

## Walkthrough

### 1. Find Kozney's Death

For Tzar Yaromir in the Royal Headquarters, find the remaining four pieces of Kozney's death and destroy them.

- Duck is in a haystack behind a cracked wall in Crystal Goose Village.
- Rabbit is in a cave in bear corner behind a cracked wall.
- Needle is in Blue Taiga on pine at 10,12
- Oak will be in Argimon's dungeon. You need to destroy it with a spell. **Return to Tzar Yaromir after you've done everything.**

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### 2. Find a cure.

For GoldenGhost in the Shipbuilders' Union Hall in Seversk Harbor, find a cure for the Durakis curse that has affected Prince Ivan.

- Underwater Kingdom, on grass in the north at 9,5.

### 3. Find a way to Venets Island

Find a way to Venets Island where Kozney's headquarters are.

- You have to do a quest for Dead Monarch in the Underwater Kingdom and give offering to Goddess of Fair Sailing and have repair equal to or greater than 100 and fix a ship at 19,30 (opposite statue of goddess). To get to the Underwater Kingdom talk to Merchant Skupsky in Seversk Harbor.
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### 4. Find Kozney's Agent

For Duke of GP in the Shipbuilders' Union Hall in Seversk Harbor, find Kozney's agent, Eugene Fox, who, rumor has it, has been sabotaging the building of the new Lukomorian Navy and bring him proof he's the saboteur..

- Talk to Mole Rat at night-door is in harbor.
- Fox is in northwest Seversk Center.

### 5. Meet Baba Yaga

For Princess Vasilisa in the Royal Headquarters, meet Baba Yaga to find out what she knows about Kozney.

- Go to BabaYaga's house in Seversk Center – you need scroll of Purifying Light which is on her window to enter her rooms.

### 6. Find the sword

For Gen. Belomor in the Royal Headquarters, find the sword that will kill Kozney..

- **Will be in Kozney's dungeon—SilverGirl will tell you where it is.**

### 7. Investigate Holodovia

For Aslmentor in the Shipbuilders' Union Hall in Seversk Harbor, investigate what's going on in the neighboring Principality of Holodovia.

- You have to find out about prison break from guy near prison and then find and kill One-Eyed Nikolai and Rustim the Thief in the prison dungeon. Report back to Aslmentor.
- You need crime 50 or greater to get into prison.

### 8. Find Dr. Vlad

For Basn2 in the Shipbuilders' Union Hall in Seversk Harbor, find Dr. Vlad..

- Will be in Kozney's dungeon—in a cell in the first floor. You have to do Pyrometal's puzzle to get the key.

### 9. Find the artifact

For Ulian, the Director of the Obereg Museum, find and destroy the strong, magic artifact that a wizard put in the Obereg Monument that is poisoning the atmosphere there.

- Need hammer from red sculpture to break rock which is the artifact in central east of Obereg Museum .

### 10. Help find Prince Moroz' grandson

For Eric1717 in the Shipbuilders' Union Hall, Seversk Harbor, help Prince Moroz in Great Ustyug Castle, by bringing either Mr. Tainnik (if player is female) or Princess V (if player is male) to Prince Moroz so they can help look for his grandson.

- Talk to Vasilisa – need persuade greater than or equal to 150. Same for Tainnik.

### 11. Prevent a major spill

For Gbol in the Shipbuilders' Union Hall in Seversk Harbor, prevent a major mana slag spill at the Oile-Lookoile mana plant. If you're successful, bring Gbol one million gold in cleanup fees from the CEO of the plant.

- Talk to CEO in Mana Plant in far north west. Need Charm of Sapwill from DarkEnd's dungeon to convince him to tell you how to stop mana spill---break the white spheres in the right order..

### 12. Free the Kobolds.

For the Ghosthunter in the Shipbuilders' Union Hall in Seversk Harbor, free the kobolds enslaved by the Oile-Lookoile Mana Plant.

- The kobolds are in a pit under the plant.

