



By Jeff
Editor BDJ
6/4/2011



The Chaos Conspiracy Walk Through – The Local Quests

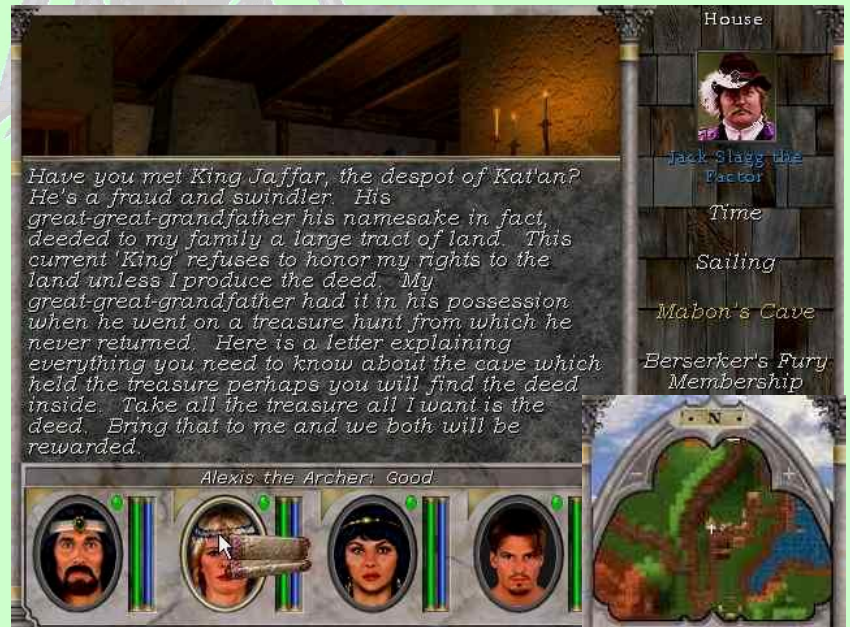
Kat'an

Mabon's Treasure Cave

Quest Log Entry –

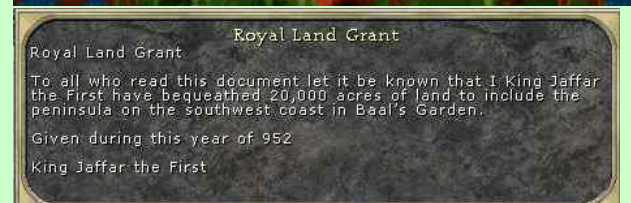
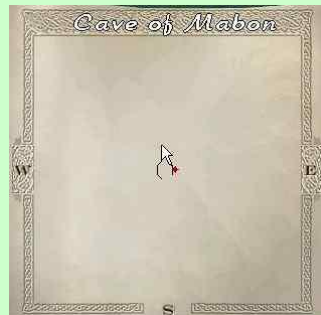


Jack Slagg feels the 'royal' family has cheated him by not honoring a land grant as his great great grandfather had the deed in his possession when he went missing. You are to find the Land Grant and return it to Jack Slagg. He will give you a letter telling you the location of the cave which is in the Kat'an Area.



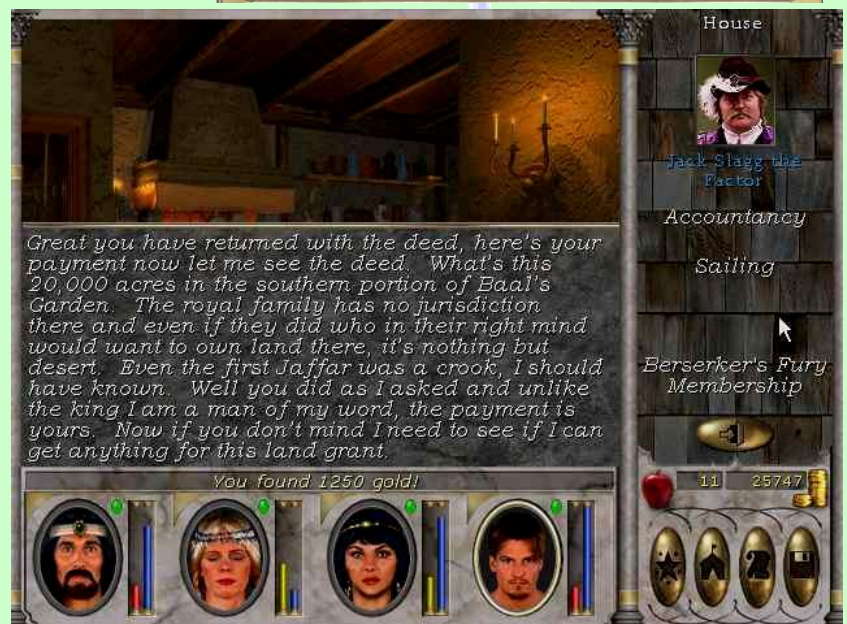
Mabon Cave is at #1.

The cave has just one room to explore; defeat the Guardian and the treasure is yours.



You have the Land Grant, now you must return to Jack Slagg.

Jack is grateful and gives you the promised reward, but he is disappointed at the location of his new property.



Find Thomalina Thumb's Hourglass

Thomalina has lost a family heirloom, which was stolen when a shipment from Avalon was raided by bandits operating out of the Cavern of the Rogue here in Kat'an.



The Cavern of the Rogue is also a single room dungeon. Kill all inside and grab the Hourglass.



You return to Thomalina with her Hourglass. The reward is small, but her gratitude is large.



Gather the Treasures of Danu

This is a good one to start early as it will require travel throughout Nimradur.



Aoifa O'Malley the Apprentice tells the tale of fabulous artifacts buried under the Tree of Danu, if your party can find the five scrolls of Danu and decode the incantation. The Tree of Danu is located in Baal's Garden and you will be asked seven questions. Answer correctly and the reward is yours.

The Scrolls

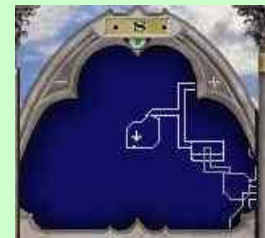
#1 Hall of Adept



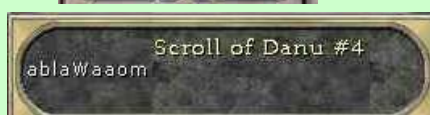
#2 Forbidden Vault



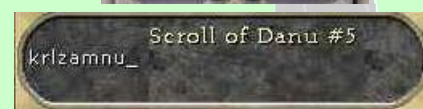
#3 Caverns of Timbol



#4 Glastonbury Tor



#5 Haunt of Ruslaka



The answer is placed at the end of the guide for those that need more help.



