*

- Return to Eldhaime Keep
- Return to Donan
- Search Eldhaime Keep for survivors
- Talk to Commander Antje
  - *Where is Donan?*

**In Ruins (2/5)** *I discovered Lilith had arrived at Eldhaime before me. The keep is in ruins, but Donan was inside during the attack and may still be alive.*

- Enter Elhaime Ruins
- Find a way to the Great Hall
- Find Donan in the Great Hall
- Speak with Donan
  - Donan: (panting) Light, cleanse these faithful servants of their sin. Bring them peace in death.
- *cutscene*
  - (heavy breathing) Bloody miracle you made it here in one piece. Lilith and that beast tore right through us. Could've killed me too, but she left me untouched. She's toying with me.
  - (grunt) Wants me to—(grunt)—wath her destroy everything I've built. (grunt)... (grunting) Damn it. Did you see Yorin the way you came?
  - *No.*
  - She hasn't won yet. There's still a chance to stop her, but I can't do it alone. (heavy breathing)
  - *I'm with you. Where is she now?*
  - An old chamber beneath the keep. That's... where Astaroth is. I didn't vanquish him like the stories say. I imprisoned him in a soulstone. It was a last resort. I built Eldhaime over the stone to contain its evil.
  - I've spent my life watching over it, keeping it a secret, so Astaroth would never hurt anyone again. Not even my son knows. I'm sorry for hiding this from you before, but I couldn't risk a stranger finding out the truth. (heavy breathing) We should get moving. Follow me. (breathing)
  - If you didn't see Yorin outside... we'll search on the way.

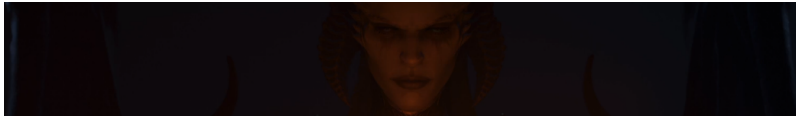


Figure 18: Lilith: “What A Pity”

**Entombed Legacy (3/5)** *I learned Donan and the other heroes did not kill Astaroth as the stories say, but imprisoned him in a soulstone buried beneath Eldhaime Keep. Lilith has also learned the location of the tomb. All we can do is follow and hope we are not too late to stop her from resurrecting Astaroth.*

- Enter Eldhaime Barracks
- Go with Donan through Eldhaime Barracks
  - Donan: We were discussing what happened to Airidah, and then Lilith stormed the keep. I ordered some guards to escort him out of Eldhaime. I should have... stayed with him... One of... Yorin's protectors. The last of my son's guardians. Come. Quickly.
- Go with Donan to the passage
  - Donan: Yorin's mace is here. I told them to get out!
  - *Maybe he and the knights tried to stop Lilith. Could she have taken him elsewhere?*
  - Donan: What possible reason would she have? He means nothing to her. We need to move. The way to Astaroth is through here.
- Escort Donan to Astaroth's tomb
  - *Why is Lilith so eager to find Astaroth?*
  - Donan: I've been asking myself that same question, but I'm as much in the dark about it as you are, I'm afraid. They share a connection, though. And a strong one at that. Astaroth is a guardian of Lilith's father, Mephisto. The Lord of Hatred.
- Go with Donan to the tomb
  - Donan: Here it is. The soulstone chamber. Lilith has what she wanted all this time. She took the stone. No sign of Yorin though. We need to find him.
- Investigate the blood petals
- *cutscene:*
  - Lilith: Mighty Astaroth. The Charred Duke himself... confined to a cage. What a pity.
  - Astaroth: Daughter of Hatred...
  - Lilith: I have an offer. You will grant me safe passage to a place I am no longer welcome.
  - Astaroth: (growls)
  - Lilith: In exchange, I will give you freedom. And more...
  - Yorin: (breathing)
  - Lilith: Donan's progeny. His pride and joy.
  - Yorin: (breathing)
  - Lilith: Your retribution...
  - Yorin: (breathing)
  - Lilith: ...if you give me what I want.
  - Yorin: (choking)
  - Astaroth: (growls) You will have safe passage.
  - Yorin: (moaning and screaming)
- *cutscene ends...*
  - Donan: Was it another vision? Did you see Yorin?
  - *Yes... he... Lilith stabbed him with the soulstone.*
  - Donan: (shaky breath) My son...
  - *I'm sorry, Donan.*
  - (shaky breath) This... this isn't over.
  - *I know what I-*
  - No! There's still time... you have to trust me. Meet me in the Great Hall.
- Speak with Donan
  - *What do we do now?*

**Shadow Over Cerrigar (4/5)** *Donan wants me to meet him in Cerrigar. We must try to stop Astaroth and cling to the hope that we can save Yorin before it is too late.*



Figure 19: Astaroth: Tears became fire

- Join Donan in Cerrigar
- Join Donan outside Lower Cerrigar
- Enter Lower Cerrigar
  - Guard: Come on people! We need to rally!
  - Donan: They're... they're here. Yorin can resist... he's strong...
- *cutscene: Wanderer, Donan, Lilith, Astaroth + Yorin. I have what I came for...*
  - Donan: Yorin? Yorin?
  - Lilith: He has been waiting for you.
  - Donan: Where? Where is he?
  - Lilith: Hm. Come forth.
  - Donan: My boy... Astaroth: He called out for you... wept until his tears became fire.
  - Donan: (shuddering breaths)
  - Lilith: Do as you please, Astaroth. I have what I came for.
  - Donan: (shuddering breaths)
  - Donan: I'm sorry, my son. I'm sorry...



Figure 20: Astaroth

### **As the World Burns (5/5)**

- Defeat Astaroth
- Speak with Donan
- *cutscene* Donan kneels with “his” boy. Gets the stone. Donan says he is sorry.
- Speak with the guard at the gate
  - *It's over. The townsfolk can search for loved ones now. Donan, I... (heavy sigh)... I will leave you in peace.*
- *cutscene* Narrated by Lorath.
  - Guard: Aye. (sigh) A shame about Yorin. Was one of us, you know?
  - Lorath: Lilith and Astaroth had made a deal, and we were the ones who would pay the cost. Our presence was no coincidence. Everything happened exactly as Lilith wanted. We just danced to her music. Donan

was shattered, his mind on grief, not her. Not answers. No one knew what Lilith was truly after, or exactly what Astaroth has promised her. But we needed to recover quickly...and we needed to stop chasing het phantoms.

## Act III: The Making of Monsters

### Chapter: Ked Bardu

**The Spreading Darkness (1/1)** *I should look for Lorath in Ked Bardu and see if he's picked up any leads on the Pale Man.*

- Meet Lorath in Ked Bardu
- Search for Lorath (in Ked Bardu)
  - Villager: The old bastard drank half my stock and left without paying! (groan) Can we never have peace? Shouting and cursing all night... They should run him out of town.
- Speak with Daruuk
  - Lorath: (snoring)
  - Daruuk: Well, he's still breathing...
  - Khelit: He is lucky to be.
  - *What happened here?*
  - That old man there...
  - (snores)
  - He came to town days ago...
  - I see...
  - Who are you...
  - He and I met in the Fractured Peaks...
  - Enough he's yours...
- Rouse Lorath from his slumber
  - *He and I met in the Fractured Peaks. I saw his pale man in a vision, if you can believe it-*
  - Khelit: Enough, he's yours. Just keep away from the bottle, both of you.
  - *cutscene*
  - What do you want?
  - You told me...
  - Of course...
  - Hand me that bottle...
  - What happened to you?
  - I was attacked...
  - (grunt) There may have also been a brawl...
  - Who is the Pale Man?
  - Horadrim
  - You must know him
  - Elias
  - He was the one who brought...
  - What must we do than?
  - Fingure out and kill him.
  - Listen, there's a, uh woman...
  - Could you find her?
- Speak with Teckrin
  - Lorath: Could you find her? Enough time has been wasted. Ugh, check around the inn. Ask if she's heard from the "Orbei Monastery."
  - *Lorath sent me. Have you heard from the Orbei Monastery?*
  - Teckrin: (sigh) No. No word from Orbei. Same as yesterday and the day before, but... I have something else. Rumor has it a pale man passed through the Abahru Canyons some time ago. Fearsome fellow, dressed in black. After Lorath's performance lasst night, I wager he'll want to know.
- Return to update Lorath
  - *Teckrin had no messages, but-*
  - Lorath: Strange. I wrote to the Orbei Monastery the day I arrived. The Abbot should have replied by now...

- *Teckrin spoke of a rumor. A pale man, seen near the canyons.*
- Lorath: The canyons? Why didn't you say so? We go at once! (groan) But we can't leave Orbei unchecked. . . Sod it, I'm off to the canyons. You can meet me there or go to the monastery. You seem reliable, thus far. Do not prove me wrong.

## Chapter: Abahru Rift

**Whittling Sanity (1/1)** *I learned at Ked Bardu that a pale man dressed in black has been seen in Abahru Canyon. If that was Elias, a former Horadrim, I fear what lies ahead.*

- Meet Lorath in Abahru Canyon
- Speak with Lorath in Abahru Canyon
  - *What have you found?*
  - Lorath: I had hoped to find a witnedd sho saw Elias. Instead, I have a camp of dead merchants. They were slaughtered by demons, that much is pain, but none were summoned here. We should search the canyons.
  - *Could Elias have summoned these demons?*
  - Lorath: Easily. And assuming he did, he may still be here.
  - Stay close to me.
- Search for Elias in Abahru Canyon with Lorath
  - Lorath: I hear a stone-carver lives in that house. A man called “Genbar.” It's hidden, isolated. . . perfect for working is solitude.
  - *Reminds meof your house.*
  - Lorath: (scoff)
- Defeath the demons riing from the Hell rift
  - Lorath: They're coming through a Hell Rift! I will close it. Put them down!
- Search the house
  - Lorath: Far too easy. These demons were vermin. I'd expect more from a mage of Elias' ability. . . Let's search the house. Tread carefully, Elias could still be close. See what you can find.

*We have discovered a strange house in Abahru Canyon that appears untouched by demons, but no sign of any survivors. I doubt we will find any. What happened here? Whose house was this?*

- Help Lorath search for clues in the Carver's House
  - Genbar's Journal: *Today, Master Elias called at my door. I had trouble with my words, so I showed him my carvings. He said he could see my pain in them. The pain of a lonely man who had learned to hate te world, ,and yet. . . Our Mother, Lilith, found me beautiful. He said there are others like me as well, and together, we will build the new world.*
  - Lorath: (sigh) What a damned mess. . .
- Speak with Lorath
  - *Here's what I've found.*
  - Lorath: Burning Hells! We're too late. Elias is long gone. This “Genbar” is our summoner.
  - *How can you be certain?*
  - Lorath: Isn't it obvious? Elias finds Genbar alone, friendless, full of anger. . .so he plays him like a fiddle. Offers him Lilith's love and a part in his grand delusion. Then, he gives him tools to express his anger. Who knows how long Genbar has stewed in this madness. . . Let's hope he can still be questioned.
  - Summoning scrolls
- Find Genbar
  - Genbar: Oh Mother, thank you for opening my eyes. Your hatred fills my heart—I cannot stop my hands from working!
  - Lorath: Genbar, you poor fool. . .
  - Genbar: Thank you for sending Master Elias to show me the way. I long for the day when we stand by your side. . .and set the cleansing fire.
- Speak with Genbar
  - *Genbar. . .*
  - Genbar: Visitors. . .? Did Master Elias send you?
  - Lorath: “Master Elias”. . .well. . .yes, in fact, he did. Ours is a very important mission. We have something for the Master, but we had heard he was with you. Do you know where he is?



- Genbar: Liar! Dirty, pigs-born liar! The Master has all he needs!
- Defeat Genbar, the Shrine-Keeper
  - Genbar: Rise now, my wretches! To me! Ahh, Master Elias, hear me! Your enemies are here!
  - Elias: Lorath Nahr... I have waited a very long time for this. I have a gift for you.
- Speak with Lorath
  - *What happens now?*
  - Lorath: Bad news first
  - Taught
  - And
  - (scoffs)
  - This
  - If
  - I

## Chapter: Orbei Monastery

**Suffering Disquit (1/1)** *Lorath has sent me to Orbei Monastery to speak with the Abbot, who may have more to share about the reasons Elias would have come to Dry Steppes.*

- Travel to the Orbei Monasteru to speak with the Abbot
- Enter the Orbei Monastery Halls and search for the Abbot
  - Message from the Abbot: *Lorath Nahr...*
- Search for the Abbot of the Monastery
  - Orbei Scholar: *The Horadrim Elias...*
- Search the dead for a key
- Pick up the Crusader Skull
- Place the Crusader Skull on the Pedestal
- Search the Abbot of the monastery
  - Abbot of Orbei says: *Critics..*
- Speak with the Raving Monk
  - *Are you wounded? Where is the Abbot?*
  - The Abbot
  - Shh
  - There is no way out
  - Unto
  - We must
- Fight off the Vengeful Spirits
- Search for the Abbot of the Monastery
- Find the words of the Secret Litanies to gain access to the inner cloister (3x)
- Recite the litany and remove the seal on the doors
  - *From*
  - ...
  - Unto
- Speak with the Abbot of Orbei
  - *Abbot! We need to leave, now!*
  - No
  - Where
  - Gone
  - He is going
  - My scholars
- Slay
  - Elias: *The whole of human knowledge shall...*

## Chapter: City of Blood and Dust

### A Moment to Collect (1/5)

- Meet with Lorath in Ked Bardu

- *The Abbot and his scholars were murdered by Elias.*
- What
- Scrolls
- He
- We
- Elias
- Come
- Join Lorath for the autopsy
  - *Let's begin.*
  - *cutscene*
  - The answer lies...
  - Elias would
  - That's some
  - We should
  - This is wrong
  - Ah, this medlian
  - Obviously
  - That's enough
  - The dead
  - The dead may be worthless
  - Fine

### **Brought Low (2/5)**

- Meet Lorath at Gullrahn
- Meet Lorath at the Hidden Overlook
  - Khenbish: Oh, she's gone. I can't believe it. Ahh, thought I had her tied up good to that tree.
  - *I'm here Lorath.*
  - *cutscene*
  - Lorath: Good of you to come. Pity you didn't bring an army. Or siegeworks.
  - *Elias is here?*
  - Gone to the palace, no doubt. Behin the High Wall with the gates barred behind him. We can't get through.
  - Zolaya: You know who can?
  - Lorath: Zolaya!
  - Zolaya: (scoff) How many messages did I send, huh? How long has Oyuun been missing, trapped in there with those butchers? She may be the only one left who knows of the tunnel!
  - Lorath: If she's still alive. If this tunnel exists at all.
  - Zolaya: (scoff) You don't trust me.
  - Lorath: Of course not, you're a thief. Useful years ago, true, but it's clear you have some other reason to seek this "Oyuun".
  - Zolaya: (scoff) Not your business.
  - *If I were to look for Oyuun, where would I start?*
  - Zolaya: She has a house in the Market Square. We were supposed to meet there before, but I couldn't get close.
  - Lorath: Try to come back alive.
- *cutscene ends*
  - Lorath: Not convinced this Oyuun is worth the risk, but perhaps you'll prove me wrong.
  - Zolaya: Have a little faith for once, old man.

### **The City of Blood and Dust (3/5)**

- Enter Guulrahn and search for Oyuun
- Find the Market Square
- Search for Oyuun in the Market Square
- Speak to the villager
  - Have

- I
- But
- Why
- Find the prison
- Find a way into the city's prison
- Search the Prison for Oyuun
- Slay Akil...
- Pick up the (blue) Guulrahn Prison Key
- Open Oyuun's cell
- Speak with Oyuun
  - You
  - Your
  - She
  - You'll
  - I know
- Find the secret path with Oyuun
- Destroy the weak wall
- Find the exit and escape the prison with Oyuun

**Small Blessings (4/5)** *We have escaped the darkness of the prisons and emerged into the harsh sunlight of the Steppes. I should escort Oyuun back to camp before we discuss the next steps of our plan to enter the Tyrant's palace.*

- Speak with Oyuun
  - *Are you ready?*
  - Yes
- Escort Oyuun to Zolaya
  - Zolaya: Shhh, it's safe now... nothing will get you up here...
  - Oyuun: She's really here...
- Speak with Oyuun
  - *cutscene*
  - Oyuun: Zolaya!
  - Zolaya: Oyuun? Ohh, you've come back to me!
  - Oyuun: You waited... kept yourself in danger.
  - Zolaya: Oh, you stubborn cow, of course I waited! Where would I go without you to tell me?
  - Oyuun: Anywhere away from here.
  - Lorath: (sniff) Yes, well... you're a lucky fool, I'll give you that.
  - Zolaya: Ah, Lorath here sent this one to find you. They need your help getting into the palace.
  - Oyuun: (breath) There's an old escape tunnel. The entrance is in the caverns nearby, behind an alcove marked with the Overseer's Cross. Twin sabres joined at the hilt. Press the left pommel to open the way.
  - Lorath: Caverns... hmm, could be worse.
  - Oyuun: Wanderer? Thank you. Take care of yourself.
  - Zolaya: (clicking) Let's go! Hyah!
  - Lorath: I think that was the merchant's horse. Best not tell him.
- Speak with Lorath
  - You know
  - But

### **Whispers from the Past (4/5)**

- Speak to Lorath at the entrance of the Offal Pits
  - While
  - He
  - Meaning
  - Whats
  - Duriel
  - Whichever
  - Our

- Enter the Offal Pits
- Find the entrance to the old escape tunnel with Lorath
- Speak with Lorath
  - Twin
- Discover a way into the palace
- Eavesdrop through the wall
  - Why
  - And you will
  - What
  - You
  - What
  - Elias
  - I want
  - Certainly
- Enter the Bowels of the Palace
- Search for Elias within the Tyrant's Court
- Slay Mother's Judgment
- Inspect the ward of sealing
- Enter Elias' Sanctum with Lorath
- Search for information on Elias' ritual
  - Elias: *The prophecy is unfolding... Our rebirth begins here... If more must die...*
- Discuss your finding with Lorath
  - *Here is what I found.*
  - Andariel, chained
  - This
  - Quite
  - When
  - I didn't
  - Now
  - Yes
  - Now
- Speak with Lorath outside
  - Should

## Chapter: Volcano

### Through The Dark Glass (1/3)

- Find a way into the Temple of the Primes
- Speak with Lorath at Mt. Civo
  - *What is our next step?*
  - Somewhere
  - Elias
  - Only
  - Yes. But
  - If it is
  - Baal's shrine is close. We'll start there.
- Bring Lorath to Baal's shrine
- Gain the blessing of destruction
  - Baal
  - Speak
  - Tor
  - Two
- Bring Lorath to Diablo's shrine
- Gain the Blessing of Terror
  - Diablo. Lord of Terror
  - Speak

- Al'Diabolos.
- Bring Lorath to Mephisto's shrine
- Speak to Lorath
  - Mephisto
  - You
  - I
  - See
  - I told
  - So be it.
- Gain the Blessing of Hatred
  - *Dul'Mephistos*
- Enter the fiery portal
- Speak to the Bloodied wolf
  - ah
  - mephisto
  - yes
  - that
  - his
  - once
- Destroy the Barbarian defenses & Slay Gorm
- Speak to the Herald of Mephisto
  - well
  - i didn't
  - yes, i have had
  - my essence
  - you
  - all i have done
  - take
  - (pained groan)
  - *who were*
  - the victims
  - i had no part
- Leave the Vision of Sescheron
- Speak with Lorath
- door can be opened, but you cannot enter (rec) And after the story continues, the door is shut again...
  - *I received the final blessing.*
  - what
  - i saw
  - hm. mephisto
  - its
  - what?
  - we all
  - we don't
  - clear

### Descent Into Flame (2/3)

- Enter the Temple of the Primes with Lorath
- Find the ritual location with Lorath
- Slay Malach
- Find the ritual location with Lorath
- Speak to Lorath
  - We are too late. The ritual is underway. I will deal with Elias myself. Stay to the shadows.
  - *Cutsce:*
  - Tyrant King Bro: (exhale)
  - Cultist: (gurgling)
  - Lorath: Dammit, Elias... I warned you not to walk this path... (grunts)

- Elias: Lorath. Have you-
- Lorath: (gasp)
- Mysterious woman: (screams) (breathing)
- Lorath: Please! Come with me!
- Tyrant King Brol: (growls) (battle cry)
- Defeat/slay Brol

### Loose Threads (3/3)

- Speak with the mysterious woman
  - ahh
  - you
  - i... oh... hear
  - Andariel
  - who
  - T...
  - I am
  - horadrim
  - if he
  - i came
  - if he
  - refuge?
  - he has a palace
- Speak with Lorath
  - *How do we find this palace?*
  - We should
  - Let
  - You
  - You

### Chapter: Elias' Palace

#### Oasis of Memories (1/5)

- Meet with Lorath and Taissa in Tarsarak
- Speak with Lorath
  - *Have you learned anything about Elias's palace?*
  - Just
  - One
  - Taissa
  - (breathing)
  - I
  - Look
- Search Tarsarak for a guide
  - @Mahjoob: *I'm looking for a guide to help me pass through the horthern storm.*
  - Hmph.
  - @Abdus: *I need a guide to get through the sandstorm to the north.*
  - Hah
  - @Nadja: *Will you guide me through the sandstorm to the north?*
  - Are
  - ewait
  - what
  - but
  - he
- Meet up with Lorath
  - *I know where to find a guide. Where is Taissa?*
  - found
  - is

- safer
- Travel to tge Argentek Riverbank
- Find the drug den entrance
- Enter the back room and search for the old man
- Speak witg tge Strange Old Man
  - *Wake up.*
  - enh?
  - we’re
  - hmm
  - horadrim?
  - yes
  - no, deckard
  - sandstorm
  - Well, what can a sorcerer do to
  - Good.
  - Ah!

**Flesh from Bone (2/5)** *Meshif is an odd character, but claims to know his way through the sandstorm. He refers to Lorath as “Deckard” and breaks from thought to reminisce on the past. If anything, the journey ahead will not be without entertainment.*

- Meet Lorath and Meshif at the Forsaken Chapel
- Speak with Lorath
  - *Is eveyone ready?*
  - i
  - Every
  - But...
  - It
  - No
- Speak with Meshif
  - *Are you prepared?*
  - (crackling) Are you? I hope you’ve lined your pockets with healing draughts! If not, help yourself to the ones I keep on ol’ Isabella here.
  - Storm’s going to get worse too, I can smell it. When it starts to kick up, we’ll have to find something to shelter us, or there’ll be nothing left of us but bones and stories.
  - Meet Meshif outside of the storm
- Check on Meshif
  - *Why have you stopped here?*
  - Meshif: Ah, Deckard, do you remember the smell of the salt air on the ocean? No shade or devil could stand in our way! Been all across this world since then. Seen things you wouldn’t believe, but it was never quite the same. Wandering without direction...it was just...waiting...
- Follow Meshif through the storm
- Follow Meshif to cover
- Wait out the severe winds
  - Lorath: Aye, it’s important to have something to walk towards.
  - Meshif: One foot in front of the other, eh, old friend? If we stop walking, we die!
  - Meshif: Sounds like the winds have calmed.
- Speak with Meshif to continue the journey
- Follow Meshif through the sandstorm
- Follow Meshif to cover
  - We must go back for the pipe.
- Wait out the severe winds
- Speak with Meshif to continue the journey
- Follow Meshif throught the sandstorm
- Protect...
- Follow Meshif through the sandstorm
- Wait out the severe winds

- Speak with Meshif to continue the journey
  - Meshif: Stay close.
- Follow Meshif through the sandstorm
  - Meshif: Eh? That wasn't half as dangerous as the others made it seem!

**Beneath the Mask (3/5)** *With Meshif's assistance, we've found Elias' palace beyond the sandstorm. If the fallen Horadrim hides within, we will be sure to find him and put an end his schemes.*

- Speak with Meshif
  - Meshif: Look at this! To think such an intriguing place was hidden beyond the storm. Lorath: A relic from the days of old Kehjistan maybe. Lost to time until Elias seized it.
  - Meshif: It must hold some treasure, eh?
  - Lorath: Meshif. Don't move. Don't speak to anyone. There is great danger lurking here.
  - Meshif: You've grown fearful in your old age, my friend! But worry not, I will stay put.
- Find the entrance to the Exalted Terrace with Lorath
  - You there. Wait.
- Speak to the noble
  - I
  - We
  - Ah
  - You
  - She was here?
  - Oh, it

### Piercing the Veil (4/5)

- Enter the Exalted Terrace
- Find Elias within the Exalted Terrace
  - Elias; Gospel of the Mother: *In the mountains... But in her presence...*
- Speak to the noble
  - Go
  - But
  - Don't
- Bring Lorath to Elias
- Confront Elias with Lorath
  - been
  - you
  - you're
  - i will
- Slay Elias
  - Elias: You should have stayed in that little cabin, hoarding your regrets. I am beyond you.
  - Lorath: We should find the Sightless Eye while we still have time. We can't leave it with these fanatics.
  - *Hold on. I see something. Blood petals.*
- Investigate the Blood Petals
- *cutscene*
  - Monk: (breathing, screaming)
  - Lilith: Mephisto. Diablo. Baal.
  - Monk: (groaning in agony)
  - Lilith: The ruination of Sanctuary is imminent. And yet you doubt.
  - Elias: Only zealots and fools are completely certain, Mother. If we are to be saved, it will be by your hand.
  - Lilith: I have not come to save, but to empower. In my shadow, the strong will oppose the might of Hell itself.
  - Monk: (death screams)
  - Lilith: Let the weak fend for themselves.
  - Elias: Andariel lives. The Horadrim die.
  - Lilith: Whatever the cost.



- Elias: Whatever the cost.
- *cutscene ends*
- *I had another vision. Lilith thinks the Prime Evils will destroy Sanctuary, and she's empowering to stand against them.*
- Lorath: That's why she and Elias are gathering followers. They're building a bloody army.
- Elias: Yes, Lorath. The Lords of Hell threaten our existence, and we are doing something about it.
- Lorath: Elias? How are you still alive?
- Elias: You will never understand what I have done for this world.
- Slay Elias
  - Elias: You cannot kill me.
  - Lorath: Why won't that bastard die? We can't keep bashing our heads against him like this—he'll wear us down. We need to escape, but... not without the Sightless Eye. If we can take it, that'll rbo him of some power, at least.
- Find the Sightless Eye
  - Gospel of the Mother: *But in her presence...*
- Slay Elias
  - Elias: Gospel of the Mother: *She took me... And in her eyes I saw a new world...*
- Find the Sightless Eye
- Slay Elias
- Speak to Lorath
  - here
  - meshif
  - that
- Escape out of the window
  - Elias: Gospel of the Mother: *The Mother sat with me at the fire and opened my mind... Once, we were the lambs and demons were the wolves...*

## Exhumed Relics (5/5)

- Speak with Meshif
  - Oh it's a shame
  - skewered
  - aye
  - so
  - the'll be coming
  - i'm
- Meet Lorath at the Forsaken Chapel
  - did
  - more
  - hmm
  - so
  - but
  - a
  - and dangerous
  - perhaps
  - *cutscene* judge them. preached while standing on corpses. The Wanderer! Resisted. Keep the evil at bay.

## Chapter: Prying the Eye

### Prying the Eye (1/6)

- Speak with Taissa
  - *Feeling better, Taissa?*
  - I
  - Better
  - Lilith
  - Mm
  - And

- A
- And
- Bring the Sightless Eye to the pedestal
- Gaze into the Sightless Eye
  - *cutscene Lilith and Elias. Fathers essence is reforming. I feel it. He is still weak. I must strike. Make his power yours. Lilith feels presence.*
  - Mephisto
  - so
  - all
  - think
  - if
  - but
  - deliver
  - he'll

### A Master's Touch (2/6)

- Meet Donan at the Cathedral of Light
- Speak with Donan the Elder
  - *I have a letter for you, Donan.*
  - good
  - its
  - wonder
  - mutt
  - what?
  - what
  - he
  - it's
  - can
  - certainly
  - lorath
  - then
  - go

### Lost Arts (3/6)

- Enter the Horadric Vault at Mistral Woods
- Enter the Horadric Vault
- Speak with Donan
  - *Have you found your things?*
  - havent
  - its
  - you
  - it
- Open the study door
- Speak with Neyrelle
  - *cutscene watch, who is he. trespassing. Explain, conducting research. You have a teacher. Lorath? I dont need A teacher. Lilith threatens. I need to prepare. You? Against Lilith? I came to get my things.*
- Follow Donan
  - Note: Manifestiations of the Prime Evils: *The Prime Evils... When weakened...*
- Bring Donan to his desks
- Guard Donan
- Bring Donan his desks
- Clear out the spiders
- Bring Donan to his desks
  - Donan: *Lilith hails... I kept a map...*
- Bring Donan to his desks

- Speak with Donan
  - *Is that your Horadric amulet on the table?*
  - yes
  - i
  - and
  - i
  - donan
  - you don't understand...
  - what
  - who
  - yes
  - hmm
  - ah
  - i can try
- Return to the study
- Speak with Neyrelle
  - *Neyrelle. What have you been up to?*
  - this
  - yiu're
  - she's
  - mine
  - have
  - on the road?
  - i'm
  - and don't
  - that's
  - but
  - it was

### A Meeting of the Minds (4/6)

- Meet with your allies at the Forsaken Chapel
- Speak with Neyrelle
  - *What's going on?*
  - i'm
  - the bones
  - preparing
  - who
  - no
  - but
  - soulstones
  - you
  - the
  - taissa
  - i'll find her
- Look for Taissa
- Speak with Neyrelle
  - *cutscene*
  - Elias: Your fumbling in the Eye les me right to your little camp.
  - *You... If you hurt her.*
  - Elias: Hurt her? I elevated her! The runes inked into her skin form a waypoint. She is a beacon across realms. (hmph)
  - *Get her out of here!*
  - Neyrelle: (struggling)
  - Elias: It matters not. Her part is done. Your part is done too. Savor your breath while it lasts.
- Defeat Andariel

## Anguish Incarnate (5/6)

- Defeat Andariel

## Eye of the Storm (6/6)

- Check on your companions
- Speak with Lorath
  - *Elias summoned Andariel.*
  - bloody
  - elias
  - keep
  - yes
  - and welis
  - he fled
  - before
  - i have
  - i thought
  - finding
  - and
  - damn it.
  - it
  - ah
- Speak with Lorath
  - *The others are ready.*
  - Lorath: Listen. I didn't mention it earlier, but, err. . . you did well. You stood against Andariel, a Lesser Evil, and lived. That's no ordinary feat. But don't let it go to your head. The arrogant and foolhardy never last long in Hawezar.
  - *cutscene*
  - Lorath: I wonder what old Deckard Cain would have written in his chronicles if he had seen us. Two old friends reunited. New allies eager to learn from our vast knowledge. Bound as one against the encroaching darkness, like the Horadrim of old. They were probably lost and bitter just like us, but Cain had a gift for seeing the good in people. One thing was certain, at least: Lilith meant to devour Mephisto and claim his power as her own. Had that been her goal all along? Not Sanctuary, but a bid to reign in Hell? And Elias, the damn fool, was too blind to see it. Perhaps we weren't perfect, but we knew we had to make a stand. We were the world's only hope.

