

**GreedFall**  
**Complete Walkthrough**  
**by Karen Wiesner**

<https://karenwiesner.weebly.com/>  
<http://www.facebook.com/KarenWiesnerAuthor>

Warning: This 71 page document is intense and contains spoilers! This is what I came up with after only my first playthrough.

Checklist of quests separated by category (*not* the suggested or even possible order of completion):

**MAIN QUEST**

**Part 1: A Cure for Malichor**

- The Great Departure
- Find Constantin at the Palace
- Old Countries in a New World
- The Battle of the Red Spears
- Demoniactal Cult
- Face to Face With The Demon
- Scholars in The Expedition
- Quest for a Panacea
- In Pursuit of the Tierna Harh Cadachtas
- The Trial of the Waters
- On The High King's Trail
- Vinbarr's Sanctuary
- A New High King
- Face to Face with a God

**Part 2: An Ancient Secret**

- Search the Ruins
- Talk to Constantin about the Ancient Ruins
- Mystery of the Ancient Ruins
- The Prince's Secret

**Part 3: The Coup D'état**

- Treason!

**Part 4: Constantin's Fate**

- The Suffering of Constantin
- Searching for Constantin
- The Dead Man's Voice
- The Sky's Teeth

**Part 5: A New Threat**

- The Attack on Hikmet
- The Attack on San Matheus
- Footsteps of Madness
- Breaking the Links
- Together for Teer Fradee
- Assault on the Heart

#### SIDE QUESTS

#### Before Departure **(Faction: Congregation of Merchants)**

- Coin Guard Merchandise **(Faction: Coin Guard)**
- The Charlatan **(Faction: Bridge Alliance)**
- Heretic Hunt **(Faction: Thélème)**
- Disappearance Amongst the Nauts **(Faction: Nauts)**

#### The Children of Teer Fradee **(Faction: Natives)**

- An Aspiring Merchant
- A Peculiar Alliance
- Inquisition
- Logging Expedition
- The Blood Price
- Camp of the Ordo Luminis

#### The Shadows of the Guard **(Faction: Coin Guard)**

- The Man with the Silver Coin
- Champion of the Arena
- Contraband *(available after Treason!)*
- Dirty Traffic
- Egon's Face

#### In The Name of Science **(Faction: Bridge Alliance)**

- Attack on Caravans
- At the Heart of the Rebellion *(available after Treason!)*
- Doctor Asili's Experiments
- The Trial

#### The Origins of Thélème **(Faction: Thélème)**

- Trouble in Eden
- Theological Conflicts
- In the Footsteps of Saint Matheus
- Saint and Wild

#### The Naut's Secrets **(Faction: Nauts)**

- The Admiral's Secret Service
- The Spy From Theleme
- Sub Rosa
- The Enemy Within

### Mr. De Courcilon's Research (**Faction: Congregation of Merchants**)

- Exploration & Cartography
- In Professor Seraddin's Footsteps

### COMPANION QUESTS

#### Siora

- Find Queen Bladnid (***have to complete The Battle of the Red Spears***)
- Promises Set in Stone (***just after starting The Trial of the Waters***)
- The Queen's Farewell

#### Kurt

- Missing in Action
- Amongst the Ghosts
- Setting Scores (***only after Treason!***)

#### Petrus

- The Vices of the Mother Cardinal (***will need Kurt to get everything done at Coins Tavern***)
- Dangerous Bets (***have to finish Champion of the Arena and The Prince's Secret to complete this section; however, there's not really a chance to do these next two quests until after Treason!***)
- The Sins of Father Petrus

#### Vasco

- A Name for a Family
- Family Reunion
- Forever a Naut

#### Aphra (***becomes available during Scholars in the Expedition***)

- Islander Knowledge
- The Cave of Knowledge (***this will unlock after starting Quest for a Panacea***)
- The Linking Ritual

### CONTRACT MISSIONS

#### Wenshaganaw Contract

- Enraged Dantrig
- Neutralize the Thieving Scholar

#### Vedrad Contracts

- Pest Control
- Stolen Cargo

#### Tir Dob Contracts

- Destroy Yorglans Nests
- The Traveler's Grave

#### Magasvar Contracts

- Dispose of the Thieves
- Missing Scout

#### Aidag Ol Creidaw Contracts (DLC)

- The Missing Servant
- Dispose of the Thieves

#### The De Vespe Conspiracy (DLC)

#### With Daggers Drawn

- First Contact
- Compromising Document
- Strike Back

#### Factions you'll attempt to gain the loyalty of during the course of the game:

- Congregation of Merchants (Constantin) *commerce*
- Bridge Alliance (associated companion: Aphra) *scholars*
- Coin Guard (associated companion: Kurt) *security*
- Thélème (associated companion: Petrus) *religion*
- Nauts (associated companion: Vasco) *navigation*
- Natives/Islanders/Teer Fradeans: (associated companion: Siora) *natives/magic/mystical*

**Checklist of quests in the order they can/should be completed to allow for the ideal ending. Your goal as legate to New Serene is to promote peace and everyone working together, regardless of divisions or different beliefs, among all the groups of people associated with Teer Fradee. To that end, you want to succeed in cultivating the highest reputation among your companions (which is friendly and "loving" in the case of the one you choose to romance) and the factions (friendly) you're working for throughout the game. I believe it's possible to reach friendly status with all the factions until the last few missions, when the loyalty of one of them will be in question.**

In order to gain the ideal ending, your priority in completing the missions must always be in completing quests in this order:

- 1) Companion missions (because one or more of them could leave you in certain portions of the game if you haven't received a certain level of friendship)
- 2) Side quests (all associated with the factions)
- 3) Contract missions (associated with specific areas of the game)
- 4) DLC
- 5) Main quest including Parts 1, 2, 3 4, and 5

So, if there's a companion mission available, complete it as far as you're able before turning to side quests, contract missions or DLC, or (if there's no other choice) advancing the main quest. If you're in the middle of a main quest mission and a companion, side quest, contract mission, or DLC becomes available, temporarily abandon the main quest in favor of any of these, focused on the priority order I've suggested for completing missions above. So many of the companion, side, contract, and dlc quests can't be completed right away, but you always want to return to them to ensure you have the loyalty of your crew and all but one of the factions near the end of the game. Note that there's major overlap between many of these quests. I strongly advise that, if you have no choice but to embark on one of the main quests to advance the plot, as soon as a companion, side, contract or dlc quest becomes available, do that instead.

\*All throughout these quests, when new areas open up, explore them to their boundaries (globes) to ensure you've discovered all loot, treasure, materials, and legendary equipment, as well as gaining from skill altars and finding camps and scholar notes. There's actually very little to explore, so this shouldn't be too much of a hardship. Once you get to a certain point in the main, the opportunity to complete companion, side, and contraction missions goes away since completing the final mission "Assault on the Heart" is the end of the game. No more questing will be allowed once you embark on it, nor when you're finished with it. It's game over, finite, and you'll lose out on anything you left unfinished by not doing it when the opportunity was there. Be aware that some areas of the game are only accessible via fast travel access areas. So if you can't get through one way, go to a globe and bring up the list of options for fast travel, trying each one until you find what you're looking for.

1. Before Departure: Coin Guard Merchandise
2. Before Departure: The Charlatan
3. Before Departure: Heretic Hunt

4. Before Departure: Disappearance Amongst the Nauts
5. A Cure for Malichor: The Great Departure
6. A Cure for Malichor: Find Constantin at the Palace
7. Companion Quest Kurt: Missing in Action
8. Companion Quest Vasco: A Name for a Family
9. Companion Quest Vasco: Family Reunion
10. Companion Quest Vasco: Forever a Naut **(friendly reputation status with companion reached)**
11. A Cure for Malichor: The Battle of the Red Spears
12. Companion Quest Siora: The Queen Bladnid
13. A Cure for Malichor: Old Countries in a New World
14. Companion Quest Kurt: Amongst the Ghosts
15. Companion Quest Petrus: The Vices of the Mother Cardinal
16. The Shadows of the Guard: The Man with the Silver Coin
17. The Shadows of the Guard: Champion of the Arena
18. The Children of Teer Fradee: An Aspiring Merchant
19. The Children of Teer Fradee: Inquisition
20. The Children of Teer Fradee: A Peculiar Alliance
21. In the Name of Science: Attack on Caravans
22. A Cure for Malichor: Demoniactal Cult
23. A Cure for Malichor: Face to Face with the Demon
24. A Cure for Malichor: Scholars in the Expedition
25. Companion Quest Aphra: Islander Knowledge
26. The Origins of Theleme: Trouble in Eden
27. The Origins of Theleme: Theological Conflicts
28. The Origins of Theleme: In the Footsteps of St. Matheus
29. The Origins of Theleme: Saint and Wild **(friendly reputation status with Thélème reached)**
30. Contract Mission Vedrad: Pest Control
31. Contract Mission Vedrad: Stolen Cargo
32. Contract Mission Wenshagnaw: Enraged Dantrig
33. Contract Mission Wenshagnaw: Neutralize the Thieving Scholar
34. Contract Mission Tir Dob: Destroy Yorglans Nests
35. Contract Mission Tir Dob: The Traveler's Grave
36. A Cure for Malichor: Quest for a Panacea
37. Companion Quest Aphra: The Cave of Knowledge
38. Companion Quest Aphra: The Linking Ritual **(friendly reputation status with companion reached)**
39. The Children of Teer Fradee: The Blood Price
40. The Children of Teer Fradee: Logging Expedition
41. The Children of Teer Fradee: Camp of the Luminis **(friendly reputation status with Natives reached)**
42. A Cure for Malichor: In Pursuit of the Tierna Harh Cadachtas
43. An Ancient Secret: Search the Ruins
44. An Ancient Secret: Talk to Constantin about the Ancient Ruins
45. An Ancient Secret: Mystery of the Ancient Ruins

46. An Ancient Secret: The Prince's Secret
47. The Coup D'etat: Treason!
48. Companion Quest Kurt: Setting Scores **(friendly reputation status with companion reached)**
49. Companion Quest Petrus: Dangerous Bets
50. Companion Quest Petrus: The Sins of Father Petrus **(friendly reputation status with companion reached)**
51. The Naut's Secrets: The Admiral's Secret Service
52. The Naut's Secrets: The Spy from Theleme
53. The Naut's Secrets: Sub Rosa
54. The Naut's Secrets: The Enemy Within **(friendly reputation status with Nauts reached)**
55. Constantin's Fate: The Suffering of Constantin
56. A Cure for Malichor: The Trial of the Waters
57. Companion Quest Siora: Promises Set in Stone
58. Companion Quest Siora: The Queen's Farewell **(friendly reputation status with companion reached)**
59. The Shadows of the Guard: Contraband
60. The Shadows of the Guard: Dirty Traffic
61. The Shadows of the Guard: Egon's Face **(friendly reputation status with Coin Guard reached)**
62. In the Name of Science: At the Heart of the Rebellion
63. In the Name of Science: Doctor Asili's Experiments
64. In the Name of Science: The Trial **(friendly reputation status with Bridge Alliance reached)**
65. Constantin's Fate: Searching for Constantin
66. The De Vespe Conspiracy With Daggers Drawn: First Contact
67. Contract Mission Aidag Ol Creidaw: The Missing Servant
68. Contract Mission Aidag Ol Creidaw: Dispose of the Thieves
69. The De Vespe Conspiracy With Daggers Drawn: Compromising Document
70. The De Vespe Conspiracy With Daggers Drawn: Strike Back
71. A Cure for Malichor: On the High King's Trail
72. A Cure for Malichor: Vinbarr's Sanctuary
73. Contract Mission Magasvan: Kill the Group of Bandits
74. Contract Mission Magasvan: Missing Scout
75. Constantin's Fate: The Dead Man's Voice
76. Constantin's Fate: The Sky's Teeth
77. Mr. De Courcilon's Research: Exploration and Cartography
78. Mr. De Courcilon's Research: In Professor Serafeddins Footsteps **(friendly reputation status with Congregation of Merchants reached)**
79. A Cure for Malichor: A New High King
80. A Cure for Malichor: Face to Face with a God
81. A Cure for Malichor: Inform Constantin About the Sanctuary
82. A New Threat: Return to Constantin
83. A New Threat: The Attack on Hikmet
84. A New Threat: The Attack on San Matheus

85. A New Threat: Talk to Constantin About Your Worrisome Discoveries

86. A New Threat: Footsteps of Madness **(friendly reputation status with faction compromised)**

87. A New Threat: Breaking the Links

88. A New Threat: Together for Teer Fradee

89. A New Threat: Assault on the Heart



## Companions in GreedFall

There are five available companions to take on your quest with you in Teer Fradee, continue below for information about each companion, including when you will meet them on your adventures. Friendship levels for each companion can be increased by gaining standing with their faction, speaking with them occasionally, and completing their Romance quests.

List of Companions (in order of appearance)

- Kurt (Coin Guard), Craftsman talent
- Vasco (Naut), Intuition talent
- Siora (Native), Vigor talent
- Petrus (Thélème), Persuasion talent
- Aphra (Bridge Alliance), Science talent

### COMPANION QUESTS

**Note: If one of your companions is locked into being in your party (you'll see a padlock next to their name when you bring up the "gather your party" menu, it means you're undertaking a section of their companion quest and you have to finish that before you can remove that companion from the party. Also, if anyone in your party says something like "It seems like you're busy; we'll do my quest another time", it means that you're already locked into another companion's quest and you can only do one at a time. So finish the other companion's quest, then you can move on with this one. If your companions have a question mark over their heads, it means they want to talk to you about something.**

**Additionally, always save before talking to the companions so, if you say something wrong, you can reload easily and choose the answer that gives you the best reputation with the companion.**

### Kurt's Quests

How to prevent Kurt from leading the coup d'etat? Finish as many of his Quests as you can before undertaking the An Ancient Secret missions and get your relationship level to Friendly.

Kurt is the first companion you meet in GreedFall during the opening few minutes after Character Creation. He is your bodyguard but you also share a bond.

Kurt can use any heavy weapon and will get a different special attack for each based on the weapon you choose to equip him with. Kurt also has access to endurance potions, a potion he can drink to ensure he can still swing his sword for you in combat.

When you become friends with Kurt you will also gain access to his Craftsmanship talent to use at workbenches. If you don't focus on craftsmanship leveling, you'll need him in your party for any quest that requires this ability or when you're using the crafting table.

### ***Part 1: Missing in Action***

*Suggested companion: Vasco (intuition)*

Speak to Kurt and choose "Accept Now" to start the quest. **Only available after talking to Constantin in New Serene.**

Go to New Serene and find the young recruit in the barracks. As soon as you enter, you'll trigger a cutscene. Choose "Evoke the subject of Reiner". Speak to the Quartermaster after that and head to the morgue to talk to the medical examiner. Ask him about the recruit. After you ask him all the questions you will be prompted to threaten him or insist. Choose Insist.

Go inside and inspect the body. After that, you'll have to search the room for evidence. Pick up the book in front of the table. The autopsy results say the boy was heavily beaten and had many broken bones. Confront the doctor after that. Talk to the Quartermaster after that and go to the tavern to ask around. Ask the recruit near the entrance and you'll have to bring him a bottle of Brandy. Buy one from the Tavern Keeper for 9 Gold and give it to the recruit. Go back to the barracks after that and confront the lieutenant of the 11th regiment.