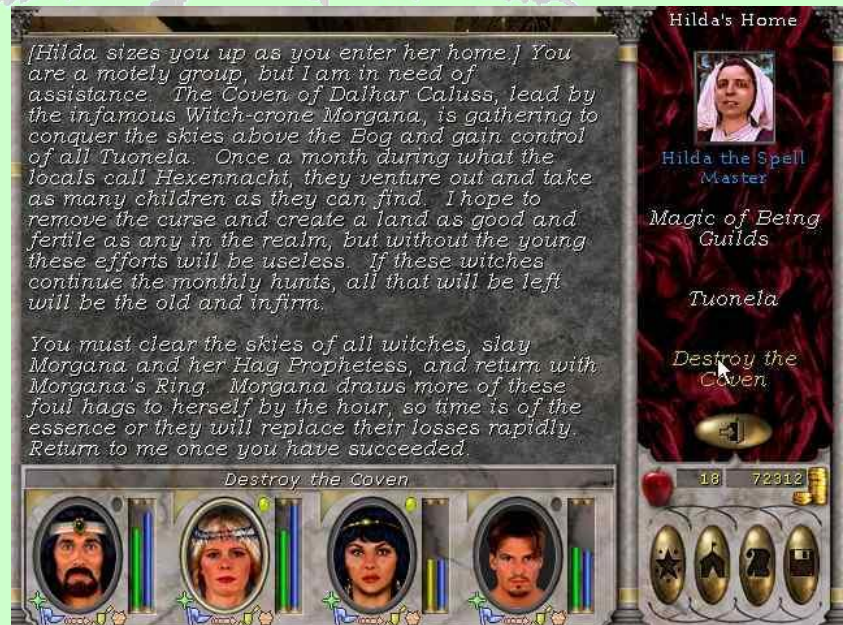
Bog of Tuonela

The Bog presents opportunities and problems for your group. For most of the game, when the group enters this area, it becomes cursed. However, casting Remove Curse will remove the curse. Only when the Plight of the Undead Virgins Quest is completed will the cursing of the party stop.

Destroy the Coven



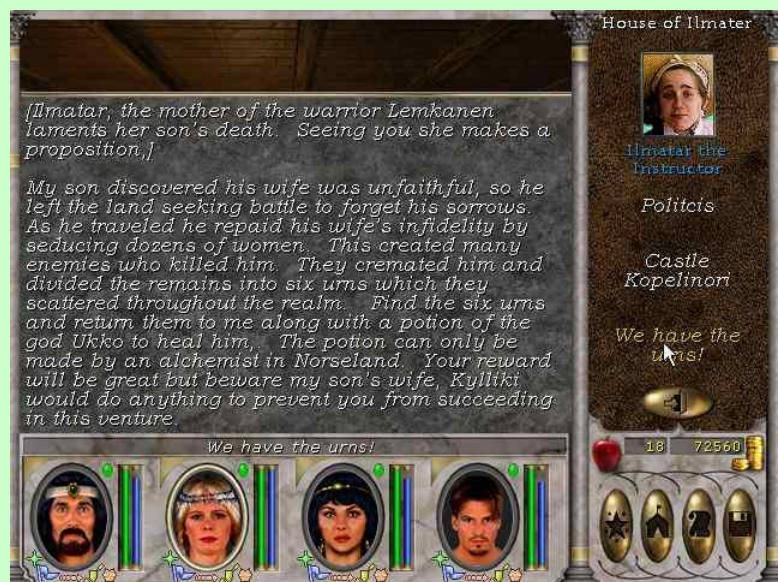
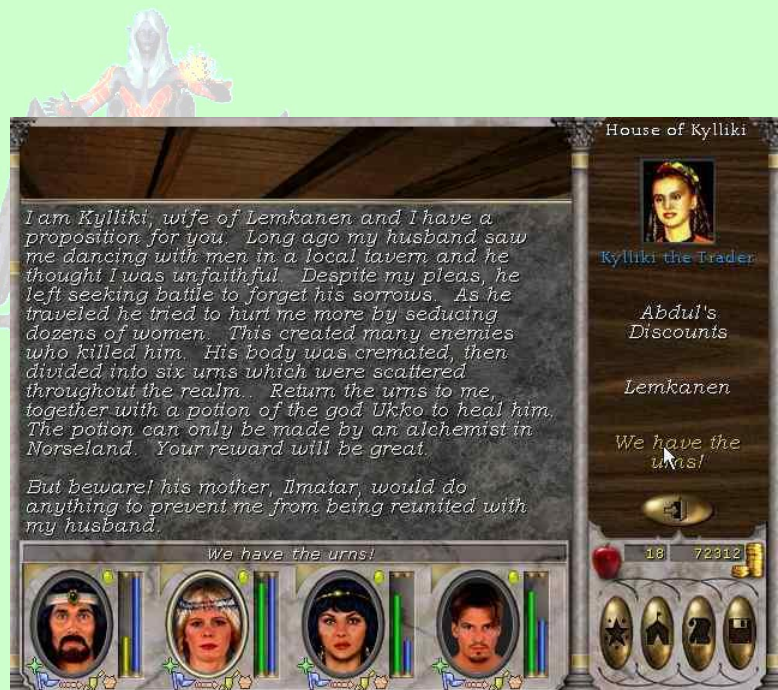
The witches' have the parents of Tuonela in terror. The witches gather the children during Hexennacht. She needs you to clear the skies of all witches. So, Kill all Witches, Kill Morgana the cult leader and her Hag Prophetess and return with Morgana's ring. The hardest part of this quest will be killing all of the witches. One type will flee shortly after being wounded and the party may have to search the entire region to ferret them all out. You should wait until the party has learned to fly before trying to kill all of the witches. Once done, return to Hilda for her reward and gratitude.



Lemkanen

Lemkanen was a great warrior, scoundrel or fool depending on your point of view. To those that knew the women he seduced; he was one that needed to die.

They eventually got their way and divided his body into six pieces, placed them into separate urns and scattered the urns throughout the land. You as the player have two options. Both Lemkanen's mother, Ilmatar and his wife, Kylliki want his body parts and both desperately want to prevent the other from getting them. Both are found in the village of Kopeolani. In addition to the six urns, you also need a portion of the God Ukko which an alchemist in Norseland can mix.