## Act IV: ???

### Chapter: Zarbinzet

#### The Path Divided (1/1)

- Meet your allies in Zarbinzet
- Speak with Taissa
  - *How are we going to stop Elias?*
  - we
  - yes
  - seek
  - neyrelle
  - what
- Speak with Donan
  - *Will you journey with Lorath and Neyrelle into the swamp?*
  - i
  - northeast
  - i

## Chapter: Echo of the Hatred

### Secrets of the Zakarum (1/2)

- Meet with Donan
- Speak with Donan
  - do
  - it's
  - i'm
- Find a way into the Zakarum Keep
- Scale the damaged Keep wall
- Raide the portcullis
- Speak with Donan
  - you're
- Follow Donan
- Speak with Donan
  - wolf
  - do
- Let Donan open the door

### Entombed Hatred (2/2)

- Enter the Foul Undercrypts
- Search the Foul Undercrypts
- Slay...
- Break the Warded Door
- Accompany Donan to the Black Tomb of Sankekur
- Speak with Donan
  - whatever
- Protect Donan
- Destroy the Manifestation of Hate
- Speak with Donan
  - *Did it work?*
  - come
  - oh
  - do
  - we'll
  - there's

## Chapter: Mending the Stone

### Swamp Hospitality (1/5)

- Find Donan in Wejinhani
- Speak with Donan
  - *Is there a problem?*
  - the
  - we're
  - there
  - if
- Accompany Donan to the tower
- Speak with Taissa
  - *Taissa, we need your help repairing the soulstone.*
  - and
  - well
  - we do.
  - i
  - hmm
  - you

### Witch of the Wastes (2/5)

- Find Valtha in the Cinder Wastes
- Search Valtha's Hovel for Purified Quicksilver
- Speak with Valtha
  - *Valtha? Taissa sent me to get your help.*
  - Taissa
  - in
- Slay Valtha
- Collect the (blue) Vial of Purified Quicksilver
- Bring Donan the (blue) Vial of Purified Quicksilver
- Place the (blue) Vial of Purified Quicksilver on the table
- Speak with Taissa
  - *I've met Valtha.*
  - and
  - valtha
  - that
  - it
  - sigh valtha
- Help Donan fix (message disappears too quickly...)

### Encumbered Mind (3/5)

- Mix the Quicksilver with other liquids
- Turn the Wheel three rotations
- Grind the sulfur
- Observe Donan
- Follow Taissa
  - he
  - what
  - we
  - why
  - everyone
  - horadrim
  - what
  - i

### The Cage of Grief (4/5)

- Accompany your allies to the Hungering Swamp
- Bring Taissa and Donan to the ritual site
- Speak with Taissa
  - *Taissa, what are we doing here?*
  - valtha
  - who
  - and
  - i...
  - where
  - while
- Collect (blue) Maggot Queen Ichor & Collect a (blue) Yellow Lotus
- Slay Maggots
- Slay Maggots to draw out the Maggot Queen
- Return to the ritual site
- Place the (blue) Maggot Queen Ichor into the boiling pot & Place the (blue) Yellow Lotus into the boiling pot
- Speak with Taissa in the Hungering Swamp
  - do
  - then
- Ignite Swamp Incense (green) (3)

- Speak with Taissa
  - *cutscene*
  - Donan: (groans, gasps, breaths)
  - Yorin: Oh no! They're coming! Father... I will, don't worry...
  - Donan: (gasp)
  - Yorin: Father
  - Donan: Yorin? My son? How... how is it possible...? My son... please come back to me... come back... I shouldn't have let you go... I should have said no! Should have kept you with me at Eldhaime...
  - Yorin: Why did you let me go?
  - Donan: I don't know. I... the look on your face... you were ready... (deep breath)... you needed to go...
  - Yorin: I did. And I do again.
  - Donan: Stop. Just... just... (sobs)
  - Yorin: Father. I'm ready.
  - Donan: (sobbing)
  - *cutscene ends*
  - *What? A portal... Mephisto. What does that fiend want from me, now of all times?*
- Enter the Fiery Portal
- Follow the Herald of Hatred
- Speak with the Herald of Hatred (Mephisto; Lord of Hatred)
  - I
  - my
- Follow the Herald of Hatred
- Speak with the Herald of Hatred
- Exit the Fiery Portal

## One Step Forward (5/5)

- Speak with Taissa
  - *How is he?*
  - i
  - yours
  - yes
- Speak with Donan
  - let
  - Mix the Quicksilver in the pot.
- Mix the Quicksilver with other liquids
- Turn the wheel two rotations
- Grind the sulfur
- Speak with Donan
  - *cutscene*
  - Donan: (inhales and grunts) Mallet. Speaking Horadric. (straining) Sulfur. Careful! Now stand back. (speaking Horadric and grunts) ... (labored breathing)
  - *Is it done?*
  - Taissa: Was it so easy, then?
  - Donan: You have no idea the toll of such a thing. No idea what one must face... overcome... to perform this act of magic.
  - Taissa: Perhaps not, but still...
  - *ENOUGH. It is done. Let us not tarry.*
  - Donan: Yes. We have our task at Zakarum Keep. Let's finish this.

## Act V: Secrets Bartered, Fates Sold

### Chapter: Following Whispers

**Tainted Flesh (1/7)** *Taissa has sent Lorath and Neyrelle deep into the marshes to look for someone named Timue. Hopefully she can help us break Elias' immortality.*

- Find Lorath and Neyrelle

- Speak with Lorath
  - *Any luck finding Timue?*
  - another
- Search for Timue with your allies
- Enter Timue's Hovel
- Speak with Timue
  - *We're hunting a man named Elias.*
  - never
  - we
  - taissa
  - we
  - one of you
  - i saw
  - so
  - if
  - there
  - a sacred

### Wrack & Ruin (2/7)

- Find the town of Yngovani
- Find the temple in Yngovani
  - Note: *These bandits... We have... But now... They don't...*
- Investigate the engraved stone door
  - *The door...*
- Find the (blue) Serpent's Left Eye & Find the (blue) Serpent's Right Eye
- Search the cylist corpses
- Collect and Return the Serpent's Right Eye
- Slay the Serpents
- Speak with the survivor
  - *What happened to you?*
  - the villagers
  - but
- Collect & Return the (blue) Serpent's Left Eye

### Cold Blood (3/7)

- Search the Slithering Dark
  - Writings: *Every... All things...*
  - Writings: *It is... We do not...*
- Open the Incense Box
- Slay Moh.onsnake QUEEN
- Collect the (blue) Mystic Incense
- Bring the (blue) Mystic Incense to Lorath in Yngovani
  - *I think I have what we need.*
  - good
  - while
  - neyrelle
  - she

### Judgement of the Swamp (4/7)

- Catch up to Lorath and Neyrelle
  - But WHY...
  - We weren't...
- Speak with Neyrelle
  - *What do we do now?*
  - the



– i

- Follow Lorath
- Slay the Nangari
- Light the Incense
  - *cutscene*
  - Neyrelle: What now?
  - Lorath: We wait for the path to appear. (groans and mumbles)
  - Neyrelle: Hey. Come on. Wake up.
  - Lorath and you: (groan)
  - Neyrelle: I think it worked.
  - *cutscene ends*
  - Lorath: How long were we out?
  - Neyrelle: I don't know, but... I see something.

### **The Serpentine Path (5/7)**

- Follow Neyrelle
- Speak with Neyrelle
  - *You can see it too?*
  - this
  - serpent
  - you
  - no
  - oh...
- Follow the serpent with your allies
  - Strange Voice: Strange whispers.
- Survive the ambush
- Reach Neyrelle
- Escape the Sinking Detritus
  - Strange voice: Strange Whispers

### **Dirge of the Mire (6/7)**

- Speak with Neyrelle
  - *Something wrong?*
  - can
  - its
  - strange voice: he hears us...
  - strange voice: the old man...
- Follow the serpent with your allies
- Find a way through the mire
  - strange voice
- Follow the serpent with your allies
- Destroy the dead trees
- Follow your allies into the Voiceless Grove
- Destroy the wailing soul
- Slay all enemies
  - Strange voice: So many...
  - Shut up. You aren't real...
  - Strange voice: An old drunk...
  - Strange voice: To get... Not yet...
- Follow Neyrelle

### **The Slow, Beating Heart (7/7)**

- Speak with Neyrelle
  - *We made it...*
  - i

- i
- Follow the serpent with your allies
- Follow your allies across the serpent
- Speak with the Tree of Whispers
  - *cutscene* Why have you come? After a man, Elias. Slippery one. Owes the tree. Escape payment. Hmm, he sought the way to summon Lilith. Claim his head. Seek a coffin beyond the wrecks. Find out what lingers there... For the tree knows not.
- Speak with Lorath
  - Where do we go from here?
  - if
  - we'll

## Chapter: Sunken Temple

### A Cold and Lifeless Shore (1/4)

- Rejoin Lorath & Neyrelle on the way to the eastern shore
- Rejoin Lorath & Neyrelle
- Speak with Lorath
  - Yes. It's time you told us what happened between you and Elias.
  - the
  - prophecies
  - and
  - you
  - tried
  - let's
- Search the wrecks with your allies
- Speak with Neyrelle
  - Any sign of it
- Search for the coffin beyond the wrecks with your allies
- Open the door
- Help Neyrelle
  - *cutscene* Neyrelle's arm! Lorath takes it.
- Reach the coffin
  - Voice of the trees
- *cutscene* Voice of the tree...

### Picking Through the Bones (2/4)

- Search for the coffin beyond the wrecks with your allies
- Reach the coffin
  - Voice of the Tree: Close... you're getting close... The edge of our sight... the limit of our knowledge...

### Beneath the Wine-Dark Sea (3/4)

- Uncover Elias' secret within the temple
  - rathma
  - elias'
- Dispel the remaining Echoes of Elias
  - every
  - the
  - staircase
  - when
  - rathma
  - for
  - lilith
  - she
  - the daughter of hatred. i cannot say...

- but the question
- i must
- rathma
- Search for the secret of Elias’ ritual
- Collect (blue) Elias’ Mummified Finger
- Escape...

### **Fragments of Mortality (4/4)**

- Speak with Lorath
  - *How did I get here?*
  - I
  - i’m
  - temple
  - what
  - he
  - Burn it.
- Burn Elias’ Mummified Finger
- Speak with Neyrelle
  - *Neyrelle?*
  - it
  - you’ll
  - you’re going
  - do
  - no
  - then
  - it

### **Chapter: On the Precipice**

#### **On the Precipice (1/3)**

- Rejoin your allies at the Zakarum Keep
- Speak with Donan
  - *Are we ready for this?*
  - as
  - as
  - i
- Follow Donan into the Black Tomb of Sankekur
- Speak with Donan
  - *We’re all here. What happens now?*
  - right
  - follow
  - oh
  - focus
- Follow Taissa
  - Taissa: The Tree demands that you pay, and so do I!
  - Elias: I will set your “Tree” afire and cast your corpse upon the flames. I owe no one but the Mother.
- Slay Elias
  - *cutsene* how many times... you have no secrets...

#### **Knee-Deep in Filth (2/3)**

- Catch up to Taissa
- Speak with Taissa
  - *Where is Elias?*
  - i
  - horadrim

- hes
- at
- Track Elias with Taissa through the Plaguemarsh
- Speak with Lorath
  - *cutscene* Speak with him. Was all this worth it? I brought Lilith to Sanctuary. You have nothing to show for it. It suits you. It is time to let go. Fly away little head.
- Speak with Taissa
  - *What happens now?*
  - voices
  - ahh
  - leaving
  - i
  - this
  - take
  - she
  - ive
  - and
  - elias
  - but
  - lorath
  - what
  - the
  - brother

### A Chorus of Voices (3/3)

- Catch up to Lorath at the Tree of Whispers
- Speak with Lorath
  - *Lorath, what have you done?*
  - lilith
  - worth
  - and
  - while
  - where
  - under
  - surely
  - none
  - it
  - and
  - we
  - the
  - not
  - we
  - laughs
- *cutscene* Made a right choice? Strike at Lilith. Show no mercy. Before Inarius.

## Act VI: Dance of the Makers

### Chapter: A Righteous Crusade

#### Evil Stirs in Kehjistan (1/5)

- Meet with Horadrim in Tarsarak
- Meet with Horadrim in Parched Wanderer Inn in Tarsarak
- Speak with Neyrelle
  - *Neyrelle, where are the others?*
  - lorath
  - but

- can
- you
- do
- more
- i
- does
- it
- thank
- we

### The Jewel of the East (2/5)

- Join your allies in the search for Lilith in Caldeum
- Speak with the Horadrim in Caldeum Bazaar
  - *I'm ready.*
  - at
  - is
  - yes
  - if
- Search for Lilith
- Follow Inarius
- Find Inarius with you allies
- Slay the demons attacking Prava
- Open the gate
  - *cutscene* Inarius, we march on hell. The angels don't need you. The hubris. The worldstone. Lilith dies by my blade. Prophecy has foretold it.

### The Scouring of Caldeum (3/5)

- Speak with Lorath
  - *What do we do now?*
  - same
  - hm
- Open the alley gate
- Search for the Gates of Hell
- Slay the demons attacking Prava
- Speak with Prava
  - *cutscene* Donan, you've come back to us. He seized our soulstone. Will of the Light. How can you doubt us? Stand down brethren. Sin reaps consequence. We want to stop Lilith. Inarius awaits us at the mouth of Hell.
- Tell Prava you are ready
  - *We seek the Hell gate too.*
  - unnece
  - but
  - wa
  - as
  - lorath
  - hark
- Escort your allies through Caldeum
- Kill demons attacking from above
- Slay the Demon Commander
- Rejoin your allies
- Speak with Lorath
  - we
  - yes
  - for
  - above

- Open the gate

### **The Walls Shake (4/5)**

- Find the way into the Imperial Palace
- Defeat Duriel

### **Turning the Tide (5/5)**

- Search for your allies in the Imperial Palace
- Descend to the Gates of Hell with your allies
  - *Then it's up to me to stop her. Right?*
- Follow Neyrelle...
- Speak to Lorath
  - *I'm ready.*
  - we
  - across
  - and
  - enough
  - then
- Inspect Blood Petals
  - *cutscene* Lilith senses fear and walks through the door
- Speak with Neyrelle
  - *Lilith. She hungers for her father's power.*
  - wheter
  - we
  - lets

## **Chapter: The Burning Hells**

### **Essence of Hatred (1/5)**

- Join your Horadrim allies in the Burning Hells
- Join your Horadrim allies
- Search for Inarius' army with your allies
- Bring your allies to the Burning Overpass
- Defend your allies from the attackers
- Kill remaining demons
- Investigate the Burning Overpass
- Wait for your Horadrim allies to join you
- Move the body of Reverend Mother Prava
- Speak to Reverend Mother Prava
  - *Where is Inarius?*
  - in
  - salvation
  - not
  - brother
  - you
  - and a thief
  - you
  - inarius
  - you
  - insolent
  - leave
  - is
  - what
  - i
  - drink

### In Desolation's Wake (2/5)

- Speak to Donan
  - *Should we press on?*
  - yes
  - stick
- Escort your allies through the Realm of Hatred
- Defeat the ambushers in the Burning Hells
- Speak to Lorath
  - more
  - ill clear the way
- Guide your allies through the Twisted Pathway
- Defeat the demons
- Kill remaining demons
- Follow Lorath
  - *Speak to Lorath.*
  - you
  - ha
  - it's
  - oh
  - ah
  - prepare
- Defeat Ashava

### Light Extinguished (3/5)

- Speak to Lorath
  - bloody
  - lorath
  - just catching my breath
  - i see the spire up ahead come on
- Follow your allies to the Spire of Torment
- Investigate the Spire of Torment
  - Donan: Any sign of Lilith or Inarius?
  - *Lilith was here. I see the blood petals.*
- Inspect the blood petals
  - *cutscene* Lava... Smoldering foot... Reverend Mother Prava... Inarius, bright light... May we fight true, in His holy name... Blessed be the Light. Lilith stands there. Inarius comes down. A spear is thrown. A head is pinched. Do you remember them, Inarius? Words will not save you. Show yourself. You deceived me. Rightful place. Seek to destroy. Our son? I made it right, to satisfy the heavens. Did they rejoice. They do not want you.
- Speak to Neyrelle
  - what happened
  - lilith
  - then
  - maybe
  - if
- Follow Lorath
- Use the Sightless Eye
  - *dialogue cutscene*
- defeat the enemies
  - donan
  - im
  - the
  - there

### The Blind Eye (4/5)

- Use the Sightless Eye
- *cutscene*
- Explore the nightmare
  - Lilith: It will always be a part of ur. We must fight to survive. It was so human of Inarius to think the Prophecy was all about him/ Or, perhaps, you kind inherited that vanity from him.
- Speak to the priest (from Nevesk)
  - shameful.
- Defeat the villagers of Nevesk
- Explore the nightmare
- Inspect Rathma's corpse
  - *dialogue cutscene*
- Explore the nightmare
- Inspect Lilith's Altar *dialogue cutscene*
- Defend against Lilith's attack
- Enter the Fiery Portal
  - Mephisto: Hello, friend. Need help? Take the gateway. It is your only escape.
- Investigate the cave
  - *cutscene*
  - Donan: I haven't taken orders from you in years, Lorath. I see no reason to start now. (hiss of pain)
  - Lorath: Trust your gut. It's the reason we've made it this far.
- Find the way out
- Defeat...
- Find the way out
- Use the Sightless Eye
  - *cutscene*
  - Mephisto: No proposals. I offer only my aid. This leads to the Cathedral of Hatred.

## What Lies Ahead (5/5)

- Speak to Neyrelle
  - *cutscene* Neyrelle sniffs. Donan asks not to be buried there. I haven't taken order from Lorath in years. Perhaps things would have gone differently. Was it enough?
- Find Neyrelle
- Speak with Neyrelle in the Burning Hells
  - *cutscene*
  - Mephisto: Your lives and those of all humanity depend on what you de next.
- Enter the Fiery Portal
- Find Mephisto in the Cathedral of Hatred
- Bring Neyrelle to Mephisto
- Speak to Neyrelle in the Cathedral of Hatred
  - *cutscene*
- Defeat Lilith
  - *cutscene* I gave you free will. You chose tyranny.
- Speak to Lorath
  - *dialogue cutscene*

## Epilogue: From the Wound Spilled

### Chapter: Legacy of the Horadrim

#### Promises (1/3)

- Meet Neyrelle in the chapel
- Talk to Lorath
  - *Maybe she's gone to the Vault?*
  - yes
  - yorin
  - we



- come on.
- Head outside with Lorath
- Speak with Iosef
  - step
  - can
  - well
  - oh
- Speak with Lorath
  - Iosef
  - they
  - i am
  - i thought
  - wise
  - but i
  - i have a promise to keep
  - thats
  - grunts
  - find her...

### **A Heavy Burden (2/3)**

- Search for Neyrelle at/in the Horadric Vault
- Inspect the Runed Letter

### **Legacy of the Horadrim (3/3)**

- Meet with Lorath at Firebreak Manor
- Speak with Lorath
  - *cutscene* Lorath kneels before Donans grave. You give Lorath Neyrelle’s letter. Person I am becomming. Hard to think about her mother. You were bitter and uncertain, but a true friend. There is so much further to go. Next is him and his brothers. People have already died.

### *Skip Campaign*

Can only be used once you make a character and after you have completed the introduction.



Figure 21: Diablo IV: Vessel of Hatred logo (c) Blizzard Entertainment



Figure 22: Diablo IV: Vessel of Hatred logo (c) Blizzard Entertainment

## Act VII: Vessel of Hatred (DLC)

In October 2024 there was the release of the Downloadable Content “Vessel of Hatred”. Act VII: Vessel of Hatred is DLC which allows you to get your characters to level 60. After level 60, you will level up with the paragon system. Which gives your character even more skills and abilities.

When played through the entire first six acts and continue to the seventh act, there will also be quests like: “Whispers of the Dead”, a priority quest and “Creeping Hatred”, a season 6 quest.

### Chapter: The Art of Salvaging What Remains

**Rekindled Faith (1/5)** *The Knights Penitent have been quiet for some time, but news spread of stirrings within the Cathedral of Light. I should see if there’s any truth to the rumors.*

- Investigate rising activity at the Cathedral of Light
  - Olya: They burned him! He offered himself up and those damned knights burned him!
- Speak with locals at the Cathedral of Light
  - *Are you all right? What happened?*
  - Vaclar: Leave her be. She’s suffered enough already. I will tell you what you wish to know.
  - It started last night, with the tolling of the bells...
  - *cutscene*
  - Behold...

- Today we gather...
- Urivar and I have returned...
- In Hell I was...
- Doubt and wickedness...
- May all who serve...
- This man is a mercenary...
- He tried to hide...
- A girl who threatens us all...
- Do you agree to repent...
- I do. I do...
- Release him.
- With all due respect...
- Father Inarius'
- Where then...
- Urivar...
- What does it say...
- Neither Lorath...
- We have gained...
- So, tell me...
- Or is it JUSTICE?
- Justice!
- No, no, no, please...
- No! Ah! (screams)
- You see...
- Evil will no longer...
- and we will show the Heavens...
- Urivar: I'll not have the faithful of Inarius shedding tears for a sinner. I won't say it twice. Where's your decency? Clear off. And you. You're Prava's abandoned lapdog. Is that right?

**A fist of fire (2/5)** *The Burned Knights have launched a campaign of wrath from the Cathedral of Light. Urivar, their leader, looks to be kindling their cruelty.*

- Speak with Urivar
  - *I answer only to myself.*
  - What a dismal faithless existence. That's the problem with you and the Horadrim. Such thinking always leads to hubris. And hubris leads to failure.
  - Lorath's no stranger to it. Buried his own brother. Chased away the little one, that brat Neyrelle. Only comfort left for him is at the bottom of a bottle.
  - Tread carefully, wanderer. Judgment hungers for you both. And outside the city walls, not even our Reverend Mother will able to stay its hand.
  - *That sick bastard has probably already sent his zealots after Lorath. The old man better still be alive.*

**Pursuit of Justice (3/5)** *The rekindled Cathedral is hunting Lorath. I need to reach him before they do.*

- Find and meet Lorath at the Windswept Cabin
  - Cauterized Cenobite: Rise, and wear your burn with pride!
  - Seared Traducer: There's the heretic!
- Speak with the Burned Knight Captain
  - Burned Knight Captain: You there! Why do you approach the house of a known heretic?
  - *Let me through.*
  - Deny me again, and you will join in the condemned's sin. I will ask only once more. What do you know of Lorath Nahr?
  - *I know that he's a recluse and a drunk. But he's not the one burning people alive.*
  - Burned Knight Captain: Silver words from a sinner's tongue. You will atone.
- Defeat the Burned Knights
- Investigate Lorath's cabin
- Defeat the enkindled Judicator + Burned Knights

- Search for Lorath
- Speak with Nawal
  - Nawal: (laughs) I wish you'd arrived a moment sooner.
  - *Are you all right?*
  - Nawal: No. Shins broken. Legs are dead weight.
  - Where is Lorath?
  - Nawal: Don't know. No one knows. Third time I've come here looking for him. First time I got caught.
  - Brought a message for the old man. We found Neyrelle.
  - Neyrelle? Is she safe?
  - A friend of mine is keeping an eye on her. The steelsmith, Raheir. Biggest man in Gea Kul. He'll know where she's gone.
  - Reverend Mother Prava: Wanderer. So many corpses, always leading to you. And who is this?
- Speak with Prava
  - *What are you doing here, Prava?*
  - I am here to seek aid. The Horadrim–Lorath–he was profane, yes. But reliable.
  - I see he isn't here. Where is Neyrelle?
  - Nawal: As if I'd answer now.
  - *Leave, Prava. Your Knights are dead already, no sense in joining them.*
  - My Knights? How poorly do you think of me, that I would beat a woman half to death? This was Urivar's doing, not mine.
  - *Who is Urivar? What do you know of him?*
  - He was just another man of faith - another knight marching through hell. Nameless. Faceless. I never knew what he truly was.
  - Until now. A repentant man prays for forgiveness, and Urivar burns him alive. There's no faith in such an act, no redemption. Only ego.
  - *You didn't stop him.*
  - No I didn't. But he's begun a war for the Cathedral's heart. To save every life is to lose the war.
  - I am not your enemy, wanderer. Not when I gave you my blessing. Not when we shed blood together in the streets of Caldeum. And not now.
  - Your mind is poisoned against me, I see that. But in time, you will accept the truth: all thos who serve the Light must huddle together, lest we die alone in the cold.
  - Nawal: It's no use talking to her. Just go. Find Raheir. I'll be fine.

**A Magpie in Flight (4/5)** *The messenger said the steelsmith of Gea Kul, Raheir, knows of Neyrelle's whereabouts. I should find him and see that she is safe.*

- Search & speak with Raheir in Gea Kul
  - *I'm looking for Raheir.*
  - Lucky day, friend! You seem to have found him. I hope the cobbler didn't send you? Such a kind heart. Patched up her doorframe once, now she sends every poor soul that needs a carpenter my way. Only, that's not quite what I–
  - *I'm here for Neyrelle.*
  - Ah. A friend of Lorath's, then. Here, step into my workshop. Some things are best shared in privacy. And comfort.
- Enter Raheir's Workshop
  - Fay! We have a guest!
  - Yes, Papa!
- Speak with Raheir
  - *You have information for me?*
  - *cutscene* Daughter Fayira. You have word of Neyrelle. Lorath was on her trail. She came through town. How was she? I know what she carries. Accross the river. You let her go off alone. What is wrong with you. Fayira is a foundling. I will not trade one for another. Would you? You care to much my friend. I will be by your side. They've returned. Stay put, Fay. If trouble come a-knocking...
  - Fayira: Then I go to the hideout, like you said.
  - Raheir: That's my girl.
- Find the source of the disturbance
  - Guard: Thank you, stranger!

- Raheir: Guardsman! How many? Guard: More than usual! The gate won't hold!
- Defeat the Hollows at the eastern gate
  - Raheir: They must not breach the city!
  - Guard: They're in the wagons!

**Enmity Rising (5/5)** *Hollows, demonic aberrations from the southern wilds of Nahantu, have moved on Gea Kul. I should join Raheir beyond what remains of the eastern gate to hunt down their source.*

- Meet Raheir outside Gea Kul to curb the Hollow threat
  - Raheir: Ha, you're as scrappy as Lorath said! But this isn't over yet. Come! Wretched things. All sludge and bone.
- Speak with Raheir outside Gea Kul
  - *How do we stop them?*
  - We don't. The infection started in Nahantu. We can only stymie the flow.
  - *Nahantu, that's where you said Neyrelle's gone. I need to go after her.*
  - I know. And I promise, we'll find her. Just as soon as Gea Kul is safe.
- Destroy Hollow Defilements in Eastern Basin (6x)
  - Raheir: They take everything. Flesh, gear. Hell, even the grass isn't spared. For every one we fell, a dozen lives are saved.
- Destroy Profane Hollow Defilements in Hakan's Oasis (3x)
  - Raheir: The rot is thick to the east. Let's clear it out, stop its spreading. Good work, to the bridge now. The Hollows run thickest there.
- Reach the Crumbled Bridge with Raheir
- Defeat the Hollows at the Crumbled Bridge
  - Raheir: They keep coming! We're going to die here!
  - Guard: It's Raheir!
  - Raheir: Only two guards? Where are the rest?
  - Guard: They won't stop. Each kill brings two more. We're the only ones left!
  - Raheir: Calm yourself! We're going to finish this fight, and then drinks are one me, you hear? Steady! Akarat's breath. Together! Cut it down!
- Defeat the Encroaching Hollows
- Speak with Raheir
  - Guard: (gurgles) I... I can't–
  - Raheir: Damned things. Hold on, guardsman.
  - *He's dying, isn't he?*
  - Guard: (gurgling)
  - Gone. (sigh) We will remember.
  - Things are worse than I thought. The Hollows are stronger and more numerous than we've ever seen.
  - I promised I'd take you to Neyrelle, and I mean to keep that promise. But if the Hollows attack Gea Kul again... If Fayira...
  - *I understand. Go. See to your daughter.*
  - Thank you, my friend. We'll meet further down the road and find Neyrelle together. I swear it.
  - Neyrelle was travelling by boat. The old bridge should have a good vantage of the river.
- Investigate the Crumbled Bridge for the source of the Hollows
  - *cutscene* A boat.. with a person? Some crows fly by... You turn around and see Urivar. He understands. Church will survive? Rules apply to everyone. The heretic Neyrelle has fled holy judgment. Where is the girl? I see no reason to help you find her, knight. How many lives? Her live more than his? You bastard! Mli lilem bith thusud... Neyrelle. You get stabbed. None is above the rules of Heaven. You get kicked in the behind and fall into the water below. "I saw my corpse" "I saw the weak made strong" "Then came a spear of light" Eru comes to the rescue and breathes heavily with his glowy fingers. Eru smiles at you and you stand up. Who are you? I'm Eru and I save your life. Why save me? What brought you to Nahantu? I'm looking for Neyrelle. I need to make sure she's all right. Hm. Sounds like we should find her.