**13. Bring Moof news**

Bring Moof in the Shipbuilders' Union Hall in Seversk Harbor news of the fate of his friend Sadko, so he can reassure Sadko's wife Lubava in Seversk.

- You have to do a quest for Tzar Moreh and he'll let Sadko go.

**14. Bring Moti glacial powder**

Bring Moti in the Shipbuilders' Union Hall in Seversk Harbor some glacial powder so he can make the uberweapon Isefackel, Icy Torch, for Suzi, also in the harbor.

- Talk to Wizardess Manuela in Seversk Center.

**15. Bring Darkend to justice**

For John Doe in the Shipbuilders' Union Hall in Seversk Harbor, find Darkend and bring him to justice.

- Find entrance to his lair in Mrak Cave and solve sphere puzzles.

**16. Save Kozney's baby**

For Silvergirl in the Argimon's Dungeon, find and bring Kozney's baby to the dragoness Hermione in Argimon's Dungeon.

- Will be in Kozney's dungeon. You'll finish the quest when you bring the baby to Hermione.

**17. Cure the mad people**

For Cfsdoc in the Shipbuilders' Union Hall in Seversk Harbor, find the cause of Abbot Mozdok's and Daria, the ferrywoman's madness and cure them

- Get a potion from Master Eustacius in Obereg Monument and cook it. Let them sniff it. You need alchemy equal to or greater than 130 to cook it.

**18. Clear a road**

For Demonstar in the Shipbuilders' Union Hall in Seversk Harbor, clear a road to Eight Ends Monastery so people can go to the monastery's hospital.

- Need two hammers from the lake.

**19. Help find a weapon**

For the Galinholan merchant Suzi in Seversk Harbor, help her find someone who can make an uberweapon called Isefackel.

- Talk to Moti in the Shipbuilders' Hall.
- Bring him glacial powder from ice witch's castle. Shelf at 25,0 (far northeast).

**20. Fix squid tentacles**

For Tzar Moreh in Tzar Moreh's Castle, fix the tentacles of his pet squid (you will need pliers and high Healing Ability).

- Need pliers from Cfsdoc in Shipbuilders' Guild and heal magic greater than or equal to 175.

**21. Bring some sun cream**

For Princess Marya in the Underwater Kingdom, bring her sun cream that is made by kobold's Synto Farm (entrance thru the cave hole in Yug River Valley).

- You can get this from Kobold Chief Farmer Saphi in Synto Farm after bringing him 3 things.

**22. Bring some dripstones**

For Kobold chief farmer Saphi in Synto Farm, bring him three kinds of dripstones - red, white and blue so he can make the sun cream.

- Bring him three dripstones:
- Red dripstone is at 32,21 (central-south east)
- Blue dripstone is at 29,15 (mid center)
- White dripstone is at 26,25 (midsouth)

**23. Catch five live moles**

For the Kobold Daeene in Synto Farm, catch five moles so he can test new drugs on them.

- Tap holes but you need stealth greater than or equal to 155.
- One mole is at 28,29 in the far southeast
- One is at 18,29 in the far southwest
- One is at 18,23 in the far southwest
- One is at 31,11 in the far northeast
- One is at 20,24 in the far southwest
- A few moles drop dead moles also.

**24. Bring a cookbook**

For Tzar Moreh's cook Olivier in Tzar Moreh's Castle, bring him just published cookbook by Chef Stroganoff so he can amaze guests at the wedding.

- Cookbook can be found in Seversk Center at 1,11.