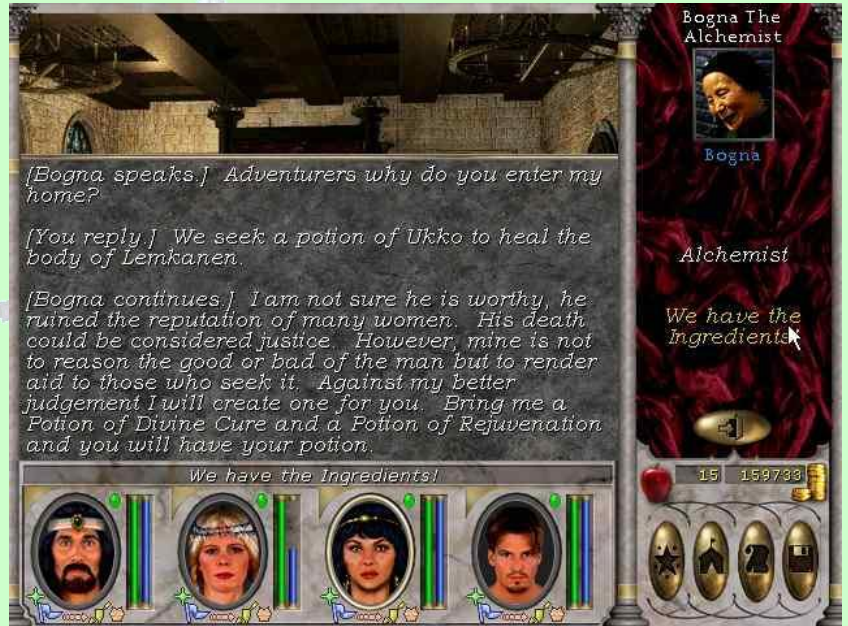
Current Quests

Find the six urns containing Lemkanen ashes and the Potion of the God Ukko and return to Ilmatar in Tuonela.

Find the six urns containing Lemkanen ashes and the Potion of the God Ukko and return to Kylliki in Tuonela.



If you bring Bogna a Potion of Divine Cure and a Potion of Rejuvenation she will mix a Potion of Ukko for you. Both of the required potions are Black Potions that can be mixed if you know the recipe, or you can go to the various stores of Nimradur.



The Recipes:

Potion of Extreme Energy + Potion of Resistance = Potion of Rejuvenation

Potion of Restoration + Potion of Protection = Potion of Divine Cure

Of course each of the lesser potions can also be mixed, but I'll let you research their recipes as they are unchanged from MM6. Once you have them return to Bogna to complete the exchange.

Urn Locations:

Urn 1

Demonclaw



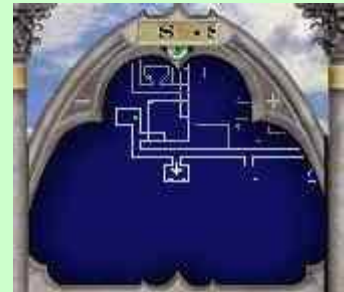
Urn 2

Avalon



Urn 3

Haunt of the Rusalka



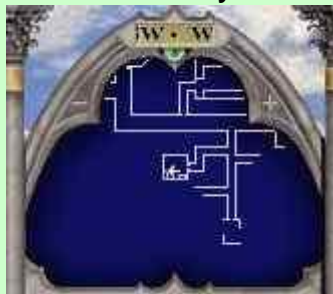
Urn 4

Tomb of Luftka



Urn 5

Glastonbury Tor



Urn 6

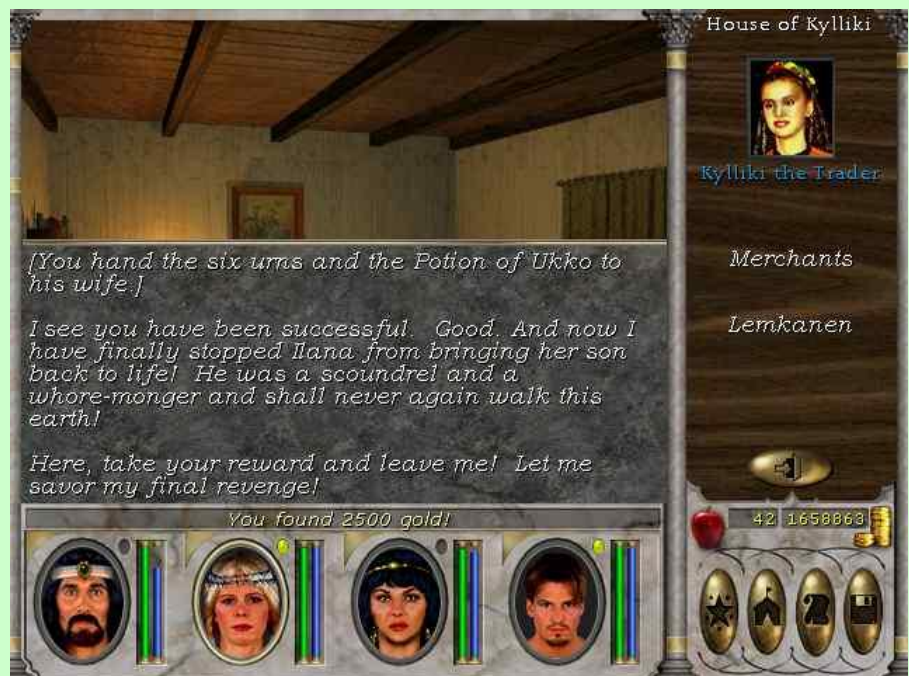
Bog of Tuonela



Once the urns have been collected and the Potion of Ukko has been acquired it is up to you whether to return to Lemakanen's mother or his wife. The reward is about the same but the effect on party reputation is different. This is a good quest for reputation adjustment should you need it.

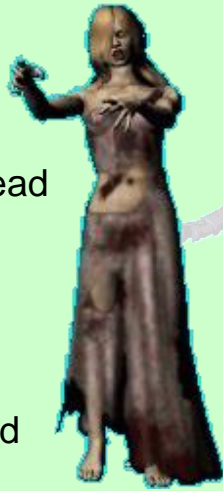
Ilmater is thrilled to be able to bring her son back.

Oh, the fury of a woman scorned. His wife doesn't want him back at all, but just wanted to ensure that he is never resurrected especially by his mother.



Plight of the Undead Virgins

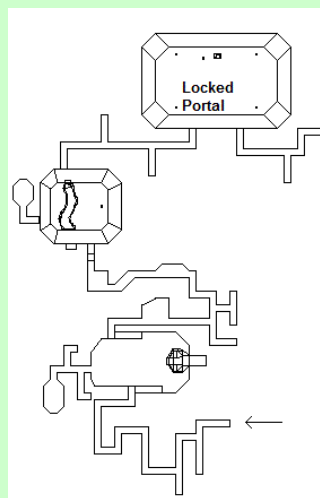
The continual curse of the bog is interwoven with the fate of the Undead Virgins. Danika needs heroes to locate an island temple in Chernoburg and find the Horn of Vainen. The horn will unlock the gateway to the netherworld and allow the



undead virgins to finally rest. After you get the horn, your group will need to enter Orpheus's Gateway and make its way to the locked portal. Once you have the Horn head for the Gateway.



Note the Horn of Vainen; it is carried by a Drow Dream Weaver. She is located in the Haunt of the Rusalka. This is the site of another local quest, so if you have not already visited Tierney Quinn in Port Sleigon, you should do so before entering the haunt.



Return for your reward and
the cursing of your party
will now end.