## Chapter: The Wound Heals, the Pain Lingers

**Thrust into the Dark (1/10)** *The last thing I remember was Urivar's sword tearing through my flesh. How long was I unconscious?*

- Tell Eru you are ready to search for Neyrelle
  - *You're just going to help me?*
  - Eru: This is Nahantu. Help is needed, so help is offered. Unless you are refusing? Good! Then let's search the river. Bound to be some sign of your friend. Someone up ahead.
- Follow Eru
  - Burned Knight: I heard something! This way! Over here!
- Defeat Burned Knights ambush
- Defeat the remaining Knights
  - Raheir: Ha! Yes. I knew it! I knew those thugs couldn't kill you!
  - Eru: A friend of yours?
- Speak with Raheir
  - *You're alive! But your arm...*
  - Raheir: I only lost a limb, but you were run through and drowned. How'd you manage?
  - Eru: They wouldn't have, without me.
  - *Eru here patched me up. Perhaps he could help you too.*
  - No amount
  - I'm afraid
  - You're right
- Bring Raheir to the Den
  - Locked...
- Speak with Raheir
  - *Who do you mean?*
  - old
  - imperial
  - there
- Follow Raheir
- Speak with Raheir
  - *Is this the entrance?*
  - oh yes
- Find a way through the Dark Passageway with you allies
- Defeat Burned Knights ambush
- Find a way through the Dark Passageway with your allies
- Search for the way into the Den with your allies
- Climb the rope to the Den

## The hand remembers the blade (2/10)

- Speak with Raheir in the Den
  - *You're not going back to Gea Kul?*
  - Ah, my friend.
  - Aren't
  - Fayira
  - Look
  - I'll
  - Years
  - But
  - And
- Speak with Raheir
  - *Thank you, truly. But don't you need time to rest and heal?*
  - Ah, friend.
  - This wound,
  - For now
  - My friends

- Priority quests will be available for you to find and recruit the other mercenaries. If you have already done these quests with another character, the mercenaries will be available from now on with your current character. When you have already leveled up a mercenary, you can choose skills for that mercenary here again. Using other skills is a nice way to see what more the different mercenaries can do.

### A Path Laid in Blood (3/10)

- Search for Neyrelle with Eru
- Speak with Eru outside Mercenary Hideout
  - *Raheir offered me his help.*
  - he's
  - i might
  - i dont
  - i guess
- Search for Neyrelle with Eru
- Reach Neyrelle's boat with Eru
- Destroy Hatred Spire
- Defeat remaining Hollows
- Investigate the area
- Speak with Eru
  - *Neyrelle was on her way to the Kurast docks.*
  - the

### Unknowing Survivors (4/10)

- Go to Kurast Docks
- Search Kurast Docks for information about Neyrelle
- Go to the dock house
- Investigate the clues (3x)
- Speak with Eru
  - *I don't know if this is Neyrelle's doping. But she's in danger.*
  - hollows
  - all
  - let
  - there's
- Follow Eru
- Investigate the Madman's Archive
- Speak with Eru
  - *These books all mention a place called Travincal.*
  - travincal?
  - i found
  - to
  - and
  - we'll
  - if we're

### Reaching Through the Veil (5/10)

- Travel to Onucha Ikha Burial
- Kill Dregs at the Ritual Site
- Destroy Poison Cauldrons (2x)
- Speak with Eru
  - *I am ready.*
- *cutscene* Akarat is summoned. I am Eru, ever your servant. I did not seek service in life, I do not now. Sae a friend, she is in grave danger. You intend is pure. Leading to disappointment. You are postponing loss. I shall lend you my Light to open your way into the darkness. Se wuni ...
- Speak with Eru
  - *That spirit knew me!*

- you
- he's
- meet

### A Flickering Light (6/10)

- Speak with Eru near Travincal
  - Eru: Join me, will you?
  - *What are we waiting for?*
  - swells of rot
  - slow
- Follow Eru
- Ask Eru to start the ritual
  - *What are you going to do?*
  - i'll
  - the ritual
- Defend Eru during the ritual
- Speak with Eru
  - *This light—will it protect us?*
  - so
- Follow Eru
- Defeat the ambush
- Follow
- Defend Eru in Travincal
- Defeat remaining enemies
  - *I can feel the blessing working through the light.*
  - we'll
  - *What is this beacon?*
  - Travincal
  - They
- Speak with Eru
- Light the ancient braziers with spirit fire (3x)
- Meet with Eru at Durance of Hate
- Speak with Eru
  - *You look like you want to ask me something.*
  - let's
  - wherever
  - tell
  - Mephisto
  - (sigh) Well
  - Doesn't

### The Heart of All Rot (7/10)

- Search the Durance of Hate with Eru for signs of Neyrelle
  - Eru: The Durance of Hate. Mephisto's prison once. Now... something else. I'd hoped to never come here.
- Open the Sealed Door
- (Pretty disturbing) *cutscene* Neyrelle chanting on a pillar with the soulstone. You are looking at Neyrelle who has all black stuff (tar?) over her face. What has Mephisto done to you? Mephisto walks slowly in your direction, telling you not to go to war with him. It would make her suffering worse. She will die before she surrenders... A wasteful outcome for both of us. How long will you think she can survive?
- Survive the hollow assault
  - Akarat, in lion form, comes along. Only she can unmake her prison. Tells you to Seek Ah Bulan.
- Speak with Eru outside Durance of Hate
  - *That spirit was Akarat, the Prophet. Wasn't it?*
  - Who else?
  - Beautiful.



- Akarat
- Go.

### To Kurast (8/10)

- Meet with Eru in Kurast
- Search for Eru in Kurast
  - Huhari: Hey, you! Yes, you.
  - *What is it?*
  - Eru
  - Looked
- Speak with Huhari

**Madman, Crowned (9/10)** *We go to speak to the leader of Kurast, a man named Ormus. Eru seemed the idea somewhat distasteful, but hopefully he knows how we can rescue Neyrelle.*

- Speak with Ormus “The Undying” in the Council Chambers
  - Eru: *Akarat insisted we find Ah Bulan, and that’s what I intend to do.*
  - Ormus: *Oh? Eru speaks with the great Akarat? How novel.*
  - Eru: *I’m being serious, Ormus.*
  - *I need to find Ah Bulan. If there’s any chance he can help Neyrelle, I must try.*
  - And
  - A friend
  - Eru . . .
  - Ah Bulan
  - I’ll
  - Thank you Maka.
  - Let’s go
- Speak with Eru outside the Council Chambers
  - Eru: *Looking a little pale. What’s wrong?*
  - *Thank you, for vouching for me. But . . .*
  - I was
  - You
  - (sighs)
  - The
  - Walk with me
  - Tatha
- Follow Eru
  - Eru: *(sighs) Ages ago, when I was a child, a spirit came to our town. Wherever the spirit went, death followed. Tatha takes the spirit’s hand. Spirit and Spiritborn leave the town together, bonded for life. The spirit will never be lonely again, never hurt another soul. The town is saved.*
- Speak with Eru
  - *Why are you telling me this?*
  - You saved
  - Don’t let the
  - Thank you Eru
  - Don’t

### Fundament of Faith (10/10)

- Search the Kurast Sewers for clues about Ah Bulan
- Investigate the Mosaic
- Restore the Ancient Mosaic
  - *This must be the mural Ormus spoke of. Figures kneel in worship, strange spirits dot the edges. But the centerpiece is missing—where is Ah Bulan?*
- Slay awoken Dead
- Speak with Maka
  - *Do you know now where to find Ah Bulan?*

- Hm.
- Haven't
- Not
- Maka.
- The
- Speak with Ormus in the Council Chambers
  - *Ah Bulan is in the Field of Giants. We're going there to look for him.*
  - We
  - We don't
  - These
  - Take

## Chapter: A Stairway Carved from Corpses

**Darkening Clouds (1/8)** *To rescue Neyrelle, we'll need the help of Ah Bulan, Mender of Veils, a powerful Teganze spirit. Spiritborn Maka has volunteered to help us find him.*

- Search for Ah Bulan in Field of Giants
  - Eru (Spiritborn Field Notes, Entry One): *From a distance, it seemed a mass of bones and tar, maybe a traveler who failed to mind their step. Imagine my surprise when it lunged at me. It moves like a rabid beast, contorting and dragging itself across the undergrowth, leaving a trail of rancid ichor in its wake. More still gushed from where I pierced it. I know this jungle, both the life that inhabits it and the spirits who dwell just beyond sight. This... thing... was neither. It was pain and hatred manifest. And then it was empty.*
- Find Maka and Eru
  - Giant's Bone: *Centuries ago, giants roamed this land. The death of the giant beasts resulted in a abundance of ichor. Humans have taken advantage of this by harvesting and utilizing ichor from the corpses.*
- Speak with Eru
  - *What do I need to do?*
  - You
  - You've
  - I was just
  - Ah, so
  - I'm
  - We'll
- Wait for Maka to perform the ritual
- Defeat the Hollows
- Speak with Eru and Maka
  - *What was that?*
  - Hollows
  - You
  - I
  - Neyrelle
  - ... We'll
  - I'll check
- Speak with Eru
  - *I want tot try to make this right.*
  - (sighs) Me too.
  - Agh!
  - (sigh) I'll handle this.
- Confront Mephisto (via the Fiery Portal)
  - Neyrelle: Why
- Talk to "Neyrelle"
  - *What are you talking about?*
  - She
  - They
  - And

- Survive the attack
  - Get out
  - I can
  - Where
- Survive the attack
  - Neyrelle: They're my
  - They
  - No
- Survive the attack
- Speak to Mephisto *Lord of Hatred*
  - *You won't turn me against her.*
  - You
  - The prophecy speaks true: my brothers are coming.
  - We were formidable allies in Hell.
  - Talk to Neyrelle, when you reach her.
  - Neyrelle: (sobs)
- Leave the Fortress of Hatred
  - Eru: You're back.
- Speak to Eru
  - *Mephisto reached out to me, again.*
  - How many times
  - More than I'd like.
  - That
  - Just
  - He's getting stronger
  - And
  - (sighs)
  - Come.

**Forgotten Gods (2/8)** *We tried to contact Ah Bulan but were ambushed by Hollows when we opened the tear to the Spirit Realm. Now we must attempt to physically enter the Spirit Realm.*

- Speak with Maka
  - *What are we looking for?*
  - Other shrines
  - Keep
- Search for artifacts related to Ah Bulan
- Examine the mural
- Search for artifacts related to Ah Bulan
- Bring Maka and Eru to the Spirit Portal
- Slay the lacuni
- Speak with Eru
  - *Is this ritual like the last?*
  - If
  - ready
  - i am

**Across the Threshold (3/8)** *Now that we have helped Maka, it's time to enter the Spirit Realm and meet Ah Bulan. We hope that he will be able to aid us in freeing Neyrelle.*

- Speak with Maka
  - *Do what you must. **cutscene** Eru opens a portal/mirror Royise wu kise, royise wu wutsa... Do not fight the pain. You will not win. Let it carry you through. Get into the portal.*
- Speak with Eru
  - *I feel like I'm ripping in half...*
  - That'll
  - That's the beauty

- It's nauseating.
- If it helps.
- Now let's go.
- Travel through the Spirit Realm with your allies
  - Through here
- Speak with Ah Bulan *Mender of Veils*
  - *What pains you, great spirit Ah Bulan?*
  - Hands upon hands
- Subdue Ah Bulan
- Speak with Eru
  - *I'm sorry for what I must do, Eru.*
  - *cutscene* Eru grunts, cuts in Ah Bulan. Nahanan! Grunts more...
- Speak with Maka
  - *Will the heart be enough to free Neyrelle?*
  - Go
  - And, listen...

**A Deeper Sickness (4/8)** *We were unable to gain Ah Bulan's blessing and were forced to kill him when he attacked us. Maka says his heart should hold enough power to free Neyrelle. It's now time to re-enter the Durance of Hate and see if our plan will work.*

- Rescue Neyrelle
- Speak with Eru
  - *Eru, I'm sorry about Ab Bulan.*
  - Don't be
  - Now
  - what
  - i mean
  - you really think she's lost.
  - no
  - she
- Return to the Durance of Hate
- Slay Languiser
- Search the Durance of Hate for Neyrelle with Eru
  - Eru: The way we took before is blocked.
- Speak to Eru
  - *This way is blocked as well.*
  - It's
- Search the Durance of Hate for Neyrelle with Eru
- Search for Neyrelle deeper in the Durance of Hate
  - Akarat comes along.
  - Akarat makes a bridge for you.
- Speak with Akarat
  - *Why are you helping us?*
  - Spoken
  - It is
  - (inhales)
  - Say it plain, Eru.
  - ... It
  - The stone
  - The stone is bound to her soul
- Search for Neyrelle deeper in the Durance of Hate
- Slay the demons
- Speak with Eru
  - Neyrelle: *Akarat chirs cha cham, mli dum bith ichith, mli lillem bith thusud, thu cudo marth sollan...*
  - *Eru, give me the heart.*
  - *cutscene*

**Fragile Blessings (5/8)** *It worked! Eating the heart freed Neyrelle of Mephisto's grasp. More surprisingly, Akarat's Lion appeared once more to carry Neyrelle outside. I should check on her outside.*

- Escape the Durance of Hate
- Speak with Neyrelle
  - *Where did the wolf go?*
  - ?
  - But
  - For
  - *It's good to see you alive, friend.*
  - I had
  - You did good in there.
  - You saddled
  - A very good question
  - To Kurast, then.
  - Promise
  - How could I?

**Reunion (6/8)** *We have freed Neyrelle from the Durance of Hate. While not contained, the soulstone is at least quiet for now. I should meet with Neyrelle in Kurast to plan our next steps.*

- Rejoin Neyrelle and Eru in Kurast
- Speak with Neyrelle
  - *What's on your mind?*
  - I've
  - Between
  - But
  - ... I was
  - And you... you
  - I'm sorry
  - ... You
  - Come on.
- Speak with Neyrelle in the council chamber
  - *What's your plan?*
  - This soulstone,
  - You
  - Not Nahantu
  - No. I was glad to help you
  - Eru
  - What
  - This
  - There
    - \* Optional: *How are you holding up?*
    - \* Fine, for now.
    - \* I'm not
    - \* Neyrelle
    - \* Don't
    - \* Optional: *Couldn't Akarat just tell us where his tomb is?*
    - \* Ugh. I asked

**Living Memory (7/8)** *Make knows of tablets somewhere in the Teganza Plateau that mention Akarat. Perhaps one of these will point us to Akarat's tomb.*

- Meet your allies in the Teganze Plateau
- Speak with Maka
  - *Where are these tablets?*
  - Buried
  - You're not coming with us?

- Not
- Oh.
- We
- Find the first tablet
  - This is ancient!
  - It’s archaic. I’ll try to translate.
  - Mentions a journey northwest. That’s our best bet.
- Find the second tablet
- Search the buried chamber (no mount)
- Speak with Neyrelle
  - *What does it say?*
  - It’s etched
  - Is that what we are supposed to do?
  - Help was asked, so help was offered.
- Emote “help” at the second tablet
  - *Aid would be welcome.*
  - Note: Urivar’s orders
- Kill the Burned Knights
  - *Cauterized Cenobite: There’s the girl! Block off the exit!*
  - Urivar’s Orders: Urivar: *The heretics have been spotted on route to Teganze. Comb the area thoroughlt. Bring them to the main camp–ALIVE. Remember, Knights: if we succeed here, great things await us in Kyovashad.*
  - Neyrelle: *I am sorry for the violence they brought.* Wayward Pilgrim: *It was silenced easily enough. But you. . . you are touched by Hatred. . .*
- Survive the attack
  - You get a recipe/manual
- Speak with Neyrelle
  - *What do we do now?*
  - Look!
  - Southwest
- Enter Dedicant’s Cache
  - Via: Dedicant’s Retreat.
- Search Dedicant’s Cache with Neyrelle
  - Via: Secluded Cavern
- Survive ambush
- Search Dedicant’s Cache with Neyrelle
  - Via: Forgotten Passageway
- Search for anything related to Akarat’s tomb
- Speak with Neyrelle
  - *I think I found what we’re looking for.*
  - Yes
  - Hopefully
  - Neyrelle: *Incredible! That skeleton could be the Dedicant’s these, their writings. Look for anything that mentions Akarat’s tomb.*
- Leave Dedicant’s Cache
  - Via Dedicant’s Retreat portal. . .

**Burning Crusade (8/8)** *Neither Neyrelle nor I know where Samuk is. We should return to Maka and Eru and see if they recognize the name.*

- Return to Maka and Eru
  - Via: The Great Shelf, Mesa Plains
- Defeat the Burned Knights
- Rendezvous
- Talk to Maka
  - *Are you all right?*
  - I’ve

- Where
- taken
- You should stay
- No. I'll go with you.
- Search for Eru in the Burned Knight camp
- Speak with Neyrelle
  - *It's happening again, isn't it?*
  - What is?
  - The soulstone.
  - To deny your pain is to deny yourself.
  - Look at me.
  - (breathes in, breathes out)
- Search for Eru in the Burned Knight Encampment
  - Via: Kehjan Pinnacles
- Speak with Neyrelle
  - *It's happening again, isn't it?*
- Search for Eru in the Burned Knight Encampment
- Speak to Neyrelle
  - *You didn't do that on purpose, did you?*
  - No
  - It's not safe to be near me.
  - It isn't courage
  - I should be afraid.
  - Of course I could. So could we all.
  - Come, Neyrelle.
  - Akarat chirs cha cham.
- Search for Eru
- Defeat the Burning Knights
- Speak with Eru
  - *Eru! You're alive!*
  - Thanks to you.
  - You came at a good time.
  - I can't let him live.
- Kill knights to draw out their Captain
  - Pick up (blue) Charred Key
- Confront Urivar
- Speak to Urivar
  - *I've come to finish what you started.*
  - I was going to take
  - But you scorched body on a pike will do as much to strenghten
  - Deal with them, knights.
- Kill Urivar
  - Urivar: Enough. I will send you back to Hell myself. You won't survive me this time.
- *curtscene*
  - Urivar: (grunts) (breathing) "I saw my corpse, and from my mouth crawled Hatred. A father burned his children on a pyre, and a mother a new age from the ashes. . ." (coughs) It is only you and I here, Wanderer. . . no reason for theatrics, just truths. That fool Inarius dragged the Cathedral into Hell because of a poem scribbled out by a half-breed abomination. Then you escort that girl to our destruction and call it righteous. And you think I am the one who is mad? I offered the people order. I offered them salvation. I offered them a light against the darkness. What do you offer?
  - *I offer a choice. You were a power-hungry tyrant, Urivar. But, at least you were honest about it, in the end. Prava will be pleased to have the Cathedral back under het thumb. And perhaps finally have it off my back.*
- Return to your allies
- Speak to Eru
  - *What happened?*

- The girl killed
- Don't blame. . . the child. Blame the stone.
- Maka. . . you damn fool.
- Ah. . . Eru. You know better than that.
- Akarat sent me to you.
- I can't stay anymore.
- Go. Take the child with you
- Speak to Neyrelle
  - *We have to go now, Neyrelle.*
  - I told you to stay away.
  - You. . . you can end it.
  - Neyrelle. . . we don't know that.
  - (choked)
  - Make believed in you.
  - (shaky breath)
- Speak to Neyrelle outside the encampment (use portal Kehjan Pinnacles)
  - *That wasn't your fault, in there.*
  - Friends
  - Maka said Samuk is far

### Chapter: False Prophets, Fallen Saints

**The Way Out is Through (1/7)** *With the council's permission to pass the western gate of Lower Kurast, I will cut my way through the Tangles and reach Samuk with Neyrelle. There we will find the Tomb of Akarat where the connection between Neyrelle and the soulstone can be safely severed before she succumbs to its dark power.*

- Travel to the Tangles to Samuk
- Speak with Neyrelle
  - *Just this last leg of the journey. Then you can rest.*
  - (shaky sigh)
- Bring Neyrelle to the Tangles
- Bring Neyrelle to Samuk
  - Neyrelle: You think I'm afraid of you? I know how you got that scar on your face, wolf. I know what Akarat did to you. You were weak then. You are weak now. Do you hear me? I'm going to end you. I'm going to rip your damned throat out with my teeth if I have to!
- Speak with Neyrelle
  - *The bridge is wrecked. We'll need another way across.*
  - I'll search this way -
  - Get away from me
- Survive the Hollow assault
- Slay the remaining enemies
- Speak with Neyrelle
  - *Are you still with me, Neyrelle?*
  - The wolf shows me visions
  - Or memories?
  - Maka's blook. . . it was everywhere. Warm.
  - I'm sick of wasting
- Find a way to cross the ravine
- Examine the tipping tree
- Slay the wood wraiths
- Bring Neyrelle to Samuk
- Speak with Neyrelle
  - *Woah, Neyrelle! Come back to me.*
  - What do you think
  - Hold on
  - What? What's
  - It's. . . it's Lilith's



- You're still hiding things from me.
- Wait, no, I'm sorry.
- I need... to think. I need to
- Find Neyrelle
- Speak with Neyrelle
  - *Snap out of it! We have to leave.*
  - ... weeping himself the child wiped
- Defeat the Priestess of Hatred
- Speak with Neyrelle
  - *Can you hear me, Neyrelle?*
  - I'm sorry. I'm so sorry.
  - But what if he's changing me...
  - Neyrelle...
  - (deep breath) No.
- Bring Neyrelle to Samuk

**Perspective (2/7)** *Neyrelle and I have arrived in Samuk after a treacherous journey through the Tangles. Now we must search the village for the Tomb of Akarat.*

- Search for Tomb of Akarat with Neyrelle
- Speak with Neyrelle
  - *What's strange?*
  - Where
  - Hiding from you
  - We mean no harm -
  - Do you now?
  - We're not.
  - The council.
  - Yes, but...
  - And where is he?
  - You know him will
  - Alright.
  - Akarat has many faces.
- Find and Inspect Faces of Akarat with Neyrelle (3x)
  - *Here's another one.*
  - Neyrelle: "Blacker than a starless night, and safety in its darkness." Safety in darkness... Would a grave be too ironic? Or, not a grave, but maybe a tomb... ah. A cave.
  - *Another face.*
- Find access to the tomb with Neyrelle
- Explore behind the waterfall with Neyrelle
- Open the Stone Door
- Enter Hallowed Cavity
- Search for the Tomb of Akarat entrance in the Hallowed Cavity
- Slay the Hollows
- Speak with Neyrelle
  - *There's nothing here.*
  - I'm not so sure.
  - Look! A tablet, out of thin air
  - "Light need only
  - The rest is in another language.
  - Na ipan. Ban kek eh, ban lucha,
  - "Ipan,"
- Go south of Samuk with Neyrelle
- Speak with Neyrelle
  - *Another dead end.*
  - I don't understand. What did I
  - On this, we can agree,

- Eru.
- You came back?
- You remember
- The spiritborn
- Tatha takes the spirit's hand,
- Are we your killer
- Something like that. Maka gave her life for Nahantu.
- Speak with Eru
  - *Go on.*
  - Those words you said, in the old tongue.
  - An Kikeh
  - Ban ucha
  - Ban kik
- *cutscene* Unbelievable. Oh Akarat.

**In his Footsteps (3/7)** *Neyrelle, Eru, and I have uncovered the road to the Tomb of Akarat: The bottom of the Ahe Orohoh, the water of reflections. We must traverse the exposed lakebed to enter the tomb.*

- Bring Neyrelle and Eru down the lakebed
- Bring Neyrelle and Eru to the Tomb of Akarat
- Speak with Eru
  - *You seem contemplative, Eru.*
  - This path...
  - It is a wonder beyond my greatest imaginaing.
  - So be it.
  - Ban kik sne wekoho.
  - *cutscene*
- Bring Neyrelle and Eru to the Tomb of Akarat
- Speak with Eru
  - *I'm ready.*
  - Ban kik eh.
  - The ritual stone is active, its magic already flows! We've only got one chance.
  - *Ban kik sene wekoho!*
- Survive the Drowned onslaught
- Kill remaining Drowned (error recorded ^\_^)
- Speak with Eru
  - *My turn.*
  - Ban kik sene wekoho.
- Bring Neyrelle and Eru to the Tomb of Akarat
- Speak with Eru
  - *Ready?*
  - Hold on. I hear a big one coming. Let's clear the table before we sit to eat.
- Defeat the Dread Captain
- Speak with Eru
  - *Go ahead.*
  - Ba kik eh
  - Ban lucha.
  - Ban kik sene wekoho!
- Open Tomb Gate

**All Good Things (4/7)** *Neyrelle, Eru, and I mut explore the Tomb of Akarat and locate his burial chamber. Then we can begin to sever the soulstone's connection to Neyrelle.*

- Enter the Tomb Gate
- Find the Burial Chamber with Eru and Neyrelle
- Speak with Neyrelle
  - *Is this one of those safeguards?*

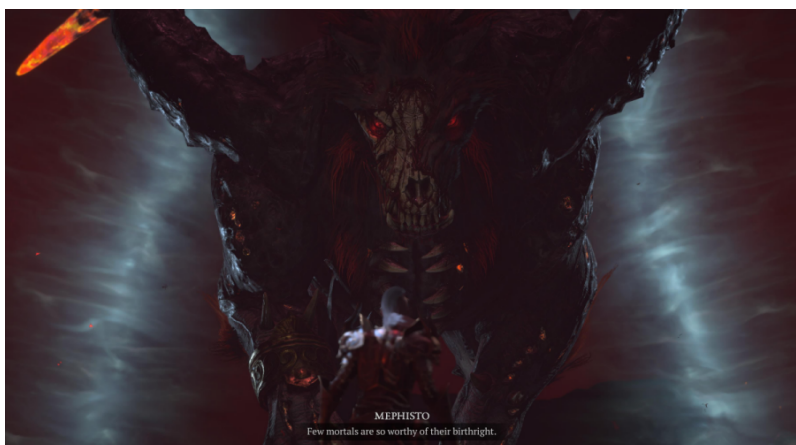


Figure 23: Few mortal are so worthy of thei birthright.

- A trial, perhaps. Two hands... reaching for each other.
- *The floor!*
- Neyrelle: Falling away. Are they reaching, or are they letting go? Maybe we need to let go of something as well. A sacrifice. The stone. Take it.
- Eru: You know that won't work. It is bound to you.
- Neyrelle: I've lost everything else. My mother, my arm. Myself, even. What more do you want from me?!
- Eru: The empty space they left—what have you filled it with, Neyrelle?
- Defend Neyrelle while she completes the trial
- Speak with Neyrelle
  - *Are you alright?*
  - No, I feel emptied out. Exhausted. But thank you for asking.
  - Cruel, isn't it? How sometimes, what's best for us hurts the most.
- Find the Burial Chamber with Eru and Neyrelle
  - Eru: Cruel, isn't it? How sometimes, what's best for us hurts the most.
- Speak with Eru
  - *These braziers are like the ones in Travincal.*
  - That they are. I'll call on Akarat
  - Strange... My connection to the spirits feels weaker.
  - There. Had to reach out a bit further, was all.
  - Neyrelle: Lighting one omakes another go out.
  - Eru: There must be a certain order.
- Ensure every brazier is lit.
- Find the Burial Chamber with Eru and Neyrelle
- Slay the Forgotten Warden
  - Iosef: Lost souls! All of you!
  - Vigo: It's so dark, I have repented. Do you think I was too late?
  - Neyrelle: Oh, Vigo. It was us who was too late.
  - Yorin: "Dead eyes stained with ash and ember, cursed are we who must remember..."
  - Donan: After... after everything... brushed aside...
  - Neyrelle: We never forgot you, Donan. Never. I read of a gateway at the heart of the tomb. Is this it?
  - Eru: Must be.
- Enter the Burial Chamber with Eru and Neyrelle
- Speak with Eru
  - *Will we have to endure that ritual again?*
  - What ritual?
  - You'll see. I'll need your help
  - Royise wu kise, royise wu watsa...
  - Neyrelle: Akarat! Can you believe we made it?
  - Akarat Lion: I never doubted you would, Neyrelle.