- 25. Bring a letter**  
For Captain Rudenev in the Fleet of the Dead Monarch in the Underwater Kingdom, bring his letter to his beloved girlfriend Chernava in St. Ioann Necropolis and bring him back her answer. You'll need to persuade her that he's not that rude.
- Bring her his letter and exchange for her letter on shelf there.
- 26. Bring a shot of infection**  
Bring Bootsman Lom, a Rasvim on the Fleet of the Dead Monarch in the Underwater Kingdom a shot of infection to feel better. Find and bring a wand of Rasvim Booster Shot to him.
- You can buy it in Seversk but it's expensive.
- 27. Bring a self-playing harp**  
For Regent Vsevlav (Dead Monarch himself) in the Underwater Kingdom, bring him his self-playing harp so he can enchant an artifact that will help you get a boat to Venets Island.
- In Ice Witch's castle
- 28. Cure the humpback**  
Cure the Humpback who is in Seversk Center by talking to the Great Grey Horror in the cemetery at Eight Ends Monastery.
- Tap a tombstone at night. Pipe and matches are on a door in Seversk about mid central at 12, 14.
- 29. Persuade Arnold's teacher**  
For Aria in the Shipbuilders' Union Hall, Seversk Harbor, help his friend, Arnold the Apprentice in the Blue Taiga, persuade Arnold's teacher, shaman Serega, to give Arnold his long-earned Arborist Diploma.
- Bring his teacher 5 black beers and he'll give you 2 diplomas. Keep the extra as you'll need to do the treat five dead plants quest.
- 30. Treat five dead plants**  
For Lady Ledyshka in the Ice Witch's Castle, treat three dead plants around the castle that suffer from the mana plant pollution. You need to have an Arborist's Diploma and Tree Revitalizer from Arnold. You can buy Tree Revitalizer.
- You need the Arborist's Diploma and five revitalizing potions. They're all near the trees.
- 31. Help Black Cat Maarjaala**  
For Cat in Seversk Center, help her friend, black cat Maarjaala, who is being stalked by some dangerous person who is after her great undead spell.
- Tap on the boarded up window at the complex by the entrance to Obereg Monument. You'll need to cure the humpback and then go see Cat.
- 32. Light the torches**  
For Kayhosro the Monk in Monastery of Eight Ends, light all torches on his side of the monastery - the monk who does this job is sick.
- You need matches which you can find in Brother Maruthas' room behind a painting.
  - Oil vials are: one is in attic at 29,1 on a crack behind a wall you have to set hidden; two you can buy in Seversk; one is on a flag in main monastery at 15, 5 (northwest).
- 33. Wake up the bear think tank**  
For Banker Alexandra in Seversk, wake up her bear think-tank. The market is changing to bullish and she needs their advice. These five bears are somewhere in Bear Corner, all in one bear's den.
- Tap cave at 5, 8 in Bear Corner. You need persuade greater than or equal to 165.
- 34. Help the boy Gans**  
Help the boy Gans in the Ice Witch's Castle solve an anagram.
- The answer is Quest.
- 35. Return Cfsdoc's pliers**  
Return Cfsdoc's surgical pliers to him if you borrow them. He's in the Shipbuilders' Union Hall in Seversk Harbor.
- Squid Pete steals them if your block is under 120.
- 36. Persuade the Black Smoker**  
For Tzar Moreh in Tzar Moreh's Castle, persuade Black Smoker not to smoke during his daughter Marya's wedding so as not to spoil the water.
- Need personality greater than 100
- 37. Kiss the goblin girl (if you are male)**  
Kiss the goblin girl for the miner in Yug River Quarry.
- She's in Yug River Valley. Requires Personality greater than or equal to 45.
- 38. Kiss the goblin boy (if you are female)**  
Kiss the goblin boy for the miner in Yug River Quarry.
- He's in Yug River Valley. Requires Personality greater than or equal to 45.

**39. Replace the tombstone**

Replace the Unhappy Ghost's tombstone.

- He's in the Necropolis. Talk to Merchant Skupsky—needs mercantile greater than or equal to 140.

**40. Find Tux1212's Quest Hints List**

For Tux1212 in the Shipbuilders' Union Hall, Seversk Harbor, find his missing Quest Hints List.

- It's in a barrel in the Forgotten Underground at 23,9, difficult but possible to get to.

**41. Solve Pyrometal's Puzzle**

Solve Pyrometal's color puzzle.

- Green, orange, pink

**42. Bring a Iron a book**

Bring Blacksmith Iron a book called How to Repair Anything. He's in Iron Goose Village.

- Book is on door in Holodovia at 12,8.

**The key to enter Victory Park is in Obereg Monument on statue at 19,6, mideast.**