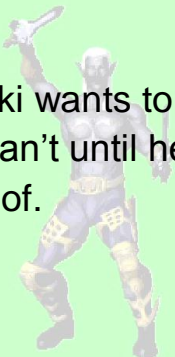
Port Sleigon

Tierney Quinn

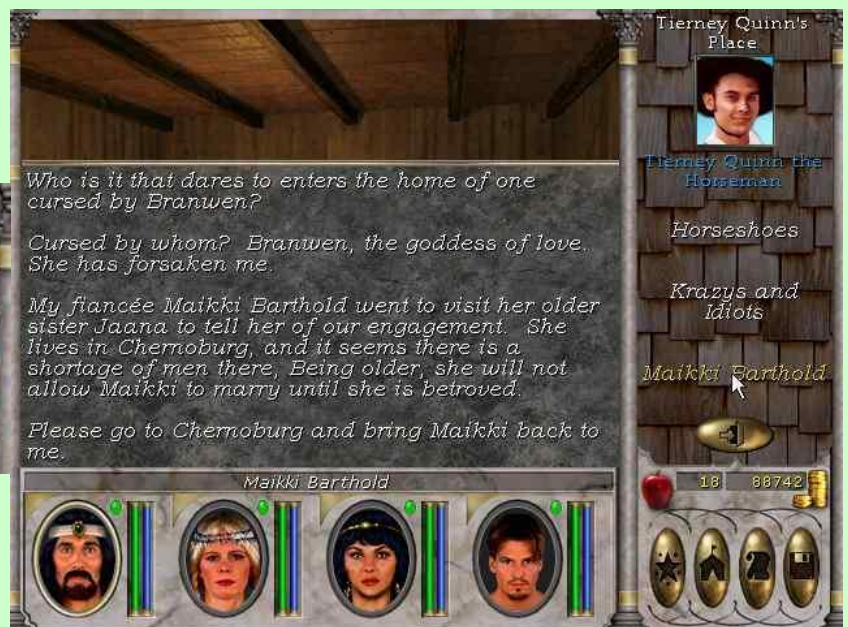


Tierney is a man with two women on his mind; his fiancée, Maikki and a troublesome future sister-in-law, Jaana. Jaana insists on marrying first, so to help him you must go to Chernoburg and help her.

Maikki wants to leave with you but can't until her sister is taken care of.



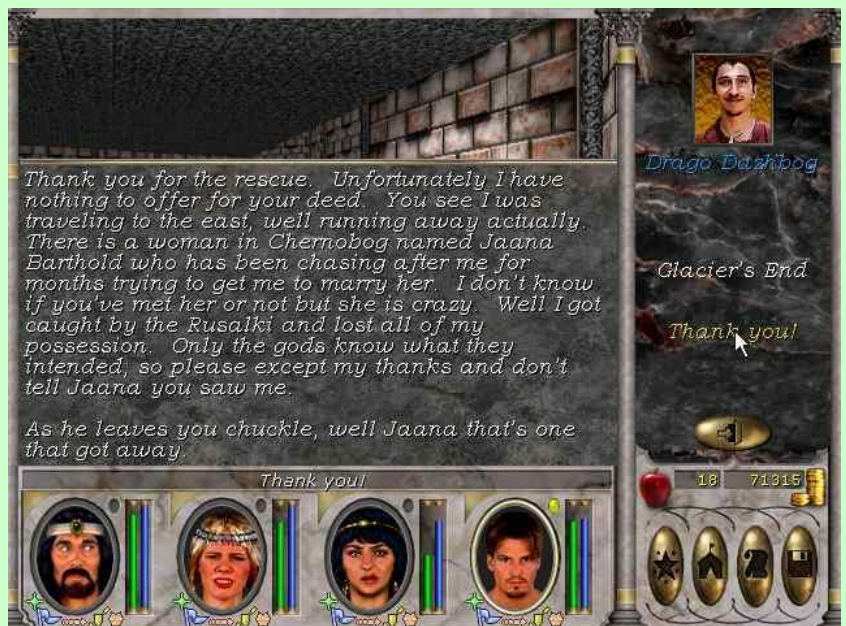
Jaana believes the only way she can't attract a man is if the Rusalka are seducing them. She may be right, so you must go to their temple on the island here in Chernoburg and if you find the men in the temple you must set them free.



You have to enter the temple and make your way to Drago. He is caged in the main chamber. Be sure to search the temple completely, there is an Urn of Lemkanen, a Scroll of Danu, and the Horn of Vainen hidden in the temple.



Once you free Drago, you find he is not interested in becoming entangled with Jaana. He thanks you and makes a hasty escape, however your efforts have freed more than enough men to satisfy Jaana, or so you hope.



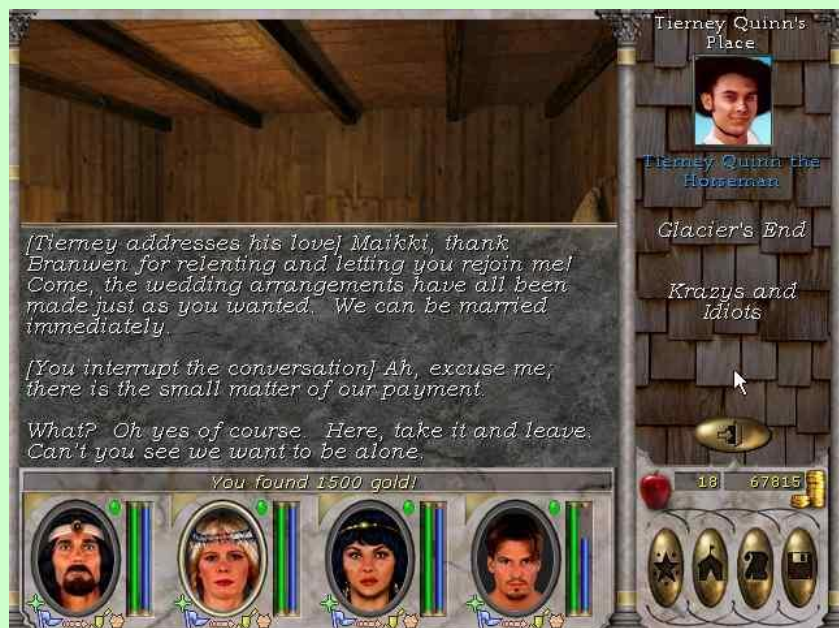
Returning you are relieved to find Jaana is very busy planning her social calendar. Now is a good time for you and Maikki to make good your escape.



Speaking with Maikki, she agrees it is best to slip out before Jaana notices.



Returning to Port Sleigon Tierney is thrilled to the point of distraction. After reminding him of your reward, you are paid and asked to leave.