He will ask you to come back after sundown. You can speed up time by sleeping in your house in the city. Talk to the lieutenant and go upstairs, then talk to the 6th regiment officer. **You'll have to try and convince him and if that doesn't work, you can bribe him for 100 Gold Coins, but that's a steep price and I recommend saving before talking to him.**

You'll gain +3 Reputation with Kurt and 1000 XP. Go to your residence to speed up time and wait for Kurt to obtain information about the ghost regiment. This will unlock the next quest.

## ***Part 2: Amongst The Ghosts***

*Suggested companion: Vasco (intuition)*

**Available after Old Countries in a New World.**

**Need haze potions for sneaking in this quest.** Head to the waypoint after talking to Kurt. You can use the Travel Point in your residence. Head inside the camp to trigger a cutscene. Interrogate the captain and then the instructors. You can **use Charisma** to get the instructors to release information. After that, you'll have to question all the recruits and that will trigger a cutscene where Kurt will lure away the instructors so you can question Recruit Willhem.

Pretend to leave the camp to tell Kurt what you've learned and search Captain Rolf's office. You'll find a key and two notes. Go to the basement and use the key you just found. You'll find a report inside.

**CRUCIAL TO GAINING LOYALTY FROM KURT:** There is an optional objective to save the recruit Milhem, not completing this objective will make you lose reputation with Kurt. Open the map and notice the waypoint to the north, that's where Milhem is. **Save just before so you can reload if your persuasion fails.** **Use Charisma or Intuition** to convince them to stop, after that **you'll have to fight the lieutenant** (only after the lieutenant is dead will you have saved Milhem; talk to the others before heading out to the next part of the mission) and you'll gain +1 Reputation with Kurt.

Third part of this is quest is: Go back to where into the compound. You'll eventually have to arrest Rolf, but first you'll have to get past the recruits and they will attack you on

sight. Equip any gear that can improve Charisma and/or Intuition and sneak past the guards, you'll have to use Charisma or Intuition later. Before entering, do this: Save (in case you're seen, so you can redo as often as necessary to avoiding killing the recruits). Then: Take a Haze Potion to increase your stealthiness. You'll have to enter Stealth Mode to avoid being seen and sneak past the recruits. After going through the door, go along the left edge until there's a tiny side tunnel you turn into on the left. Stay left, stay in stealth, until you get to a climb point. From there, walk along the trail (don't have to be in stealth anymore) until you get to a place you can jump down. SAVE HERE in case your persuasion coming up fails so you can reload until it succeeds.

When you confront Rolf, you'll have to use Charisma or Intuition, whichever's more likely to succeed. You can also mention Wilhem and it will have the same effect. After that, you will have to fight against Rolf and another soldier. Loot the bodies and pick up the Key to the Ghost Camp Basement. You will gain +3 Reputation with Kurt and 1300 XP.

### ***Part 3: Setting Scores***

*Suggested companion: Petrus (charisma)*

This mission will be unlocked after the Treason! mission and after completing the previous ones.

Need 3 sleep potions for this quest. Talk to Kurt about Major Hermann and go to New Serene to talk to Sieglinde. She will give you a letter. Go and talk to Inquisitor Aloysius. After that, talk to the Corporal in charge of the prison. He will ask for some sleeping potions, craft them at a workbench (Aphra for science) and bring them to him. Go back up and talk to the soldiers before approaching the lieutenants. Kurt will order them outside them and you can support him with charisma.

You will have to defeat the two lieutenants and afterwards, they'll tell you where the major is. Defeat the major and his soldiers. Loot the corpses and pick up the Major's Journal from the table.

You will receive Major Herman's Key after the fight. This will allow you to unlock the chest in this room and obtain a full set of Legendary Armour.

You will gain 1600 XP and +3 reputation with Kurt.

### **Vasco's Quests**

Vasco, a Naut of the seas, specializes in combat with one-handed blades and guns. You will meet him during the beginning of the A Cure for Melichor quest, while you are still on Serene.

His special attack, Secret Blade Technique, is a flurry of slashes with his one handed sword. He can also use a poison coating to deal damage over time to anyone hit by his weapon.

If you increase the friendship between De Sardet and Vasco, you can gain access to his Intuition talent. This can help in conversations if you have chosen not to focus on that skill set for your De Sardet.

### ***Part 1: A Name for a Family***

*Suggested companion: Petrus (charisma)*

Talk to Vasco to start this quest. This mission takes place in New Serene. Start by going to the Harbour Master's Office, as soon as you get there, you'll trigger a cutscene. Vasco has the idea of spiking the wine they drink to send them to sleep. You'll need "Sleeping Pills" which are actually Sleeping Potion. To craft these you'll need Science Level 1 Hoof Fungus, Inonotus Hispidus, and Beast Essence. Alternatively, you can purchase them from Merchants, just make sure you move to the "Quest Items" tab.

Now you have to convince Dieter, the owner of the Brothel to help you. You can use Charisma or Bribe him in order to convince him. Equip a Sailor's Coat and head to the Port. Head to the back of the building and open the door. You'll find the key in a box nearby if you don't have the Lockpicking skill. Steal Vasco's personal file and meet him outside. You will +3 Reputation with Vasco and 1000 XP

### **Part 2: Family Reunion**

*Suggested companion: Petrus (charisma)*

Complete the previous quest and speak to Vasco to start this quest.

Vasco will tell you he wants to know more about his family and he needs you to accompany him to talk to Lady Morange.

Head to her house and talk to her. Enquire about the d'Arcys. Vasco will ask her if there are any members on the island. Follow the new waypoints towards Madam Clerc.

You will need to use Charisma, Intuition Level 2 or pay her 200 Gold Coins. Equip the Discoverer's Hat if you only have Intuition Level 1 to increase your Intuition level. If you don't have Intuition and don't want to pay her, simply save before talking to her and use charisma until you're successful.

Travel to the Region of Hikmet and talk to Master Ferhat. He will not want to tell you where mister d'Arcy is. Go downstairs and save before talking to the alchemist. Use charisma to convince him. If it fails, pick up the note from the desk to the right and confront Master Ferhat.

Head toward the new waypoint and find the debt collectors. Save before approaching the debt collectors and use charisma to intimidate them. Leave the area to trigger a cutscene with Vasco. You'll gain 1300 XP and +4 reputation with Vasco.

### **Part 3: Forever a Naut**

*Suggested companion:*

Talk to Vasco to start this quest. He will tell you he intends to prove his full loyalty to Admiral Cabral.

Speak to Admiral Cabral and she will tell you to find a ship wreckage. Travel to Wenshagavar and follow the waypoint. You will find a cave at the end of the waypoint. Exiting the cave from the opposite direction will lead you to the wreckage.

Inspect all the marked spots near the wreckage. You will get a new waypoint that leads you towards a cave with a Nadaig Glendemen. This is the type that can release

poisonous spores and attacks with the tentacles from its head. Defeat the Nadaig and take the captain's diary to Admiral Cabral. You will get 1400 XP and +5 reputation with Vasco.

## **Siora's Quests**

You will meet Siora once you first arrive in the Governors Palace of New Serene during the A Cure for Malichor Quest. Siora is native to the Island of Teer Fradee, and thus is passionate about her people and their sovereignty. Siora is probably the MOST helpful companion to have with you on your adventures, not only can she heal you and other teammates, but she also can protect you from many encounters with her clan. Having her around can avoid many conflicts with the Native people of Teer Fradee.

Siora can use light blades (like daggers) and long ranged magic. Her special attack allows her to restore some health and armor to herself and teammates. This can be useful when being attacked by large groups or fighting a boss. Her friendship talent, Vigor, allows you to have more HP and MP. It will also let you cross difficult passageways that require balance.

### **Part 1: Find Queen Bladnid**

*Suggested companion, if you have him at this point: Petrus (charisma)*

**Complete The Battle of the Red Spears to unlock this mission.**

Talk to Siora while she's your companion to start this quest, then choose "Accept Now". Head to the Alliance Outpost to trigger a cutscene. Head inside and talk to the Captain. You'll learn that Queen Bladnid is dead and Siora will want to see her body. Head to the infirmary

**SAVE SO IF YOUR PERSUASION FAILS, you can try again.** After inspecting the Queen's body, the doctor will reveal the captain is a traitor and you'll have the option to try and convince him of letting you move the body or going through his belongings. The only option is to try and use Charisma to convince the Captain. If you succeed, you can go directly back to the Village after leaving the outpost.

Talk to Eseld and the mission will be over. You will gain +3 Reputation with Siora and 1000 XP. After talking to Glendar, you'll unlock her additional quests.

### **Part 2: Promises Set in Stone**

*Suggested companion: Vasco (intuition)*

**Complete the previous quest and start The Trial of the Waters by talking to Glendar and his bodyguard. You will unlock this mission just after that so do this first. You can go back to the trial later.**

Talk to Siora and question the missionaries in Vedrad. You will have to find an engraved stone in Farlhistel to see if the missionaries' story checks out. When you get there, you realise the stone was destroyed on purpose. Use the camp area slightly north of the place where you found the stone to travel and go back to the village. Talk to Caradeg. The place will be trashed when you get there. Inspect all the marked spots. Go back to the

globe and travel to the camp you set up earlier.

Talk to the village chief and he will tell you the location of Caradeg. You can use **Intuition Level 2** to offer Caradeg to join the rebels. You will gain +1 reputation with the Natives and +1 reputation with Siora. If you confront the missionaries before talking to Eseld, they will try to bribe you with 250 Gold Coins, and you can use charisma to get 400 Gold Coins, or you can refuse their offer, which is the only response that keeps Siora friendly with you. Talk to Eseld afterwards to trigger a cutscene.

You can threaten them or use charisma to convince them to leave. You will lose -1 reputation with Theleme and gain +1 reputation with the Natives after using Charisma (you will lose -2 reputation if you threaten and kill them). You will get 1300 XP.

**TIP:** Talk to Siora afterwards and ask her why she was so sure the missionaries were lying. Reply that it was understandable, considering their culture and you will gain +2 reputation with her.

### **Part 3: The Queen's Farewell**

*Suggested companion: Aphra (science)*

Accompany Siora and talk to Eseld in Vedrad. Go to the tumulus with Siora. On your way there, you'll have to defeat some creatures and destroy their nests. You'll need two alchemical preparation of elemental damage.

Head towards the waypoint and Siora will ask you to craft a Censer and Mortuary Potion. Craft the items on a workbench and place them on Queen Bladnid's body. Approach from the left. It's really hard to see this. On the Vedrad "The RedWoods" map, it's in the far east, mid the middle. You will get 1600 XP and +3 reputation with Siora.

### **Petrus' Quests**

Petrus, the only companion you can't romance, will join you on your journey during the Old Countries in a New World Quest. Petrus has known you since you were a boy, through you don't remember him. He is a devout follower of the Theleme, a ruthless religious regime trying to convert the Native tribes.

Petrus can use divine magic rings to fight from a distance, but his ability to wear heavy armor also allows him to get up close and personal with his foes. His special attack, Shadow Burst, will shoot a large magic bolt out of his hands with the chance to stagger the target.

His friendship talent charisma will give your party access to different dialogue options and convince people to do things they otherwise might not have.

### **Part 1: The Vices of the Mother Cardinal**

*Suggested companion: Kurt*

**Note:** To complete this mission you'll need 3 Comfortable Vest that you can buy from Merchants.

Talk to Petrus after Old Countries in a New World mission to start this quest. Travel to San Matheus and go to the palace. Get to the top floor and investigate the Cardinal's

bedroom, you will find a note on a cabinet. Notice the remaining waypoint and head there to find a secret key.

Equip the 3 Comfortable Vests to you and your companions, then go down to the basement. Inspect all the marked spots and then open the locked door with the secret key you found before. You'll find an account book in there. From here on out, you'll have to go and question all the marked people.

Save here. Persuasion didn't work for me and I had to bribe him straight out (\$300).

After talking to Candy Cane you will gain +3 Reputation with Petrus 1000 XP. Talking to the Mother Cardinal now will also unlock the "Trouble in Eden" side quest.

## ***Part 2: Dangerous Bets***

*Suggested companion: Kurt*

Glitch: I was able to complete this mission immediately after the last one (including Champion of the Area), only I couldn't advance the quest until after Treason! Once I started this, I was forced to redo most of the mission from scratch, then proceed directly to the third part.

Talk to Petrus and listen to his plans. Head towards the bookmaker at the entrance of the arena in the tavern's basement. Tell him about the next fight and he will give you the location of Candy Cane.

Wait until nightfall and approach Candy Cane. Use charisma to convince him and wait 24 hours. Go to the arena and defeat the champion. Talk to Mother Cardinal afterwards and the mission will be over. You'll get 1300 XP +3 reputation with Petrus.

## ***Part 3: The Sins of Father Petrus***

*Suggested companion: Vasco (Nauts faction)*

After the last quest for him, go home and sleep for a few days. Then he'll be willing to talk and will give you this quest. He will tell you a story about De Sardet's mother and how he knew her. He'll tell you the Nauts were the ones who took his mother to the continent. Accept the quest and ask Admiral Cabral for information.

She will point you towards Hikmet. Question Captain Lisandro to gather more information. Follow the new waypoint and talk to Ullan. Finally, question the villagers and you will get a new waypoint. You'll encounter a woman that's being attacked by beasts. Save her and watch the cutscene to complete the mission. You will gain 1600 XP and +3 reputation with Petrus.

## **Aphra's Quests**

Aphra is the last companion you meet in GreedFall. You will discover her as you are searching for a missing Bridge Alliance expedition during Scholars in the Expedition. She doesn't like overt flirtation at all.

Aphra can deal devastating damage from a distance, but her arsenal of only rifles leaves her very vulnerable to melee attackers. Protect her from rushing attackers to

maximize her effectiveness in battle. She also has the ability to throw elemental bombs that act as grenades and deal area of effect damage.

Her friendship talent will give you access to Science, allowing you to craft the highest level potions at a workbench.

### ***Part 1: Islander Knowledge***

*Suggested companion: (not Siora)*

Talk to Aphra to unlock this mission. Before you start, make sure to leave Siora out of this mission or you will lose -1 reputation with her.

Note: For Islander Knowledge when you're to follow the elders instead of hiding the whole time let them spot you right at the start by running up to them. It will trigger a short cutscene where they will ask why you're following them. They will then just tell you to follow them outright and they will take you to Duncas. This will also allow you to pass by the wolves there if you choose to and will also negate any native reputation loss and you will still get your +3 with them at the end of the quest.

Aphra will want to go to Cergganaw to study the carvings and offerings there. Travel to Dorgred, or to Vedrad if you don't have it on your map. Defeat the beasts when you get there and help the natives. Aphra will talk of a potion that can erase the venom from their blood. You will most likely have all the ingredients, but if you don't, you can gather from the wild. Give the potion to the natives and you'll gain +1 reputation with the Natives.

Talk to Duncas and then to the natives you helped afterwards. Follow the elders to the cave and go inside. Aphra will tell you to get down or you'll be seen, but it's not possible to avoid being detected here, not even a Greater Haze Potion will prevent this. This means you will lose -1 reputation with the Natives no matter what, but afterwards, you'll gain +3 reputation and 1000 XP.

### ***Part 2: The Cave of Knowledge***

*Suggested companion: Petrus (charisma)*

This started in the middle of A Quest for a Panacea for me.

Speak to Aphra and start the quest. Return to Duncas' village in Vedrad and question the villagers. You will get a new waypoint leading towards the cave of knowledge. Travel to Dorgred and follow the waypoint. **SAVE BEFORE in case your persuasion fails.** On your way there you'll find a group of suspicious people. You can question them to learn more about the cave. You can use charisma or bribe them to make them leave. They will give you the Seed of the door of knowledge after the conversation. The other seed is on a corpse behind the tent.