- Eru: Akarat...
- Speak with Neyrelle
  - *We made it. At last.*
- *cutscene*
  - *You can let go now.*
  - Neyrelle: (sighs) I dreamed of this moment for so long. At last, my mind is quiet. My own. This place will be a far better warden for that stone than I.
  - *Thank you for helping her, Eru.*
  - Eru: Don't. I do this for Nahantu. Spirits, forgive me...
  - Mephisto: (evil laughter)
  - Neyrelle: Where is it?
  - *Eru?*
  - Eru: You deserved better from me. I've done my part, see that you do yours.
  - Mephisto: (Growl) This is not the end I wanted for us.
  - *Enough! Damn your games and your lies!*
  - Mephisto: Such sweet hatred. One moment of betrayal and my blood sings in you. Few mortals are so worthy of their birthright. Come, child of my child, I will give you the violence you long for.
- Survive the onslaught
  - Neyrelle: Keep them away from Akarat! None of your attacks are doing anything! I know you're tired, Akarat. We need you just one more time.
  - Harbinger of Hatred: You were not so frail when we last fought, Akarat. It was a waste, to give away your strength to this mortal. She will rot. Your gifts will rot with her. By my hand, or by time. Death is the first weakness of humans. Akarat: Death does not make us weak, wolf. It makes us matter. You are a given—but we are miracles, each.
- Slay the Harbinger of Hatred
  - Neyrelle: Akarat is attacking him from within... Mephisto is vulnerable now! Look! Ashred of Akarat's essence. Take it. He's sacrificing himself to hurt Mephisto. I'll try to find better vantage.
  - Harbinger of Hatred: You risk the whole of your lives for mere moments without me. But eternity is my domain. I will rejoin you soon.
  - Akarat: I must join with him again. A final time.
  - Harbinger of Hatred: Let us finish what you started all those years ago.
  - Akarat: Strike true, wanderer—hold nothing back. He will die this time, and I with him.
  - *But...!*
  - Neyrelle: This is the only way. Honor his sacrifice. Make it count.
- Speak with Neyrelle
  - cutscene Neyrelle: Shhh. It's all right. I know you need to go now. You've done more for me than I could ever imagine. I promise, I won't forget. I promise, I won't give up. You don't need to look after me anymore. It's time for to go. Spirit of Akarat: When death came for me. Now, I am afraid. Mephisto's voice has been silenced. Remember. Neyrelle: Akarat wait, will I ever see you again. Spirit of Akarat: Yes Neyrelle, you will
  - *What could Mephisto want with Akarat's body?*
  - That corpse lay in the spirit realm for over a thousand years.
  - And Mephisto has puppeted.
  - (sigh) We have to stop him. No matter what.
- Use portal to Reflection's Edge

**Cartharsis (5/7)** *Neyrelle and I must find Eru and determine what he's done with Mephisto, Akarat's remains, and the soulstone. Zazil directed us to a spiritborn rites of passage location in southern Five Hills where she believes he is hiding.*

- Search for Eru with Neyrelle
- Speak with Neyrelle
  - *Let's hope he still has the stone.*
  - Stop running and face us Eru.
  - *cutscene*
  - There are
  - We are not friends

- Was it worth it
- Mephisto has sworn to spare all that I love
- We aren't friends, you made that more than clear.
- You can't trust Mephisto. . .
- It isn't too late. Just tell us. . .
- I HAVE NOT COME HERE TO MAKE THIS RIGHT. . .
- Today I have chosen to break your trust. And every day I live, I must choose to do it again. And I say to you that I am
- Enough of this, stop making excuses.
- Here is what you want then. Here is your vengeance. Coma and take it.
- Oh, Eru. He picked a fight he knew he wouldn't win.
- And when it didn't, he asked us to finish him.
- You're sure this is the right move
- I . . . know how it feels. To carry the guilt of hurting someone.
- It's infuriating. It's crushing. But he's already
- Let him wrestle with himself, now. It's what Akarat would want.
- It's time we return to the Horadric Vault. It might have something that could help us against Mephisto.

**To Walk a Different Path (6/7)** *Neyrelle and I saved Nahantu, but at an unfathomable price. I should meet with her near the Horadric Vault.*

- Speak with Neyrelle at the Horadric Vault
  - You used to sing me a song. I can almost remember it sometimes. But then it's gone, like you never sang it at all.
- Speak with Neyrelle
  - *Remembering your mother?*
  - Maybe. Everything before Mephisto is. . . distant. A dream that turned out to be my life.
  - I remember she loved me. And that's enough.
  - We came here for a reason: knowledge. The Vault's
  - Let's go.
- Search the Horadric Vault with Neyrelle
  - That smell, you don't forget it.
  - Lorath was here. Left his work bench a mess, again. Let's take a look around. He may have left something useful behind.
  - Note to Self: *Must ask Neyrelle for that spell of speak with the dead. Can't remember Donan's method for organizing books. (Kidding. He wouldn't tell me, anyway.) Some kind of mnemonic? What in the Hells was it?*
- Search for Clues
  - Idle Musings: *Lilith posed an imminent threat. We took care of it. And in doing so, we treated with her father. Does that make us better than Elias? Or worse? Either way, the old devil's got plans. Always does. . .*
  - Unlucky Bastards Stuck on the Tree: *Neyrelle. Hope you live to read this. Don't know if I'll have time to make up for my mistakes. But I'll go to that Tree knowing you were the best mistake I ever made. Visit, if you can stand it. Someone's got to keep me from biting Elias's nose off. L.*
  - Unsent Letter: . . .
  - Rathma's Prophecy: *I saw a serpent coiling in the fires of the Eternal Conflict, On its scales were reflected the truth: Sanctuary can never be saved, I saw my corpse, and from my mouth crawled Hatred. . .*
  - *Lorath left a letter for you.*
  - Neyrelle: I thought he might.
  - *"I saw my corpse, and from my mouth crawled Hatred."*
  - Neyrelle: I recognize this. Rathma's Prophecy. Lorath always dismissed it. What would change his mind?
  - Nawal: Can't believe you actually found her.
- Speak with Nawal
  - *You're the messenger I found in Lorath's hut. What are you doing here?*
  - I've been following you since you arrived
  - Prava's knight's hunted Neyrelle across
  - I would have asked the same, not so long ago. Then Prava saved my life.

- She's changed...
- ADDITIONAL:
  - *What are you looking for?*
  - Neyrelle: Anything. Anything that might help us find Mephisto. Anything that might stop him. I spent so much time with him, and yet learned so little. He is a labyrinth with nothing at its center.

**Presaging Fate (7/7)** *Prava wishes to speak with Neyrelle and I at Lorath's cabin. Perhaps we can reach peace, and reason, in all this.*



Figure 24: Neyrelle eyes

- A Wanderer and a heretic both. Welcome.
- If something happens.
- I'll be ready.
- Speak with Prava at the Windswept Cabin
- Meet Prava at the Windswept Cabin with Neyrelle
- Speak with Prava
  - *What do you want, Prava?*
  - I hear Urivar is dead. By your hand?
  - Yes.
  - Good. Easier
  - Neyrelle. The church has been searching for you for quite some time.
  - I'm aware.
  - Such a chill, and so near the heart...
  - Why are we here Prava...
  - Perhaps someday. But in this moment, I only ask for peace.
  - Inarius' death cracked
  - And even though you no longer carry the stone, you are not relieved. The thread of the Lord of Hatred remains.
  - Yes. Yes it does.
  - Then we have a shared enemy
  - May the Father's light shine on us all.
- Speak with Neyrelle
  - *What now?*
  - A friend of the church? Lorath won't know what to do with himself.
  - Yes. I was just thinking about something Eru told me once.
  - You have saved more than one home, my friend. Not everything he told was a lie.
  - Did we push it on to him?
  - No, This is on Mephisto. I know how he works.
  - That's what he's been doing to us all this time.
  - But it didn't work on you. And because
  - Neyrelle, promise me something.
  - Anything...
  - When we find Mephisto... you let me the one to kill him.
- *cutscene*
  - We are all villains in someone else's story. The Horadrim know this better than anyone. We've all made hard choices to protect what we love...choices that seemed necessary, even righteous, in the moment. But the Lord of Hatred Excels at turning the blade of righteousness back into our guts, just to hear us scream. The choices we made in Hell had aftershocks we are only now beginning to understand. How would history paint us for the path we'd taken? How would it paint Eru? Eru made his choice out of love

and despair. I can hate him and still understand why he did it, and how it made him the devil's perfect tool. Another twist to the blade of righteousness. Perhaps Eru believed it was all worth it. Nahantu and the Spirit Realm were spared from Mephisto's touch. But that only meant, they were cursed to watch the rest of the world wither... In the age of Hatred to come.

- O, Akarat, beloved Shepherd of Light. After eternity of vigilance, you are betrayed. And by your own flock. Pity. Now the wolf shall rise anew.
- Wrapped in the guise of man, I shall walk amongst the innocent. And there will be no salvation among the Light.

## Deeds of a Champion

- *I have rescued Councilor Sihek from the horrors of the Nahantu Undercity. I must speak with him in Kurast.*
- *A courier from Nahantu has arrived outside of Lorath's windswept cabin. I should speak with her. Ormus has asked that I liberate the lands of Nahantu, so that I can earn the respect and support of its people. I should start with the region's strongholds.*

Rewards: (orange) "Garb of Baleful Intent" Appearance

- Speak with Kalien "Herald/Messenger of Ormus"
  - *What is it you want?*
  - I was sent by Ormus. He asks that you visit him...
- Meet Prava at the Windswept Cabin with Neyrelle
  - Reverend Mother Prava: A wanderer and a heretic both. Welcome.
- Speak with Ormus "The Undying"
  - *Maka died protecting us. I'm sorry, Ormus.*
  - You
  - To
  - *Eru made a deal with Mephisto. He betrayed Akarat to save Nahantu.*
  - Dis
  - Eru has made a terrible
  - He deserves death.
  - He deserves
  - *What do you need from me, Ormus?*
  - Ormus sees you. He sees all the good you have done and that you are desperate to
  - The threat he poses is no longer a immediate one. Ormus, and Nahantu, have need of you
  - Not only did we lose Maka, may her soul find peace, but Eru was revered Elder
  - Nahantu needs to remember hope, friend. They need a hero. Ormus humbly asks

1. Conquer the (link) Stronghold Kichuk
2. Complete the (link) (blue) ! Questline "Tenets of Depravity"
3. Complete Dungeons in Nahantu (green) (3)

- Speak with Keiseh
  - Keiseh: That'll teach the bastards! Vermin slunk back off into the caves. They're like roaches, they'll breed twice as many if you leave 'em be.
- Speak with Ormus
  - *I have done all that you asked, Ormus.*
- Speak with Ormus
  - *The people of Nahantu know me as their champion. What else do I need to do?*
  - Well
- Speak to Sihek
  - *Ormus asked that I join you against the threat in the Undercity.*
  - Ormus
  - Delve
- Slay the terror of Five Hills in the Undercity
- Speak to Ormus
  - *I found Sihek and helped him in his task. What else do you need?*
  - Ormus thanks
  - Mysterious, yes

- Complete Quest (link) “Whispers of the Dead”
- Speak with Ormus
  - *Nahantu has drawn the attention of the Tree of Whispers.*
  - Ormus knows
  - Venture
- Travel to a Helltide region
- Open tortured gifts (5x)
- Slay a Blood Maiden
- Speak with Ormus
  - *I bear the spoils of Helltide.*
  - Ormus is impressed. But the minions of Hell grow stronger. Ormus knows of a place you can test yourself.
- Complete Tier 20 in The Pit of the Artificers
  - *I have done all that you asked, Ormus.*
  - You have done much
  - Ormus is in
  - Ormus trusts
- Slay the Terror of Five...
- Speak to Sihk
- Speak with the Tree of Whispers *Ormus has requested that I make an ally of the Tree of Whispers, beyond the Writhing Mire in Hawezar.*
  - *Nahantu had need of the Tree’s insight.*
  - The spirits of Nahantu
  - Ha
  - Whatever it is
  - Our bargain stands. We will set our
- Gain (10x) Grim Favor in Nahantu & Claim a reward from the Tree of Whispers
  - Ruyale: Did you hear that? It sounded like a moo! It must be Yenyen! My mother used to keep her prayers in that chest. At least it survived, but the jungle and the Hollows have taken their toll on everything else... Sayoyo ruyi chowom, sayoyo ruyi chowom, sayoyo...
- Gain 10 Grim Favor in Nahantu
- Claim a reward from the Tree of Whispers

### Friendships forged

- Complete Quest: Slayer’s Retribution
- Complete Quest: A Feather on the Scale
- Speak to Ormus
  - *I have collected allies...*

...?...

- Conquer the (link) Stronghold Kichuk
  - Destroy the Pillars to Collapse the Cave
- Complete the ! Questline “Tenets of Depravity”: Sacrament of the Faithless
- Complete Dungeons in Nahantu (3x)

...?...

- Speak with Ormus
  - *Nahantu*
  - Ormus knows...
  - Venture...

### Side quests

Side quests are indicated with a blue sign. The structure of this document sorts the side quests first by region/area, then town, NPC, sidequest name.



## Hawezar (50)

1. Left behind
2. Remnants of Faith
3. Desperate Remedies
4. Brought to Heel
5. Turbulent Waters
6. By Three They Come
7. To Walk a Dark Path
8. At Any Cost
9. Turbulent Waters
10. By Three They Come

## Umir Plateau

### Father Dymus “Zakarum Priest”

#### To Walk a Dark Path

- *Is everything alright Father?*
  - If
  - Do
  - I
  - I havent
  - Do
  - Here
  - Curate Symon:
  - Father
  - We will
- Find the Decaying Farmstead
- Search for evidence of Symon
- Open the Forgotten Lockbox
- Read Symon’s journal page
  - My
  - He knows
  - I have asked
- Travel to Tibault’s Grasp
- Speak to the Frightened Pilgrim
  - *Have you seen a man named Symon?*
  - *Why did you attack me?*
  - We have
  - Ever
  - This
  - Yes!
  - *What else do you remember?*
  - They
  - He muttered
  - I asked
- Question the pilgrims
  - *What can you tell me about the two of them?*
  - Symon
  - *Can you remember anything else?*
  - Symon
  - I didn’t
  - He said
- New quest: At Any Cost

## At Any Cost

- Find the refuge maked by giant tusks
  - *Found it.*
- Enter the Strange Refuge
- Slay the wildlife
- Investigate the campsite
- Speak with the Groaning Corpse
  - *What..WHO are you?*
  - It
  - I.
  - hunted
  - Can
  - My
  - Will
- Collect the *Acolyte'sHead*
  - Place. Candles. Three. On floor.
- Collect the *Half – MeltedCandles*
- Place candles (3x)
- Place the Acolyte's Head
  - Head. Head goes there.
- Speak to the Acolyte's Head
  - Are. Ready? Begin.
  - *Begin the ritual.*
  - Hezar
  - You
  - Why
  - Your
  - And
  - Rathma
  - You
  - I
  - N-no
  - Elias
  - An
  - Come
  - *If Symon and Elias ventured to Backwater, then so too will I.*
- New quest: Turbulent waters

**Turbulent Waters** *Elias took Symon to the town of Backwater, on the eastern coast of Hawezar. What is his ultimate goal? What does he hope to find there? I suspect I will find more victims of the darkness Elias carries with him before long.*

- Travel to Backwater
- Ask the locals about Elias
  - *Has a swordsman and a priest come through here?*
  - Agata: Tch.
  - Can't
  - *Have you seen a one-eyed swordsman traveling with a curate?*
  - Oh
  - Good
  - Thats
  - oh
  - *Have you seen a swordsman and a priest-*
  - Mwinas: Oh wait
  - Damn
  - *Never mind.*
  - *Have you seen a one eyed swordsman and a priest recently?*
  - Nivro: I do

- They
- Sev
- Out
- I've
- Buy the Cerrigar Mead (Cost: 100)
- Find Sev south of Backwater
- Give Sev the Mead
  - *I brought you some mead.*
  - (breathing)
  - Nivro
  - Oh
  - He
  - I have nightmares
- Tell Sev you're ready to go
  - *Where did you leave Elias and Symon?*
  - They
  - It's
- New quest: By Three They Come

### **By Three They Come**

- Meet Sev outside Esret
  - *Are you alright?*
  - Hell
  - Elias
  - In
  - (exhales)
- Enter the Esret Chapel
  - Here... this is where we dug.
- Enter the Halls of Dark Portent
- Search for traces of Elias
  - *Elias*
- Break down the door and slay the ghouls (a few times...)
- Investigate the room beyond
- Slay the Blood Echo
  - Echo of Lilith: Be beautiful in sin, not by your hand, I have not come...
- Inspect Symon's corpse
- Collect Symon's Tattered Journal
- Return to Father Dymus
  - *Symon is dead. His search for knowledge ended in tragedy.*
  - No
  - I'm
  - Thank
  - This
  - A poor
- ADDITIONAL (Father Dymus):
  - *Please, blessme Father.*
  - Blessings
  - *Any advice, Father?*
  - Faith
  - Through

### **Vyeresz**

### **Mateen (Zakarum Crusader)**

### **Left behind**

- *What troubles you?*
  - What Derin and I wanted to prove ourselves. We ventured into that cave...
  - I shouldn't have left. I don't know how to live with myself...
- Find Derin's remains in the Shadowed Plunge
- Give Derin (Zakarum Crusader) a Healing Potion
  - There is a notebook that can be picked up: Cultist Prayer Book
  - *This potion should stabilize you. Someone named Mateen sent me to find you. He feared the worse.*
  - Mateen? Than he's alive...
- Return to Mateen
  - *I found your lost friend alive. He needs to be taken to a healer.*
  - Oh, I... I can't believe it...
  - (cough) It's okay...
  - Easy, I'll help you to the healer...
  - Thank you wanderer...

### **Tomyris (Zakarum Initiate)**

**Remnants of Faith** *Tomyris needs a guide through the Hawezar Wetlands. She wishes to return to Maugan's Folly to retrieve her late master's armor. I should meet her by the bridge leading into the Wetlands.*

- Speak with Tomyris
  - *I can help you get to Maugan's Folly.*
  - You would risk the dangers of the swamp? For a stranger, no less?
  - Though, I would not need the kindness of a stranger.
  - (grumbling)
  - Please be cautious...
  - There is a bridge
  - I cannot thank you enough for this, stranger.
- *Are you ready to journey to Maugan's Folly?*
  - I am. Let's be off.
- Find the broken bridge
- Cross the broken bridge
- Enter Maugan's Folly
- Find the crusader's armor
- Check on Tomyris
  - *Did you find the armor?*
  - No... I was worried this may happen. The filth that use
  - I knew she could have made it, but... Seeing her like this...
  - We must find the armor.
- Enter Mauhan's works
- Search Maugan's Work for Johanna's armor
- Slay the Warmaster and collect the (blue) Warmaster's Key
  - You'll get "The Defector's Note"
- Use the (blue) Warmaster's Key to open the Deserter's Door
- Speak with Tomyris
  - *Is this your master's armor?*
  - Yes. My master's armor...
  - Today, I leave behind Tomyris...
- Speak with Johanna
  - *Welcome, Johanna*
  - I was worried we would not find it...
  - Before
  - I hope

OPTIONAL: - *You wish to travel to Maugan's Folly?* - Truthfully, no. - Without - *What happened at Maugan's Folly?* - You're clearly not from around here - My master, Johanna, - It didn't go as she had hoped. - *Why won't the crusaders help you?* - Why, indeed, - Tomyris, you know - Why add more bodies? - You sit here wallowing -

(grumbling)

## Elderwood Grove

### Elder Lau

#### Desperate Remedies

- Aldara says: My brother sent you to take my amulet, didn't he? Weak! It was our chance at a good life!
- Retrieve *Aldara's Amulet* from Light's Refuge
- Speak with Elder Lau
- Place the *Aldara's Amulet* on the altar
- Speak with Elder Lau

#### Backwater

#### Lumir: Brought to Heel

- Collect a (blue) Wilde Red Mushroom (/blue) for Lumir
- Speak with Lumir

#### Fractured Peaks

1. Gory Display
2. Shattered Display

#### Seat of the Heavens

#### Sena

**Gory Display** *I found a Warrior's Chain after slaying a khazra ambush. I should bring this to the Bear Tribe Refuge and notify them of what happened.*

- Bring the (blue) Warrior's Chain to the Bear Tribe Refuge
  - *I found this at the site of a khazra ambush...*
  - An ambush
  - This was

#### Shattered Tribute

- *Can I meet your chieftain?*
  - (scoffs)
  - Slay
  - Then
- Collect Ice Clan Bones: (25x)
- Return to Sena
  - *I offer this tribute.*
  - Splintered
- OPTIONAL:
  - *Why has the Bear Tribe come to these lands?*
  - Our

#### Desolate Highlands

**A Cold Faith (Dobrev Taiga)** *I found the body of a pilgrim on his way to some holy place high in the mountains. He didn't get very far. Someone in Margrave may want to know of his fate.*

*This pilgrim of the Light could not complete his journey.*

- Speak with Priest Matvey in Margrave

- *I found the body of a pilgrim from Margrave.*
- I see. So our young brother failed
- A shame, but no worse
- Death of fang and claw.

**Exorcist's Cache** *I found a cache infused with powerful magic. I must collect spirit anima to lay the dead to rest and open the cache.*

- Gather spirit anima from the undead

## Kyovashad

### Voszalko

#### Blood of the Mother

- *Whatis it, priest?*
  - I know
  - Iosef toldme.
  - (spits) Fool.
  - Go to Nevesk. Go! You will see the truth there.
- OPTIONAL:
  - *I've been declared an enemy of the Church. Why are you helping me?*
  - Pfeh—if I could cast you
  - So long as that she
- Meet Voszalko in Nevesk
  - Voszalko: (shivers) Damned cold. Come—speak with me.
  - *You said I would see the truth, but all I see here is a burnt out town.*
  - If you do not look,
- OPTIONAL:
  - *Who are you?*
  - Who are you. I am Voszalko.
  - And now
  - *What makes Nevesk so important?*
  - It is not
  - But to you?
  - Ach. You will see.
- Search for evidence of possession
  - Voszalko: Well? What have you found?
  - *I found a petal of blood.*
  - Ah! You see? You see how the petal pulses as it touches
  - A terrible fate. But...
  - Go to Mercy's Reach, reach the crypts. > Shroud of the Father

#### Shroud of the Father

- *To exorcise Lilith from my body, Voszalko needs a forgotten relic of the Church: the Child's Caul. He said I can find it somewhere in Mercy's Reach.*
- OPTIONAL:
  - *Why was a holy relic left in Mercy's Reach?*
  - Ask the false pilgrims!
  - Those of us who stayed true...
  - *You were important once, weren't you?*
  - Important? I led
  - But Prava – Light shine upon
  - In time, I was

- Find *TheChild'sCaul*
- Find Voszalko in Kyovashad
  - *I found the Child's Caul*
  - Ah, ha. Yes.
  - Pfeh. Maybe
  - Join me in > Severing the Bond

### Severing the Bond

- Enter the Elysiuma Archives
- Accompany Priest Voszalko
  - *I'm here.*
  - Knights wait for me ahead-called here for my protection. When the Angel marched on Hell, these few remained to keep the faith, as I did. Valiant souls, all! I will now don the Child's Caul, as our Mother Prava did before she was born anew.
  - Blessed by the Angel Inarius, no evil will harm me. My works, my wishes, His wishes. You who are riddled with sin, shed your blood into this sacred cup.
- Pour your blood into the Chalice
- Speak to Priest Voszalko
  - *I'm ready.*
  - Stand within the circle of chalk-and make no attempt to leave, or your damnation be certain. Inarius, whose wings brought Light to this world: act through me now! Purge the filth within this blood! Cast out Her corruption! Burn Her from–
  - No. No, this is wrong. Light! No! Nono! Stop! Stop!
- Speak to Priest Voszalko
  - *What happened, are you hurt?*
  - Th-The exorcism... I... I did everything right. As I have done so many times before! But y-you...
  - Begone. Begone! The angel Inarius... H-he casts you out! Casts you out...
  - Leave. Leave, please! Please!

### Petr

#### Faith in Blood

- Psst. You there, I need to talk to you.
  - *Petr? Why are you whispering?*
  - Our mutual friend needs your help, but we must be cautious. Here, she wanted me to give you this letter.
  - Items received: (green) Sister Octavia's Letter
- Enter the Ominous Cellar
  - And... thank you for trying to save my poor Vasek. I know you tried your best.
  - keep
  - oh
  - and
- Speak with Sister Octavia
  - *I came as soon as I could.*
  - i knew
  - don't
  - ugh... I cannot...
  - need
  - where?
  - margrave
  - be wary
  - groan
- Speak with Priest Matvey
  - *I need a holy chalice.*
  - Who

- I am on a
- Oh! P-please
- Here, here!
- Fill the (blue) Silver Chalice with Bandit Blood
- Return to Priest Matvey
  - Good, now take a piece of the burning wood from this holy pyre and place it in the...
  - And do stand back.
- Place a piece of pyre wood in the (blue) Blood-Filled Chalice
  - Excellent.
  - And, err... please do give her my most respectful regards.
  - Items received: Holy Chalice
- Return to Kyera's home
  - Petr: Oh, thank the Light you're back! The Sister has taken a turn for the worse.
- Speak with Petr
  - *What happened?*
  - Right after you left,
  - She told me
- Enter the Ominous Cellar
- Rejoin Petr
  - (cruel laughter)
  - Please, save her!
  - *Father Inarius, as I shed my wicked blood, let it be purified in thy Light. Let the Light fill the darkness within all of us.*
- Begin the exorcism
  - Oh, your pitiful chanting again?
  - Are you so eager to watch me freeze her blood?
- Slay the Carvers
- Continue the exorcism
  - *Let the Light push out the darkness hiding within this woman! Father, force this demon out!*
  - (gasps) Stop this instant! The Reverend Mother will learn of this heresy! I will see you all burn!
- Finish the exorcism
  - Light, purge the wickedness!
- Slay Demotath
  - Sister? Sister! Please say something!
  - (groan) Ugh... it's too bloody cold down here...
  - My friend, give me just a moment and I will meet you outside. You deserve a proper thanks.
- Meet Sister Octavia outside
- Speak with Sister Octavia
  - *Sister, are you alright?*
  - Yes. You did well,
  - Sister
  - They
  - Oh?
  - If I
  - No
  - I suppose
  - But, Sister
- Meet Sister Octavia outside
- Speak with Sister Octavia
  - *I'm glad you're all right.*
  - Yes, I
  - Thank you, my
  - If you had
  - What
  - Heh, no. He will
  - I want you to



– Oh, and... I'll try to put in a good word with Prava for you!

## Sister Octavia

**Depths of Despair** *Sister Octavia once again needs your assistance with a suspected demonic possession.*

- *It's good to see you again, Sister.*
  - Ah, you have good timing friend. Kvera here is convicted her husband is possessed by a demon.
  - Kvera: He is! Been disappearing all hours, coming home with bloody hands. He says he does not remember but... he was scaring me, so I tied him up in the cellar until I could get help!
  - Sister Octavia: And help you shall have. Come, show us where he is. Hmm. The door is damaged Kvera, stay outside, just in case. Demons manifesting already? I don't see her husbands...
  - HadrinL What was that?
- Enter the Ominous Cellar
- Slay the Carvers
- Check on Kvera outside
  - *Kvera! What happened?*
  - Kvera: Vasek, my husband... he was hiding upstairs. He ran... out there. Quick, before he hurts someone else. It looks worse than it is. I will live. Go!
- Chase Vasek
- Enter the Kyovashad sewers
- Chase Vasek with Sister Octavia
  - Vasek: P-please... I'm so cold!
  - Sister Octavia: Vasek! Wait!
  - Vasek: Go away! Go away! Stay away!
  - No! We won't forsake you!
  - Vasek: It hurts! IT HURTS!
  - Sister Octavia: He's close! There! Careful, this situation is delicate...
- Speak with Sister Octavia
  - *What do we do now?*
  - Like before. Take my chalice, and place it down as near him as you can. I'll keep his attention.
- Place the (blue) Holy Chalice
  - Sister Octavia: Vasek, just stay calm. Will you say the litanies with me?
  - Vasek: No! No! Stay away!
- Protect Sister Octavia
- Slay Demotath
- Speak with Sister Octavia outside
  - *You're injured.*
  - I'm fine...
  - Thank you...
  - Somehow...
  - Take care...

## Eastern Plain

**Pilgrim's Journal (Southeast Foothills)** *Priest Matvey says I am ready. I shall leave Margrave at dawn. The journey will be long, but my faith is endless. Light, grant me safe passage to the monastery, that I may better know your grave within it hallowed halls.*

- Speak with Priest Matvey in Margrave

## Menestad

## Meros

## Gold well spent

- *What do you need?*

- An arrangement
- He’s camped somewhere
- Get the (blue) Payment of Gemstones from Luskas “The Cold-Hearted”
  - *I’ve come for the gemstones belonging to Meros.*
  - Meros snet you?
  - *The merchant Meros has asked me to recover a payment of valuable gems from a man named Luskas.*
- Return to Meros
  - *I’ve returned with you payment.*
  - So, the deed is done?
  - I’m sure you’ve heard the new word as it spreads. . .