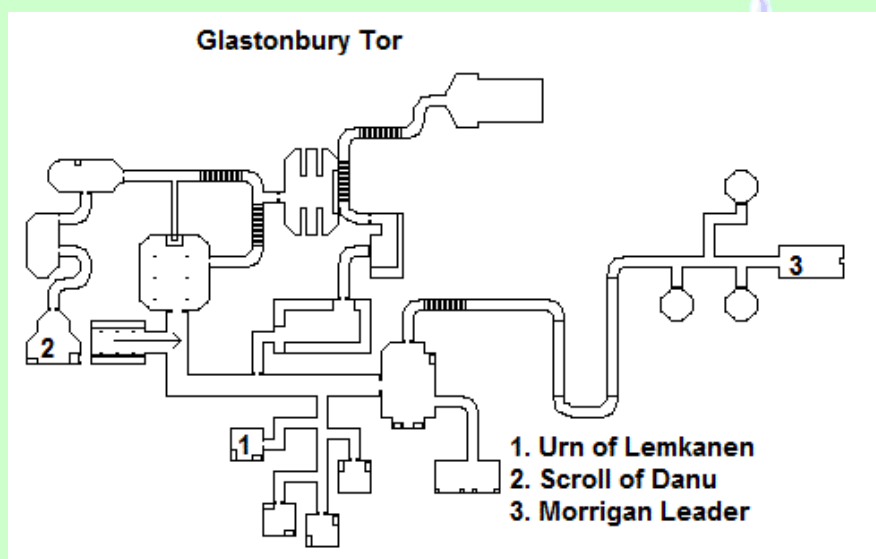


Morrigan – Glastonbury Tor

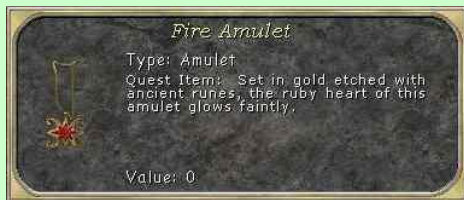


Trevor O'Farrell has a problem he would like you to deal with. It seems a cult claiming to be followers of the Goddess Morrigan have taken up residence in Glastonbury Tor, which is to the south. He suspects they are nothing more than bandits. He wants them dealt with and you are to return with the Fire Amulet as proof the leader is dead.

A complete search of the Tor is recommended as an Urn and a Scroll of Danu is within.



Once you have dispatched the leader, be sure to grab the Fire Amulet and then return to Trevor.



Trevor is pleased with your success and the return of prosperity to the region; he rewards the group and gives his thanks.



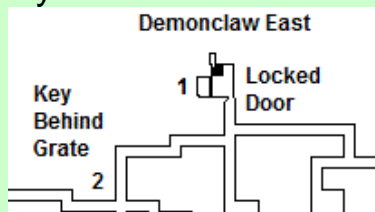
Sutter's Bay

Will Rackham

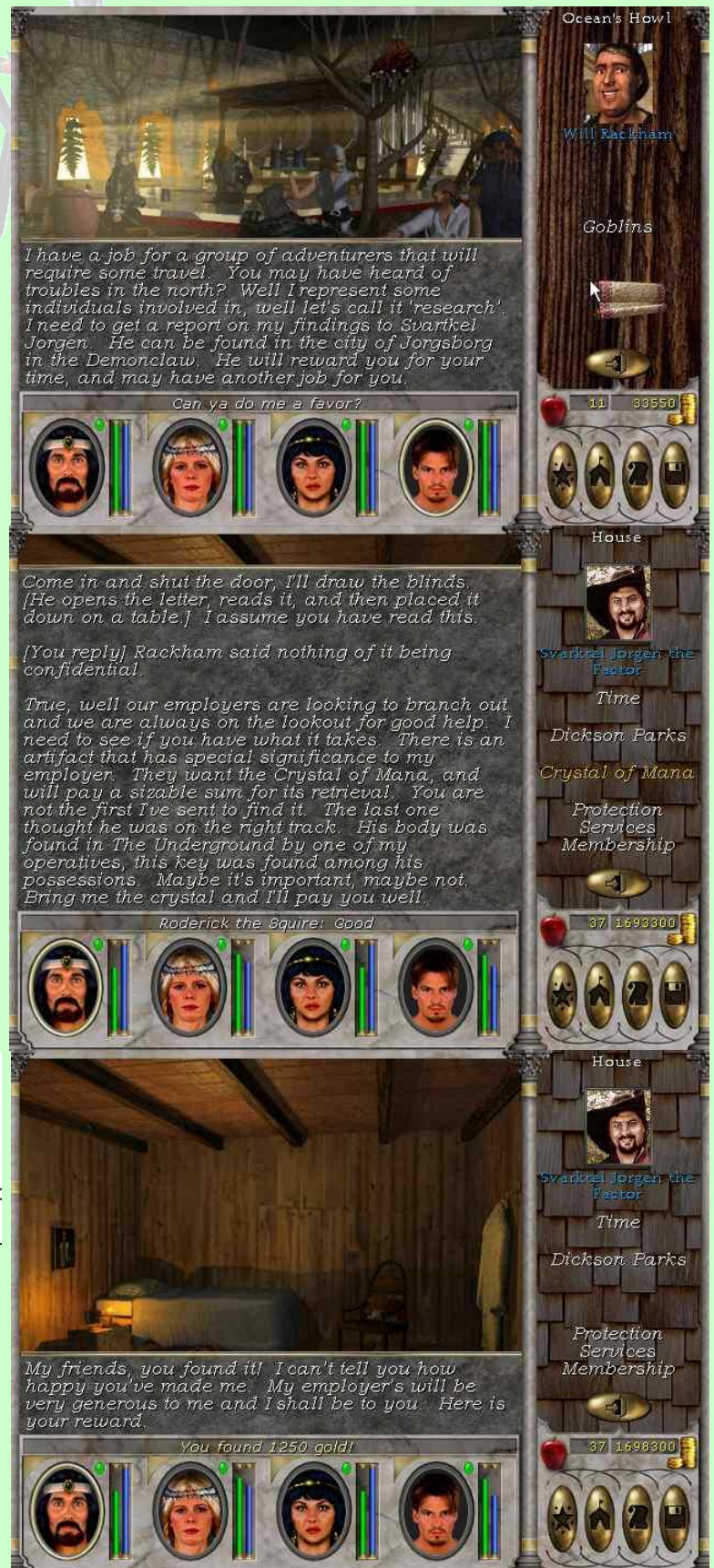
The Ocean's Howl in Sutterville has a patron, Will Rackham who has a task which requires travel to Demonclaw. In Jorgsborg you will find Svartkel Jorgen. Deliver the results of Will's 'research' and receive your reward. Svartkel may have an additional task for you.

Head for Demonclaw, but this part of the quest cannot be started until you bring Grish'nak's sword to Lord Godwinson. Afterwards you must depart Demonclaw and then reenter for the civilians to return to their houses. Give the letter to Svartkel and he asks you to recover the Crystal of Mana. One of his associates' dead bodies was found in the underground with a key, which Svartkel gives to you.