Inspect the stone altar and place the seed. The gate covering the cave will open. Enter the cave and go further inside. You will find a big room with some paintings on the walls, inspect them both. You'll have to hide in an elevated place. Open the map and go towards the waypoint, then spy on the young people and exit the cave. You'll get 1300 XP, +3 reputation with Aphra and unlock the next quest "The Linking Ritual". Wait 24 hours before going to the ritual.



### **Part 3: The Linking Ritual**

*Suggested companion:*

Go to Cergganaw to attend the ritual. Dunncas will get in your way and have a conversation before allowing Aphra to witness the ritual. Talk to the 3 members of the clan and stand in position for the ritual. Watch the cutscene and protect the natives against the Bridge Alliance's attack. After the battle, you will gain 1600 XP and +3 reputation with Aphra.

### **Greedfall Romance Guide: every romanceable companion**

Greedfall has five possible companions in total: Kurt, Aphra, Vasco, Siora, and Petrus. Petrus is not a romance option, leaving the remaining four as the possible partners. Of those four, Vasco and Siora are romance options for both male and female player-characters, while Kurt is only a romance option for female characters, and Aphra is only an option for male characters. Meaning for that any given playthrough, there are two opposite-sex and one same-sex choices available.

Each Companion will ask the player to embark on a three-part character quest. For some, like Vasco, this can be done relatively early in the game. For others, like Siora, you'll have to play a little further in. After each quest, you can speak to that companion and choose a dialogue choice for a boost to your reputation with them. Once you do this three times, you'll be able to rendezvous at your residence (go upstairs to the bedroom) to see a romance scene, if you choose to. There's often also another dialogue choice, which doesn't seem to matter.

Note that even after the resulting cutscene, you can still back out of going steady with that character, leaving the door open to romance another. Once you do choose to pair up, your personal reputation will switch to Loving, you'll earn an achievement/trophy, and you won't be able to romance anyone else on that save file.

#### **Vasco**

Vasco is a romance option for both Male and Female characters.

Part 1: "A Name for a Family" - Can be started as soon as you talk to Constantin at the palace in New Serene. After, Select "Ask him if he has any happy memories".

Part 2: "Family Reunion" - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell him that this encounter allowed him to assert himself".

Part 3: "Forever a Naut". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell him that you wish you could sail with him again". Then speak to him one final time, earn the Love and the Sea achievement.

#### **Kurt**

Kurt is a romance option for Female characters only.

Part 1: "Missing in Action" - Can be started as soon as you talk to Constantin at the palace in New Serene. After, Select "Tell him that it was so that you could understand him better".

Part 2: "Amongst the Ghosts" - While the quest will appear in your log right after "Missing in Action", Kurt will get the information he needs after "Old Countries in a New World". After, Select "Tell him about a childhood memory with Constantin".

Part 3: "Settling Scores". - Can be started after "Treason!" main quest, assuming Kurt survives the Coup (he should if you've done his first two quests). "Treason!" occurs once you follow through the Ancient Secret meta-quest, which starts after "The Battle of the Red Spears". After, Select "Tell him you hope you will be a part of it". Then speak to him one final time, earn the Guardian of Love achievement.

### **Siora**

Siora is a romance option for both Male and Female characters.

Part 1: "Find Queen Bladnid" - Can be started as soon as you finish "The Battle of the Red Spears". After, Select "Tell her about having to say goodbye to your own mother".

Part 2: "Promises Set in Stone" - Can be started after finishing "The Trial of the Waters", which is after "Suffering of Constantin" (which in itself is after the coup in "Treason!"). Quest Note: If you accept the bribe and double down when Siora calls you out, you'll fail the quest and she will leave the party. After, select "Tell her it seems logical, given their culture".

Part 3: "The Queen's Farewell". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her that you would understand if she had to help her people". Then speak to her one final time. She'll ask if you want to sleep together, say yes, go upstairs, say yes again. Earn the Minudhanem achievement.

### **Aphra**

Aphra is a romance option for Male characters only

Recruitment Note: Aphra is tucked away a little further into the game compared to the other companions. To recruit her, visit both embassies a first time to complete "Old Countries in a New World", and then complete the quest "Scholars in the Expedition".

Part 1: "Islander Knowledge" - Can be started as soon as you finish "The Battle of the Red Spears". After, Select "Talk to her about the two youths".

Part 2: "Cave of Knowledge" - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her that you feel as if you have learned a lot".

Part 3: "The Linking Ritual". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her you hope that you will be a part of it". Then speak to her one final time, earn the Love and Botany achievement.

## **GENERAL NOTES:**

It is possible to explore all of Teer Fradee, discovering camps, notes, skill altars, loot, and legendary items via quests. This basically means you'll complete all of the Mr. De Courcillion's Research items en route without going out of your way to search for them. However, you won't finish them until the last few quests of the game, at which point you may not have time to report that you've completed them and thereby completing the quests. So I believe it's a good idea to clear all these out of your journal and finish them entirely, even if it means going out of your way to do so, before starting/finishing A Cure for Malichor: A New High King. Besides, it gives you friendly status with the Congregation of Merchants at least one point in the game.

For "The Suffering of Constantin" quest, there's a task to find the missing villagers. After finding the pot and interacting with it, move South to find the bloodstains and follow them (there will be a task that says "Find missing villagers" and a quest marker to a certain cave near that pot. Even if you can't find the bloodstains (so hard to see), that cave is where the quest wants you to go.

At the same time you're searching for the missing villagers in this quest, there's a final part of the "The Naut's Secrets: Sub Rosa" quest in which you're given the task to Find Alba. This is the cave to find her in. If you swap to "Sub Rosa" instead of continuing "The Suffering of Constantin", you'll find the villages for Constantin quest and set traps for the beasts in the first part of the cave, then--instead of leaving the cave at that point as De Sardis says they should, continue through the cave and save Alba, finishing the Naut's Secrets quest first.

### *Basic Tips*

Save the sailor's coat you find in Serene (put it in your chest, once you gain it, upon arrival in New Serene). It'll be required for other missions. You might also need to save faction clothing (chest is the only piece actually needed) for sneaking into faction areas that you won't otherwise have access to. You'll use the clothing to blend in. Additionally, save your companions' original clothing (not their equipment) since you might also need them later for the same reason.

Escort and "follow me" missions throughout the game are tiresome, to say the least. Stay very close to your charges or the one leading you at all times. Don't try to move faster because if you get beyond them, you may find that they've gone all the way back to the beginning of the area and you have to start all over. Avoid places you have to climb or rocky terrain, if possible, since they may get stuck and you can't move forward.

If you're looking to get the ideal, best ending the game has to offer (everyone--companions and factions alike are happy and willing to live in peace, maybe even be friends, with each other), do them in the optimal quest order I've provided. This will mean a lot of running around, back and forth on the map, but it's better to stay focused when completing companion, side, and contract missions before advancing the main quest. Even fully exploring all areas can wait. This game isn't like ones where it's an open world and

exploring gives you a ton of opportunities and sideline quests. Greedfall isn't quest heavy and exploration is limited. Mainly, exploring areas:

- 1) Provides residences (in cities) or camps to advance time, talk to companions, swap out the companions in your party (you can only ever have 2 at a time), access your chest to outfit yourself and your companions, use the Workbench, or shop (buying or selling).
- 2) Allows you to gather materials you need for crafting.
- 3) Offers bonus goodies, like legendary equipment. Note that most of the legendary stuff isn't in treasure chests but is accessed using talents like Vigor (that allows you to climb high walls or jump gaps), Intuition (sneak through narrow passages), or Science (blowing up walls to get into another area).
- 4) Finding skill altars.
- 5) Fulfilling De Courcilon's lengthy to-do lists.
- 6) Completing quests.

There's almost nothing else to explore and gather beyond these things.

The game is very good about showing you exactly how to advance certain quests with markers. Your main quest will have a yellow dot. When utilizing fast travel globe locations, the main quest will have a yellow dot next to the area you need to go to advance the quest. The local maps will provide the exact location with the yellow dot. Sometimes you can't find the yellow dot on the maps but it is in the compass at the top of the main game screen so just follow that until you reach the area and can narrow down exactly where you need to be with the map. Read your journal as well, as sometimes that can help you figure out where you're supposed to go.

Sometimes quests have multiple tasks that need to be performed (and, yes, it is possible to fail in some of them if you don't do them in the right order). Choose one of them that seems most important by making it the main quest (and so will have a yellow dot) and follow through on that as your main quest, then move on to the next area that seems most important in the task list, and do the same.

There are two maps: a world map and a location map where you can set a custom marker to guide you. It's sometimes hard to get the location map to come up instead of the world map. I just scrolled across with LB-RB on the Xbox controller a time or two until the location map came up. I never found out if there was a better way of accessing the local map.

Get used to having at least 4 (but more is okay) saves for your game and saving every few minutes, as well as before every interaction. Reloading to better your chances of succeeding or figuring out the optimal way to advance is necessary in this game. Luckily, reloading a saved game is fast. It helps to know that if you don't like the way things played out, you can redo things in a different way. Having multiple saved games will let you go back to the point where you can make changes.

Don't neglect exploration of cities all the way to the globe fast travel marker. There's loot, plants, minerals, treasure, enemies, all over and areas you can explore especially if you

have high Vigor or Intuition or Science. There's a rich mine out of one of the exits from New Selene that you can gather materials.

In New Serene, there's a craftsman that will craft armor and weapons for you. Maybe some of it's legendary...but I never really figured out what he can do.

### Companion Tips

One of the most important aspects about this game is learning who's best to outfit your party for any quest. In general, if it's a specific faction quest, you should have the member of your party who's in that faction accompany you (so, if it's a Coin Guard quest, you'd take Kurt and one other, etc.). But if you're doing another quest that isn't necessarily specifically for one faction or the other and you're visiting one of the faction areas for information or whatever, take the faction member along. So let's say you're doing Vasco's companion quest, Vasco would obviously be in your party. But you're visiting the Coin Guard tavern or barracks with him for his quest. You'd take Kurt along because he's associated with the faction area you're entering. Sometimes just having that faction member with you will allow you entry where you wouldn't otherwise be able to get in without using sneak, Charisma or Intuition, or wearing faction clothing to blend in.

Listen to your party for directions to the best way of handling certain things on a quest. For instance, in one of Siora's companion quests, she tells you to take the left path, not the right, and it's important that you listen to her advice. She knows best in this case. The same goes when a party member suggests sleeping potion or something else to advance the quest. Listen to them to find a way forward.

Note that periodically during the game, it's a good idea to talk to all your companions and see if they have anything new to say to you--even if they don't have an exclamation point over their heads, which is usually what signals new dialogue they have for you. During the dlc, your love interest will have special dialogue for you if you talk to him or her.

### Game Controls

Binding skills and items is very useful, but I found there were just too darn many and I couldn't keep track of them, even when having a printed list of what each control did beside me. I suggest narrowing down your binding to just a few things that you can easily remember while attacking or defending.

#### **Xbox Controls:**

X=quick melee attack

Y=kick

B=parry

A=dodge/roll

LT=furious attack (fury)

RB=to pull or put away your weapon

LB=tactical pause (crucial to get to know)

While in tactical pause, use X to bind a skill or item to certain buttons

Dpad controls (you bind certain things to these four directions on the controller):

***Note these are all your choice; as in, you bind whatever you want to the specific***

### ***controls, but here's what I did:***

Up=health potion

Down=gun

Left=Magic healing

Right=Light

RT + Dpad controls:

Up=Stasis attack

Down=fury attack

Left=potion of choice

Right=potion of choice

RT + buttons:

Y=warrior, technical, or magical ability of your choice

B=warrior, technical, or magical ability of your choice

A=warrior, technical, or magical ability of your choice

X=warrior, technical, or magical ability of your choice

### **Reputation**

Reputation is key in this game. In the character screen, you can see your reputation level with your companions and each of the factions. There are several levels:

- Suspicious (bad)
- Nice (good)
- Friendly (best other than "loving" which is reserved for the companion you've managed to romance to the highest level)

When you increase your reputation with a faction to the highest level, you'll be given a cape with the emblem of the faction on it (it'll be in your chest).

Your reputation is affected by choices you've made throughout the game. If your actions or words are offensive to a faction, or if you're caught sneaking in where you're not allowed or even killing faction members, your reputation is lowered.

Your dealings with each of the factions will affect the particular companion associated with that faction, so if you make choices that lower your reputation with the faction, you'll lose rep with the companion as a result, which may ultimately make that companion leave the party or refuse a romance, if you're trying to get the relationship to that level.

Romance, such as it is, is with only one member of your part (based on their proclivities). Each companion has three parts of a loyalty mission. During or at the end of each of these parts, you're given a few different choices to respond to that companion's dialogue. If you don't say exactly the right thing, your chance of romancing that character is nullified completely. So use a walkthrough because otherwise you'll mess up since the character's personalities (such as they are) don't necessarily tell you which response they'll favor in each of the three parts.

### **Character Builds**

There are three main builds in the game:

Warrior is the tank (focus: strength and endurance)

Technical is the demolitions expert with bombs, traps, poisons, and phials (agility and accuracy)

Magic users have access to several types of magic including healing, shields, and defensive abilities (willpower and mental focus)

Note: If you're looking for the usual Rogue build, be aware that sneak is mainly governed by the Intuition talent and the use of the haze potion (which can be leveled up to the highest concentration with the use of Science). Beyond leveling up the Intuition talent, sneak and stealth isn't really a factor in this game. You use sneak and stealth in other ways--having a faction member in your party while infiltration that faction's areas; using faction chest pieces to blend into the areas you're not allowed into otherwise, etc. High Intuition in this game is how you can craftily coerce people into seeing things your way with dialogue options you wouldn't be able to use if you didn't invest, equip items with Intuition bonuses, or have Vasco in your party at the time.

### Equipment and armor ratings

1st (lowest): Silver

2nd: Green

3rd: Blue

4th: Purple

5th (highest): Legendary (yellow)

Legendary is a bit of a catch-22. Yes, it was usually free and found, so you didn't have to pay anything for it and it's usually powerful and 100% quality. But a lot of the time the purple stuff is actually much better than the legendary. Also pay attention to the benefits you're granted with some of the equipment. Use the upgraded bonuses to maximize your build or, alternately, to give yourself a boost in an area you're not really specializing in but also don't want to be hampered by having nothing invested in.

### Upgrading

Upgrade equipment for everyone on your team. In my first playthrough, I was able to outfit myself and everyone on my team with legendary items for each section (weapons and armor). If you explore the world thoroughly around you as you go along (and that's not difficult because everything is basically related to quests and there's little else around that) you'll find enough legendary items to outfit your whole team and yourself.

Upgrade all your equipment with the most powerful bonuses you can through Craftsmanship abilities, if there are upgrade slots in any item. That will allow you to increase you and your companions attributes and talents effectively. There are three levels of upgrades you can equip your weapons and armor with: Green (okay), blue (better), and purple (best).

### Loot

Naturally, you can buy the things you need to play the game without crafting or science talents. But keep in mind that the game is fairly stingy. Not as bad as Dragon Age 2, but the loot boxes you'll find aplenty in every town only have a few coins each. Whatever freebies you get at a time will be limited. The money won't hold out to make it through purchasing everything you need to get stronger, better equipment and supplies.