## Margrave

### Priest Matvey

#### The Cleansing Flame

- *It seems Margrave is beset by evil on all sides.*
  - Yes, darkness is all around us,
  - Back when the Knights
  - There is one
- Light the Ritual Brazier
- Light the brazier to start the ritual
- Cleanse the area
- Return to Priest Matvey
  - *I have lit the old brazier.*
  - Ah, so you have. I can smell
  - The light shines through you wanderer.
- OPTIONAL
  - *The Cathedral supports these burnings?*
  - (snort) We are far
  - But (inhales) the Father
  - *These people, were they all deserving?*
  - (sigh) Many were bandits
  - We must not share

## Zalan Coste

### Legacies of Light’s Watch (Fractured Peaks, Dobrev Taiga) *A young monk seeks answers about the Knights Penitent.*

- *You’re injured. Do you need help?*
  - You’re kind, but it’s nothing that won’t heal. I was a fool for trying to get into the old Light’s Watch outpost. The place is overrun with fiends.
  - I only wanted to. . . I believe my mother, Soliana, was stationed there. However, the Church keeps everything but its records in the Light. There must be something left behind at the outpost by Knights Penitent!
- Acquire *Archivist’s Journal* I, II & III
  - Archivist’s Journal Volume I: Archivist: *Our new recruits are proving themselves strong. I have grown fond of one, Knigh Soliana Coste. Her devotion to the faith could cast even the darkest shadow of doubt from anyone’s mind. It’s easy to talk to her about those I left for the calling of the Light. She had to leave her family too, a son. . .*
  - Archivist’s Journal Volume II: Archivist: *We received the order. Out company has been called away on a mission for the Light. I know that, like the others who have been called to serve, we will not return. We have already given everything to the Church. Must we give up our lives as well. . . ?*
  - Archivist’s Journal Volume III: Archivist: *I tried to convince Soliana to leave with me. I told her son would rather grow up with a mother, and we could start over, away from this frozen wasteland. She*

*refused. Soliana said to run would be to abandon the Light, and a better world for her son. Perhaps, she's right...*

- Unsent Letter: *Pa, Is it true what they say? An angel walks among men? The Knights march to Kor Valar. If I were two years older, I'd have passed my trials and I'd be marching with them. Instead, I stay. A skeleton crew will guard the fort until the Knights can return. You'd be proud. No more polishing shields for me. They gave me a sword. Though I doubt it will ever see battle. I'll write soon. Edmunt*
- Return to Zalan Coste in Margrave
  - *I found these journals.*
  - I see. So my mother was a Knight Penitent. (sigh) Would she have made the same choice if she saw what the world has become?

## **Kehjistan**

1. A Wolf's Honor
2. Unusual Ore
3. On The Hunt

### **Ragged Coastline, Iron Wolves Encampment**

#### **Asa**

#### **A Wolf's Horror**

- An ill-fated expedition has left Asa with a difficult responsibility.

#### **A Wolf's Honor**

- *Where do you need to go? Perhaps I can help.*
  - (sigh)
  - I led my soldiers
  - Well
  - Fine
- Speak with Asa by the Forgotten Ruins
  - *What can we expect inside these ruins?*
  - The dead walk
  - No mistakes
- Retrieve (blue) Alim's & Tala's Belongings
- Speak with Asa
  - *How are your wounds?*
  - I'm healing
  - We offer
- OPTIONAL:
  - *What happened?*
  - The Iron
  - So I
  - The dear
  - *Are their belongings worth such risk?*
  - To survive
  - When an

### **Benamin; Blacksmith**

#### **Unusual Ore**

- Bring the (blue) Unusual Ore to an Iron Wolf blacksmith.
  - *Look at this unusual ore I found.*
  - (laugh) You have a good eye for ore!...

## Haddad, Iron Wolves Quartermaster

### On the Hunt

- A rogue Iron Wolf hunts an elusive mark.
  - *You seem worried.*
  - Do I?...
  - The fool...
  - (sigh) I'm sorry...
- Search for Dawood
- Speak with Dawood, Iron Wolf
  - *Dawood, I take it? Your captain is looking for you.*
  - He hired...
  - But I...
  - I've tracked...
- Defeat Mail and his gang
- Speak with Haddad
  - *Did Dawood give you his report?*
  - He did...
  - Damned...
  - It will..
- *What is this bandit problem?*
  - Bandits...
  - I need every...

## Heddam

### Guardians of the Pit

- There is a growing threat in the Tar Pits.
  - *Is there trouble?*
  - When is there not...
  - If it's...
  - See?...
- Slay skeletons to draw out the champion
- Slay the champions of the Tar Pits
- Return to Heddam
  - *I killed the Champion of the Pits.*
  - Ha! Well done...

## Caldeum

### The Traveler

### An Errant Flock (1/4)

- *What are you doing out here?*
  - I might ask the same...
  - I was helping...
  - I could certainly use an extra sword...
- Accompany the Traveler
- Speak with the Traveler
  - *We're safe now, for the moment.*
  - Are you hurt...
  - Leave you? I'm a man of my word...
- Speak with the Traveler
  - Come on, let's move.
- Accompany the Traveler

- *Looks like we're clear.*
- So we are. I'm obliged for your help...
- Hmm, your face is familiar to me...
- I must get these people to shelter...
- New quest: Acts of Atonement

### Acts of Atonement (2/4)

- Speak with Edgar (Gea Kul)
  - *Hello again, Edgar.*
  - Well, if it isn't the desert wanderer...
  - No.
  - Hmm. A friend...
  - It's risky...
  - Her name is Suna...
  - I'll handle it...
- Ask about Suna in Gea Kul
  - To Bartiuas: *Have you seen an old woman in an orange scarf?*
  - I think I know who you mean...
  - Name's... Sophie or something...
  - To Jeserica: *Have you seen an old woman in an orange scarf?*
  - Suna... yes, it happened last night...
  - They have a house they've taken over...
- Tell Edgar what you've learned
  - *Suna is being held in a house in town by the Knights Penitent.*
  - Damn it. This is...
  - He's an Inquisitor...
  - Here is how we'll do this...
  - Once you're in...
- Speak with the Penitent guard
  - *I gave a message for your commander, here is an insignia.*
  - You are a new informant?
  - Hmph...
- Enter the house
- Speak with the Inquisitor
  - *Why do you harass this woman?*
  - What? Who are you?
  - Wait, I recognize you...
- Defeat the Knights Penitent
- Speak with Suna
  - *You're safe now.*
  - Edgar, who is this?
  - Those men knew about...
  - What? Oh hells...
  - You've save a life today, my friend...
- New quest: Justice Delayed

### Justice Delayed (3/4)

- Speak with Suna in Gea Kul
  - *What is this camp you spoke of?*
  - Edgar has been hiding people...
  - We thought they would be safe...
  - Will you go and help Edgar?...
- Meet Edgar at Caldeum Overlook
- Defeat the Knights
- Speak with Edgar

- *It's not your fault.*
- This is Osric's doing. . .
- I used to be a Knight. . .
- I should have. . .
- If I had killer. . .
- I will flee no longer. . .
- I'll meet you there.
- New quest: An Unlawful Order

#### **An Unlawful Order (4/4)**

- Meet Edgar in Caldeum Bazaar
- Speak with Edgar
  - *I'm ready. What's your plan?*
  - Osric and his crew garrisoned neat the main. . .
  - We'll meet some resistance. . .
- Find Osric's hideout
- Defeat Knoghts Penitent
- Enter the cellar (Osric's garrison)
- Find Osric
- Confront Osric (Inquisitor Captain)
  - Hello again, Edgar. . .
  - You're nothing but a common thug. . .
  - So you wil not repent and beg my forgiveness. . .
- Defeat Osric and his Knights
- Speak with Edgar
  - *One less monster out there.*
  - I'm not sure how to thank you my friend.
  - I can't stop trying to make up. . .
  - I'm going. . .
  - Here, I want to take my weapon. . .

**“On Caldeum's Defenses fortifications”** A treatise on the city's fortifications. *And when all is lose. . .*

#### **In Desperate Times**

- Ask for the watcher's help
- Emote “Help”
- Open the Mysterious Chest

#### **Barez Kehjistan, Caldeum, (Imperial Library)**

**To Serve Again (Abandoned Market)** *I found a lost piece of Iron Wolf armor. The Iron Wolves never leave behind the armor of their fallen kin if they can help it. Their smith, Barez, will want to see this.*

- Bring the (blue) Iron Wolf Armor to Barez
  - *I recovered this armor from one of the knights.*
  - Thank you for bringing this to me. This armor belonged to a friend and a bother in arms. With a little work, it will protect

**The Weapon of a Wolf** *Barez, an Iron Wolf at the Palace Library, may be interested in this recovered sword.*

- Return the (blue) Iron Wolf Sword to an Iron Wolf
  - *I recovered a sword that belonged to the Iron Wolves.*
  - I know this blade. . . this is Asheara's blade

## Forgotten Coastline

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## Endless Fortune (Kehjistan | Southern Expanse | Gea Kul)

- Return the (blue) Old Journal to Ostaf (Purveyor of Curiosities)
  - *A treasure goblin dropped this journal. It bears your name.*
  - (laugh) I haven't
  - Didn't know
  - Here is a reward

## Tarsarak

## Nageed

## Payment Past Due

- Search for the Miner's Lockbox in Rezam's Excavation
  - *A man named Nageed asked me to retrieve a lockbox from the mines. Inside are the wages of workers like him, stolen by bandits who now plague the south. I hope there is something left to give back.*
  - NAGEED: My new friend, well done! Our lost miners can rest avenged, thanks to you. Wish I could have seen you handle those swine... Well, forget it, enjoy your share. I know I will.
- Return to Nageed

## Ciniss

## Strayed from the Path

- Slay the Knights Penitent
  - *THE Knights Penitent culled the town of Tarsarak looking for heretics. Ciniss lost his son during this purge. He hired me to hunt down some of the knights outside town and exact justice.*
- Return to Ciniss
  - CINISS: (spits) Let Hell take them back. In better times, I would invite you into my home and honor you, but these are dark days. These couns are all I can offer you...

## Scosglen

## Tur Dulra

## Scholar Yuein

## The Diviner

- *Will the Greak Oak heal?*
  - Ah, we'll
  - Many of the Tur Dulra
  - The chances
- Find a Tur Dulra Runestone
- Return the Tur Dulra Runestone to Scholar Yuein
  - *I found and intact Runestone*
  - By the Oak!
  - I'll try
  - I don't
  - Of course!
  - They
  - Let me know
  - *I'm ready.*
  - Wonderful

- The third
- *I'm ready to go.*
- Return here when you find them.
- Activate the Spirit Runestone, Earthren Runestone and Nature Runestone
- Return to Yuein
  - *I've awoken the runestones in the forest.*
  - Brilliant!
  - Let us
  - It's working.
  - Last
  - Touch
  - Thank you

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### Daughter of the Oak

- Take a (blue) Root Cutting from the Underroot
- Return to Keeper Albard (Keeper of Vasily's Tree) (Cerrigar)
  - *I've been to the Underroot. I found this.*
  - Why,,, the Great,,,
  - Our Tree was raised from a cutting...

Dungeon: Underroot

- Travel to the Chamber of Offering

### Under The Fat Goose Inn

Torben

### Settling the Tab

- Speak with Torben the Innkeeper
  - *Go to the Under the Fat Goose Inn and speak to Torben the Innkeeper about Niall's tab.*

Marowen

Fergus

### A Briny Fate

- Search for Benen at Stormbreak Cove
  - *Fergus's best friend, Benen, has gone missing at sea. Rumors say his vessel crashed along the northern coast. I should investigate the rocky coast and see if I can find evidence of Benen's fate.*
- Search for Benen at Eternal Watch
- *In a chest, a Letter from Benen*
  - BENEN:
    - \* Fergus, I send this letter from a far shore you will never see. Little makes me happier knowing so. The bottle consumed you long ago. Took what little sense washed around that head of yours. I couldn't stand it no more. The whinging. The pissing about. I leave Marowen, my home, to be free of you. Free of your misfortune. I wash my hands of you.
- Speak with the Wounded Sailor
  - WOUNDED SAILOR: Our ship kissed the rock of Eternal Watch with its bare arse. Scattered us across the rock, blood and wood everywhere.
  - I managed to get Gil up the beach here. No telling what happened to the rest.
  - Don't worry, Gil. Just need to wait out the tide.
- Tell Fergus about Benen



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### **Ravenous Predator's Offering**

- Harvest spirit energy from wildlife
  - *I found a cache sealed by powerful magic. To open it, I must slay wildlife in this area and feed it their spirit energy.*
  - Key Items: RAVENOUS PREDATOR'S OFFERING

### **Of Pests and Pesticide**

- Exterminate Stinging Swarms in the Shrouded Moors (75x)
  - *Stinging Swarms in the Shrouded Moors are plaguing the poor inhabitants of Tirmair, wreaking havoc on both crop and livestock. A village elder, Meav, hired me to help exterminate them. THE Swarms seem to be concentrated in the Blood Vale.*
- Return to Meav

### **An Acquired Taste**

- Return to Atli
  - *I have recovered enough Thorn Beast meat to keep the people of Tirmair fed for some time. I should return them to Atli the hunter.*
  - Key Items: (blue) THORN BEAST MEAT (12x)

### **Stolen Artifice**

- Take the (blue) Runic Charm from Darcel
- Return to Merryn

### **Votive Passing**

- Mark the resting sites of the lost hunters (green) (3)

### **Daughter of the Oak**

- Take a (blue) Root Cutting from the Underroot

### **Shattered Tribute**

- Return to Sena

### **Raising Spears**

- Collect Blood-etched Spears from Champion's Demise with Ealda (green) (8)
  - Ealda: *My ancestors soaked these fields with demon blood. These fiends trespass upon their betters. The ancestors' strength returns. I will see these spears back to the hutmoot. Together, we will show the cannibals that Crane Tribe fears no fate. The dead rejoin the tribe in spirit and spear. Their blood reminds us of the worth of our own, and we will not stain their sacrifice. Crane Tribe knows well the price of cowardice.*
  - Speak with Ealda

### **Fury Against Fate**

- Speak with Ealda at the Crane Tribe Hutmoot

## Yelesna | Olesia | Ravenous Dead

- *What kind of services do you provide?*
- I provide a steady supply of, shall we say, specimens...for the clergy nearby. However, their desire for knowledge has become more dangerous to satisfy.
- I require a host of intact ghoulish hearts from the surrounding area. There's something special about the ravenous dead nearby - they can reanimate with only a few drops of blood.
- I'd venture out and retrieve these myself, but I'm more accustomed to dealing with the fully dead. Your discretion is appreciated of course, and you will be rewarded.
- Collect (blue) Ghoul Heart (green) (15)
- Speak with Olesia
- *I've returned with the Ghoul Hearts.*
- Excellent work, friend. Ghoul hearts seem to have captivated the clergy as of late. It's no surprise, really. Understanding your enemy is the first step to defeating them.

## Yelesna | Krystyna | Unyielding Flesh

- *You seem troubled.*
  - My husband, Feodor, left our home in the middle of the night. I heard him talking to someone, another woman.
  - I went to confront them, but they fled towards a strange light in the forest.
  - They have been gone all night... I think it's time I went after him, but the forest is dangerous. Would you accompany me?
- Help Krystyna find her husband Feodor
  - My sweet Feodor, may you know bliss eternal.
  - Feodor!? What has happened... oh, heavens, no! No...
- Confront the mysterious woman
  - Such sights... I have witnessed... Such pleasure... such pain... I must have... more
  - What? Feodor!? How is it that you—?
  - Please... go after that woman who did this to him—
  - MORE! MORE, MORE, MORE!
  - It's no surprise Feodor was drawn to me, but I have given only what was desired! His petty soul has been torn asunder by agony and ecstasy, but his flesh is unyielding. You will not interfere!
  - slay
  - return
  - uch
  - you
  - uch
  - speak
  - the
  - if
  - claim

## The Hogs Head | Pilgrim's Letter | Traveler's Prayer

- from
- give
- investigate

## Bear Tribe Refuge

- we
- (sigh)
- kauller
- find
- ive
- ha

## hammer

- our
- it is
- i have
- you
- for

## call of the ancients

- We meet
- aye
- far
- be my
- you
- chieftain
- slay
- yes
- ancestors
- they
- strength
- rest

## Unsorted

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**Malign Devotion** *A builder named Lakren has put out a call for workers to find him in Alzuuda if they wish to help “rebuild Sanctuary.” I should seek out this Lakren and inquire about his offer.*

- Travel to Alzuuda in search of Lakren the mason.
- Meet Lakren at the Lost Monument
  - Pick up the (turquase) Sealed Penitent’s Cache
- Investigate the crypt below the Lost Monument
  - Lakren: *Blessed Mother! Grace me with your power. Grant me the strength to continue to carry out your will. Welcome, traveler. Your day of glory is at hand.*
- Inspect the Gospel of the Mother
  - Magnifying glass: Lost Monument Crypt: Gospel of the Mother: *Covenants, Verse 7. In the mountains, the Mother and I saw a village. The people, cold and hungry, prayed to a Light that would give them warmth. But in her presence, a new fire was stoked in their hearts. They would never go hungry or feel cold again.*

Message: Cenotaph of the Devout - Lakren’s Builders Notice: *All brave volunteers are needed to help rebuild this broken world. Train under Lakren the master builder and help save Sanctuary. Tools and coin will be provided.*

## The weapon of a Wolf

- Return the (blue) Iron Wolf Sword to an Iron Wolf

## Whispers from below

- Search for Cecil with Roina
- Speak with Roina

## A Sodden Pact

- Speak with Roina
- Collect hair from Sodden Growths (5x)

- Speak with Roina

### Untangling Truths

- Meet Roina at Linnead
- Place offerings at the Derelict Shrines (3x)
- Speak with Roina

### Threads of Envy

- Meet Roina at the Eternal Watch
- Enter the Mithering Descent
- Search for the Water Wight
- Speak with Roina
- ...
- Speak with Roina
- Speak with Roina in Marowen

**Malady of the Soul, Kyovashad, Sister Octavia** *Sister Octavia, a priest from the Cathedral of Light has asked for my help with a ritual to exorcise a demon from a young boy.*

- Petr: Thank god you're here. My boy. . . I-I think he's possessed!
- Sister Octavia: Worry not, Petr. The Cathedral will not abandon you.
- *What's going on here?*
  - Ah
  - Meet
- Enter the Frigid Cellar
  - Petr: (shivers)
  - Sister Octavia: A sure sign
- Speak with Sister Octavia
  - *What do you need me to do?*
  - Take
- Place the (blue) Holy Chalice
- Speak with Sister Octavia
  - *Begin the exorcism.*
  - (deep breath)
- Slay Xul'goth
  - Demonic Voice: No! NO!
  - Xul'goth: I will shatter your bones!
  - Sister Octavia: Saly it quickly! Before it finds another host!
- Speak with Sister Octavia outside
  - *That was. . . interesting*
  - You did
  - There are

Optional:

- *Miracles? But Inarius was slain.*
  - The loss
- *But Prava decreed I am a heretic.*
  - Hmph. You

– As long

### Votive Passing

- Mark the resting site of the lost hunters (3x)
- Search for the source of the voice
- Speak with the Wounded Hunter
- Deliver the Handmade Torc to Maisie

**The Sealed Door** *I learned of an impending catastrophe from an off man in Lower Kyovashad. I should search the Frigid Expanse for this trange sealed door.*

- Search for the sealed door
- Slay the Ghazra...
- Defeat the Death Priest

Stronghold: Nostrava - Speak with the Priestess - Survive the crazed villagers assault

### Chain of Possession

- Enter the Red Cellar
- Approach Magdalena
- Slay Magdalena and take the Woodman's Axe
- Speak to Parin

### Fractured Peaks | Magdalena | The Woodsman of Nevesk

- *Looking for something?*
  - An axe. Specifically, the axe
  - The priest who hired me
  - If you help me find the axe
- OPTIONAL:
  - *Why do you want the Woodsman's Axe?*
  - I don't, Parin does. He's a priest of sorts,
- Search the wilderness for (blue) The Woodsman's Axe
- Retrieve the (blue) Woodsman's Axe
  - Woodsman: Sweet is the blood of the lamb!
- Return the Woodsman's Axe to Magdalena
  - *I have the Woodsman's Axe.*
  - It must have been a grim place,
  - Now to get this

### Legacy Unmade

- Meet the Parin in the Craigs of Ill Wind
- Enter the Sanctified Study
- Follow Parin...
- Pick up the (blue) Woodman's Axe
- Place (blue) The Woodman's Axe (/blue) in the holy water
- Protect Parin
- Destroy the Woodman's Axe
- Speak with Parin

### Stemming the Tide

- Return to Aigidth

Season Journey: Echoes of the ???

## The Swamp's Protection

- Return to Timue
  - *Timue? Are you all right?*
  - Bah, I'll
  - They've
  - Since
- Get (blue) Timue's Supplies for the infected
- Find Baridan, Duraya, and Raldin
- Speak with Duraya
  - *You must be Duraya. I have supplies from Timue.*
  - (scoffs) "Herbs"
  - You can take that shite
- Find Baridan and Raldin
- Speak with Baridan
  - *Baridan? Timue sent supplies for you.*
  - I'm... yes! Yes, I'm still
  - Don't be
  - But enough
- Find Raldin
- Kill the bandits
- Talk to Raldin
  - *Did they hurt you?*
  - No, I... I was looking for
  - Th-they attacked
  - *Don't worry, I'll look into it.*
- Find the bandit camp
- Kill the bandits
- Return to Timue
  - *Bandits were abducting them. Here's what I saw...*
  - And folk think we are monsters
  - But you've sated the swamp
- OPTIONAL:
  - *What is this infection?*
  - It begins
  - Slowly, painfully,

**Hawezar | Timue's Hovel | Venom of the Nangari** *I found some venom that has a curious look to it. Maybe Timue knows more about it.*

- *Do you want this vial of curious venom?*
- What is it now?
- You know
- Even
- This venom
- Perhaps the
- OPTIONAL:
  - *Tell ne about the swamp.*
  - The swamp is always
  - It sees all and

## The Living and the Dying

- Collect oil
- Deliver oil

## Goatman's bane

- Place the Goatman's head at the altar
- Find Satsura
- Slaughter the Goatmen

### **Tsalir's Blessing**

### **The Pit of Anguish**

- Speak with Satsura

### **Jirandai | Ordun | Corroding Mettle**

- Seek out Ordun and Khada in Jirandai
- Find Khada's caravan
- Search for Khada nearby
- Return to Ordun

### **Jirandai | Gesur | Tarnished Amulet**

### **Jirandai | Sorga | Blistered Heart**

### **Hawezar | Umir Plateau | Zarbinzet | Crusader Warwick**

- Coiled Grasp
  - *Is there something you need?*
  - You there! The Light has use for you. . .
  - Normally we wouldn't stoop to hiring mercenaries. . .
  - Excellent. The Light will not forget you. . .
- Speak with Crusader Berolt
  - Travel, or teleport to Vyeresz and walk to the destination.
  - Stronhold discovered

### **Zarbinzet | Father Dymus | To Walk a Dark Path**

- Find the Decaying Farmstead
- Search for evidence of Symon
- Open the forgotten Lockbox
- Read Symon's journal page
  - A record of my journey pt. II
- Travel to Tibault's Grasp
- Speak with the Frightened Pilgrim
- Subdue tge Fighbened Pilgrims
- Speak with the Frightened Pilgrims
- Question the Pilgrims (3x)

### **Hawezar | Zarbinzet | Vass**

- The Heretic
  - *You sound troubled.*
  - There's a powerful evil out there. . .
  - Please, would you look for survivors. . .
  - *Don't worry, I'll look into it.*
- Search for survivors at the Abandoned Ruins
- Slay the Demons
- Speak with the frightened girl
  - Please! No! Don't hurt me!
  - *I'm not going to hurt you.*
  - You're not one of those things

- I am Aneta. I was looking
- *We need to get you home.*
- My mother, she's sick. I can't go home empty handed. Please will you help me?
- Help Aneta gather flowers (green) (3x)
  - Ah, there!
  - There! There's one.
  - Over here, I see one!
  - Thank you so much. I'm so glad you found me! Let's get back to my mother before it gets too late.
- Escort Aneta back to Zarbinzet
  - Mother! I'm home!
- Speak with Aneta
  - *Don't forget your flowers.*
  - Oh! Yes! Mother, I'm sorry
  - Flowers? (You (cough) went out and left me alone for flowers?)
  - B-but... (cries)
  - You found her! The ashes
  - What No! Please! I-
  - We'll make you pay.
  - Hmph. All this fuss over her.
- OPTIONAL
  - *Why didn't you defend your daughter?*
  - Vera: It would
  - Better
  - *You think Aneta is cursed?*
  - I don't think
  - (cough) I turned
  - *Why do you think it's getting worse?*
  - (cough) That stupid child
  - I'm terrified
  - *Where could Aneta have gone?*
  - Tch,
  - If she
- Find Aneta
  - Vass: You can't escape! Demon-spawn! Heretic!
- Enter the Forgotten Cave
- Save Aneta from the villagers
- Slay the demons
- Speak with Aneta
  - *Are you alright?*
  - Oh gods... it-it happened again...
  - I don't know what's
  - Please, tell my mother I'm sorry! I'm so sorry!
  - (sobbing) Please! Stay away!

## A price to Pay

- Speak with Vera
  - *Aneta has run away! Where could she have gone?*
  - again
  - so much
- OPTIONAL
  - Talk to Vera: *There's something very wrong with her.*
  - I know there is..
  - Anything she does now is on your head.
  - *She tried to cure you?*
  - That girl was always...
  - Even tried to drag me to Wejinhani. "There's healers there! They can help!"



- Find the source of the hushed voice
  - Suzana: Not here Follow me.
- Speak with Suzana
  - *Why did you whisper to me?*
  - You're the one trying to help Aneta. She's such a kind soul,
  - She wants to cure her "curse". There's an old book of folk remedies
  - And please, hurry. You might
- Search homes for the book of folk remedies
  - Wejinhani Dispensatory
  - ...
  - *This is it.*
- Travel to the Blind Burrows
  - Aneta: Be quiet! Get out of my head! Go away! I can't understand you! The voices...so many... It's so loud! Please Go away! Cursed! Cursed! Get out of my mind! (cries) It's so loud!
- Speak with Aneta
  - *Aneta! Are you alright?*
  - I don't feel well...
  - I need... the spider venom...
  - Please
- Collect (blue) Spider Venomen (green) 8x
- Journal Page
- Return to Aneta
- Pour the venom into the Boiling Pot
- Speak with Aneta
  - *Are you sure about this?*
  - (coughing) No, but it's the only way
  - Oh gods, it hurts...
  - Of course it hurts...
  - W-who are you...
  - Your blood is...
  - How?
  - Questions later...
- Speak with Gulyas
  - *Who are you?*
  - My name is Gulyas. This child
  - W-what me?
  - Yes, you, you are detained...
  - B-but I can't leave my mother...
  - You can not help her in this state...
  - I...I...
  - Aneta, you cannot run from your destiny...

## Poisoned Hearts

- Speak with Vera
  - *Vera, what are you doing here?*
  - You, You're helping here...
  - Where did they go...
  - Who do you think you are?
  - She's MY daughter... Mine! Once the others hear of this, you'll be sorry.
- Collect (blue) Aneta's Keepsake
  - *Hmm.. I should return this.*
- Find Aneta
  - *What?*
- Extinguish the Strange Braziers (3x)
- Speak with Aneta
  - *I found your necklace. Are you alright?*

- (sigh) Yes... yes... Thank you...
- Only when meddled with
- Have the voices
- It still hurts when they speak... they
- We don't apologize for
- Hmm. Something
- Speak with Gulyas
  - *What must we do?*
  - It is ancient magic that should calm your blood...
  - ill
  - Good. Go and gather ...
  - Worry not...
  - Aneta is perfectly...
  - I wouldn't...
  - Fine...
- Help Aneta gather rotten livers: (green) (4x)
- OPTIONAL
  - *Why was Aneta summoning demons?*
  - Uncontrolled...
  - Aneta weasn't trying...
  - *Who are you, Gulyas?*
  - I am a witch. A servant...
  - Some are called...
  - *Do you know Taissa?*
  - Ah, the witch of the tower...
  - I felt her absence from the swamps...
  - *I met with the Tree of Whispers.*
  - Did you?
  - A am impressed. I myself have not...
- Enter the Hidden Glade
- Follow Aneta
- Speak with Gulyas
  - *We are ready.*
  - Good. The rite is simple...
  - Aneta, protect yourself...
  - Oh, I... yes...
- Fill the Blood Altar
  - Enough, that will do.
  - Aneta drink as
- Protect Aneta from the villagers
- Follow Aneta
  - *Aneta, I'm so sorry.*
  - (crying)
  - aneta
  - nothing
  - my dear
  - (sniffle)
  - its
- Return to Gulyas' Hovel
- Read Aneta's Letter
  - Aneta's Letter: I'm sorry I wasn't able to say goodbye.

**Necrotic Research | Hawezar | Forsaken Coast | Gulyas' Hovel | Gulyas**

- *You have a task for me?*
  - The cultists who infest...
  - The notion is ridiculous, of course.

- There is a powerful Nangari necromancer who lives
- Collect (blue) Necrotic Flesh (green) (1x)
- Collect (blue) Snake Venom (green) (5x)
- Return to Gulyas
  - *I have what you asked for.*
  - Good. Hmmm, yes. Give me but a moment. Then I will need you again.