Enter the underground through the



Demonclaw East entrance. The door there will be locked, but the key is hidden behind a sewer grate. With both keys you can now unlock the door and the chest with the Crystal of Mana. Remember the person holding the key is the one who must unlock the locks. Return to Svartkel for your reward.



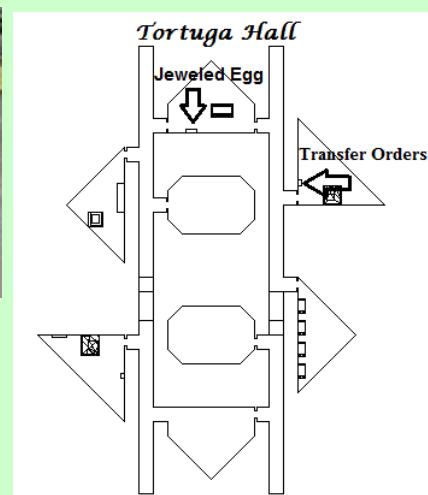
Aithei Taeyalme

Aithei is a retired brigand. His former associates have stolen two items that he wants back.

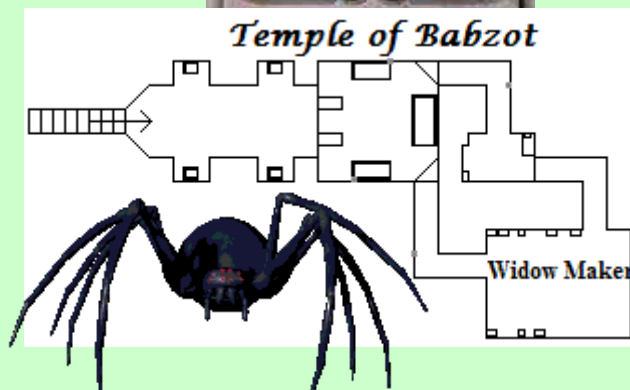
Your group will need to return the Sorcerer's Eye and the Jeweled Egg. One is hidden in Tortuga Hall and the other in the Temple of Babzot.



Before you can enter Tortuga Hall, you will need a key. Fortunately it is carried by a Villain on the outside of the Hall. Be sure to search the bodies. The dungeon is straightforward; remember to push the button in the first room on the right to allow access to the rest of the hall. The Jeweled egg is found in a chest. If you had not already found them, the transfer orders for the find Tamara quest are also located in this dungeon.



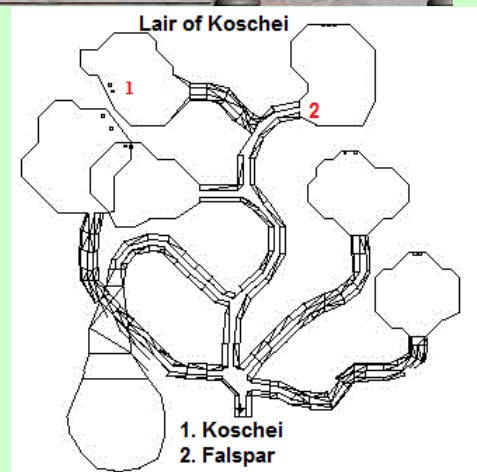
In the Temple of Babzot the Sorcerer's Eye is carried by a nasty spider, the Widow Maker. Once both items are in your possession, return to Aithei for your reward.



Chernoburg

Koschei – 1,000,000 Experience Points

Once your party has beefed up a bit there is the opportunity of a large experience boost here in Chernoburg; when you are ready head to Taija's. Her task, destroy an immortal being. Koschei has placed his soul in a well-protected egg, so slaying him is not enough. You must also recover his soul egg and bring it to Taija. Unfortunately, it is protected by a powerful Bone Dragon, Falspar. It is now time to head to the Lair of Koschei.



Well inside the lair you will encounter Koschei the Deathless. Dispatching him allows you to recover his ring. There is still the matter of his soul.



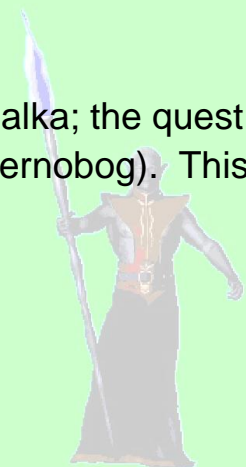
Further in and you find Falspar the Bone Dragon. Eliminate him and search his remains to find the Soul Egg. Once both tasks are complete you can return to Taija for your reward.



She is as pleased as you should be with the reward. One million experience points, use them well each level will be important later.



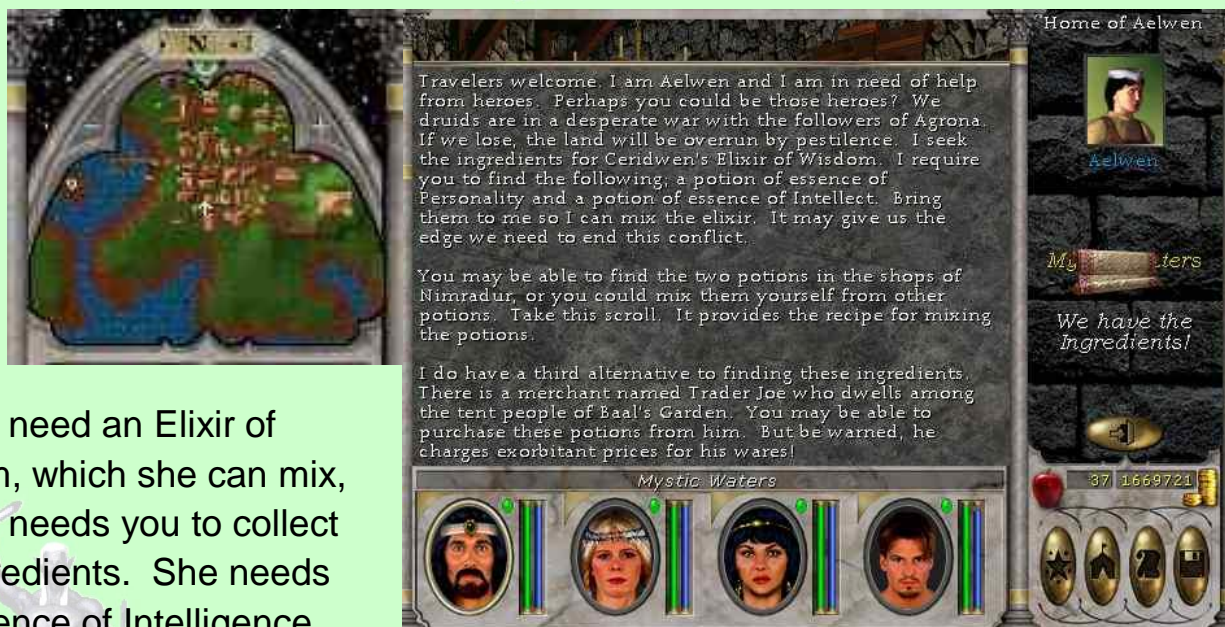
Another dungeon here in Chernoburg is the Haunt of the Rusalka; the quest is given by Jaana Barthold (found in a local house here in Chernobog). This is part of the Tierney Quinn quest explained above.