Every city/town/village in the game has sparkly loot chests, barrels, and containers that respawn fairly often. Remember to run around and collect all your freebies while you're visiting.

Plants and ingredients or materials also respawn frequently, and enemies (which give you materials) may also do that in certain areas of the game.

### Leveling Up

Something you really need to note is that using your skills in the course of playing this game does absolutely nothing to make them better or more powerful. This is very much unlike other games, where actually using the skills you choose for your character levels them up. In this game, leveling up is all that levels them up, not actually use them. In other words, the only thing that levels up your character (and, in some instances, his or her companions) is leveling up--in other words, investing in certain skills, attributes, and talents that makes you stronger in the certain areas.

Skills can be acquired by experience and leveling up and they come very often in this game, allowing you to specialize in whatever build or hybrid thereof. Skill altars are found in each area of the game after you get to New Serene, so even more skills are given to you through them.

Attributes come less frequently. You start the game with one, and you'll get an additional one every three levels thereafter.

Talents are even few than that--only once every four levels.

Choose wisely with advance planning. But you're given reallocation/redistribution points periodically through the game which allow you to respec all your skills, attributes, and talents thus far. These are limited so it's always best to make decisions before beginning the game.

### **ATTRIBUTES:**

On easier difficulties of the game, if you want to try a little of everything to see what you like, start by choosing a balance of 2 points each in all six specifications:

- strength and endurance (Warrior build where you'll need heavier weapons and armor, and more health and stamina, and therefore much better balance.)
- agility and accuracy (Technical build where your traps, poisons, bombs and phials can knock out an enemy instantly while guns will take out a good chunk of armor, and swords will need agility and power which is gained via fury generation, so critical for melee attacks against high level enemies)
- willpower and mental power (Magic build where you'll need willpower to increase your mana and spell durations and mental power to increase your magic spells and fury generation; both willpower and mental power will allow access to the most powerful amulets/necklaces and rings, which can give you additional spells and abilities.

### **TALENTS:**

Charisma is important all through the game because so often the outcome is tied to persuasion attempts. However, even without leveling it up, your chances of success can be upped by 1) choosing the right companion for the quest in advance (having Petrus in your party during a persuasion attempt gives you +1 Persuasion in addition to any amount



you've leveled up yourself or any that's upgraded into your equipment), and 2) having a save file you can reload if your persuasion fails, since most of it random chance anyway.

The exact same thing applies to Intuition. It's important all through the game because so often the outcome is tied to coercion attempts. However, even without leveling it up, your chances of success can be upped by 1) choosing the right companion for the quest in advance (having Vascos in your party during a coercion attempt gives you +1 Intuition in addition to any amount you've leveled up yourself or any that's upgraded into your equipment), and 2) having a save file you can reload if your coercion fails, since most of it random chance anyway. Also, high Intuition will allow you to sneak into tight spaces that you won't be able to use and will have to take a less ideal route to access otherwise.

I strongly advise investing at least a point each in Persuasion and Intuition, regardless of the build you're going for. Having these early enough in the game allows you to get the best possible ending to the game.

Craftsman talent allows you to repair things, to upgrade weapons and armor by installing enhancements into them. It also governs how much you can recycle components for later use in upgrades/repairs. Science allows you to create potions and alchemical preparations (which are crucial for Technical builds) and how high you level it up can allow your potions and preparations to be stronger and you'll use fewer ingredients. This will also allow you to make your own bullets. If you want to get really good at using a gun, this is necessary since there's no way to get enough ammo from either looting it around towns or buying from merchants. They'll never respawn fast enough to keep you in ammo if that's the main weapon you use. Either way, the amount of ammo is limited. Eventually, you'll need to craft your own. Finally, investing in Science will allow you to blow up certain walls you couldn't otherwise get through.

Whenever you use the workbench in one of your residences, a camp, or wherever else, try to have Kurt (+1 Craftsman) and Aphra (+1 Science) in your party. This gives you their talents to apply to any potions, upgrades, or equipment you create/install.

I strongly advise investing at least a point each in Science and Crafting, regardless of the build you're going for. Having these early enough in the game allows you to get the best possible ending to the game.

As I mentioned under Character Builds tips, sneaking and stealth "Rogue build" skills aren't really part of this game. Even the Lockpicking talent gains you very little. Very few of the chests I opened actually had anything worth having invested any points into the Lockpicking talent at all. Even when I leveled it up once, I quickly realized it was a waste of a precious point when my talents could literally have been spent better elsewhere. I utilized the respec option and invested in another talent later. I didn't miss Lockpicking throughout the course of the game other than being a completionist who felt she was missing things.

Vigor is very useful and highly recommended. This is what will allow you to climb the highest walls and cliffs, jump across difficult passages, dance over logs or boards to areas with treasures, or you'll simply be able to skip a whole cave full of monsters without having to fight them. You can apparently fall to your death in the game, but with Vigor you'll survive. (Both Siora and Kurt have high levels of Vigor so take them along if you need high Vigor on a quest or in a certain area.)

In addition, high Vigor gives you all these amazing perks that you'll need throughout the game:

- Max HP and MP
- Max ammo capacity
- Max carrying capacity
- Max agility

I played on Discovery difficult--which is even easier than Easy. I don't like a challenge. I want a simple walkthrough of the game that doesn't stress me out in any way. Life is challenging enough without playing games that give you nightmares because they're too darn hard. My point is that I strongly believe Vigor is the only way to survive on the higher difficulties. Without it, you and your companions could be killed in an instant...which is why getting used to having a lot of saved games and saving every couple minutes and always right before conversations or pivotal quest points is necessary to get through this game and come out with a good ending.

Fury generation is important for all classes as it gives you the energy you need to perform special attacks.

Especially on higher difficulties, I strongly advise investing at least one in the following talents regardless of your build (and in this order):

- Vigor
- Science
- Intuition
- Craftsmanship
- Charisma

These talents will help you develop the strongest build, regardless of the specialization.

I didn't play with the magic build too much during my first playthrough, but the game gives you a lot of skills to play with over the course of the game. I invested heavily in technical skills for melee and guns, maxed out fury on all points, then started playing a little bit with magic skills like stasis and healing for myself and my companions. Stasis I found very useful. On a higher difficulty, I think healing would have been crucial, as maybe the magical shield skills would be. Serious magic users can conjure shadows and storms, add to their strengths with magic rings and necklaces and utilize magical dashes and dodging to keep out of harms' way.

## **SKILLS:**

Skills are tied to your build, yes, but there's a lot of overlap in this game. It's more than possible to create a sword wielding, gun toting, demolitions expert who can also wield powerful magic like stasis, which immobilizes enemies for a time, allowing you to cause serious damage while they're out of it. As a new player, I with a hybrid technical warrior build with max level fury generation. Healing and stasis rounded out those abilities.

I do recommend that, when investing in the skills, max out the ones you really want to use

instead of dabbling. If you find you're not using one of them, respec so you can find another one you use more often so it's worth leveling up a specialization all the way. I didn't use a lot of the magic skills on my first playthrough so I kind of think I wasted them when I should have been investing in other areas that were better for my Technical warrior build.

## MAIN QUESTS Walkthroughs

### **A Cure for Melichor**

Once you finish with Character Creation, you'll be ready to begin your adventure in GreedFall to Teer Fradee. Before you leave on your journey, say goodbye to your sick mother (a mysterious disease called Malichor). There's no cure, so it is likely this will be the last time you see her.

### **Tutorials**

On your way down to your mother, you run into Kurt, your bodyguard and friend. He challenges you to a fight, which introduces you to the basics of combat in GreedFall. Follow the instructions on screen to learn about basic and heavy attacks, dodging, and parry.

Once you master the basics, Kurt asks if you want to brush up on advanced tactics, giving you a chance to do an advanced tutorial. This second tutorial teaches about armor and fury in the game so go for it.

### **Mission Objectives**

Before you can depart for Teer Fradee, you have to complete a few objectives in your home country Serene. These objectives are fairly easy to complete. There are also side missions along the way that can only be completed before you leave Serene, so do them because you'll never get another chance to return to Serene.

### **Speak with Mother**

Go speak with your mother in her chambers. As you say your goodbyes, you can make a few dialogue choices. Near the end of the conversation, she gives you a mysterious family heirloom. When you question her about it, she states it's for good luck. Now you can exit the house and explore Serene. Meet Kurt to hear your task list before leaving port.

### **Prepare for Voyage**

Before you can leave you must complete 3 objectives, 2 of which are simple to complete but offer extended side missions before you depart. The three objectives are:

Locate your cousin/Governor of New Serene Constantin to locate Constantin, first talk to Captain Vasco about his whereabouts. Vasco will mention he heard there was a party at the Pub in town so you might want to check there

Travel to the bar and speak with the barkeep. He will remember Constantin instantly, because he caused a huge ruckus with a band of ruffians, damaging his bar. Before you get any information out of him, he demands you pay him for the damages or fix the furniture.

Furniture cost 25 Gold to replace, or you can follow the markers on the map to repair it.

At the first marker, there will be 2 metal dowels and the ingredients to craft 2 more. You will need the Craftsmanship talent to craft 2 more, but having Kurt with you gives you

access to the Talent here for the quest.

Once you repair/replace the furniture talk to the barkeep once again and he will be more willing to provide information. He believes Constantin caused trouble with some bandits who run a warehouse on the south side of town.

Travel to the warehouse and sneak or fight your way up the stairs. Here you will find Constantin located in a locked room.

The keys are in a room directly across from Constantin's. On the table pictured below.

Unlock the cell and sneak out with Constantin, return to Vasco to inform him that he has been found

Inform the Bridge Master of your departure (Side Mission: The Charlatan)

Inform the Theleme of your departure (Side Mission: Heretic Hunt)

## **Setting Sail**

Once you have completed all the main objectives listed above, you will be ready to set sail for New Serene. Remember though, once you leave Serene the quests you have left unfinished cannot be completed, so if you have any loose ends to tie up, best to do them before you set off.

## **Fighting the Unknown Creature**

Once you are ready to set sail, talk to Captain Vasco and Inform him you are ready.

Walk towards the boat where a cutscene will trigger. Something is damaging the inside of the boat, as Nauts are yelling over the side for help. Sudden a large beast burst through and it is up to you to fight it.

Your best tactics to utilize in this fight is dodge and parry (occasionally) but mostly dodge. Some attacks by the Unknown Creature can not be blocked, like the ground pound or dash attack, so dodging should always be your first choice.

If you are the Technical or Mage, you can control the battlefield with distance attacks, using your Fury as the bar fills up to stagger the creature and your companions deal damage up close.

Once you finish the fight, you are ready to set sail for Teer Fradee.

## **The Battle of Red Spears**

*Suggested companions: Siora and Kurt*

After running into Siora, She requests your help to prevent a battle between her clan and the Bridge Alliance. Since the Merchant Congregation is neutral, you choose to oblige. Travel to Siora's village in Vedrad, "The Red Woods" to speak to the queen and convince her to take a different path.

## **Speak with the Queen**

Travel to Vedrad, the land of Siora's clan to try and speak with the queen. Upon arrival it seems she has already left for the battlefield to wage war.

Try to catch up with the queen before there is any bloodshed.

There is a path marked by a red flag to the right of the conversation you have with Siora. It will lead up the mountain.

### **Choosing a Path**

Once you continue along to follow the queen, you will be face with a fork in the road. Siora will tell you that the left is quicker, but more dangerous while the right is the path her mother and the army took.

You must choose whether to listen to Siora's advice or follow your gut and take the right.

**LEFT (Siora's Path):** If you choose to follow Siora's advice, you will have to fight 7(!) Black Ulgs before you reach the field. Ulgs are bear like creatures that are very aggressive. Use dodge and parry to avoid being knocked down by their rush attacks, otherwise you will be incredibly vulnerable

**RIGHT (Your Path):** You will meet no resistance on this path. This path is obviously longer than the short cut offered by Siora. No matter what path you choose however, you will always be too late, the battle has begun and Siora's mother has been captured.

Though you fail to stop the battle either way, taking Siora's advice is not only a great way to gain some XP, but it also prevents losing any reputation with Siora and having her blame you for the battle.

### **The Aftermath of the Battle**

You will now meet Siora's sister, a warrior in her clan who informs you both of the lass of the battle, partly blaming you since you are not a native to the lands.

Here you can diffuse the situation if you chose the left path and have the Intuition Attribute. Otherwise Siora's sister will try to fight you. You will fight her but no one will die, she will storm off once defeated.

It is now time to search the battlefield for any information leading to the queen or her body. You will eventually come across a dying Bridge Alliance soldier where once again you will be presented with a choice.

As Siora interrogates him for information, she will continually get more aggressive. Will you dissuade her from violence or encourage it, leading to the man's death.

No matter the choice, you will have the information needed to locate Siora's mother and where she is being held by the Bridge Alliance.

REWARDS: +2 Reputation with Natives, 1400 XP

### **Search the Ruins**

*Suggested companions: Vasco (intuition) and Siora*

After The Battle of the Red Spears, you will be given a new Main Quest line called An Ancient Secret. To begin this quest, start by searching the ruins near the battlefield. Go towards the marked ruins and look for a colorful mural on the wall, destroyed by the years but still slightly visible.

Interacting with the mural will trigger a cutscene where Siora will describe an ancient story of men coming from the sea to take their land and enslave them. After years of mining the island for resources, the island retaliated sending a giant guardian Goliath and giving magical powers to the natives to protect them.

Since that time they have avoided these ruins, though they all know they are here.

## **Return to Constantin**

With this new information, return to Constantin and inform him of the ruins that look a lot like they came from the Merchant Congregation though quite ancient and well before they ever had a recorded landing.

He will tell you of an old woman, Lady Morange, that might be able to tell you more about the origins of the ruins.

REWARDS: 1400XP, 100 Gold

## **Old Countries in a New World**

*Suggested companions:*

Once arriving in New Serene, your first order of business after meeting with Constantin is to let the governors of the Bridge Alliance and Theleme that you have arrived in Teer Fradee. During your visits, ask each of the governors if they have made any headway on a cure for Melichor.

## **Meeting the Bridge Alliance**

*Suggested companions: Siora and*

Travel to The Shore of the Bones to speak with the Governor of the Bridge Alliance and ask about any progress they have made on finding a cure for Melichor.

Travel to the Governors palace and ask what progress he has made on the Malichor. He will explain that the Bridge Alliance believes that the flora of the island is key to curing Malichor, but the natives there have been too aggressive and consistently attack their expedition parties, making it hard to study.

If Siora is in your Party, she will interject during your conversation, saying the Bridge Alliance brought this aggression on themselves after stealing their lands and destroying their property. You will be given a chance to take her side or tell her to be quiet. If you take her side you will gain reputation with Siora, but lose it with the Bridge Alliance.

The Governor will ask you for help searching for the latest expedition party that went missing. Return to Constantin with your findings.

## **Meeting the Theleme**

*Suggested companions: Not Siora*

Meet with the Theleme Governor to see what progress they have made on solving the

Malichor plague. The Theleme are located at San-Matheus but you will have to first travel to The Singing Waters to get there.

On your way to speak with the Governor, you will meet Inquisitor Aloysius a zealous follower of the Light trying to convert a native of Teer Fradee. He ends up killing the man in his rage and then shifts his attention to you.

If you have Siora in your party this will trigger him to question your faith and Siora to look at you wondering if you would follow a god that allows such atrocious acts. How you respond will affect the outcome of the conversation (denouncing the Light leads to violence).