#### **Necrotic Research | Hawezar | Forsaken Coast | Gulyas' Hovel | Gulyas | Bad Blood**

- *What's next?*
  - The potion is ready. To be
  - There are many bandits
  - Return to me with the results
- Take (blue) Gulyas' Potion
- Find the bandit camp
- Add (blue) Gulyas' Potion to the Cookpot
- Hide near the Cookpot
- Find the cultist camp
- Add Gulyas' Potion to the Cookpot
- Hide near the Cookpot
- Speak with Gulyas
  - *Both groups died.*
  - Hmm. Not unexpected, but

#### **Keeping the old Traditions**

- Show the ancient statue you keep the traditions (emote YES)

#### **Crane Tribe Hutmoot | Ealda | Consumed by Pride**

#### **Hubris Smiles Back**

- Speak with Ogai near The Grinning One
- Retrieve *Baneful Oblation* from fallen within the Grinning Labyrinth (5x)
- Return to Ogai
- Place the offerings on the Ritual Stones (5x)
- Speak with Ogai (Gifts beyond flesh? Price?)

#### **Ked Bardu | Gelek | Thieves Famine**

#### **What Ails Thee**

- Speak with Phelan in the Downs

#### **Blycroft | Phelan | Fields of Ruin**

- Pick up the Druid Wardstones
- Place the Wardstones (3x)
- Speak to Phelan
- Travel to the Unhallowed Pits
- Slay Blackhorn and acquire his head
- Return to Phelan

#### **Firebreak Manor | Steward Wilfred | A Plea for Aid**

- *You look worried.*
  - The attack on the manor...
  - Please, could you travel...

- Speak with Corman the Alchemist in Cerrigar
- Corman (Alchemist): *Steward Wilfred is in desperate need of healing supplies.*
  - Poor man must have his hands...

### **Firebreak Manor | Steward Wilfred | Braega's Chronicles**

- Return the History of Scosglen written works to Wilfred at Firebreak Manor

### **The Starving Strand**

- Take the Bag of Foodstuffs to Tadhg

### **The Seer**

- Speak with Baewyn in Corbach
- Investigate Kealer Farm
- Speak with farmer Kealer
- Speak with Baewyn in Corbach

### **Reclamation**

- Speak with Chieftain Eiruig
- Speak with Baewyn outside Domhainne Tunnels
- Enter Domhainne Tunnels
- Search the Crimson Passages
- Examine the Cathedral Cross
- Search the Dark Descent
- Examine the Cathedral Cross
- Continue searching the Dark Descent
- Speak with Baewyn the Seer

### **Smoke Signals**

- Speak with Baewyn the Seer

### **Sacrament of the Faithless** Part of main quest: Deeds of a Champion.

- Find Faith's Torch, the Burned Knight Camp in Seven Stones
- Speak with Priest Dimitry
- Fight(?)
- Speak with Priest Dimitry
- Obtain the *Account of Captain Kharov's Madness*
- Search for the Cathedral of light authority in Kehjistan
- Speak with Prava
- Return to the Faith's Torch
- Inspect the Knight Corpse
- Enter Faith's Torch...
- Investigate the Screaming
- Confront the Burning Knights
- Slay the Burning Knights
- Speak with Priest Dimitry

### **Tenets of Depravity: Sacrament of the Faithless (Nahantu)**

- Guard
  - *His wounds look serious. What happened?*
  - he
  - the damn
  - faith

*I've encountered dying villagers from a Knight camp in the Seven Stones area. I should investigate what's going on there.*

- Find Faith's Torch, the Burned Knight Camp in Seven Stones.
- Speak with Priest Dmitry
  - *What's going on here?*
  - The Knights here suffer from a horrible vice,
  - It's as I said, Dmitry
  - Release
  - Your time is
- Slay?
- Speak with Priest Dmitry
  - *What did we just witness?*
  - please
  - on that table
  - Light be with you.
- OPTIONAL
  - *What does Captain Kharov want with Neyrelle?*
  - Captain
  - Kharov
  - *What is this 'Sacrament' you speak of?*
  - We first
  - Kharov
  - But, my
  - *Who was that man who just left?*
  - Serving
  - Long ago
  - *Want me to try and free you?*
  - Please don't start trouble
  - I'll be free once
- Obtain the (blue) Account of Captain Kharov's Madness
  - ITEM RECEIVED
- Search for the Cathedral of Light authority in Kehjistan
- Speak with Prava
  - *I bear a message from Dmitry.*
  - What
  - Kharov
  - When a calf becomes sickly, we cut it down to prevent the spread of infection.

### **Tenets of Depravity: An End to Suffering**

- Return to Faith's Torch
- Inspect the Knight Corpse
- Enter Faith's Torch: Knight Command Quarters
- Investigate the screaming
- Confront the Burned Knights
- Slay the Burned Knights
- Speak with Priest Dmitry
  - *We must find Kharov to stop this insanity.*
  - Find Marzhan
  - (dies)

### **Tenets of Depravity: Companion to Madness**

- Travel to Seared Revelation, the Burned Knight Camp
- Speak with Marzhan the Scribe
  - *Marzhan, I seek an audience with Captain Kharov.*
  - Oh, is

- Sadly, an
- Maybe there is a way
- Slay Dregs in the pit
- Slay the Colossus
- Slay the Hateful Abomination
- Speak with Marzhan the Scribe
  - *I've done as you asked. Take me to Captain Kharov.*
  - My, my, Kharov
  - Kharov
  - We'll
  - I'll
- OPTIONAL
  - *What of the Dregs?*
  - Ahh, how
  - They see
  - Dregs
  - *Tell me of Kharov.*
  - The brightest light
  - He was never the same
  - “Too kind”
  - It would seem
  - *Why are you helping me?*
  - Captain Kharov
  - Your success in the Blood

### **Tenets of Depravity: Scion of Blasphemies**

- Search for the entrance to the Temple of the Profane
- Speak with Marzhan the Scribe
  - *Let us press on.*
  - Before
  - The temple gates require
  - It's the only way
- Enter the Temple of the Profane
- Seek out Pharus for their Condemned Trophy
- Enter the Shrine of Suffering
  - OPTIONAL: Pharus
  - Pharus: Flesh removal
- Bring the Condemned Trophy to the Temple Gate
- Survive the Chamber of Slaughter
- Seek out Grigoriy for his Condemned Trophy
- Enter the Altar of Oblivion
- Slay Grigoriy
- Bring the Condemned Trophy to the next Temple Gate
- Survive the Chamber of Slaughter
- Enter the Hall of the Unworthy
- Slay Viktor
- Bring the final Condemned Trophy to the Vault of the Demigod
- Enter the Vault of the Demigod with Marzhan
- Slay Captain Kharov

### **Companion to Madness**

- Travel . . .
- Speak with Marzhan the Scribe
- Enter the Blood-Slick Pit
- Slay dregs in the pit

- Speak with Marzhan the Scribe

### Scion of Blasphemies

- Search for the entrance to the Temple of the Profane
- Speak to Marzhan the Scribe
  - *Let us press on.*
- Seek out Pharus. . .
- Enter the Shrine of Suffering
- Slay Pharus
- Bring the Condemned Trophy to the Temple Gate
- Survive the Chamber of Slaughter
- Seek out Grigoriy
- Enter the Altar of Oblivion
- Slay Grigoriy
- Bring the Condemned Trophy to the next Temple Gate
- Survive. . .
- Enter. . .
- Slay Viktor
- Bring the Condemned Trophy to the Vault of the Demigod
- Enter. . .
- Slay. . .

### Undercity: The Promise

- Slay the Terror of Five Hills in the Undercity
- Meet Sihek in the Garden
- Find the Golden Snakes

### Undercity: Starving Pride

### Undercity: Sihek

**Timeworn Effigy** *I found a doll that strongly resembles Timue. I should take it to her, just in case it is some form of witchcraft.*

- Bring the (blue) Timeworn Timue Doll to Timue
  - *Timue, why does this doll look like you?*
  - What is
  - Aha, this
  - Well, it should look like me.
  - Yes, it was my child's
  - Fitting that

### Dry Steppes

#### Consumed by Pride

*Crane Tribe is losing ground in their homeland from constant cannibal attacks. Ealda, the tribe's Chieftain, has asked that I look for some of their missing kin who disappeared in the Field of Broken Spears. They are seasoned warriors, and she does not believe they would fall to the cannibals so easily.*

- Search for the missing Crane Tribe barbarians
- Investigate the Mutilated Barbarian
  - Message: The Field of Broken Spears: *Torn flesh and bite marks riddle the corpse. Jaw agape, they express both surprise and terror.*
- Return to Ealda with News of the barbarians' fate

- Ealda; Crane Tribe Chieftain: *You return with more blood on your lips than your blade. Explain yourself. Now.*
- *I found the missing barbarians. They turned to cannibalism.*
- Sgarn: *We watched them. Learned from them. They consume flesh to take the strength of those who are weak.*
- Ealda: *Honor is with those who die with blade held high. Only a beast would see them as a meal. It seems we've lost more than flesh against the cannibals.*

## Hunger for a New Life

- Enter Zolaya's Hideout
  - I found Zolaya and Oyuun attempting to settle down in Farobru, but Oyuun seems to be having a traumatic flashback. Zolaya has sent me to an old hideout out of hers with a tea infuser to fill with herbs, in the hopes the teas will help calm Oyuun down.
  - KEY ITEMS: EMPTY TEA INFUSER

## Culling of the Flesh

- Slay cannibals in the The Field of Broken Spears (green) (50)
  - Kaida told me of Crane Tribe's efforts in quelling the growling cannibal numbers. It is a never ending battle, and the tribesmen are too few to eradicate the problem entirely. Kaiba asked me to slay cannibals in the Field of Broken Spears while she tends to her injured brother.
  - Return to Kaida
  - *Your fallen warriors have been avenged. I slew many cannibals.*
  - KAIDU: The outsider succeeded where I failed. I will wear this dishonor forever.
  - KAIDA: Don't be foolish. There is no shame in injury. Ugh, stop touching it!
  - KAIDU: I can't help it!

## Sealed Oxen Tribe Cache

- Harvest demon fury from Vile Ones
  - *I found a sealed cache with the emblem of the Oxen Tribe. To open it, I must slay Fallen in this area and feed their fury to its lock*
  - KEY ITEMS: SEALED OXEN TRIBE CACHE

## Salt Begets Salt

- Search for Tuji in the Ruins of Qara-Yisu
  - Jargal: *a jealous merchant stole his beloved goat, Tuji. The merchant was heading towards Qara Yisu. I should see if I can find the thief and Tuji among the ruins.*
- Return (blue) Tuji's Body to Jargal

## Menestad Coffers

- Investigate the road to Menestad for Monk Bozan
- Collect the (blue) Tithing Demands
- Deliver the (blue) Tithing Demands to Talgun the Merchant Lord
  - *The Cathedral must receive their dues.*

## Wayward Friendship, Nahantu

- Meet with Ajtzak at Drowning Rock
  - *What is the plan?*
- Enter the guards campsite
- Taunt the Villagers



## The Witness, Nahantu

- Bring Chairul to the first task

## Where Credit is Due

- Travel to the Abandoned Shrine
- Make your choice

## The Pit of Anguish

- Find the Opayal Ruins

## Scout's Honor

- Search for the Kurast Scouts

## The Scales of History

- Give Mordarin an Elixir of Shadow Resistance
- Meet Mordarin near the southeast Kurast gate

## Hawezar | Vyeresz | Mateen “Zakarum Crusader” | Left Behind

*A young crusader lost his friend in a cultist infested cave nearby. He fears the worst has befallen them and asked me to bring back any remains.*

- *What troubles you?*
  - What? Derin and I wanted to prove
  - I shouldn't have
- Find Derin's remains in the Shadowed Plunge
- Give Derin a Healing Potion
  - *This potion should stabilize you. Someone named Mateen sent me to find you. He feared the worst.*
  - (strain)
  - (groan) What
- Return to Mateen
  - *I found your lost friend alive. He needs to be taken to a healer.*
  - Oh, I . . . I can't
  - (cough) It's
  - Easy
  - Thank you, wanderer. You're braver than most. Akarat must be proud.

## Salt the Earth | Nahantu

*I found a phial on a slain alchemist who may have discovered a way to deal with the Hollows. I should collect the last ingredients to test his theory.*

- Collect Ichor from Demonix Seeds

## Unsafe Travels, Mahjoob, Kehjistan

*-Do you need assistance? - Thank Akarat - I need a flower - Find a Ghost Palm - Speak to Mahjoob - I've found - Just in time - I'll*

OPTIONAL: *- Have we met before?*

## One Little Red Sprig

### Nahantu | Teganze Plateau | Dueling Rivers | Yaotl “Spiritborn” | Spilled Blood

- *What happened here?*
  - We werenegotiating
  - This scum got what he deserved
- Find the Sacred Artifact
- Return the (blue) Wasipotsu Ceremonial Skull to the Spiritborn
  - Thank you Wanderer.
  - Chowom bashe.

### Hawezar | Ruins of Rakhat Keep | Ksenia “Zakarum Crusader” | Lost Legacy

- (Approach the crusader)
  - Ah
  - I am
  - Perhaps we were
  - Come! Join
- Speak with Ksenia inside the fort
  - *Let us purge this place of Mephisto’s presence.*
  - Ha! May
  - These haals
- Join Ksenia inside the Sealed Quarters
  - Ksenia: Onward. May the Light guide our way.
- Find the source of corruption within Sealed Quarters
  - Ksenia: The evil here is thick,
- Read the Urgent Letter
  - *I, Carthas, and my*
- Find the source of corruption within Sealed Quarters
  - Ksenia:
- Inspect the paladin remains
- Speak with Ksenia
  - *Mephisto’s corruption pollutes them even in death.*
  - Look there. Blood flows
  - I know of a ritual
  - We must collect
  - My blade quivers in anticipation!
- Collect (blue) Mathias’ Betrayal, (blue) Eleazar’s Choice & Alodia’s Wrath
- Search for the curse’s root
- Place the cursed blades for Ksenia;s ritual (green) (3x)
- Speak with Ksenia to begin the ritual
  - *I’m ready to begin the ritual.*
  - Good
- Defeat Carthas
- Speak with Ksenia
  - *The spirits look to have been freed.*
  - Yes, (deep breath) Ibelieve so.
  - I must return to Zarbinzet.
  - May the Light guide your way.
- Note. Carthas: I was there when Sankekur
  - But that does not hinder my faith.
  - The Darkness will never extinguish the Light.

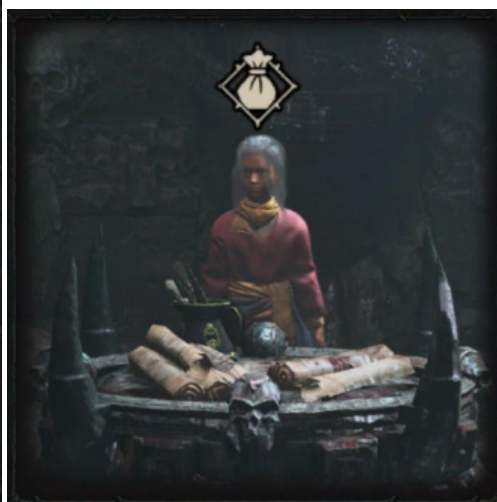
– It was the day I knew

Unlocks a challenge. ## Priority

Priority quests are indicated with a pink sign. When completed something extra will become available. For example:

## Bartering

Introduces: **Mercenary Bartering** (Nahantu)



- Return to the Mercenary Hideout and speak with Raheir
  - Bartering “Tutorial” (3 pages)
    - \* Mercenaries trade their loot against (orange) Pale Marks. You can earn (orange) Pale Marks by gaining Mercenary (orange) Rapport and by completing Mercenary events.
    - \* Mercenaries will (orange) Barter their loot in exchange for (orange) Pale Marks.
    - \* Unlock (orange) Bartering Upgrades by gaining (orange), and Mercenaries will look out for specific loot. The more you unlock, the more loot will be offered.
  - Aldkin: *I don't think Subo likes me.*
  - Raheir: *I don't think Subo likes anyone. But don't fret. He's wary of anything new.*
  - *You're daughter's here!*
- Speak with Fayira
  - Raheir: *The Pale Hand had a reputation. We never commanded the resources of the Wolves, so we had to make do. We'd fight someone else's battles and take what their enemies left behind.*

## Whispers of the Dead

*Neyrelle is still missing. I should speak with Lorath. Perhaps he has some idea of what to do next.*

Unlocks: Whispers

- Speak with Old Nef
  - *I'm looking for Lorath. Did he leave?*
  - Oh, yes. Yes
  - Young Lorath
  - Let me see
  - Wait
  - He said
  - Even
  - Young Lorath, he knows best, eh?
- Speak with the Tree of Whispers
  - Welcome
  - Shut
  - Always

- Wanderer
- My head
- Ally. . . we might
- Debts need
- Yes. Claim
- Yes, yes
- Meanwhile
- Far away
- Collect 10 Grim Favors then return to the Tree of Whispers
- Offer your Grim Favors to the Tree of Whispers
- Choose your reward
- Speak with the Tree of Whispers
  - Well
  - There
  - But do
  - For
  - If only
  - Too
  - This one. . . is friend. . .
  - Ready now
  - Ha ha. . . ha
  - Your
- Return to the Tree of Whispers
- Choose your reward
- Offer your Grim Favors to the Tree of Whispers

### **A Feather on the Scale | Unlocks: Mercenary Subo**

- Search for Subo in the Toxic Fens
- Talk to Subo
- Enter the Smuggler's Buncker
- Fund Subo
- Talk to Subo
- Slay the bandits
- Talk to Subo
- Meet Subo outside the Windswept Altar
- Talk to Subo
- Disrupt the bandits' plans
- *cutscene*
- Defeat boss
- Talk to Subo

### **The Kurast Undercity**

#### **Undercity: Wail of the Forgotten**

#### **Undercity: The Specter of Travincal**

#### **Rune Crafting**

#### **Sigil Crafting**

#### **Nahantu**

- A Nameless Mystery (Unlocks: Mercenary Aldkin)
- Search for the Covert Passage
- Enter the Covert Passage
- Investigate the Covert Passage
- Survive the ambush

- Pick up the (blue) Ragged Toy
- Follow the Mysterious Demon
- Investigate the slain demon
- Pursue the Mysterious Demon into the jungle
- Slay the demons
- Pursue the Mysterious Demons northward
- Investigate Chosah Manor
- Investigate the Abandoned Ruin
- Read the partially burned letter
- *cutscene*
- Travel to The Den
- Talk to Raheir

## Dry Steppes

### Jirandai | Jargal | Salt Begets Salt Near stronghold: The Ruins of Qara-Yisu The Ruins of Qara-Yisu

- Return **Tuji's Body** to Jargal
  - I found Tuji. I'm sorry.
  - \* No, no...

## Barbarian: Masters of Battle

- Speak with Forgemaster Gerti in Ked Bardu
  - *You wish to see me?*
  - I
  - The
  - Spoken
  - We
  - If
- Speak with Katra
  - *Gerti sent me. I wish to join the Oxen Tribe.*
  - Do
  - I would show you
  - Good
  - We
- Travel to the hunting ground
- Kill bandits (green) (30) & Kill beasts (green) (20)
- Go to the cave entrance
- Speak with Katra
  - *What is in this cave?*
  - A great
  - Bring me
  - I will wait
  - You will
- Enter the Charnel Cave
- Defeat Beast of the Steppes
- Take the (blue) Head of the Beast
- Speak with Katra
  - *Here is the beast's head.*
  - Huh
  - I will
  - And
- Return to the Forgemaster
  - *I have returned.*
  - Welcome
  - She
  - But

## Slayer's Retribution

- Find Cannibals loyal to Grelkar
- Obtain a clue that reveals Grelkar's location
  - Pick up (green) Hand of Invitation
- Travel to Grelkar's Feast Hall Varyana: *The severed hand. You see the map tattooed on the palm? Here, this ha to be the entrance to Grekar's feating hall. Grelkar ca be made to reveal where Zolmog is.* Varyana: *Grelkar! Where is your master?* Grelkar the Craven: *Not wise enough to stay away, Varyana? Bring me her meat!* Varyana: *There's still a way for me to find Zolmog. But...*
- Kill Grelkar and his Cannibals



- Burn the effigy
  - **cutscene** Varyana: *Khumbaraj. (grunt) Kusj en araj am gulgan asari. (grunt) Kush en aruk imaralij ej. (grunt) Zolmog... Tyrant King... (grunt) Zolmog (breathing)*
  - Varyana: *Gulrahn's streets will be thick with Zolmog's sycopants, all on the lookout for threats to his coronation. But if we get our hands on a boat, we can enter the city by the docks. Far fewer eyes than the main gates. You hear them? You hear them celebrating? That filthy wretch is showing off his power already. But a feast is to our advantage. We can lose ourselves in the crowd, get close to Zolmog. Slit the bastard's throat before he even knows we're there.*
- Speak with Zolmog *Venomblood, The Tyrant King*
  - Zolmog Venomblood: *Ah, Varyana, how brave you are, returning to the land you sought to betray. I let you live then because you didn't matter. You still don't... but I won't be so gracious now. I came back for your head, Zolmog. I should have taken it years ago. I won't be leaving without it. Pay proper respect to your Tyrant King, dear Varyana. Perhaps I'll allow you to survive.*
  - Varyana: *You're not my king, Zolmog. Never my king. And I'll never be one of you again.*
  - Zolmog Venomblood: *Oh, you never lose the taste, woman. I suspect you know that all too well... Just as you the law of our people. Eat... or be eaten!*
- Kill Zolmog and his Blackguards
  - Varyana: *It's done. My word is my bond. End my life as we ended Zolmog's. I told you, my life is yours to take. Nobody would miss me anyway. Well... maybe Raheir. No reason to linger. I'm headed south, returning to a gathering place for mercenaries in Nahantu. You need a butcher or a blade, seek me there.*

*Or if you change your mind about eating me... (laughing) (coughing) (unhinged laughing)*

## Feature Unlock Quests

### Priority Quest: Crater of Lost Souls

*There is a disturbance in Upper Kurast. I need to travel to there and speak to Priestess Cualli.*

- Talk to Priestess Cuali
  - ... for they heard the call
  - *What's the cause of all this suffering?*
  - The kazra are
  - They
  - With each
  - We sent
  - Perhaps
  - Please
- OPTIONAL
  - *What are the khazra?*
  - Ancient beasts.
  - Without
  - *What are the Dark Citadel?*
  - That's
  - Only
  - *Have you lost anyone?*
  - Of course.
  - If there's
- Search for the warrior's camp
- Investigate the abandoned camp
- Discover where the warriors went
- Talk to the dying warrior
  - *What happened here?* -(coughs)
  - Please
  - Hidden
  - Cold... so cold...
- Travel up the mountain
- Travel up Raider's Breach
- Slay the monsters blocking the way
- Enter the Ancient Nexus
- Talk to Zyanya (link to stronghold "Ancient Nexus")
  - *I was sent by Priestess Cualli to find you.*
  - Then
  - Your
  - The lab
  - We made
  - We were
  - And yet
  - dont
  - perhaps
- Explore the Ancient Nexus
- Activate the Soul Siphon
- Charge the Soul Siphon by standing nearby
- Slay the remaining monsters
- Activate the waypoint to conquer the Ancient Nexus
- Talk to Zyanya
  - *Not bad, yes?*
  - An understatement

- But now
  - You have emboldened us,
  - We'll remain
  - OPTIONAL
    - *Any sign of your missing people?*
    - (deep)
    - Given
    - But
    - *Are you safe here?*
    - we
    - But we
    - And
    - Well
    - *Any new information to share?*
    - Well, it could
    - It hides
    - It's too
    - Very mysterious.
- 

## Season



Figure 25: Seasonal Quests logo

Season quests are indicated with a green sign, and have a leaf symbol in them.

## Introduction

### Season 6

**Spiritborn Field Notes** *I found the notes of a Spiritborn warrior who has been fighting the strange Hollow creatures spewed forth by the Realmwalker. Crusader Damond may want to see these.*

Key Items: SPIRITBORN FIELD NOTES, ENTRY ONE.

- Speak with Crusader Damond (Zakarum Remnants Quartermaster)
  - **I found this journal.**
  - May Akarat protect you.

### Pit of the Artificer

- Travel to Cerrigar and investigate the strange obelisk

### Masterworking (Introduces: Masterworking)

- Speak with Zivek
- Masterwork a piece of gear at the Blacksmith

### Zakarum Remnants Level Up

- Return to Crusader Damond (Zakarum Remnants Quartermaster)





Figure 26: Crusader Damond

**Creeping Hatred** *Hatred seethes across the land. The Remnants of the Zakarum need my help.*

*Great demons carrying portals to the Realm of Hatred sow chaos throughout the land. I should slay one of these beasts and use its portal to strike back at the forces of Hell.*

- Speak with Crusader Damond
    - *What's going on?*
    - Black ichor
    - This is not
    - Mephisto's
    - We Zakarum
  - Defeat a Realmwalker
  - Complete a Seething Realm
- 

## Classes

In the original Diablo IV there are five classes to choose from when creating a new character. The classes to choose from are Barbarian, Druid, Necromancer, Sorcerer and Rogue.

In the DLC that was released in October 2024 there is a new character class which is called Spiritborn.

## Barbarian

- Two handed sword
  - Rank
    - \* 8: 16% of direct damage you deal is inflicted as Bleeding damage over 5 seconds.

## Druid

## Necromancer

## Skeletons

## Golems

## Sorcerer

## Rogue

## Spiritborn (DLC)

## World

The world of Diablo is called Sanctuary. This Sancturay is devided in regions. The regions are called Hawezar, Fractured Peaks, Scosglen, Dry Steppes and Kehjistan. In the downloadable content (DLC) “Vessels of Hatred” there is a new region and is called Nahantu.

## Regions

### Fractured Peaks

### Scosglen

### Dry Steppes

### Progress

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What	#	Renown
Waypoints	8	20
Strongholds	3	100
Side quests	39	30
Areas Discovered	51	5
Side Dungeons	21	40
Altars of Lilith	33	10

## Test

### Bonuses

- +Bonus XP & +100 Gold & +1 Skill Point
- +Bonus XP & +1,000 Gold & +1 Potion Capacity
- +Bonus XP & +10,000 Gold & +1 Skill Point
- +Bonus XP & +100,000 Gold & +4 Paragon Points (lvl 60)
- +Bonus XP & +1,000,000 Gold & +80 Max Obols (lvl 60)

### Hawezar

### Kehjistan

### Nahantu (DLC)

- Kurast
- Kurast Docks

### Cities

### Services

## Unsorted

### Abandoned Coast, Bloated Corpse

- The bloated remains are slimy and gray from decay. Small tendrils of hair cling to the body.

### Dark Hollow, Mold-spotted Journal: The waterlogged remains of a journal

- Father always said it is true love that feeds the deepest hate. I thought that, having Roina, I need not want her father. I thought I might be strong. But daily... I hear whispers that tell me I am not.

### Ancestor Heights, Slain Hunter

- His throat is slashed open. Eyes stare calmly, accepting.

### Ancestor Heights, Slain Hunter

- Her quiver only holds a single remaining arrow.

### Light's Eye, Archivist's Lectern

- Archivist's Journal I:
- ARCHIVIST: \_\_\_Our new recruits are proving themselves strong. I have grown fond of one, Knight Soliana Coste. Her devotion to the faith could cast even the darkest shadow of doubt from anyone's mind.

### Tirmair, Hunter's Ledger

- While previous entries were forges in frustration, a new entry written with legible hesitancy reads, "I'll believe it when I see it with my own eyes. Whispers around say our curse has lifted. Spirits, let it be so."

### Marowen: Mounted Fish

- The mounted body of exceptionally large fish. A mighty trophy for whoever managed to land this catch.

### Tarsarak: Heirloom Banner

- An old Kehjistani banner, carefully restored. The gold-leaf script reads: "Long live Alcarnus, shelter from the winds."

## Helltide

Helltide is an event of sorts, it's a area on the map that is randomly chosen. You can go to that Helltide area and find Cinders. Cinders are collectables which can be exchanged for random stuff from chests that are in the Helltide area. Most chests require 75 cinders, some require more. More cinders mean more cool stuff that comes from the chest!

In the helltide area there will be more enemies, almost constantly spawning in real-time. Never a dull moment in the Helltides! Sometimes a big ass monster comes along from the ground and spits out tons of enemies. Always fun to watch how these large amounts of enemies are spitted out just in front of your character when you only have one potion left and are running towards a well. Have fun out there.

### The Helltide rises

Helltide periodically rises in areas of Sanctuary. A new area is chosen at the turn of the hour. Collect (orange) Aberrant Cinder and exchange them for Tortured Gifts, chests containing loot of a specific item slot. Navigate to these map markers to find Tortured Gifts. Slay monsters in Helltide to build (orange) Threat and attract increasingly perilous demonic ambushes. Place (orange) Baneful Hearts at (orange) Accursed Nests in Helltide to summon a powerful (orange) Blood Maiden.

## Slay The Blood Maiden

- Slay the Blood Maiden (green) (1)

## Strongholds

Strongholds need to be conquered. Once they are conquered, they will sometime become a town for you to use with services like a blacksmith, waypoint etc. Other times, a defeated stronghold will become a friendly area.