Avalon

In Avalon there are two important women on opposite sides of a struggle; Aelwen, a druid and her opponent Mallt a follower of Agrona. Being equal opportunity adventurers, you can do the quests for each and gain extra experience points and rewards.

Ceridwen's Elixir of Wisdom



Aelwen needs an Elixir of Wisdom, which she can mix, but she needs you to collect the ingredients. She needs an Essence of Intelligence and an Essence of Personality. She gives you the recipe for each potion and gives you the name and location of a merchant who just happens to keep them in stock.

When you return Aelwen asks you to take the potion to the Temple of Agrona's Faithful and apply it to the altar. The temple is just northwest of Aelwen's.

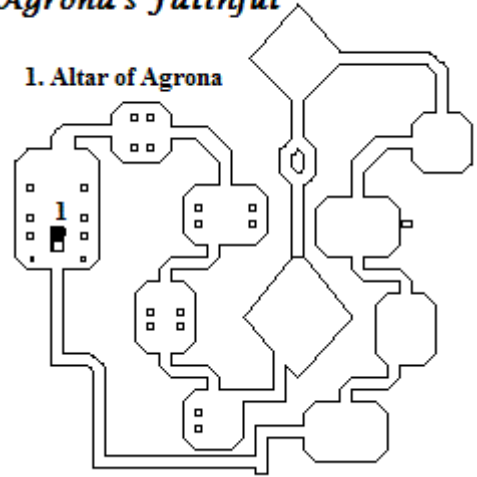


Make your way to the temple and then to the altar. When you click on it the altar is defiled and your reward is +75 Personality for each member of the party.

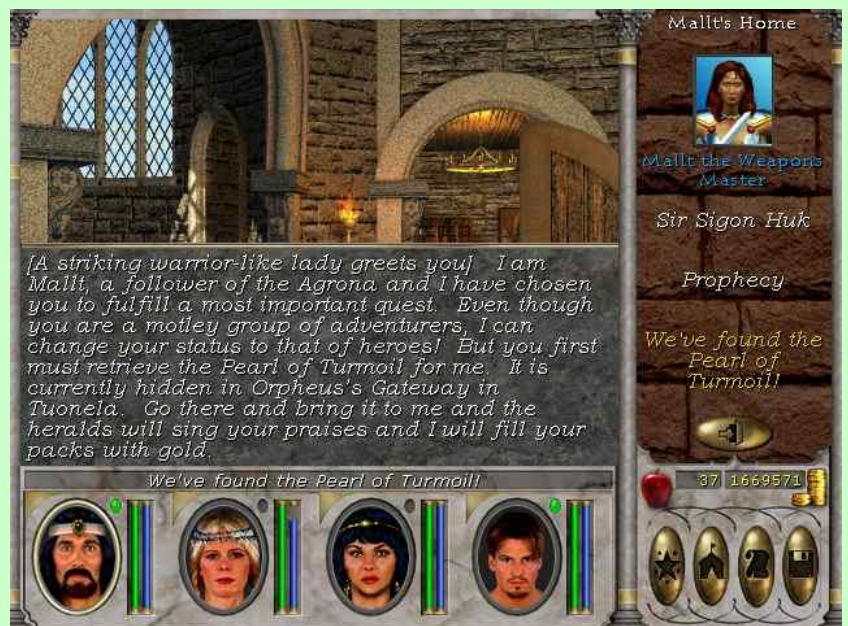


Temple of Agrona's Faithful

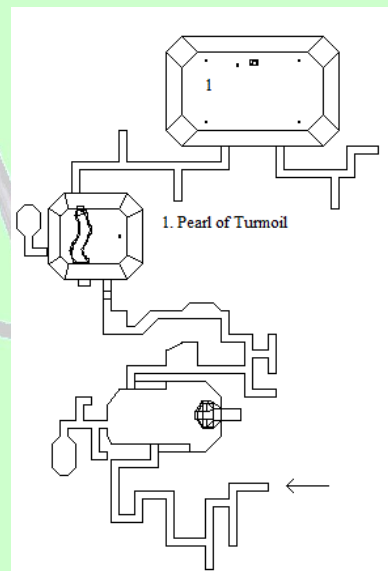
1. Altar of Agrona



Meanwhile in another part of Town Mallt is looking for warriors to go to Orpheus's Gateway and retrieve the Pearl of Turmoil. She has a special use for it.

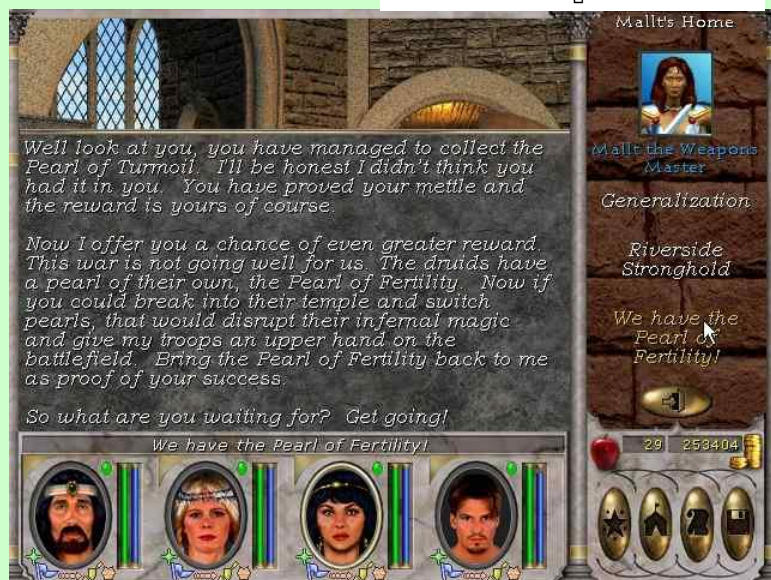


Orpheus's Gateway will be found in the Bog of Tounela. You will need the Horn of Vainen to reach the Pearl. The Horn is the object of the Undead Virgin Quest explained above.