Continue on to the Governors Palace where you will meet Petrus, a soldier for the Theleme. he mentions how he has known you since you were a boy and asks if he could join the party because he was heading to new serene as an ambassador either way.

You have no choice in the matter, Petrus will join your party no matter your response.

The Cardinal Mother, Governor of the Theleme, believes the Malichor is caused by a demonic cult native to the lands of Teer Fradee. She asks you to relay this message to Constantin and request the Merchant Congregations help with the matter.

Rewards: 1300 XP +1 Rep with Merchant Congregation

## **Demonical Cult**

*Suggested companions: Petrus and Siora*

The Theleme has asked you, with the support of Petrus, to investigate a suspected demonic cult located in the woods near their capital. They believe this cult is the source of the malichor, though you are not as convinced. Investigate the area to hopefully get a step closer to finding a Cure for Malichor.

## **Finding the Village**

To access the village, you will first need travel to the singing waters.

Once you arrive in The Singing Waters, travel to the designated travel point on your map to then travel to the village.

The area you will be traveling to is called The Black Lands.

## **Meeting Sister Esptesia**

Once you reach The Black Lands, you will run into Sister Esptesia, a follower of Theleme who has been here studying the village. She says that for no reason, the village became violent and has shut her out.

She Requests that you go and investigate the clan, see if they are more open to your presence there.

## **Investigating the Village**

First, go and talk to the Chief of the village. I asked about missionaries and demon.

He will explain the Theleme presence here is unwelcome and no matter how many



questions he may answer, they always refuse the response. He refuses to speak to you.

Next go speak to the village doneigad (wise man). He will allow you to ask two questions so choose wisely.

Next search the area for any villagers who may talk to you. Most will ignore you but there is a female villager by the hut who will.

She wants to play a game and asks you to play for information. For every question you ask, she will also ask a question you must answer truthfully. Try to use these questions to ask for information you didn't receive from the wise man. I asked about rituals and beliefs.

There is another villager up the road, a male who acts incredibly sketchy when you try to question him. Pretending he knows nothing about even the basics of his village. He's upstairs from others. Talking about the demon gets a journal update.

Return to the Sister and report what you have found. She will want you to investigate the man further.

### **Investigating the Villager**

Return to the village and once again speak with the female villager you played the game with. If you have siora in your party, you can peacefully convince her to help you distract the man so you can investigate his home but otherwise you will have to convince her with threats of violence.

Once you gain access to his home, you will discover some shocking things inside.

Report what you find to the Sister once again, who will then ask you to follow the man through the forest to see what he is doing out there during the night.

Follow the Villager. Wait in the village for nightfall to begin following him.

While following him you will encounter a group of very strong bats. Unless you have really good gear, it is a good idea to use the bushes to the right to crouch and hide to avoid the bats.

Eventually you will come across a large tree with a sanctuary around it. This will trigger a hallucination in De Sardet. To gain access to the tree, you must remember the story of the hallucination, but you can find the solution below. You must trigger the following pillars in the CORRECT order:

Wind

Lightning

Fire

Death

Water

Life

Once you interact with the pillars in the right order, the internal sanctuary will open.

You will see a blood ritual with a large group of villagers happening when a large ghost appears.

Return to the female villager and ask questions about what you saw. She explains the ritual is not what you think, but you can travel somewhere to participate in one, but you may not like what you see.

REWARD: 1700XP, Face to Face with the Demon Quest

## **Face to Face with the Demon**

*Suggested companions: Siora and*

Once you find the village's blood ritual, Derdre tells you the location you can perform one yourself, but warns that you may not like what you find. Travel to Vedvilvie to find what you're looking for.

Once you are ready, find your closest travel point and begin your journey to Vedvilvie.

While traveling you will run into a Hermit just chilling in the woods. talk to him to learn about a group of bridge alliance soldiers that have gone missing in the swamp. He will ask you to search a few locations for the missing crew.

Near one of the marked locations will be a chest containing a page with some additional information about the missing crew. With this new information return to the hermit to report your discoveries.

Now that you have searched each of the locations you can spawn the demonic altar by hitting the drums in the correct order.

When facing the drums (Left ->Right: 1 2 3), hit the drums 3,1,2.

Hitting the drums in this order will spawn the altar.

To activate the altar you will need a Potion of Demonic Ritual.

If you have the potion crafting ability at level 2 and the ingredients necessary you can craft a potion at a workbench

If you have lockpick level 2 you can unlock a nearby locked chest with the potion inside

Return to the hermit and travel slightly past him. Here you will find a dead Bridge Alliance scholar with a chest key on him. Return to the locked chest and unlock it with the discovered key (the same chest that can be lockpicked)

Once you have the potion return to the Altar and pour it in to summon the demon Nadaig Vedemen

Once you pour in the potion a boss fight will begin. Be ready for a fight!

The Nadaig Vedemen can be a very annoying boss. The key to victory is to dodge it's poison cloud attack and watch it's vicious tentacles. The tentacle attack is the most difficult to dodge, so be extra alert for those.

It also has a basic smash attack, where it will use its long branch like arms to try and smash down on you. This can easily be dodged by using your roll. Focus on attacks that deplete Nadaig Vedemen armor (or ignore them entirely like magic attacks) and utilize your fury bar to stagger them for openings. Using fury attacks can also allow your companions to get in attacks increasing the damage dealt to it exponentially.

Once you defeat Nadaig Vedemen, return to Derdre and complete the quest.

REWARD: 1700 XP

## **Scholars in the Expedition**

*Suggested companions: Petrus (charisma) and Siora*

The Bridge Alliance has asked you to look into a missing group of scientists who were researching a cure for Malichor. They haven't returned from their expedition and the

Alliance fears the worst.

Having Siora or a high charisma during this mission will help you avoid combat with the locals later on during the quest. Keep that in mind when beginning this adventure!

The Bridge Alliance said that the last known location of the expedition was a camp in Magasvar "The Valley of the Great Battle". Using the nearest travel point, go to the area and travel to the camps marker on your HUD.

Once you arrive at the camp, there will be several spots glowing for you to examine. Once you have examined each object, you can exit the camp where you will see a trail of blood. Follow that trail into a group of wolves that will attack on sight. Wolves are quick, so dodging while keeping the distance will be your best option. Eventually you will come across a corpse you can search. Inside you will find a key. This will be important in a minute. Continue along the blood trail till you come across the second camp. Remember that Key you found? use it to unlock the locked chest in the camp, inside you will find a journal of the crews expedition. This will reveal more info about the group, so continue down the path to search for them until you run across a group of natives. If Siora is in your crew or you have level 2 charisma, you can avoid any conflict with the natives, otherwise you will have to fight them. They specialize in magic, so your armor won't do much in combat with them. Dodging is key.

## Meeting Aphra

Have haze for sneaking in this quest. After your interaction with the Natives and a walk further down the path, Aphra will pop up. She is startled by you and flees. Follow her until she finally stops and decides to talk to you outside another camp. The rest of the expedition is inside the camp and Aphra requests your help to save them. Sneak around (or fight) your way through the camp until you find the entrance to the basement. It will be guarded by a single guard. Killing him and searching his corpse will give you a key for the basement dungeon where the expedition party is being held. But instead of killing him you can sneak further down the path and find the key you need in a chest.

Use the Keys to rescue the crew and return to the first camp you examined. Stay close to the companions and avoid the climbing wall, taking a path further left to keep them from returning to the origin point. Once you arrive there you will be automatically transferred back to the Bridge Alliance Capital, Hikmet, to complete the quest.

Reward: 1900 XP, +2 Bridge Alliance Rep, Quest for Panacea Mission, and Aphra as a crew member

## Quest for a Panacea

*Suggested companions: Siora and Kurt (Craftsmanship)*

Now that you have saved the Expedition, it is time to continue your research into a cure for Malichor. Travel with your crew back to the camp where you first traveled to in the Scholars in the Expedition quest (Magasvar)

Having Siora with you for this quest is essential, as she will help you avoid conflicts with the natives. It also helps if you spared the group of natives in the previous quest, instead of executing them. Having Craftsmanship Level 1 or Kurt in your Party is also

important to the Quest

When you finished Scholars in the Expedition, Aphra mentions she overheard the natives who captured her talking about a Tierna Harh Cadachtas that has a magical remedy for anything. Siora knows who she is mentioning but says they are very powerful and wise. It is unlikely they will want to speak.

Travel back to Magasvar to speak with Daren to learn more.

If you spared the Natives in the previous mission, you will be able to walk into the camp where Daren is located, Otherwise you will need to sneak in.

You can go around to the far left and climb on top of Daren's hut to have Siora eavesdrop on the conversation, translating it for you. You learn of a nearby village where they are preparing for the "Great Hunt" where the Tierna is located

There are two villagers to speak to in the camp. This is where Siora will help you. First speak to the Doneia Egregaw of the clan. She will be upset you are there but **if you insist you are there to help and not harm**, she will ask you to prove it.

Search for Peddir, The Great Gatherer of the Clan, as they haven't heard from him in some time.

On arrival you will discover Peddir has become blind and can't gather but is too ashamed to inform the clan of this. You can help him gather the supplies needed (all of which can be found near the water and are most likely already in your inventory).

Return to the village and choose to inform them of Peddir's affliction or **keep his secret**. Suggest that he become an apprentice. Then you talk to someone else in the village to get the quest to search for the great seal. From Vigshadhir, camp, go southeast to the edge of the map. You fight beasts there. The seal is by the water's edge.

Next Speak to another villager located behind the Doneia Egregaw. He will inform you of broken bells that need to be repaired before the great hunt.

**Kurt/Craftsmanship Level 1 are needed to repair the bells**

After you have repaired all the bells return to the villager and inform him of the completed tasks. You can now speak to Ongos, the keeper of the Tierna's location. **Ignore the quest marker and go past it through an alley and you'll find her.**

Talk to him and ask for the location, he will mention a tree she will sometimes go to meditate by. Follow the path to the left of him until you come across a large stone corridor.

The Tierna can be found napping under a tree with her three beasts. As you approach you will trigger a cutscene.

After a short conversation, the Tierna will disappear leaving you to fight her three beasts. This fight is relatively easy, but watch out for their tail spin attack. This deals massive damage and can leave you stunned for a follow up attack from a different beast. Be sure to utilize dodge and block.

After you defeat the beasts follow the path near the tree to the right.

If you go left there will be a Skill shrine offering a Free Skill Point. At the top of the hill there will be a locked shrine.

Reward: 1700XP, +1 for Natives, In Pursuit of the Tierna Harh Cadachta Quest

### **In Pursuit of the Tierna Harh Cadachta**

*Suggested companions: Vasco (intuition) and Siora*

Since the Tierna Harh Cadachta escaped from your last encounter, you must find a way past the locked gates and locate her. Maybe Ongos who you met in Quest for a Panacea will be able to help you.

When you approach the locked gate there will be an altar you can examine, if you have Intuition level 2 you can use what you learn from the altar to figure out that island magic is locking this door, otherwise you can question your companions.

Either way, you decide Ongos may be able to help you.

Save before your discussion with Ongos, there is a charisma chance that succeeding makes this mission much easier.

Talk to Ongos and use your charisma to convince him to let you search through the Tierra Harh's home. Once you convince him head inside and examine each of the glowing locations

After you have examined each, the best you have to go on are some red flowers that are missing seeds. You remember seeing flowers near the outside of her home, so travel to the marked area to collect a few seeds.

Once you have the seeds return to the altar at the locked door and interact with it once again.

This time the door should open, granting you a path to follow the Tierna Harh.

These caves are sprawling and have quite a few enemy encounter. You will encounter bats and wolves so be prepared to fight. If you have Vigor level 2 or Science level 1 there are opportunities for some short cuts.

First decision though will be this fork in the road, if you take the right, there is a missable legendary weapon so be prepared!

Travel along the right path, be ready for large numbers of Bats that can inflict poison damage. Once you fight your way through, you will be rewarded with a legendary Scythe.

Later along the path, you will come across another path to the right that is blocked by a breakable wall. If you have science 1 you can blow it open.

Otherwise, just continue along the left and fight your way through another group of enemies (you can choose to keep running if you do not want to fight).

Eventually you will reach the end of the cave and can access the next area.

You will exit the cave in a wooded area, follow the path down the hill, and be sure to set up camp near the fire pit at the bottom. You are about to fight a tough boss so it will be helpful to optimize your squad and loadout.

Once you are ready, continuing along the path will trigger a cutscene, a Bridge Alliance spy has tracked down the Tierna Harh and attempting to kill her.

As she is shot, she summons a large beast to protect her and then directs it's rage towards you.

This boss has a large HP Bar and tons of armor protection. Kurt and Siora are helpful companions to have, as Siora can heal your team and damage from a distance while you and Kurt Focus on getting its armor down. This fight will be long but just be patient! Attacks from the Nadig are devastating so just a few could end your day.

After you win, the Bridge Alliance Spy will walk over to the Tierna and shoot her once more. You will now have to fight him to save the Tierna.

Once defeated you can choose to spare the Bridge Alliance Spy, or execute him. Bring the Tierna Harh back to the village to finish the Quest. Spare him to avoid losing Bridge Alliance rep. You won't lost any rep with Siora for this.

Reward: 2000XP and The Trial of Waters Quest (If Face to Face with the Demon is complete)

## **An Ancient Secret**

*Suggested companions:*

After you have Searched the Ruins and reported what you have learned back to Constantin, he will mention a Lady Morange in New Serene may know more about the mysterious ruins and where they came from.

Lady Morange is located in New Serene near the Governor's Palace. Her location will be marked for you on the map. Lady Morange will Tell you about another set of old ruins located in Glendgnamvar. She is unsure how you will access them, but mentions an old mining town nearby that may have more information.

Travel to the mining town mentioned by Lady Morange in Glendgnamvar and speak to one of the miners in the town's center.

Mention the ruins and ask how you may access them. They will mention an old ladder located in the mine that may grant you access, but the mechanism that was used to open the door has been broken for years.

Follow the path to the mine until you reach the entrance. continue inside where directly to your right you will see the ladder.

Climb the ladder and follow the path to the door mentioned by the miner. examine the broken mechanism to have a damaged cog added to your inventory.

Go back down the ladder to the Crafting table pictured below on your map.

To craft a new cog you will need:

Damaged Cog

2 Crude Iron ore

1 Pure Iron ore

All the ore needed can be found in the veins of the mine, just look around for glowing loot points near the crafting table.

Once the New cog is made you will now have access to the ruins!

There are three locations to examine, I recommend searching the one highlighted in the image above first, as it is just an old rusted key on top of a barrel.

That key will be used at the next examine point north of the key. There will you find a chest to use the rusted key on. inside will be a note giving more context to the ruins.

The final search point will be a boss fight against a Nadig that specializes in Lightning combat.

When the 4 tentacles on their face start to glow with electricity, be ready to dodge! It is going to shoot bolts of lightning at you that are best dodged, because parrying will lead to you being stunned, opened up for a follow up attack.

Once you defeat the Nadig, you will find a seal of the merchant congregation, old and less elaborate, but a seal of Serene none the less. Shocked, you immediately want to take what you have learned to Constantin.

Reward: 1500 XP

## **The Prince's Secret**

*Suggested companions: Vasco and*

Now that you know that the Congregation of Merchants have been to Teer Fradee before, it is time to get some answers from the nauts. Talk to the Admiral of the Nauts in New Serene to get to the bottom of this.