## Fractured Peaks

### Nostrava

A quiet mountain village with a sinister secret

- Investigate the village
- Speak with the Priestess
  - Blessed
  - Give this stranger the holiest of welcomes
- Investigate the villagers' homes
- Destroy the Demonic Effigies
  - Get out of my house.
  - Look at what you have done!
  - *Those bells again, but who is left to ring them?*
- Return to the chapel
- Rekindle the Wanderer's Shrine to conquer Nostrava

### Kor Dragan

Once a bastion of the Knights Penitent, this desecrated fortress stands abandoned

- Explore Kor Dragan
- Purge Kor Dragan of vampiric corruption, slay all Sanguine Knights
  - *The smaller growths are protecting the bigger ones*
  - *The Light did not protect the Knights from the vampires*
  - *The bloom leads beneath the cathedral. That must be the source.*
- Slay the remaining Knights
- Destroy the Vampiric Aberration
- Delve into the Archives
- Slay Nilcar...
- Rekindle the Wanderer's Shrine to conquer Kor Dragon

### Malnok

An icebound settlement besieged by a ceaseless blizzard.

- Search for the source of the storm
  - *(shiver) The wind's growing too cold*
  - *What energies*
- Slay the Ice Clan Stormcallers
- return to the center of Malnok
- Slay Frosthorn
- rekindle the Wanderer's Shrine to conquer Malnok

## Scosglen

### Tur Dulra

*Once the greatest Druidic College, this overgrown ruin stands as a reminder of a great calamity*

- Explore Tur Dulra
  - *This whole place is in ruins. What happened here?*
  - Mysterious voice: Here, hatred burns eternal.
  - *What is happening here?*
- Speak to the Druid Spirit
  - *A memory?*
  - Bridghe: Tur Dulra will not fall to you Astaroth.
- Find the Druid Spirits
  - Mysterious voice: It's useless. Their anger will feed me for ages.
  - Mysterious voice: Your efforts are futile. You will join them in eternal misery.
  - Mysterious voice: Their rage... sweet as the day we arrived. You shall feed the flames! You who...
- Free the spirits of Tur Dulra's Druids
- Return to the great oak
- Slay...
  - *You will never harm another soul.*
- Rekindle the Wanderer's Shrine to Conquer Tur Dulra
  - Druid: The smoke! I can't see!
  - Scorched Page: The roots of the Great Oak parted, and Vasily emerged from his rest. Barefoot, he stood before his druids, his voice clear as a winter wind... "From angel and devil were you born, as was the whole of nature. You alone may grow strong. But join yourself to nature, and neither angel nor devil may rule you."
  - Druid: Please... mercy!
  - Magn Glass: Charred Bodies: *The remains of the ruins' former inhabitants lay ashen and broken throughout these halls. Something truly horrific occurred here.*
- Chakir
  - Something ...

## Hope's Light

*A great lighthouse towering above the jagged shores, its sacred flame has been extinguished*

- Find a way...
- Slay...

## Moordaine Lodge

*Hidden deep in the verdant forest, this lodge was once revered by the great hunters of Scosglen*

- Find the Lodge's missing hunters
  - Gnawed Hunter: *The wargs almost tore this hunter to pieces. Though some of the bite marks on his corpse appear... human?*
  - Punctured Hunter: *Thorn beasts don't kill for amusement, but the amount of quills in this hunter implies otherwise. What made them so aggressive?*
  - Mauled Hunter: *This hunter's state is clearly a bear's handiwork; his innards are strewn across the clearing. It looks like the beast played with its food long before it began to eat it.*
- Pursue the Beast
  - Bloody Tracks: *It's bleeding badly. I can follow these tracks.*
- Enter the Beast's lair
- Slay Fionnir
- Rekindle the Wanderer's Shrine to conquer Moordaine Lodge

## Dry Steppes

### Temple of Rot

*A rotten, putrid evil has taken up residence in these hallowed halls*

- Find a way into the temple
- Slay the Cannibal Champions

- “Ravaged Journal” - Ravaged Journal: - Festering Scripture: CANNICAL ACCOLYTE: The locals come to trespass in the temple of our god.
- Locate Molqarth’s Lair
- Rekindle the Wanderer’s Shrine to conquer the Temple of Rot

### The Onyx Watchtower

*A trader’s way station overrun by thieves and murderers*

- Bandits
- Storeroom key
  - Note: Formal Request: Captain Batai. It has been four days since Guulrahn called the Onyx Watch to their aid, yet still, we hold our posts. We, the undersigned officers, request your leave to march on the capital at once.
- Find Captain Ezmin inside the Watchtower
- Slay Ezmin
- Rekindle the Wanderer

### The Ruins of Qara-Yisu

Utulku, The Voice Belowaka Kaos from Skylanders or Invader Zim ^\_^ The salt-covered ruins of a town afflicted by a sadistic curse.

- Search for Tuji in the Ruins of Qara-Yisu
- Find and destroy the Infernal Spires (green) (3)
  - Cursed Yisuni: *Away! Run!!*
  - The Voice Below: *Worms! They begged for my power! I made them strong!*
  - Cursed Yisuni: (heavy breathing) *Go! GO!*
  - Magnifying Glass
    - \* Moordaine Lodge: Gnawed Hunter:
    - \* Ruins of Qara-Yisu: Gan’s Corpse: *The goat thief’s body has turned to dense salt. Large portions are missing, as if eaten.*
    - \* Di Falnarr: *Most of the inscription has been lost to time. A few barely legible words read: ... BID FAREWELL... all ... you love ...*
    - \* Vault of the Demigod: ?: No one else could defend Inarius with such zeal! Kharov proclaimed that even though the body of the angel lay dormant, his Light eternally graces his faithful. Never has someone lost so much yet remained true to the glorious principles of true faith!

### Kehjistan

#### Altar of Ruin

*Lost for centuries, legends speak of a malefic temple of great evil*

- *What goes on here?*
- Triune Worshipper: The Light can’t protect you here!
- Explore the cavern
- Slay High Priests and retrieve their Keystones
- Slay Dark Cardinal Maldul
- Rekindle the Wanderer’s Shrine to conquer the Altar of Ruin

### Alcarnus

*A long-abandoned desert city with a terrible past*

- Delve deeper into Alcarnus
- Speak with the Necromance
  - An interloper, I am so close, begone, you won’t stop my research.
  - Get medical notes

- Medical Notes: *Subject 23: The Plague of Alcaranus was born from the dead of this city. Like all of the corpses here, 23's tissue appears flush with the demonic aether. . . (laughs) still alive, in a sense, after decades of decay.*
- Research Note #1: Medical Notes: *If this "vitality" can be distilled, oh, I may have found more than a cure.*
- Research Note #2: *A journal page with dirt smudges that makes parts of the writing illegible. It reads: "So many bodies! [illegible] everywhere lie corpses. [illegible] ample material for the experiments."*
- Research Note #3: *A blood-splattered page ripped from a journal. It reads: "I'm so close. After so many failures, the hosts are almost viable, I will cure my illness and death itself."*
- Investigate the Lair of the Witch
  - Pick up the three notes.
- Destroy one of the Necrotic Masses
  - Simulacrum of Rashta: *The research is almost done! I need more time.*
  - Research Note #5: *A journal page written in red ink. It reads: "The corruption here is affecting me. . . this is no mere plague. No matter; soon it won't matter what happens to my mortal body."*
- Slay Rashta's Simulacrums
- Destroy the Necrotic Masses
- Return to the Lair of the Witch
- Slay Rashta Reborn
- Rekindle the Wanderer's Shrine to conquer Alcaranus

## Omalth's Redoubt

*The stench of death and decay lingers heavily over this devastated battlefield*

## Haweazar

### Vyeresz

- Explore Vyeresz
- Find and destroy the Serpent's Eyes
- Open the Serpent's Eye Door
- Survive the Cultists onslaught
- Explore Vyeresz's Temple Ruins
- Slay Dianthus
  - *It's over*
  - NOTE: Lost Journal: Tracked and observed the madmen at Yngovani. While it does appear the cultists have learned to live among the snakemen, they don't seem to cooperate in any way other than a mutually parasitic relationship.

## Crusaders' Monument

- Search the Monument
- Investigate the Graverobber's corpse
- Retrieve the Exhumed Crusader's Skull
- Place the Crusader's
- Search Graverobbers for Crusader's Skulls
- Cleanse the Skulls in the Ritual Brazier
  - Graverobber's journal: It took a few bottles. . . Akarat. . .
- Slay
- Rekindle

## Eriman's Pyre

- Explore Eriman's Pyre
  - (shouts in pain, weary)
- Speak with the Spirit of the Pyre
  - *He's still. . . alive?*

- We are
- Now we
- Slay
- Retrieve the Willeger's Remains and use them to extinguish Erima's flames
- Slay
- Rekindle the Wanderer's Shrine to conquer Eriman's Pyre

## **Kichuk**

*The gateway to Hawezar, a small village terrorized by an ever-present threat*

- Save the Kichuk Villagers from the Lacuni
- Free the Villagers from the Cages
- Reunite with the Survivors
- Speak with Akhin
- Defend Kichuk from the Lacuni
- Slay the remaining enemies
- Speak with Keiseh
- Enter the Caves
- Slay the Dweller in the Dark
- Destroy the Pillars to Collapse the Cave
- Escape the cave and find Keitseh
- Find and Talk to Keiseh
- Slay Kirma
- Slay the remaining Lacuni
- Rekindle the Wanderer's Shrine to Conquer Kichuk

## **Nahantu**

### **Chakhir**

*Something noxious has taken root in what remains of this once great city*

### **The Festering Dark**

- Investigate the caves

## **Magnifying Glass**

### **Punctured Hunter (Moordaine Lodge)**

*Thorn beasts don't kill for amusement, but the amount of quills in this hunter implies otherwise. What made them so aggressive?*

### **Mauled Hunter (Moordain Lodge)**

*This hunter's state is clearly a bear's handiwork; his innards are strewn across the clearing. It looks like the beast played with its food long before it began to eat it.*

### **Bloody Tracks (Moordaine Lodge)**

*It's bleeding badly. I can follow these tracks.*

### **Giant's Bone (Ichorfall)**

*Centuries ago, giants toamed this land. The death of the giant beasts resulted in an abundance of ichor. Humans have taken advantage of this by harvesting and utilizing ichor from the corpses.*



## Cave Painting ( )

### Cave Painting (Hesa Tu)



Figure 27: Cave Painting

*Despite its age, the paint is stark and bold against the rock face. It depicts Ah Bulan protecting humans from otherworldly entities.*

### Cave Painting (Hesa Tu)



Figure 28: Cave Painting

*In this painting, Ah Bulan confers a boon unto a group of humans. It appears as if he is giving them a sliver of his own power.*

## Inarius the Creator (Hall of Ascension)

*Our Father Inarius laid down this ground, opened up this sky, and created this Sanctuary from the bounty of the worldstone.*

## Head of the Faith (Hall of Ascension)

*The falling sickness claimed her childhood, but the Father gave her new life. The Reverend Mother Prava is but one of his many blessings.*

## Pointing to the Light(?) (Hall of Ascension)

*The Father points the way to the Light, but the Order of the Knights Penitent was founded to carve out our path to it.*

- Hapless Frontier: “Most of the inscription has been lost in time. A few barely legible words read: . . . BID FAREWELL . . . all . . . you love . . .”



Figure 29: Inarius, blessing Reverend Mother Prava



Figure 30: Inarius, blessing Reverend Mother Prava




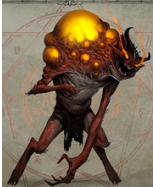
- Temple of Rot: Blood-Scribed Skin: “BRING VARYANA TO THE FETID LARDER AT THE TEMPLE’S MOUTH. ONCE SHE SMELLS THE FLESH, SHE SHALL RETURN TO US. AS OUR LAW COMMANDS, SHE SHALL EAT, OR BE EATEN.”
- Galtmaa Bushland: Fetid Larder: “There was a struggle here. While these cannibals lie dead, drag marks indicate whoever killed them was eventually overpowered and forced into the nearby cellar.”
- The Durance of Hate: Dedicant Ysevete: *The One Who Bore the Torch of Light to Worlds Unknown*
- The Durance of Hate: The Dedicant Guilla: *The One Who Carved from Akarat’s Light Our Holy Order of the Zakarum*
- The Durance of Hate: The Dedicant Tusega: *The One Who Healed Corruption from this Light-Lost Land*
- The Durance of Hate: The Dedicant Jualin: *The One Who Wrote the Words of Akarat for All Sanctuary to Hear*
- The Durance of Hate: The Dedicant Istabela: *The One Who Rose from the Grips of Evil to Let Forth her Inner Light*
- The Durance of Hate: The Dedicant Adavin: *The One Who Charted Holy Pilgrimage from Akarat’s Light-Filled Steps*
- Dedicant’s Cache: Scrawled Letter: *Jualin, I’d hoped you of all would understand. I loved akarat as fiercely as you. These safeguards for his final rest aren’t meant for you – they’re for thieves. For they will come. Trust me. I was one of them, once. Find me in Samuk. -Istabela.*
- Dedicant’s Cache: Rough Sketches: *Sketches of Akarat, human and lion. Scrawled notes read, “He’s dead now. Yet he comes to me in dreams, in a lion’s shape. . . Am I mad to think it him? But the creature radiates his same love and sorrow. It is a comfort in sleep, and an agony when I wake.”*
- Father’s Cross: Statue of Inarius: *May the Light of Father Inarius shine down upon all weary travelers of this holy land. Turn your face toward his radiance and find your strength renewed.*
- Windswept Cabin: Upturned Table: *The table was turned over and destroyed during the Burned Knights’ frenzied search.*
- Windswept Cabin: Unsettled Worktable: *Alchemical ingredients have been scavenged and searched thoroughly.*
- Windswept Cabin: Cryptic Letter: *Told myself I’d never make the same mistakes I made with Elias. She’s so much like him. That relentless idealism. That damned arrogance. He never learned his lesson. Hope she gets*

the chance. Wherever you are, kid: don't lose yourself.

- Windswept Cabin: Rusted Trap: *Coated in dried blood. Is this intended to catch beast or human?*
- Windswept Cabin: Scavenged Books: *A heap of books and scrolls investigated by the Burned Knights, then discarded.*
- Krol Forest: Mauled Corpse: *Whatever creature fed on this man, it had claws the size of daggers. The people of Margrave have more to fear than bandits in these woods.*

## Enemies

Enemies can be Elite, which means...? If you defeat enemies there will be random things that come from a defeated enemy. You get random items, but also a amount of gold, which can be used to buy stuff in the game, repair your equipment. Your equipment loses durability when you die in the game.

Picture	Name	Location
		
	Fallen	
	Fallen Overseer	
	Fallen Lunatic	
?	Shocking Fallen	
?	Flesh Trasher	
?	Crusher	
?	Kozinishu Snowblast	
?	Nightmare Fallen	
?	Sparking Fallen	
?	Tainted Fallen	
?	Succubus	
?	Styhlez	
?	Bilefiend	
?	Bilefiend, Fiery	
?	Kazad	
?	Darzach Duplicious	
?	Cliffflurker	
?	Deseased Bear	
?	Shambling Corpse (Minion)	Ancient Aqueducts
?	Zrixius Razorpulse	Ancient Aqueducts
?	Awoken Dead	Forgotten Chamber
?	Burning Butcher <i>Fresh meat.</i>	Seeting Approach



	Volkodlak	Mistral Woods
?	Toxic Lurker	
?	Putrid Wasp	
?	Plagued Creeper	
?	Pullulater	
?	Balrog	
?	Bilefiend	
?	Frother / Dreadful /	
	Tainted (explodes) /	
	Wretched	
?	Infector	
?	Soul Burner	
?	Lingering Malice	
?	Flesh Cultivator	
?	Wildwood	
?	Arachnid Horror	
?	Blood Clan Marauder /	
	Mauler	
?	Flayer	
?	Tainted Grapnet	
?	Shivering Gaprnel	
?	Pestilent	
?	Propagator	
?	Sucker	
?	Rotwalker	
?	Molod Dreadtouch	Resting Void
?	Ele'kri Rimeclaw	Resting Void
?	Grigoriy	Temple of Profane
?	Dweller in the Dark	Kichuk: Caves
	(Teleporter, Electrified	
	Obelisks)	
?	Kirma, Blood Bargainer	Kichuk
?	Dipthyrio Bloodpulse (Elite)	Flayer Jungle
	Vampiric, Mortar,	
	Plaguebearer	
?	Anidia, Blood Maiden	Nether Valley
?	Tinnixi Duplicius (Elite)	Resting Void
?	Shocking Fallen Overseer	Resting Void
	(Elite)	
?	Molod Dreadtouch (Elite)	Resting Void
?	Ele'kri Rimeclaw (Elite)	Resting Void
?	Wilfeid Sloughskin (Elite)	Kichuk: Outskirts
?	Gore Fiend	Kichuk: Outskirts

## Tips (loading screens)

- All Legendary Powers are recorded in the - *Codex of Power*. To upgrade a Power, Salvage a - *Legendary* item with a better roll.
- Powerful, build-changing *Unique* items can be found in World Tier 3: Nightmare, and even more can be found in World Tier 4: Torments.
- Items lose Durability and become less effective when you revive from death. You can repair your equipment at a Blacksmith.

- Rogues can use Imbuement Skill to modify some of their attacks to deal different types of Elemental damage and apply additional harmful effects.
- The Strongest *Elixirs* can be crafted at the Alchemist starting at Level 50.
- The *Tether* status effect prevents enemies from walking out from inside its radius. It can be removed through: Unstoppable or Immune effects OR by destroying the target that you are tethered to.
- Be sure to fill up your *HealingPotion* at the Healer before leaving town.
- The *Fear* status effect prevents enemies from moving or taking action AND causes the affected target to run away for a short duration. It can be removed through Unstoppable or Immune effects.
- Ancestral items need 2 Tempered affixes before they can be Masterworked, unless they are *Unique*.
- The state of Sanctuary is based on the party leader's progress.
- Tortured Gifts in Helltide can drop *BanefulHearts* to summon the *BloodMaiden*.
- requires *Obducite*, a material commonly found in Nightmare Dungeons and in the Infernal Hordes.
- Activate any Waypoints that you encounter on your travels to unlock a new fast travel location.
- *TemperManuals* can vary in quality. If you learn multiple rarities of the same recipe, you will always remember the strongest version.
- Skills can trigger *LuckyHit* effects. If a Skill has a **Lucky Hit Change** of 50%, and an effect a 20% change to Stun an enemy, then that Skill will Stun enemies on average 10% of the time.
- *Non – Physical* damage types are: *Cold*, *Fire*, *Lightning*, *Poison*, and *Shadow*.
- Upon reaching Level 15 and completing the **Legacy of the Magi** quest, Sorcerers unlock **Enchantments**, allowing them to utilize powerful passive versions of their Skills.
- Upon reaching Level 5 as a Barbarian, you will gain **Expertise** with the weapon type you are using. This grants you bonuses for every attack using that weapon type.
- **Masterworking** requires **Obducite**, a material commonly found in Nightmare Dungeons and in the Infernal Hordes.
- Items lose Durability and become less effective when you revive from death. You can repair your equipment at a Blacksmith.
- The **Tether** status effect prevent enemies from walking out from inside of its radius. It can be removed through Unstoppable or Immune effects OR by destroying the target that you are tethered to.
- Be sure to fill up your **Healing Potion** at the Healer before leaving town.
- **Ancestral**, the highest item quality, can only be found in Torment difficulties.
- Effect Size affixes are capped at 100% increased size.
- Players and enemies are **Healthy** when they are above 80% Life and **Injured** when they are below 35% Life.
- **Close** enemies are those who are in Melee range. **Distant** enemies are those who are outside of Melee range.
- **Overpowered** attacks deal bonus damage to enemies based on the sum of your current Life and **Fortified** Life.
- **Lair Bosses**, found in Torment difficulties, drop build-changing **Unique** equipment. They will rarely also drop **Mythic Unique** equipment, which is exceptionally powerful.
- **Masterworking** an item enhances its non-Legendary affixes. Every 4th rank of Masterworking critically upgrades 1 affix for a larger increase.
- If all other Skeletons have been summoned, then a Necromancer's Raise Skeleton will instead summon a **Skeletal Priest** who will temporarily buff all nearby Minions.
- The **Vulnerable** status effect increases the damage taken by enemies for a short duration. It is represented by a **purple** glow around the Health Bar for enemies and a cracked Health Globe for you.
- **Iron Chunks** are obtained from salvaging Weapons and Jewelry. **Rawhide** is obtained from salvaging Armor.
- Armor reduces your Physical damage taken, up to **85%** at **1000** armor. Additional Armor past this value provides no additional defensive benefit.
- **Resolve** is an important part of a Spiritborn's defense, increasing Damage Reduction by 20% while active. Resolve can hold up to 8 stacks and taking direct damage will consume a stack.
- The **Knockdown** status effect prevents enemies from moving or taking action for a short duration. It can be removed through Unstoppable or Immune effects.
- Vendors refresh their inventory regularly and will occasionally stock items that are more powerful than you would find out in the world.
- The **Dazed** status effect prevents enemies from attacking or using Skills for a short duration, but does not stop them from moving. It can be removed through Unstoppable or Immune effects.
- After reaching Level 60, new challenges and items await in (orange) **The Pit of the Artificer** and (orange) **Torment** difficulties.

- Necromancers can use the **Book of the Dead** to sacrifice the ability to summon their Minions for personal power.
- A cast happens one time when you press a Skill button. Hits happen every time you deal damage to an enemy or object.
- Resistance reduce your damage taken against non-Physical damage. A negative Resistance value will increase the damage you take from that element.
- Necromancer Minions and Druid Companions inherit 100% of most Player stats, such as **Critical Strike Chance** and **Attack Speed**.
- Resistances are capped at a baseline Maximum Resistance of 70%. This maximum can be increased through various means, but cannot exceed 85%.
- Characters in **Stealth** cannot be directly targeted with attacks. Their **Stealth** will be broken if they are hit with incidental damage or if they use an attack.
- The Barbarian's **Arsenal** consists of a Two-Handed Bludgeoning weapon, a Two-Handed Slashing weapon, and a Main Hand and Off-Hand pair.
- The monsters of Sanctuary level up with you. If they're too hard or too easy, visit the Difficulty statue in a capital city to change your (orange) **Difficulty Level**.
- Combat damage text is colored to mean different things: (yellow) Critical Strike, (blue) Overpower, and (orange) Critical Strike combined with Overpower.
- Remember to spend your (orange) Skill Points when you level up to unlock new Skills and Passives or improve existing ones!
- (orange) Renown rewards like Skill Points are shaded across all Characters, view them in the map.
- (orange) Champion monsters that appear in Torment difficulties protect the other monsters around them. Focus on killing them first.
- Raising your world's (orange) Difficulty Level will yield a variety of better rewards, including bonus Experience and Gold.
- The Occultist can replace powers on your (orange) Legendary items with those from your Codex of Power.
- Necromancers have the ability to see and interact with Corpses. Kill enemies to spawn their Corpse, and use that Corpse to raise Skeletons to fight for you.
- (orange) Torment Difficulties progressively reduce your Armor and All Resistances. Proceed with caution.
- Resistances reduce your damage taken against non\_physical damage. A negative Resistance value will increase the damage you take from that element.
- Certain powerful, build-changing (pink) Unique equipment can only be found in (orange) Torment difficulties.
- Upon reaching Level 15 as a Druid, Druidic Spirit Offerings will begin dropping from enemies, which you can turn in at **Tur Dusra** to increase your power.
- The four (orange) Spirit Guardians are Balazan the Centipede, Kwalti the Eagle, Wumba the Gorilla, and Rezoka the Jaguar.
- The more a Barbarian uses a particular weapon type, the more benefit they will gain from their **Expertise**.
- Necromancers have various ways to drop **Blood Orbs**, which heal them and their **Minions** instantly when picked up from the ground.
- Barbarians have various ways to become **Berserk**, which grants increased Damage and Movement Speed.
- Your (blue) Paragon Levels are shared across all your Characters in the same Realm. (blue) Paragon points can be spent at maximum Character Level.
- Lightning-based Sorcerers can generate and pick up **Crackling Energy**, which periodically damages enemies around them until all charges are depleted.
- Elite enemies include Champions, Elites, Bosses, and other Players.
- (orange) Key Passives are the final unlock in the Skill Tree, providing powerful effects that can greatly enhance your build.
- You are (orange) Fortified and take reduced damage as long as you have more Fortify than current Life. Certain Skills or item effects can grant Fortify, which cannot exceed your Maximum Life.
- (purple) Murmuring Obols are used to purchase random items from a Purveyor of Curiosities.

## ToDo:

- Epub ook genereren? nog andere formats?
- Pop up text from stuff in the world:
  - Most of the inscription has been lost to time. A few barely legible words read: ... GRATITUDE ...

rewards ... virtuous ...

- CSS?
- Errors
  - Search for anything related to Akarat's tomb (21 Oct 22:00 uur, bam, netwerk eruit! Volgende dag alle quest voortgang weg. Character voortgang wel bewaard... 5 voor het hele uur stoppen, opslaan en weer verder spelen.,,)
  - WARNING! Your character has not finished being saved by their current game, or your account is otherwise busy, Please wait a few minutes so we can safely log your account out, and try again. (Code 395002).



Figure 31: WARNING! (Code 395002)



Figure 32: Network Error



Figure 33: Typo TO his schemes

- Secties in aparte bestanden en opbouwen via script, Tips alfabetisch maken en daarna pas toevoegen in MAIN bestand?
- v1.0 = only quests!
- Treasure Goblin
- Disclaimer, mention different versions.
- Nightmare Dungeon
- Murmuring Orbs
- Logrut Dreadtouch
- Slain Miner / Hunter / Villager
- Cairn
- Howler Moss
- Mosuk Boltrend
- Banshee
- Vengeful Spirit
- Shertik Sparkspawn (Waller)

- Shocking Blood Clan Impaler
- Time it takes to do a quest
- Regions:
  - Dry Steppes - Norgoi Vigil
- Iron Chunks
- Oppressor
- Looking up pic in doc.
- enemy: maniac
- cellar: Cannibals' Hold
- Cannibals' Hold(?) nope
- Dungeons:
  - Champion's Demise
    - \* Defeat the Khazra Abomination
    - \* Return the Stone Carving to the Pedestal (3x)
    - \* Slay the Cairn Defiler (2x)
    - \* Travel to Eater of Stones
    - \* Unlocks: (orange) Aspect of the Umbral in the (orange) Codex of Power.
  - Shadowed Plunge
    - \* Free the Prisoners (green) (7x)
    - \* Travel to the Egg Incubation Chambers
    - \* Destroy the Ward of Eyes (green) (3x)
  - Mangan's Works
    - \* Free the prisoner's (green) (5x)
    - \* Travel to the Council of Thieves
  - Hallowed Stones (Black Passage)
    - \* Explore Hallowed Stones and Slay Vesicator
    - \* Pilgrim's Musings: (Folded Letter) *My brothers and Sisters, I write to tell you that my journey has been rife with evil. All manner of creatures assailed me, and I have encountered far more monsters than men.*
    - \* Unlocks (orange) Aspect of Pestilence in the (orange) Codex of Power.
- Resources:
  - Amethyst Fragments
  - Skull Fragments
- Realmwalker > Seething Realm
- Travel to the Seething Wellspring
- Realm gate (Seething Goblin/ Priority Quest)
- Inspect the Chest
- Spiritborn Entry Field Notes, Part One
- Events
  - Last Stand (Light's Eye)
    - \* Survive the onslaught
    - \* (gold) Mastery: Keep at least one Adventurer alive: (green) 3 Remaining
  - Pillaging the Past (Mesa Plains)
    - \* Slay demons while Aldkin opens the sarcophagus. (yellow) Mastery: Slay demons in the sigils to help power the spell.
  - Grand Spirit Beacon
    - \* Slay (green) 5 Wrathful Spirits.
  - Raze the Effigies (Flayer's Outpost)
    - \* Destroy the enemy structures (green) (6)
  - Sole Survivor
    - \* We got seperated. . . M-my friends were cut down, I won't last on my own!
    - \* Thank you, wanderer. . . without you, I'd be dead. I think I can manage from here. PLease, take this.
  - Cured Shrine
    - \* Slay as many enemy waves as you can before time runs out
    - \* Mastery: Defeat (green) (5) waves.



- Hold your Ground (Duin Carr | Di Falnarr) (video = v)
  - \* Talk to the Wanderer
  - \* Protect the Wanderer
  - \* Survive the enemy waves: (green) 5 left
  - \* (gold) Mastery: Protect the Wanderer
- Liberation (Abandoned Market, Caldeum)
  - \* Villager: Will you help me, stranger? Bless you!
  - \* Free the captives: (green) (6x)
  - \* Defeat Inquisitor Roulf Pusblister (Abandoned Market, Caldeum)
  - \* Defeat Khem Festerpool (Flayer's Outpost)
  - \* Mastery: (green) 50 seconds

## Codex of Power

- Aspects & Recipes
  - Conceited Aspect
  - Aspect of Swelling Curse
  - Aspect of the prudent heart
  - Accelerating Aspect
    - \* Critical Strikes with Core Skills increade your Attack Speed by 21.0% [10.0 - 30.0]%
  - Aspect of Assistance
    - \* Your Mercenary Reinforcement Cooldown is reduced by 29% [23 - 33]%. After casting your Ultimate Skill, your Reinforcement Mercenary is called. This cannot occur more than once each 30 seconds.
  - Aspect of audacity
    - \* When there are at least 5 Close enemies, Stun them for 3 [3 - 5] seconds.
  - Aspect of Concussive Strikes
    - \* Damaging an enemy has a change to Daze them. You deal 18% [5 - 25]% increased to Dazed enemies.