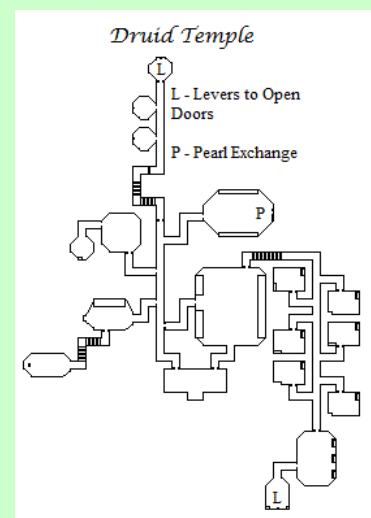
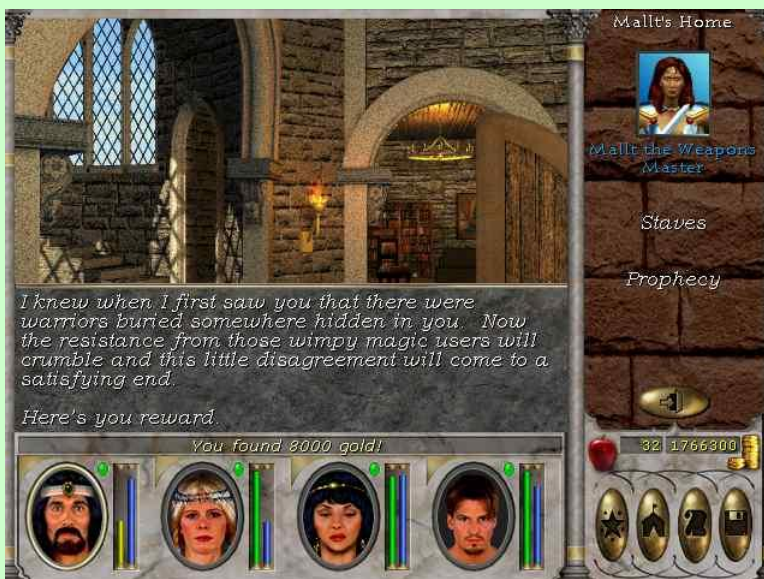


Once you have grabbed the Pearl return to Malt.

You now find out about her use for the Pearl of Turmoil. She wants you to enter the Druid's Temple and replace the Pearl of Fertility with this Pearl. That will weaken the Druids and give her forces an advantage.



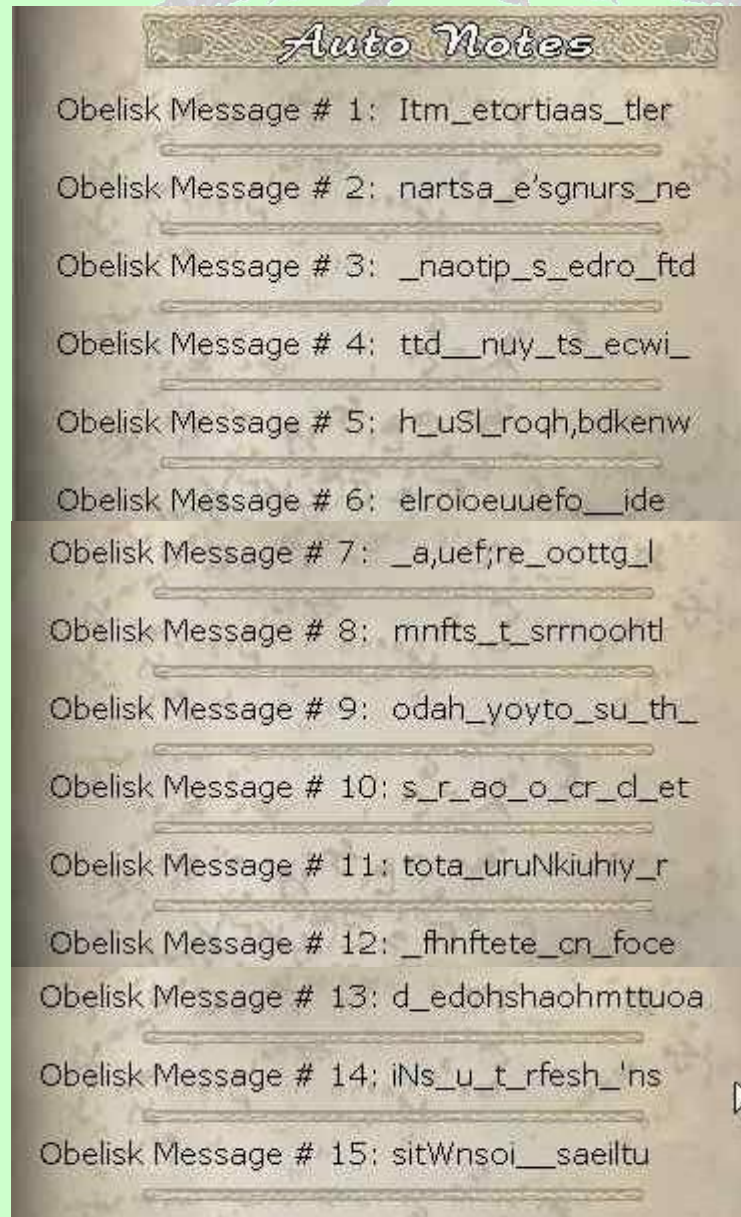
There are several tough battles in the temple and you will need to reach and throw both levers to reach the Pearl of Fertility. After you exchange the pearls return to Malt for your reward.



The Obelisk Quest

There are fifteen Obelisks; one is located in each of the fifteen regions of Nimradur. You simply have to approach the obelisk and click on the black surface. You will receive a clue. You put the fifteen clues together for the answer.

The Clues



The answer, location and reward are at the end of the document.

Answers to the Danu Tree Questions

Forgotten in the desert of Baal's Garden is the Danu Tree.

You will be asked a series of questions; the answers were to be decoded from the scrolls.



What is the 1st word of the incantation? Abrakadabra

What is the 2nd word of the incantation? Allakhazam

What is the 3rd word of the incantation? Wam

What is the 4th word of the incantation? Bam

What is the 5th word of the incantation? Thank

What is the 6th word of the incantation? you

What is the last word of the incantation? Mam

The passcode Abrakadabra Allakhazam Wam Bam Thank you Mam

The Treasure consists of four weapons and a useful necklace.



Answers to the Obelisk Quest

Place the fifteen clues together and the message is revealed.

In the most distant land of Nimradur, farthest to South and West lies a fountain of youth so pure; to restore your youth it's quest Near is the Rock of Ages, for riches and boons unmeasured touch the rock to lift its weight you'll find the content well treasured

The farthest point south and west is the region known as the Far Reaches. There you find a fountain and the Rock of Ages,



Click on the Rock



The treasure is on the next page.



The Ultimate Treasure

[You unroll the scroll and discover a single line has been penned.]

"Peace on Nimraur"

is all it says.

[Then you notice the following footnote.]

"... and one tin solder rides away."

Inventory

Character	Health	Magic	Stamina	Mana
Bartholomew	100%	100%	100%	100%
Elven Priestess	100%	100%	100%	100%
Elven Warrior	100%	100%	100%	100%
Human Warrior	100%	100%	100%	100%

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