Since the Nauts must have been involved with Serene's first trip to Teer Fradee, the best way to get to the bottom of this mystery is speak with the Admiral of the Nauts

She Explains she cannot tell you about her their dealings with the Merchants, but may be willing to help if you cant help her first. The Nauts are having trouble with Theleme extremists in their capital, so perhaps you can help her solve that issue.

Speak with Petrus at one of your camps to learn more about who you can talk to.

Travel to the Theleme capital and speak with Bishop Dormitus. He will tell you they believe the nauts are the cause of the Malichor because of their secrets. With little proof, he accuses them of dark magic and pagan acts.

Speak with the Naut captain to get to the bottom of this.

He will say those claims are ridiculous and based solely on the fact the nauts keep secrets. In fact he believes some of his Nauts have been kidnapped by the Theleme and worries what may be done to them. Travel around and investigate the upstairs room of the Captain to learn more about the Nauts.

You will learn of a secret warehouse that nauts keep their most important things, go there to find out what they are hiding.

Go to the Secret Warehouse. **If you saved the sailor's outfit from Serene, you can pose as a Naut and get in without sneak. Otherwise have Vasco in your part to get in.** Investigate each of the items pictured below:

These are tools based on advancements of science, not dark magic. The Theleme are way off and it is time to save the nauts and put an end to this.

Talk to the Sailors pictured in the area above for information about the missing nauts. The last one went missing at a tavern so it will be best to search for inquisitors around that area.

Eventually you will come across your old friend (and terrible person) Inquisitor Aloysius. Of course he would have some hand in this. After some proding, he eventually tells you that the two are being held in cells rented from the coin guard.

Travel to the prison where the Nauts are being held. You will have to bribe the guard there or force him to let your through with force. The bribe will set you back 80 gold.

Now that the Nauts are free you will need to bring some proof to the queen bishop of Theleme. Travel to the location pictured above to look for proof.

Once inside the building, upstairs you will be attacked by 4 of the Ordo Luminis. after you have defeated them go to the room in the back right corner to examine this note.

You now have all the proof you need to bring down the Ordo Luminis. Return to the queen bishop and present all that you have found, ending in the arrest of all involved.

Now that you have completed the task asked of you, The admiral is willing to talk. She tells you the Nauts and the merchant congregation did in fact travel to Teer fradee once before. They were unable to conqueror the lands after the magic awoke in the natives and fled in defeat.

After paying the Nauts to keep this secret, the merchants made several trips to these lands in secret. One of which brought back DeSardet to Serene.

Yup, you are native to Teer Fradee. Bring this revelation to Constantin and finish the quest.

Reward: 1600 XP +1 Rep with the Nauts, Treason! Mission

**ONCE YOU FINISH THIS MISSION A COUP WILL FORM LEAD BY THE COIN GUARD. If you have not completed Kurt's relationship missions, or your friendship is not high enough, then he will join the coup against you.**

## **Treason!**

*Suggested companions: Kurt and Vasco*

After you complete The Prince's Secret, the Coin guard will begin to lead a coup against all the governors of the new world. Depending on your relationship with Kurt, he may be leading the coup or giving you a heads up. Your first priority is getting Constantin to safety.

### Rescue Constantin's Council

With the guards going after everyone associated with the governor, no one in the palace is safe. travel upstairs first (the door is located to the left of Constantin's Throne.

You will have to fight a group of coin guards but then you can save the first member of Constantin's council. Then travel downstairs to warn the second member of the council.

Quickly run down the stairs so you do not get stuck fighting on a constrained stairwell. Once you have warned the last member, take Constantin and the others down to the cellar to keep them safe.

### Warn the Other Legislators

Now that everyone in the palace is safe, it is time to warn Lady Morange and the other governors of the coup. Travel to each of the marked locations to warn each person of interest. The last messenger to the bridge alliance will refuse to go unless you bribe him with 50 Gold coins or convince him with charisma.

As you are traveling you will see a group of guards with red skulls posted in front of the Coin Guard Barracks. AVOID THEM AT ALL COST. They deal massive damage and should not be messed with quite yet.

### Gain Access to the Barracks and Arrest the Lieutenants

You can fight the Captain of the Coin Guard without arresting his Lieutenants but that will make the fight against him much harder. All Lieutenants are located inside the Coin Guard Barracks.

The barracks can be accessed through the Coin Tavern Basement. There is a guard standing there that can be bribed 50 gold coins to let you below.

Here you will meet the first Lieutenant. If you have intuition 2 you can convince the other guards to lay down their arms and only fight the Lieutenant. If Kurt didn't join the Coup against you, then he can convince them to surrender as well. Otherwise be ready to fight everyone in the room.

The other two follow the same pattern, but once you have completed it their Coup will be significantly weakened.



Go upstairs in the barracks to the Captain's quarters to find out where he may have gone. A note glowing on his table will reveal his next moves.

**Fighting the Captain (After leaving the palace, catching Torsten from escaping is a priority. You'll fail the Treason! Quest if you don't catch him. So do that first, if you can. Also, try not to pick up too much loot because if you're overburdened, you can't get rid of it fast enough to catch him. You can go back later, after the quest is complete, and pick up all the loot.)**

Exit the Barracks from the main entrance to begin your fight with the Captain of the Coin Guard. This fight is significantly easier with the Lieutenants eliminated, so just keep your distance and eliminate any guards protecting him while occasionally attacking him as well.

Once he is defeated the Coup will be squashed and New Serene can begin to recover in its aftermath.

Reward: 2000XP, Suffering of Constatin Quest

### **The Trial of the Water**

*Suggested companions: Siora and Kurt*

In order to meet En on Mil Frichtimen, you must first prove you are worth it to Glendan, one of the leaders of the council. To prove your worth, you need to complete the Trial of the Water.

**To finish this quest, you must first complete The Suffering of Constatin and get a seal from the Native Healer.**

To talk to En on Mil Frichtimen, you must first prove you are worthy to Glendan, leader of the council on Teer Fradee.

In order to actually speak with Glendan, you will have to first finish the Suffering of Constatin mission. Once you have done that, the healer will give you a seal that you can present to Glendan's Guard.

Once you have done that you can speak to Glendan about the Trial. He will describe the trial and then once you are ready you may travel to the area on your map to begin.

The Trial

*Suggested companions: Siora (Vigor) and Kurt (tends to have a lot of vigor)*

**Have sleeping potions ready for this quest.**

This Trial is made much easier if you have at least **Vigor Level 2, but can be completely skipped if you have Vigor Level 3.** A sleeping potion can also be used to skip combat in the first area.

In the first steal of the trial you will be met with a small area with 3 beasts lurking below.

If you have a sleeping potion you can crouch and sneak towards the corpse they are feeding on. use the sleeping potion on the corpse to knock out each of beasts and safely proceed to the next trial. Otherwise you will have to fight all three to move on to the next

trial.

The Second Trial can be skipped if you have vigor level 2. Instead of continuing right to the next set of enemies, take the left and use your vigor to jump the gap, allowing you to skip all the enemies in the second trial.

The Third trial is similar to the puzzle you were tasked to solve in Demonical Cult. The solution for this puzzle is: Wind Pillar -> Ice Pillar -> Sun Pillar -> Water Pillar

However you can skip this puzzle and the Nadig it spawns if you have **Vigor 3**. If you do, walk up to the wall pictured below and scale it using Vigor 3. This will let you complete the Trial.

Finally after you scale the wall you will find a seal on the ground near a mural.

This seal will signify the end of the trial. After a short conversation with your companions you will be transported back to Glendan's hut. You have proven yourself worthy, but first you must find the High-King as he is the only one who can summon En on Mil Frichtimen.

Reward: 2000XP, +1 Native Rep, Searching for Constatin, On The High King's Trail

### **The Suffering of Constantin**

*Suggested companions: Siora and Aphra or Vasco (because of the overlap with Sub Rosa quest)*

For "The Suffering of Constantin" quest, there's a task to find the missing villagers. After finding the pot and interacting with it, move South to find the bloodstains and follow them (there will be a task that says "Find missing villagers" and a quest marker to a certain cave near that pot. Even if you can't find the bloodstains (so hard to see), that cave is where the quest wants you to go.

At the same time you're searching for the missing villagers in this quest, there's a final part of the "The Naut's Secrets: Sub Rosa" quest in which you're given the task to Find Alba. This is the cave to find her in. If you swap to "Sub Rosa" instead of continuing "The Suffering of Constantin", you'll find the villages for Constantin quest and set traps for the beasts in the first part of the cave, then--instead of leaving the cave at that point as De Sardis says they should, continue through the cave and save Alba, finishing the Naut's Secrets quest first.

With Constatin suffering from Malichor, time is quickly running out. With the help of your companions you have narrowed down the options for a healer for Constatin. Though you can choose any, it is recommended you choose the native healer of Teer Fradee because he will also give you a seal to make completing The Trial of the Water much easier.

Though you will be given three healers to pursue as an option to heal Constatin, the best option will be the healer in Wenshaganaw. This is because he will also give you a seal to easily complete The Trial of Water

The healer is located in the center of the town.

He says he would be happy to help but unfortunately, his town needs him. Several attacks from local wild life and constant harassment from missionaries means he needs to stay to protect his people. If you could solve some problems for the people of the town, he may be able to leave.

Talk to the hunter who is standing in front of his hut next to the healers hut.

He will tell you of the missing clan members who he believes were taken by the missionaries. Talk to the relatives of the two missing members to learn more about their last location.

Go to the last known location of the villagers. Here there will be a basket of berries that was obviously torn apart by local wildlife. Not a good sign for our missing villagers....

Nearby there will be a blood stain on the ground. Follow the bloodstain path all the way down to a local cave. Inside you will find many beasts and the body of your two missing villagers, Along with a note with some damning evidence against the Missionaries.

Report back to the village to inform the family of their loss. Then go talk to the missionaries and provide evidence against their wrong doing to make them leave.

To complete this final task, you will need 3 Alchemical Preparation of Elemental Damage. You can craft these if you have Science level 2, but you can also buy them from merchants during your travel pause. They will be 50 Gold Each (depending on your charisma) and this is the easiest way to obtain them)

Travel to each of the marked locations on the map and fight the Tenlans there at dawn to make sure the Alpha spawns. If it is not dawn don't worry you can interact with the nest to wait till Dawn.

Repeat this three times until you are done. You can now return to the healer and he will leave with you. This will Automatically travel you to Constantin in New Serene.

Reward: 2000XP, Ability to Complete The Trial of the Water

## **Searching for Constantin**

*Suggested companions: Kurt and Aphra*

After you have completed The Trial of the Water, when you return to report your findings to Constantin he is missing! Talk to the last guard who was seen with him to find out more about his disappearance.

Travel to Magasvar, the last known location of Constantin's camp according to a guard that fled.

Once you arrive at his camp, examine each glowing location to learn more about their last moments there.

Continue to follow the path indicated by the clues to the next area and once again examine each of the glowing spots.

This will lead to even more clues about Constantin and his exploration party. Continue to follow the path to the next area to examine.

This area will give you a note indicating that some of the coin guard bodies here are Bridge Alliance. Did they attack constantin and his party?

Go to the Alliance Outpost indicated in the note you found at the last battle location. Once you reach the outpost you will be met by the commander. After some conversation you will be given the opportunity to use gold and Bribe the commander for more information.

Take this opportunity to learn even more information about the attack, including a soldier who managed to survive but is in really bad shape at the infirmary. Speak with the nurse to learn more

## Help the injured Soldier

The Soldier currently in the infirmary is suffering from major burns all over his body. Resources are tight at this Alliance camp, so she doesn't have the ingredients necessary to create the medicine he needs. **All you need is to have science Level 1 and 1 Nightshade berry.** You can then craft the needed potion for the nurse who will then distribute it to the soldier.

You will need to wait 24 in-game hours before you can talk to the soldier. Just sleep at your camp until the next day so you can immediately talk to the soldier.

After he gives you all the information, you will complete Searching for Constantin and then receive Dead Man's Voice.

Reward: 2000XP, Dead Man's Voice

## **Dead Man's Voice**

*Suggested companions: Siora and*

Now that you know what happened to Constantin, you need to figure out who would have taken him and what they want with him. Return to Daren in Magasvar to see what he may know

Daren will reveal that they did come across Constantin and his healer being attacked in the forest, but they came when the conflict was over and Catasach (the healer) had already perished.

Request to see the body so you may learn more about his death and who took Constantin

Follow Daren to the body of the healer and examine him. If you have intuition level 2 you will be able to reach a conclusion on your own, otherwise you will have to question Daren and Siora about the injuries once you examine him. You will come to the conclusion that a Donegad must have done this, but none would have attacked Catasach, so you are stuck. Daren says there is a ritual that the Tierna, Mav can perform on Catasach so she may see his final moments and who murdered him.

Travel to Frasoneigad, where you completed In Pursuit of the Tierna Harh Cadachta, and convince Mav, the Tierna, to help you.

To complete this ritual she will need the healer's weapon and organs from the deceased in the battle field to complete the proper ritual.

You can find his weapon and organs of the deceased in the same area. It took me a minute to find the organs, but that is because I expected them to be near the bodies of the fallen.

You actually will have to fight some beasts in the area, and once they are killed search their stomachs.

One Scavenger organs will be inside each of the beasts for a total of three

Now all that is left is to create the potion and return to the Tierna to start the ritual. If it is not night time, sleep at a nearby camp until nightfall.

Turns out Catasach and Constantin were attacked by Vinbarr, the high king! This shakes Mav to her core, but since no one knows where the high king is, you must complete On the High King's Trail to complete this quest as well.

Reward: 2000XP, The Sky's Teeth (when On the High King's Trail is complete)

## **The Sky's Teeth**

*Suggested companions: Kurt and Siora*

You have located Constantin and the High-King Vinbarr, now it's time to end this. Be ready for a fight! Vinbarr has 2 different forms you will need to defeat, his human form and his Nadig.

Once you are inside Vinbarr's Sanctuary, travel to the location pictured above to locate Constantin and Vinbarr. When you approach a cutscene will trigger.

He seems to be burying Constantin in rocks and claiming he will be the one to ruin this land. Confused and worried for Constantin, you attack, beginning the fight between you and Vinbarr.

The first section of this fight is incredibly easy...suspiciously easy...almost as if he has a...SECOND FORM?

Enough is enough, you threaten to shoot Vinbarr since you have him cornered. He refuses and you fire the shot killing Vinbarr.

He turns into a Giant Nadig bird monster. This fight isn't too rough, though he has much more health than his first form. Watch when he jumps in the air, as he most likely will try to slam down on or near you dealing massive damage. Dodge is your best friend here, as block will end up staggering you with most of his attacks. Once he is defeated, Constantin is saved and you will be transported back to New Serene.

Reward: 2000 XP, The New High King

## **On the High King's Trail**

*Suggested companions: Vasco (intuition) and Siora*

To gain access to the sanctuary to see En on Mil Frichten, you must first gain approval from the High King of Teer Fradee. There is only one problem, the High King has been missing for months. Maybe one of the Clan leaders will know his last known location.

Go to San-Matheous to speak with Siora's sister about the location of the high king. She is skeptical of your involvement, and doesn't understand what you could possibly want with Vinbarr. **If you do not have Intuition 2, save before this conversation, as there is a charisma check.**

She says she will help you, but only if you help her first. A group of her clan were captured by the Ordos Luminous, you may remember them from Demonical Cult. The Theleme extremists have captured some of her clan and she has asked for your help

Go to the marked location where the Ordos Luminous secret camp is located. Here there will be several Theleme soldiers here, you can sneak and take them out individually, but honestly they are low level enemies you could probably handle relatively easily. Go through each of the floors of the base, clearing out any theleme there

There will be notes on each of the floor for proof that the ordos luminous is doing some pretty terrible stuff.