## Challenges

4th Nov '24: Total of 660 challenges.

- ? Reward: Drunken, Apothecary
- Reach Paragon Level 125. (2/3)
- Slay 5000 Werewolves. (2/3) Reward: Vicious, Claw
- Slay 10000 Bandits. (3/3) Reward: Callous, Blackguard
- Reach Paragon Level 50 (1/3)
- Slay 10000 Demons. (3/3) Reward: Sanctified, Horadrim (Player Titles)
- Hired Varyana: Unlock Varyana, the Berserker Crone. Reward: Berserking, Crone (Player Titles)
- ????: Reward: Player Titles: Charismatic, Privateer
- Comprehensive registry: Unlock all Mercenaries
- Hatred Subdued: Complete the Vessel of Hatred campaign.
- Cannibal Slayer
- Skeleton Massacre
- Swift Delver: Kill a normal or Nightmare dungeon bos...
  - Reward: Agile, Deliver (Player titles)
- Hatred's Nemesis: Defeat the Harbinger of Hatred during...
- Proficient Raheir: Reach level 5 with Raheir, the ...
  - Reward: Reputable, Defender (Player Titles)
- A Soddan Pact: Complete questline.
- Kill a dungeon boss within 30 seconds.
- Complete a Silent Offering for the Tree of Whispers.
- Fractured Peaks Wanderer (2/3): Explore all of Fractured Peaks
- Scosglen Wanderer (2/3): Explorer all of Scosglen
- Nahantu Maiden Slayer (1/3): Defeat a Blood Maiden in Nahantu
- Dreg Slayer (1/3): Kill 1000 Dregs

- Madness Subdued (2/3): Complete the Sacrament of the Faithless. . .
- Nahantu Stronghold. . . (1/3): Complete a Stronghold in Nahantu
- Seasoned Paragon (2/3): Unlock 100 paragon nodes Reward: Peerless, Exemplar

## Tree of Whispers

You'll get to the Tree of Whispers at some point. You'll get rewards if you have collected whispers.

## Support

### Mounts

#### Horse

- The Recluse's Host
  - The spider seed, with its many eyes, but two uses for the creatures of Sanctuary. Food and shelter for its brood.

### Mercenaries

Once you reach The Den in Nahantu you will be able to use mercenaries. Just like in Diablo II. Only this time, it's not that frustrating, complicated and expensive. You do not have to add item to your mercenaries, they will just assist you in battle and it would be a shame if you didn't select the mercenaries when they are available to you.

When the mercenaries fight for you, you will receive Rapport. With this Rapport the mercenaries will level up in Rank. The maximum Rank for the mercenaries is 10 (X).

The Hired Mercenary will fight at your side, the Reinforcement mercenary will sporadically come along, performing their skill and will be gone. After the cooldown period has passed, the mercenary can be summoned again when the specified action is performed.

Mercenaries can be used as a Reinforcement. Once you have selected a skill and a action to perform when a certain button is pressed or a skill is performed by you, the mercenary will come by and performs his or her skill. After the action, a little clock-like indicator (cooldown) will occur over the picture of the mercenary on the left side of your screen. Once the cooldown is over, the mercenary will be available again and your can summon the mercenary again.

Assist you on command. (orange) Rapport earned with your Reinforcement is reduced by (yellow) 50% while a Hired Mercenary is active.

- Reinforcements

Tailor each Reinforcement by choosing a Mercenary skill and setting an Opportunity trigger to match your combat strategy.

### Raheir; Shield bearer

- I:
- II:
- III:
- IV: Mocking Lure / Iron Wolf's Ward
- V: Defensive Aspects (Legendary Bartering Upgrade) + 50 Pale Marks (Legendary Currency)
  - Tier 5 Reward: Defensive Aspects, Legendary Bartering Upgrade & 50 Pale marks, Legendary Currency. Used to Barter in The Den.
- VI: Contains (orange) Armor and Gold. Use this cache to receive your rewards. Binds to Account on Pickup. & 50 Pale Marks, Used to Barter in The Den. Bartering becomes available upon reaching Character level 15 and Rank 5 Rapport with any Mercenary.
- VII: Tier 7 Reward: Raheir Masterworking Cache. Legendary Rapport Cache. Contains Masterworking materials and (orange) Legendary Armor. Use this cache to receive your reward. Binds to Account on Pickup. Cannot be sold.
  - 50 Pale Marks. Legendary Currency. Used to Barter in The Den.

## Aldkin; Cursed Child



Figure 34: Varyana

### Varyana; Berserker Crone

- I: +1 Skill Point (automatically claimed)
- II: +1 Skill Point (automatically claimed)
- III: +1 Skill Point (automatically claimed)
- IV: +1 Skill Point (automatically claimed)
- V: Mobility Aspects, Legendary Bartering Upgrade. & 50 Pale Marks, Legendary Currency
- VI: VaRyana Cache, Legendary Rapport Cache. Contains Legendary Weapons and Gold. & 50 Pale Marks.
- VII: Varyana Masterworking Cache. Legendary Rapport Cache. Contains Masterworking materials and Legendary Weapons. & 50 Pale Marks.
- VIII: Masterworking, Legendary Bartering Upgrade. & 50 Pale Marks.
- IX: Malignant Heart Cache, Legendary Repport Cache. Contains Malignant Hearts and Legendary Weapons. & 75 Pale Marks.
- X: Grand Varyana Cache: Legendary Rapport Cache. Contains Gold, Gem Fragments, Scattered Prisms, and Legendary Weapons. & 100 Pale Marks.
- Skills
  - Shockwave, physical damage
  - Cleave, physical damage

### Subo; Bounty Hunter

#### Pets

There are pets in Diablo IV. It is not a mount, you can NOT ride your dog! But it IS a friendly helper for collecting your stuff like gold and resources. With this little helper, you don't have to walk to the collectables found throughout the world of Diablo, which saves time. So get you pet and fight more. He is not in the way, your pet walks automatically to all your stuff to pick up. Great new feature which came with the DLC / update; Vessel of Hatred.

## Findables

### Statues of Lilith

#### Shrines

- “Faith is the shield against darkness” You are invulnerable.

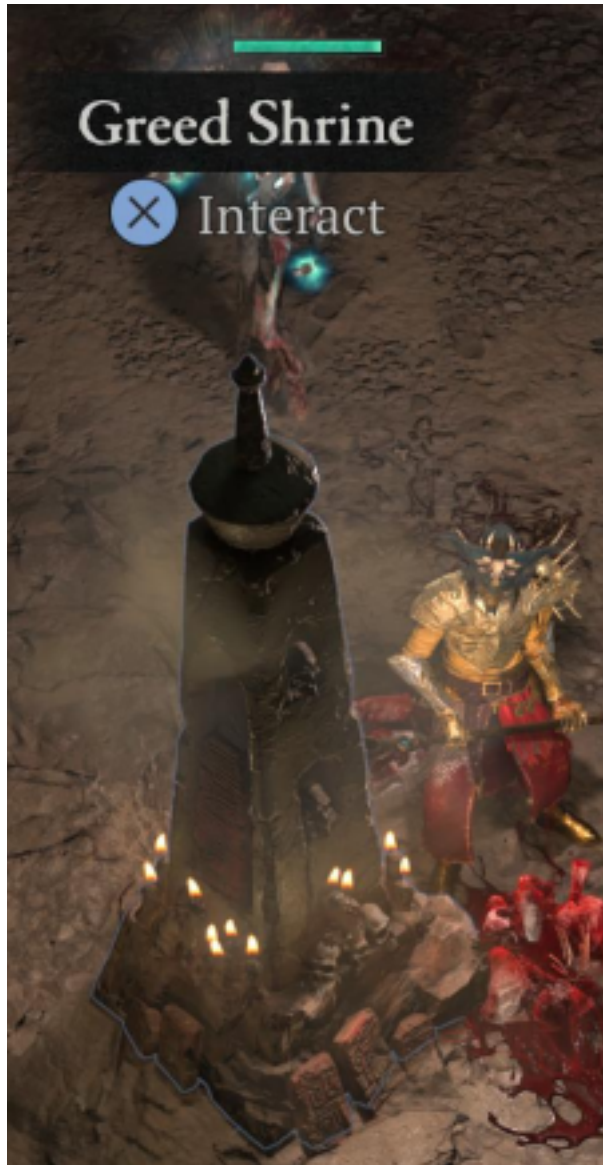


Figure 35: Greed Shrine

Greed

Chests

Emotes

Craftables

Elixers

Resources

- Gallowvine
- Angelbreath
- Bundled Herbs

## Non Playable Characters (NPC's)

**Ked Bardu**

- Gerti: (sigh) My eyes can only watch so much.
- Asmus: Every day I hear of a new threat in our lands.
- Tove: What of it? Our gates and people are strong.
- Asmus: Arrogance is what topples cities.

**Kyovashad**

- Aybdah: I thought the ale in Gea Kul was strong, but the stuff here? Aye-yai.

**Priest Matvey**

- *The Cathedral supports these burnings?*
- We are
- But
- *These people, were they all deserving?*
- (sigh) Many were bandits,
- We

**Breakable stuff**

**Vessels**

- Damned Soul
- Slain Crusader

**Difficulty**

- Difficulty also has been altered with new words since October 2024. It was called World Tier I, II and III etc... Now it is called, Normal, Hard, Expert, Penitent, Torment I, II, III & IV. The difficulty levels are still called "Tiers".
- Normal
  - ?
- Hard

- Hell has awoken
- For experienced Diablo players
- Level details:
- Monster kills grant **75%** more Experience
- Monsters drop **75%** more Gold

At one moment you will get New World Tiers.

In Capitals, like Kyovashad or Upper Kurast, you can change the difficulty setting. When you do, you'll get the following message to accept your change:

*Changing your Difficulty terminates all active portals, removes any active listings from Party Finder, resets all incomplete Whisper progress, and closes any active Nightmare Dungeon.*

- Investigate the disturbance at the mine
- Slay Utulku
  - Utulku: *You care for these worms?! I'll spend them all to watch you die! No! I will not go back to the salt!*
- Rekindle the Wanderer's Shrine to conquer Qara-Yisu

### Malign Devotion

- Travel to Alzuuda in search of Lakren the mason.
- Speak with Lakren in Alzuuda
  - **How can I help rebuild Sanctuary?**
- Meet Lakren at the Lost Monument
- Investigate the crypt below the Lost Monument
- Defeat Lakren
- Defeat the Summoned Demon
- Inspect the Gospel of the Mother

### Sealed Penitents Quest

- Get seals(?)

### Slayer's Retribution

- Unlocks: Mercenary Varyana
- Stronghold must be captured first
- Search the Temple of Rot for Varyana (red) (Stronghold must be conquered first)
- Read the Blood-Scribed Sign
- Find the Fetid Larder
- Find Varyana
- Slay the Cannibals and . . .
- Break the Chain Pillars (green) (2x)
  - VARYANA: Molquarth... Grelkar... Zolmog... kill you... Molquarth... Grelkar... Zolmog... kill you... kill you all...
- Defeat Varyana
  - VARYANA: Kill you all! KILL YOU ALL!
- Speak with Varyana
  - VARYANA: Stay your hand. I swear to you by the bloated Worm, and by the ways of my people, my life is yours to take. But first allow me to exact my revenge upon those who have wronged me. I will not die until my enemies are dead by my hand. I will not... So much flesh... so much temptation. I need... I need to be gone from this place. . .
- Speak with Varyana outside the Fetid Larder
  - VARYANA: That pit... I've been down there so long I could barely tell friend from foe. Glad I didn't kill you. You bested me. By the law of my people and the law of the Worm, I am yours to butcher and devour. But before that happens, I must put two cannibal chieftains under my knife. Grelkar the Craven and Zolmog Venomblood must die. \_\_ *Why?*

- VARYANA: Because they banished me! Because they wounded my honor! Because I don't like them! I need help to destroy them, wanderer. We are agreed? Then first we seek Grelkar, sure to be in his feasting hall.
- Find Cannicals loyal to Grelkar
- Obtain a clue that reveals Grelkar's location
- Travel to Grelkar's Feast Hall
- Enter Grelkar's Feast Hall
- Kill Grelkar and his Cannibals
- Burn the Effigy
- Observe the ritual
- **video**
- Speak with Varyana
- Find a boat to sneak into Guulrhan
- Enter Guulrhan and kill Zolmog
- Find Zolmog
- Speak with Varyana
  - What's the plan?
  - But a feast...
- Speak with Zolmog
  - Zolmog, I presume?
- Kill Zolmog...
- Speak with Varyana
  - I won't kill you, Varyana.

## Farobru

### Zolaya? Hunger for a new life

- Enter Zolaya's Hideout
- Fill the Empty Tea Infuser with herbs
- Return to Zolaya and Oyuun

### Crane Tribe Hutmoot Consumed by Pride

- Search for the missing Crane Tribe barbarians
- Investigate the Mutilated Barbarian
  - Torn flesh...
- Return to Ealda with news of the barbarians' fate
  - I found...

### Fury Against Fate

- Speak with Ealda at the Crane Tribe Hutmoot
  - The dead rejoin the tribe
  - The cannibals believe...
  - Crane Tribe will meet...
  - Let them...
- Meet Ealda within the Wasting Hollow
- Speak with Ealda
  - Crane Tribe
  - If we stop
  - Show these
  - Together
  - ( war cry )
- Clear...
- Speak with Ealda (Crane Tribe Chieftain)
  - All clear.
  - Good...

- So many.
- Come...
- Survive the cannibal incursion alongside the Crane Tribe
  - Fate...
  - We...
  - Though...

#### Raising Spears

- Speak with Ealda
  - It seems...
  - We've forgotten...
  - If we are to have...
- Collect Blood-etched Spears from Champions' Demise with Ealda (8x)

#### **Kaida** Culling of Flesh

- Slay cannibals in the Field of Broken Spears (**50**)
- Return to Kaida

#### **Sealed Oxen Tribe Cache**

- Harvest demon fury from Vile Ones

#### **'Extra'**

- 'Extra' quests are indicated with a white sign.

### **Dungeons**

A yellow/orange dot/circle indicates that you did not complete that dungeon. A green checkmark indicates that the dungeon has been cleared in this gaming session.

#### **Feeding Grounds (Nahantu)**

- Explore Feeding Grounds and Slay Pyroclast
- Find the three levers
- Slay Pyroclast

#### **Iron Cenotaph (Nahantu, The Tangle)**

*The first home of the Iron Wolves before the fall of Kurast.*

- Explore Iron Cenotaph and Slay Seething Hivemaster

#### **Seething Underpass (Nahantu, Vile Conduit)**

*Submerged corruption rises from the sunken channels.*

- Explore Seething Underpass and Slay Carapace

#### **Razak's Descent (Nahantu, The Cavity)**

- Explore Razak's Descent and Slay Clanless Thrasher

#### **Champion's Demise**

- Return the stone Carving to the Pedestal (green) (2)



## Mercy's Reach

- Slay the Knight Hunters (3)
- Travel to Unsanctified Reliquary
- Return the Mechanical Box to the Pedestal (2)
- Travel to the Tomb of the Nameless Saint
- Defeat the Tomb Lord
  - Unlocks: *Code of Power : Blood Seeker's Aspect*

## Light's Refuge

- Travel To Thundergod's Refuge
- Defeat the Knight Council

## Domhainne Tunnels

- Free the Prisons (5x)
- Travel to the Dark Descent
- Return the Stone Carving to the Pedestal (1x)
- Defeat the Khazra Abomination
- Dungeon Cleared, unlocked aspect...

## Grinning Labyrinth

- Slay the Grinning Fiends (?x)
- Defeat the Scourge of the Land

## Binding Corridors

- You find a 'Timeworn Letter' in this location.
- Destroy the Demonic Corruption (2x)
- Travel to the Endless Coil

## Light's Watch (Light's Eye)

- Slay the Watchmen (2x)
- Slay the Watchman Lead Sou and collect the *Watchman's Key*
- Use the *Watchman's Key* to open Watchman's Gate
- Travel to the Light's War Room
- Defeat Den Mother
- Dungeon cleared = Aspect of Conflagration, view in the Codex of Power

## Other

- Special characters, like u (alt+163?) in tur dulra.
- Battle Chest

## Runes

- FEO, rare
- NEO, rare
- CEM, magic
- CIR, magic
- MONI, Magic
- YAX, magic
- ZAN, magic
- MOT, rare

- Que, rare
- WAT, rare
- GAR, magic
- LUM, Magic
- TAL, magic
- TEB, magic
- TON, magic
- TUN, magic

## Chairs

## Healing Potions

- Veroka
  - **I want to increase the potency of my healing potion.**
  - Well, you certainly. . .
  - I have some extra materials. . .
  - I'll not leave these walls. Never again.

Player Level	Healing Potion	Heals	Gold	Material	Quality	Weight	Effect
1	Weak	3 Life instantly and 35% of your Max Life over 3 secs.	5,000	10 Bundles Herbs	20	Minor	Light
40	Moderate	6 Life and 35% of your Max Life over 3 secs.	500,000	130 Bundled Herbs & 50 Angelbreath	50	Strong	
60	Greater	200 Life and 35% of Max Life over 3 secs.	1,000,000	200 Bundled Herbs & 80 Angelbreath	60	Major	
	Superior	3 Life and 35% of Max Life over 3 secs.	3,000,000	300 Bundled Herbs & 90 Angelbreath	60	Superior	



## Manuals (resource)

Affixes can be applied to Rings and Amulets. Use the item to unlock a new recipe.

- Elementel Surge - Night (Rare Temper Manual) Weapons
  - Lucky Hit: Up to a 40% Change to Deal +[70 - 100] Cold Damage
  - Lucky Hit: Up to a 40% Chance to Deal +[70 - 100] Poison Damage
  - Lucky Hit: Up to a 40% Chance to Deal +[70 - 100] Shadow Damage
- Gorilla Efficiency
  - 15.5-20.0% Rock splitter - Resource Generation
  - 13.0-17.5% The Protector - Cooldown Reduction
  - 5.0-7.0% Defensive - Cooldown Reduction
  - Not Tradable
  - Cannot Salvage
  - Spiritborn Vessel of Hatred Item
  - Sell value: Cannot Be Sold

## Priority quests

### Mount: A Trusty Steed (unlocks: (orange) Mounts)

- Speak with the Stable Master (Oskar) in Kyovashad
  - I understand you can provide a horse.

### Nahantu: Bartering (Introduces: Mercenary Bartering)

- Return to the Mercenary Hideout and Speak with Raheir
  - **Your daughter's here!**
  - Ah, so she is. . .
  - The Pale Hand had a reputation. . .
  - And I'm in good company. . .
  - Earn a mercenary's. . .
  - Speak with Fay. . .
- Speak with Fayira

### Hawezar: Nightmare Dungeons (Introduces: Nightmare Dungeons)

- Use the Nightmare Sigil

### Fractured Peaks: Echo of Hatred (Introduces: Lilith, Pinnacle Boss)

Must be on Torment difficulty.

*Lilith's presence still lingers within you.*

- Find the Echo of Hatred
- cutscene
- Approach the Throne

### Kehjistan: Omath's Redoubt

*The stench of death and decay lingers heavily over this devastated battlefield*

- Find a way into Omath's Redoubt
- Investigate Omath's Redoubt
- Discover the source of the devastation
- Inspect the Ceremonial Staff
- Rekindle the Wanderer's Shrine to conquer Omath's Redoubt

### Nahantu: Chakir

*Something noxious has taken root in what remains of the once great city.*

- Investigate the ruins of Chakir
- Destroy the Dregs' Brewing Cauldrons
- Slay the Cauldron Keepers (green) (4)
- Clear the maggot infestation
- Destroy the Fallo Blooms
- Confront Sinerat and Skerg
- Rekindle the Wanderer's Shrine to conquer Chakir

### Altar of Lilith

- Galtmaa Bushland: Inside a ruined house. Realm Power: Willpower by (yellow) 2.



Figure 36: AoL Bushland

## Introduction quests



Figure 37: Introduction quests logo

These are pink “star” like logos, (almost) the same as the priority quest logo. The main difference of these quests is ###???

### Pit of the Artificer (Scosglen)

Introduces: (orange) Pit of the Artificer

*I can enter the Pit of the Artificer with these Artificer’s Stones. According to Donan’s tale, the Pit will hold Awakened Glyphstones to upgrade the Paragon Glyphs.*

- Travel to Cerrigar and investigate the strange obelisk

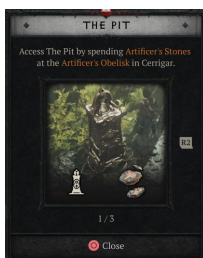
#### The Pit

1. Access The Pit by spending (orange) Artificer’s Stones at the (orange) Artificer’s Obelisk in Cerrigar
2. Successfully complete The Pit by defeating the dungeon boss within the Mastery Timer.
3. Upgrade the (orange) Paragon Glyphs at the (orange) Awakened Glyphstone.

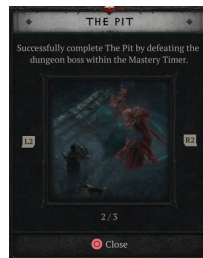
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### Masterworking (Fractured Peaks)

Introduces: (orange) Masterworking

*Masterworking can be done at the Blacksmith, and can improve the affixes of a Fully Tempered Legendary, Unique or Mythic Unique item. Seek out Zivek in Kyovashad to create a piece of Masterworked gear.*

- Speak with Zivek
1. (orange) Improve the affixes of your items through Masterworking.
  2. Only Fully Tempered (orange) Legendary, (pink) Unique, or Mythic Unique items may be Masterworked.
  3. You can (orange) reset an item’s Masterwork rank to 0.

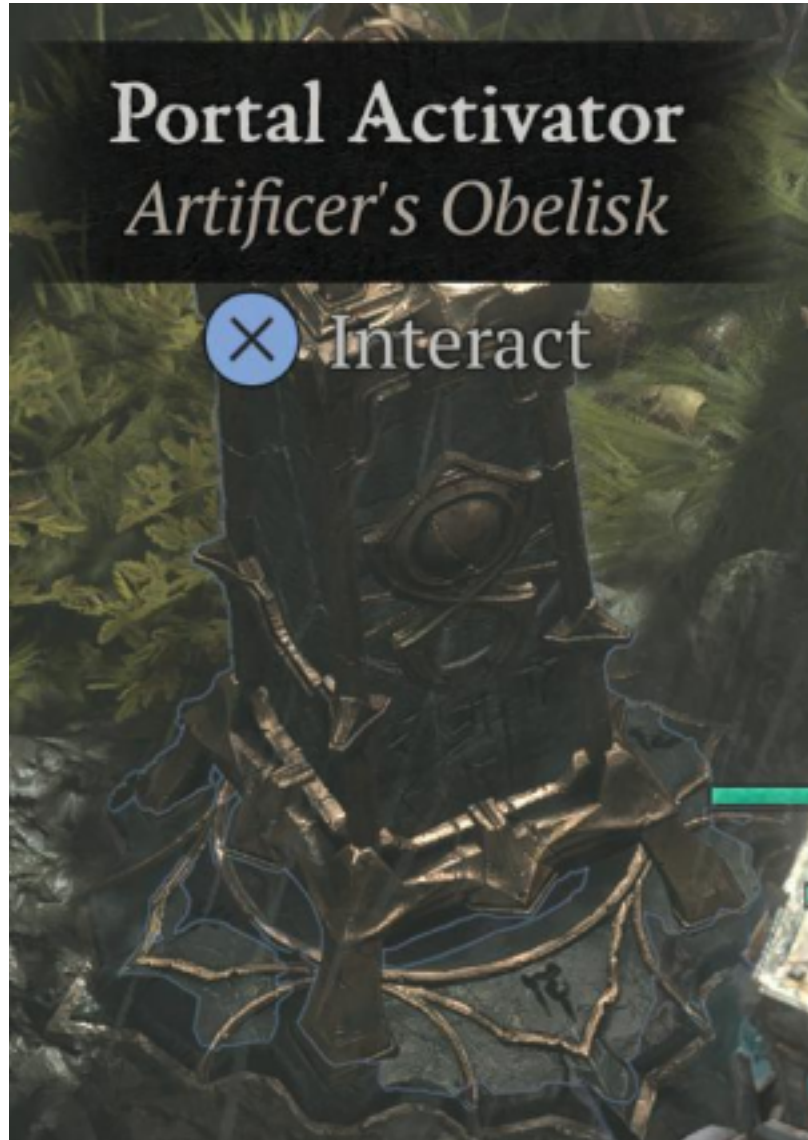
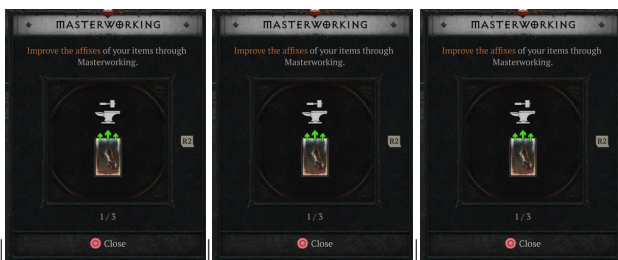


Figure 38: Pit of the Artificer



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## To the Edge of the Abyss

- Meet Locran at the Caldeum Imperial Palace

## World Boss

World bosses appear at specified locations throughout the world of Sanctuary. A message will appear in your screen telling you where the World Boss will be spawned next.

- Slay the World Boss

## Glyphs

- Gravekeeper
- Essence

## Paragon



Figure 39: Paragon 17

## Kurast Undercity

Kill much within the time limit. After a few areas you'll fight a boss. There are 4 parts to fill with ###? They will give you rewards when you finish the District Run. This is indicated with a light blue bar at the right side of the screen.

District boss: Time expiration is no longer a concern from this point on. Defeat the District Boss to complete the dungeon.

- Reward Upgrades (green) 4.
- Slay Alia

## Vendors

### Purveyor of Curiosities

Buy stuff with Mumuring Obols.

2100 Obols used in one go on 21 amulets.

Legendary: 2 Rare: 11 Magic: 8

2260, caps (50)

Ancestral Unique v Unique v Legendary vvvvv Rare vvvvvv Magic vvvvv

Tunic, chest armor

1360, 25

AnU v Unq v AnL vv Leg vvv Rar vvvvv Mag vvvvv

## Whisper

### Taiga Ranger (Fractured Peaks, Dobrev Taiga)

- Find the corpse, Defeat the Taiga Ranger

*One who violates their path with the Tree of Whispers will always pay the inevitable price.*

Rewards: 1 Grim Favor

## Chests

### Silent

Needs a key, get it from the vendor of curiosities.

## Legions

### The Gathering of Legions

- The Servants of Hell call to their Overlord

## Nightmare Dungeons

A Nightmare Sigil can be used to transform a dungeon into a Nightmare Dungeon.

### Farai Cliffs Nightmare Sigil

- Farai Cliffs in Nahantu
  - Dungeon Affixes
  - Gold find
  - Monster Barrier
- Explore Farai Cliffs and Slay Thundertooth

## Ideas, suggestions and feature requests

- Vendor selling curiosities continuously saying the same words over and over. Especially irritating when you are REQUIRED to get your obols down to as low as possible. . .
- Helltide will reside in 5 minutes, while there are 45 minutes remaining, or 30 . . . strange . . .
- Pet should pick up a health potion if you are not already at max.
- Speed should be catchup for 2 players.
- Discord link? All comments there!
- Maps?
- Letters etc need another color, not basic blue. . .
- Short simple sound/message telling you that your elixir is gone



- Quest numbers in the journal and in the hud do not correspond (ex: ##### A Heavy Burden (2/3) = 1/1)
- The story in 1 page
- Talk to everyone, every balloon etc.
- When did Meshif catch upo? Act III - Flesh from Bone... (rec)
- Every change in text, journal text?
- Dot after sentence? Travel to Alzuuda in search of Lakren the mason.
- Write the guide as it it were a book.
- Auto lvl 50? Some comments from internet?
- Log out of PlayStation, you will loose it all :)
- “Bloopers” video 23 nov 23.33 uur, tijdens video netwerk error
- Fight with Lilith ... approach the throne???
- In stats: Nr of images to go...
- 2 player information
- Stats (wc) in a log file to see progress.
- All Sidequests need links from the Numbered list to the text of the quest.
- Kurast Undercity

## Statistics

Statistics: (lines, words, characters) 7400 48677 280078 diablo4total\_temp.md

Media files to process: 25-01-19\_21-37 **3045**

### Per date

24-11-29\_19-13 3396

24-12-01\_21-27 3294

24-12-06\_15-23 3686

24-12-16\_19-59 3557

25-01-03\_20-44 3318

25-01-15\_20-37 3119

25-01-19\_21-37 3045

## Thanks to

- All the people that gave me the opportunity to write this guide!
- You, the reader! Thanks for taking time to read through this document.

## Final words from the author

No Trademark or Copyright at all! Please be kind and only use this document for your personal use. You can share it with your friends ^^ Check my website at: woutie.com. Please contact my Discord channel if you have any questions.

The Discord channel can also be used if you have found any unfortunate mistakes or typos. Please let me know so I can correct this in the next version.

I also continue to work on my live streams at Twitch and YouTube.

If you want to support the work of this document please consider a donation. This will help support the creation of more documents for other games as well.

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Donation BTC address: bc1ql2nc0agnjmr6jjgalnvl36pyt72pwvj6hxdqf2



Figure 40: BTC Donation Address