Once you have saved the natives and cleared out the camp, you can return to Siora's

sister for information about Vinbarr.

Siora's Sister will tell you that the people of Steiger Falag may know more of his whereabouts, as that is his home village and where his loved ones are located

There are two villagers to talk to marked on your Map. Each will give you important information, but the Male villager you will need to talk to last.

The female villager will mention something about the cave of knowledge and how Vinbarr's partner Ciera went there to search for him, but has not heard from her since. The male villager, if spoken to last, will give you the location of the cave of knowledge

When you travel to the location provided by the villagers you will see Ciera is captured by a group of Bridge Alliance Scholars.

Turns out, it is the same scholars you have saved in Scholars in the Expedition! **If you have intuition level 2, you can remind the scholars of their rescue and how they owe you this favor to release her.** Otherwise you will have to fight and kill the very people you have already saved...tragic.

Now that you have saved Ciera, explain to her why you are searching for Vinbarr. She will help lead you to the cave.

Inside, you learn more about Vinbarr and his plans to transition to a Nadig.

Climb up it and reach the outside of the cave. There will be a hidden sanctuary in the wall of the mountain. This is the cave of knowledge.

You slip up and mention your true goal: to find Constantin who was taken by Vinbarr. Ciera panics and runs outside of the cave locking you inside. Travel through the inside until you reach a white climbable wall. Luckily in these caves there are always multiple exits. Head to the other marked exit to finish this quest (and Dead Man's voice).

Reward: 2000XP, Vinbarr's Sanctuary

## **Vinbarr's Sanctuary**

*Suggested companions: Vasco (intuition) and Siora*

Vinbarr may be located at his Mountain Sanctuary based on information given to you by the clan leaders. You will need to find a way inside the sanctuary to find out where he may have taken Constantin.

After Ciera traps you in the sanctuary and you escape, you will be left at the hidden entrance to the mountain. Follow her inside and make your way through the caves.

On the outside you will be met by Ciera. She is furious that you used her to find Vinbarr for your own selfish means and believes you will try to kill him. You try to tell her you only want to save Constantin but you will do what you must.

There is no way to avoid this fight, no matter how hard you try to talk her down. Defeat Ciera and her native companions in a fight. Once she has fallen, search her body for a seed to open the sanctuary. She will be holding a seed you need called Ciera's Seed. There is also a second seed you received in the Cave of Knowledge during the On the High King's Trial quest. To open the gate, place each of the seeds in the Altar. The gate will open and you will have finished the quest

Reward: 2000XP, The Sky's Teeth

## **The New High King**

*Suggested companions: Siora and*

**Talk to your companions for new dialogue.**

With Vinbarr slain, the island of Teer Fradee needs a new High King. Discuss with the three nominated elders and convince whichever one is your choice to let you in the sanctuary to see En on Mil Frichten. Hopefully they win the election...

**Note that you'll lose 3 rep with the natives just talking to Glendan about events with Constantin but there's no way to avoid this and you'll gain back the points soon enough.**

There are 3 leaders within the Donegad that are nominated to be the High king. It is up to you to choose which one you support. Whichever one you support, talk to them to learn more about the election process and ensure they will let you meet En on Mil Frichten when they are elected.

**Queen Diedre (she wants to drive out your people)**

**King Ullan wants to live in peace but separately**

**King Duncas wants balance and peace between all (I chose Duncas)**

Each leader has different ruling styles, one will try to unite the clans and drive out the Renegse (your people), one wants the two to live in harmony but separately, and a third embraces the new culture and is open to change.

After you talk to whichever leader you choose, they will tell you about the legendary crown of the High King. A crown that if a Donegad manages to fight their way to obtain, are automatically crowned High King.

Use this information to your advantage to try and locate the crown before the election, that way you can give it to the leader you choose.

When you travel to Glendnamvar, you will eventually come across a Nadig protecting where the crown resides. Once you defeat the Nadig, you can enter the chamber of the crown and grab it for the elections.

After you pick up the Crown, you will be approached by Dredre, who is incredibly unhappy you came here to grab the crown. She provides you a choice, give her the crown and gain access to En on Mil Frichten, or fight for ownership of the crown. **Choose to keep the crown so you can give it to Duncas.**

Whatever choice you make, return to Dorgred to be present for the elections and see the outcome. Once the high king emerges during a cutscene, you have finished the mission

Reward: 2000XP, Face to Face with a God

## **Face to Face with a God**

*Suggested companions: Siora and*

**Early in this quest, you can choose to continue questing or wait and advance time immediately.** If you're ready, go ahead and wait to advance the time. Now that Teer Fradee has a new High King that trusts you, it is time to speak with En on Mil Frichten. Hopefully he will lead you down a path to a cure for the Malichor plaguing the people of Serene.

**Note that you can't take any of the left passages along the path (that's the way back through after you're forced to run).**

Now that Teer Fradee has a new King, you can now meet with En on Mil Frichten. Speak with the new high King to gain access to speak with the many faced god.

Travel to the cave lead by whichever king you chose to rule over Teer Fradee, or Dredre if you chose to give her the crown when you recovered it. Turns out En on Mil Frichtmen is a giant talking tree. He tells you the Malichor is a disease given to your people from the earth they live on for the way they treated the island centuries ago. If you prepare a ritual you can heal the lands and heal anyone effected by the Malichor.

En on Mil Frichtmen will also give you one more warning: Constantine took power that wasn't meant to be taken and now he is losing himself. If he continues unchecked, Teer Fradee and everyone on it will be in danger. Run!

An uninvited guest has stepped foot in the sanctuary causing the gods defenses to kick in. He cautions you they attack anyone not native to these lands...you better run. When you exit the Cave the quest will be complete

Reward: 2000XP

You have to return to inform Constantin before you can start the next quests. During the conversation with Constantin, you can choose to reveal everything or hide it. It really makes no difference so you might as well reveal it.

### **Attack on Hikmet**

*Suggested companions: Kurt and Aphra*

Now that you have met with En on Mil Frichten, it is time to start making amends with Teer Fradee. Travel to the Bridge Alliance Capital of Hikmet to speak with the Governor about the attacks they have been facing

After you have spoken to En on Mil Frichten, you hear that both Hikmet and San Matheus are sustaining constant attacks from beasts of the forest. However these beasts look sick. The Bridge Alliance suspects that it is the Natives, however you are unsure. Investigate the area of the missing scouts to find out more.

*Suggested companions: Kurt and Petrus (Charisma)*

Walk to the Outpost just outside Hikmet and talk to the guard captian Reinhild.

If you want to know the location of her missing scouts, you will first need to lend a hand to the outpost (Unless you have level 2 charisma or higher, you can convince her to just tell you where they are).

Once you are done speaking with the captain, proceed outside the camp and talk to one of the soldiers standing beside a carriage.

Follow the soldier until you reach a set of skidding carriage tracks.

Examine these tracks for more information about the carriage and continue to follow the two soldiers. Eventually you will reach the carriage, with the supplies inside.

Return to the camp and now the captain will be more willing to share information about her scouts.

The scouts are located in Magasvar, and if you have set up the Dedgidensen Camp, the scouts are actually located right next to where you would have set this camp.

The have followed the beasts to a close nearby village and they believe the Natives



there may be responsible. You assure her there must be more than meets the eye, as you know Daren (Leader of this Village) and don't believe she'd wage an all out attack like this. Speak with Daren to learn more about the attacks.

Turns out, the animals are attack the Doneigad as well. There is no way Daren could be involved but who is? Suddenly a Corrupted guardian attacks the Village, this must be who is causing the attacks! Defeating this Nadig will complete the mission and stop the attacks on Hikmet and Daren.

Reward: 2000 XP, +2 With the Bridge Alliance

### **Attack on San Matheus**

*Suggested companions: Kurt and Petrus or Siora*

Much like the Attack on Hikmet, San Matheus is being attacked relentlessly by sick, corrupted beasts all night and day. Numbers are dwindling so the Mother Cardinal has requested you support.

Like Hikmet, San Matheus is under constant attack by corrupted beasts and she needs your help to stop them. Go to the outpost just outside San Matheus to learn more about the attacks.

Once you reach the captain, he will ask you to help defend the base right away. From here you will have to defend the base from 3 waves of beasts attacking. Once completed the captain will tell you the direction her scouts went in to track the beasts.

Travel to the camp indicated by the captain to learn more about the missing scouts

When you reach the location you will find an injured Soldier. You can give him a health potion or put him out his misery. If you help him, he will tell you all you need to know about the attacking beasts. He will also give you a key for a chest right next to him with a note inside.

Fight the Nadig that is over the hill to stop the beasts from attacking. Once the Nadig is defeated, return to the mother Cardinal to report what has happened.

Reward: 2000XP , Where Madness Goes Quest

Again, the game forces you to talk to Constantin about your worrisome discoveries. Talk to him completely here.

### **Where Madness Goes**

*Suggested companions: Kurt and Siora*

After you return to Constantin to report the strange attacks of the beasts on your allies towns, but he seems strangely unconcerned and quickly leaves saying he has "Personal Matters" to attend to. How...better find out where he is headed.

After constantin leaves, search his office for any information about where he may be headed. Some searching will lead you to a note sitting on his desk.

Follow the information in the note to find out where Constantin is going. **Keep following the left path up the hillside to spy on him.** Hide in the indicated area and wait for constantin to walk passed, leading you to a sacred area where he is performing another

linking ritual. He isn't ready to reveal his plans yet, so he has his Nadaig hold you off while he escapes.

Reward: 2000XP, Breaking the Links and Together for Teer Fradee Quests

## **Breaking the Links**

*Suggested companions: Kurt and Siora*

Constantin is performing linking ceremonies all over the island to gain power and corrupting En on Mil Frichten in the process. Use seeds given to you by the Natives to break those links.

Constantin's Hideout is located just outside New Serene on the East Road. You can't miss the giant cave opening near the marker on your map. Travel inside to discover Constantin's Secret Lair, including his plans for the island of Teer Fradee. Now that you know what Constantin is doing, you need to seek out help to stop him.

Duncas is a native healer who is wise beyond his years, if anyone on the island knows how to sever one's link, it will be him. Once you reach him, after a short cutscene and some dialogue options, he will give you seeds to place at the base of Constantin's Ceremonial Stones. This will sever his link

There are two locations for you to break Constantin's Link at. Each of these areas have a Nadaig you must fight before you can cleanse the sanctuary. Once defeated you will see a large stone with sickly black roots surrounding it. Plant Duncas Seed at the base and instantly notice an improvement!

Do this process for both to Break Constantin's link to the island, at least partially. You are now ready for the Final Assault

Reward: 2000XP, Together for Teer Fradee

**THIS IS A POINT OF NO RETURN, COMPLETE ANY LOOSE ENDS BEFORE CONTINUING BECAUSE ONCE YOU REACH THE END OF THE GAME, YOU CAN'T FINISH ANY SIDE MISSIONS, ETC.**

## **Together for Teer Fradee**

*Suggested companions: (for each of the factions, take the companion associated with that faction)*

Now that you know Constantin is the one behind the attacks, talk to all your allies on the island and see if you can convince them to join an alliance against Constantin to stop him from taking over the Island of Teer Fradee.

Talk to each of the leaders of all the factions on Teer Fradee:

- Native
- Bridge Alliance
- Coin Guards
- Theleme
- the Nauts

This mission is Incredibly short, however if you have not completed optional quests for the faction then they are unlikely to join the Alliance, unless you have high Charisma. Take this time to finish up any side missions. Once you are ready, talk to each of the leaders of the factions to request that they join the Alliance, to get the best ending in the game, you will want to get everyone to join the Alliance, but your standing with everyone must be good

Reward: 2000XP Assault on the Heart Quest

Note that the Merchants Congregation will become suspicious of you, even hostile, at this point because they're Constantin's men, and I don't think you can do anything about it. Everyone else is loyal.

Note that in the final quest, you'll pass camps of the allies you've gathered all the way up to the final battle plays. One by one, you'll lose your companions as they stay behind with their factions. SO you'll face the final battle alone. You'll have a final moment with your love interest in this process. Also, the game loads you down with loot and you'll find work benches at every camp, but you might not have access to your companions to craft anything high level. So be ready before starting this quest with all the health potions and items you'll need for a battle that felt outrageous difficult. I played on Discovery level and never died, never had a companion die, had no problems with any combat throughout the game, and just suddenly I was using health potions and things I'd only used for fun previously. On any higher difficulty, I have the feeling this battle is the mother of all battles.

### **Assault on the Heart**

*Suggested companions: Your love interest and*

It is now time to protect the Sanctuary of En on Mil Frichten from Constantin's grasp. Use any allies you've gathered from Together for Teer Fradee and get ready for the assault.

Remember where you met En on Mil Frichten in Face to Face with a God? Travel back there and gather your companions at the nearby camp fire. This will trigger a cutscene.

Fight your way up the mountains with your companions, as you make your way further and further up the mountain, more of your companions will decide to stay behind for support while you continue on, until it is just you inside the Sanctuary facing Constantin.

The final boss battle can be difficult, be sure before you start you ascent up the mountain that you have plenty of potions available for use. Being a magic user is the best option for this fight, especially if you have the Shadow Step ability for quick long range dodging.

The creature will also shoot large lasers that seem easy to dodge but that is only the beginning. The Lasers will always knock rocks out of the roof to fall on top of you, so be prepared to dodge rocks AND lasers...seriously.

You will then be presented with a choice upon defeat of the monster. You can choose to kill Constantin or bind yourself to him. The fate of Teer Fradee rests in your hands.

Reward: You beat the game!

## SIDE QUESTS Walkthroughs

### **Before Departure**

#### **Coin Guard Merchandise (Coin Guard Faction Quest)**

You will obtain this side quest from Kurt after meeting with your mother. Equip the Adventurer's Hat and go talk to the merchant. You'll be prompted to:

[Charisma] Threaten a prison sentence.

[Intuition] Offer a bribe.

Threaten him. (Threatening him will fail "Negotiate with the vendor" and you will have to recover the merchandise.) Threatening a prison sentence has a 50% chance to fail. This can be improved by spending Talent Points on Charisma.

Before you offer a bribe, make sure to equip the Discoverer's Hat, this will increase your Intuition. Successfully using intuition will complete the quest. You will gain +1 reputation with the Coin Guard. Go talk to the Coin Guard Barracks quartermaster and he will ask you to smuggle some merchandise. This part of the mission ties in with the Heretic Hunt side quest. Go talk to the captain and you'll be able to ask him about the smuggler, and you'll learn more about the heretics.

If you ask the captain for a way to load the shipment, he will deny it, but you'll learn more about the situation. Follow the waypoint to the smuggler. You will learn that the area is controlled by another faction and that you'll need a disguise or sneak in without being seen. First, we'll have to tamper with the ship's log in the Harbour Master's Office.

Enter Stealth Mode before you open the door and go upstairs whilst avoiding the guard inside. You'll have to avoid one more guard upstairs and go through the door left of the stairs. In this room, you'll find a chest with some Sailor Clothing you can equip. With these new clothes, you'll be able to wander around and the guards won't attack you.

In the next room you'll find the Ship's Manifest. Examine it and use it to add the merchandise to the list. Next, you'll be able to clear out the guards by just talking to them (if you're wearing the sailor clothes). Select the Heretic Hunt side quest and follow the waypoint to find the Smuggler. You'll be able to enter without trouble with the sailor clothes. Free the Smuggler and go inform the porters to continue on with the Coin Guard Merchandise quest. You will gain +2 Reputation with the Coin Guard faction. Go to the Coin Guard Barracks and inform the quartermaster.

The next objective of the mission can be completed in New Serene. Back with the Heretic Hunt, go talk to the heretics in the warehouse. After the dialogue you'll have a few options:

Proceed with their arrest.

Propose to speak to the Bridge Alliance Ambassador.

Let them be on their way.

Arresting them will end the mission and you'll gain 3 reputation points with the Thélème. If you choose to speak with the Bridge Alliance ambassador he will agree to help and you can then lie to the Thélème ambassador about it. You will gain +1 reputation this way instead of 3 and the historians will give you 800 Gold Coins. Ending the mission will yield 1000 XP.

To continue with the Coin Guard Merchandise side quest, talk to the Quartermaster in

New Serene and he'll send you to locate and mark the merchandise crates. TIP: If you have Vasco as your companion, he will tell you exactly where the warehouse is and give you some tips. Equip your Sailor clothes and head to the point shown below to find a wall you can climb:

Once there, climb up the ladder to get to the other side and follow the waypoint closest to the ship. Mark the crate and go back to the quartermaster. You will receive 1000 XP, 100 Gold Coins and +1 Reputation with the Coin Guard.

### **The Charlatan (Bridge Alliance Faction Quest)**

You obtain this side quest after you first meet the Bridge Alliance's ambassador. Go talk to the Charlatan and you'll have a few dialogue options.

Ask about nasty side effects.

Ask for a demonstration.

Stop pursuing the subject.

He will deny that there are any side effects if you ask him. Ask him for a demonstration and you'll have to take a look at this cart. Go around the shop and you'll have to fight some bandits in the back. After fighting the bandits, look around for some chests, a Alchemical Research Book and a Letter. Go back to the Charlatan and confront him. After the scene, the Charlatan will escape. Head to the Tavern (marked on the map).

Go to the second floor and you'll find the Charlatan. After some dialogue, you'll have the option of arresting him or helping him leave the city. Arresting him will end the side quest abruptly and you'll gain 3 reputation points with the Bridge Alliance and 1000 XP.

Helping him will net you some reputation and 1000 XP. You will first have to deal with the crowd outside the tavern. Before you move, you'll find the Innkeeper's Store Room Key on the room next to the alchemist's room. This will allow you to open a room down below. You'll find a chest inside with some items and the Innkeeper's Key. Opening the other door will allow you to sneak the alchemist from the back. You can do that or confront the crowd. If you choose to confront the crowd, you'll have to choose from:

Propose a settlement.

**[Intuition] Speak of a horrible side effect.**

Order their dispersion.

If you have the Adventurer's Hat you'll have +1 Intuition and thus, higher chances of success with the second dialogue option. That is enough to succeed with this task. Whatever you choose to do, go back and talk to the alchemist. Before you leave the room, pick up the Letter from an alchemist from Al Saad.

Go back to the Bridge Alliance embassy and talk to the ambassador. You will gain +1 Reputation points with the Bridge Alliance as soon as you tell him about the alchemist. You can choose "Cover the escape of the Alchemist" or "Confront him on his lie", but the latter will likely decrease your reputation with the bridge alliance and I recommend lying.

### **Disappearance Amongst The Nauts (Nauts Faction Quest)**

You will receive this quest after speaking to Captain Vasco. Speak to Flavia in the Storeroom (follow the waypoint). Talk to her, loot the room and follow the next waypoint to talk to Lauro. After talking to the Tavern Keeper you'll be able to interrogate one of the

witnesses near the counter. Speak to him and he'll tell you the events of that night and about a rich merchant. Go to the merchant's house and speak to his wife. After talking to her she will tell you that the cabin boy is her son and that the nauts kidnapped him. Follow the waypoint and interrogate Captain Vasco. Talk to Mr Courcillon and go back to the house to talk to Lady Fontaine. Once in the house, you'll find a Note to the attention of the servant lying on a cabinet next to the table.

The letter says the husband is in some warehouse on the canal. Reading this note will reveal two new waypoints. Run towards the waypoints, they lead towards the two entrances to the warehouse. Go inside the warehouse and head downstairs. Open the door to trigger a cutscene. After the scene, you will have to choose from 3 options:

Tell him about what Sir De Courcillon taught us.

**Attempt to reason him (charisma) %50.**

Threaten him.

**The first option will be the most effective. You will gain +2 Reputation points with the Congregation of Merchants.** After that, he will give you the key to the warehouse's basement, where Jonas is being held. You can inspect the cell in front for a chest (needs lockpicking) before you go. Inform Captain Vasco and you'll gain +3 Reputation with the Nauts and 1000 XP.

## **The Children of Teer Fradee (Natives Faction Quest)**

### **An Aspiring Merchant**

*Suggested companions: Siora and Vasco or Petrus*

You can obtain this quest by talking to the native merchant near the Coin Tavern.

Native Merchant

Follow the waypoint and talk to the Intendant. You will be prompted to obtain a patent and you'll get a new waypoint. Go to the Governor's Palace and talk to the Diplomatic's Affairs Advisor in the library. You'll have 3 options:

**[Charisma] Try to convince him to speed up the procedure.**

Insist.

Leave it at that.

I recommend using Charisma (should be a high chance of success), if it fails, you'll have to ask Mr de Courcillon for help, you'll find him at the top of the palace. He will give you a letter of recommendation, give this letter to the minister and he will give you the patent, which you'll have to deliver to the merchant. You'll learn that the guard took away his cousin. Speak to Quartermaster Manfred and ask him about the merchant's cousin. Turns out they threw the cousin in jail. Go to the basement and talk to the person in charge.

Retrieve the Merchant's goods and follow the new waypoint. This will take you to the arena where you'll have to fight. Ask him to fight alongside the hunter.

You will have to fight against two bull-like creatures and a human. Start the fight by shooting your gun immediately in order to knock out the human. The creatures will immediately try and tackle you. Press the dodge key quickly in succession to avoid getting hit and try and attack the creatures from behind. After the fight, go and see the merchant. After talking to him, you will gain +2 Reputation with the Natives and he'll tell you to meet

with Ullan, the leader of Vígnámrí. Talk to him and you'll gain 1600 XP. He'll also give you a new quest, "A Peculiar Alliance".

## **A Peculiar Alliance**

*Suggested companions: Siora and Vasco or Petrus*

NOTE: This mission can be completed alongside At the Heart of the Rebellion.

Travel to the Region of Hikmet and talk to the governor. He will give a permit for the merchant, go and talk to him, but make sure you have at least **Intuition Level 1 or Charisma**. When you get there, a group of native warriors will be beating him. **Use Intuition or Charisma** to help the merchant and travel to Glendgnamvar to inform Ullan of the emissary's pending arrival. Talk to them and wait outside for 2 hours.

You can skip time in a camp if you want. Ask how the meeting went and you'll have to arrange a meeting between Ullan and Mordun. Travel to Magasvar. On your way there, you can find a Nadaig Vedemen and nearby you'll find a Coin Guard Soldier's corpse containing two Legendary Armour pieces, the Major's Gauntlets and Major's Collared Doublet.

**SAVE!** You will also find a **Coin Guard Soldier's Key** on the corpse. The question mark to the northwest is a Skill Altar. You will find another Skill Altar in the camp where you're going to. Speak to Mordun and use Charisma to convince him. Go back and speak to Ullan. You will have 6 hours to attend the meeting. Save Mordun when you get there and go back to talk to Ullan and you will gain +4 Reputation with the Natives and 1900 XP.

## **Where To Use The Coin Guard Soldiers Key In Greedfall**

One of the keys you can find in Greedfall is called the Coin Guard Soldiers Key. When you get the key, you are not told where it is used and might not be able to find it.

Where To Use The Coin Guard Soldiers Key In Greedfall: The key can be found in Magasvar, The Vale Of The Great battle. It is in the Hot Springs near one of the mini boss creatures in the area. You will have to beat the creature in order to get the key. I used traps and like 50 bullets to bring it down. When you have to key you will have to travel far to the east. You will have to use the south path and cut east from there, the north path is too high to climb. When you get far enough east you will run into the Alliance Outpost Camp, here on the map.

Where To Use The Coin Guard Soldiers Key In Greedfall 2: If you look around while at the camp, you can see some wooden platforms on the rocks near there. If you follow them around you will run into a ladder that you can climb up. Follow that to a second ladder and up there you will find the chest you can use the key on. You will get some orange armor and an orange two handed sword.

<https://www.gamersheroes.com/game-guides/where-to-use-the-coin-guard-soldiers-key-in-greedfall/>

## **Inquisition**

*Suggested companions: Petrus and Siora*

Unlock this side quest by talking to the Theleme governor during the Old Countries in a

New World quest. After talking to the governor, head to your residence in San Matheus and you will find a note on the floor (it will be marked on the compass when you get close).

**NOTE: I recommend having Petrus as your companion here as he will be very helpful during this side quest.**

Follow the waypoint to meet up with the natives. After the dialogue, the natives will give you a location and a key. Follow the waypoint and use the key on the door. Pick up the letter from the desk and go upstairs to pick up a key from a cabinet. There will be a few guards outside the house when you leave, if you have Petrus with, he will help you out here and you won't have to fight.

Go and inspect Inquisitor Claudius' office and use the key on the chest to find a letter. Go back to the natives and tell them about the letter. After the cutscene, you will have to fight against the emissaries. You will gain +2 Reputation with the Natives and 1600 XP.

## **Logging Expedition**

*Suggested companions: Petrus and Aphra*

Complete Aphra's Islander Knowledge quest and talk to the "ancient" near the merchant.

Travel to Cwenvar and head towards the waypoint to trigger a cutscene. You will have to investigate the woodcutter's death. Talk to the doctor near the cabin and investigate the bodies, then get back to her. Follow the waypoint to find the hunters. You will come across some beasts, after the fight, the hunters will approach you.

Justify your actions to the hunters and **use Charisma**. Go back, talk to Mr de Courcillon and ask for his advice. You will have to find some documents from the basement and take them to Lady Morange. Go to Vedrad, talk to Duncas, and the quest will be complete. You will gain +2 reputation with the Natives and 1600 XP.

## **The Blood Price**

*Suggested companions: Siora and Aphra*

Talk to Duncas at Vedrad. This mission can be completed alongside Logging Expedition. Head to Cwenvar and head to the mines. The guards won't let you in. Go around the back to spy on the mine's activity. You will unlock Aphra's The Cave of Knowledge here. Go back to New Serene and speak to Mr de Courcillon. Go down to the basement and find the property deeds.

After some back and forth between Mr de Courcillon, Lady Morange and Master Maillard, you will get an Eviction Notice from Mr de Courcillon. Go back to the mines and talk to the guards. Go inside and find Master Maillard. Kill Maillard and his guards, then free the slaves from their cages. Go back and talk to Duncas. You will gain +4 reputation with the Natives and 1900 XP.

## **Camp of the Ordo Luminis**

*Suggested companions: Petrus and (not Siora)*



Complete Face to Face With The Demon to unlock this mission.

This mission can go two ways and depends on who you ask for help, the Mother Cardinal or Eseld. Going with the Mother Cardinal will decrease your reputation with the Natives by -1 and going with Eseld will decrease your reputation with Theleme by -2. I recommend asking the Mother Cardinal, 1) because you get a smaller penalty and because of how many missions you have that increase your reputation with the Natives. Plus, at the end of the mission, you get +4 reputation with the Natives, regardless of which way you choose.

You may be able to avoid the penalty with the Natives if you don't have Siora in your party!

#### Mother Cardinal Route

Travel to San Matheus and speak to Mother Cardinal. Go to the barracks and talk to the quartermaster to recruit a group of soldiers to help you. Follow the waypoint towards the meeting area, wait until nightfall and attack the camp. You can sneak behind them to kill one before you engage in battle. Save the prisoners and search the rooms for a piece of evidence. Talk to your allies and report back to Mother Cardinal. When you go talk to Dredre, you will lose reputation with the Natives.

#### Eseld Route

If you have Intuition Level 2, use it to convince Eseld to help you, otherwise, save before talking to her and use Charisma until you're successful. From here on out, the mission will go exactly the same as with Mother Cardinal's help.

Comments: I followed the Mother Cardinal path. After I speak to her and get +1 Rep with Theleme (I had Kurt and Petrus in the party), I went to Dredre with Siora and Petrus in my party. I also reloaded a save with Kurt and Petrus in the party. In both cases, Dredre at first gives you -1 with Natives for going to Mother Cardinal, but after you continue speaking to her in that conversation, she ends up giving you +4 rep with Natives and makes you Carants of her clan. So taking Siora or not having her in the party makes no difference.

### **The Shadows of The Guard (Coin Guard Faction Quests)**

#### **The Man With The Silver Coin**

*Suggested companions: Kurt and Petrus*

You'll obtain this quest after completing the Coin's Guard Merchandise quest. As soon as you obtain it, you'll have to question the 3 merchants of New Serene, they will be shown on the map.

After talking to the 3 merchants you will have to convince one of them to help you. You'll have the option of using Charisma to convince them or offering them money. Just try charisma with all of them until they decide to help you. After that, you'll have to come back in days, you can simply wait or skip the wait by sleeping in your residence. If you don't know where your residence is, simply go to a fast travel spot (the globe icons on the compass) and select your residence. Talk to the merchant and ask him again about the trap.

Hide in the marked spot and wait for the bandit to arrive. You'll have to fight him after the scene. Loot the bandits after the fight, one of them will be holding a letter. Go to the marked spot and follow the man with the silver coin. Follow him slowly. A cutscene will take place and you'll have to fight the man and two others, after that fight, you will have to fight him again after dialogue and loot his body to find a marked coin.

Inform Intendant Manfred. You'll get 50 Gold Coins and +3 Reputation with the Coin Guard and 1300 XP.

NOTE: Check your personal chest at a travel break, accommodation or camp to find the Legendary Weapon the Hammer of The Forgotten God in it. It's a reward from this quest.

## **Champion of the Arena**

*Suggested companions: Kurt and Petrus*

To unlock this mission you have to fight in the Coin Arena while trying to save the merchant in the An Aspiring Merchant mission.

You'll have to beat all of the arena challenges, but you cannot do so when you first get this mission. As you beat more challenges it will significantly increase the difficulty and you'll have to return when you're stronger. The reward for this quest is the Broadsword of The Deceased King legendary long sword.

**Contraband (only after Treason! And you have to go to the Coin Guard Quartermaster Manfred in the Barracks at New Serene to get these started)**

*Suggested companions: Kurt and Vasco*

Question the innkeeper in New Serene. He will tell you about his goods being seized by the customs officer. Go and talk to the customs officer.

Go to the port after talking to the customs officer and pick up the key from the semi-open crate. **Go to the end of the pier to find it.** Open the chest near the customs offices and talk to him once again. Talk about the note you found in the chest. Find Alric the customs officer at the northern gates, then choose to set off.

Find a place to hide and observe. Watch the cutscene and you'll get a new objective afterwards. You won't be able to catch with Egon even if you run whilst ignoring all the soldiers, but you can save Alric. If you fail to save Alric, you'll lose -1 reputation with the Coin Guard. **Save Alric, you can catch Egon later.**

Jump down and save Alric, you can catch Egon later. Talk to Alric after the fight and follow the new waypoint to find the dispensary. Travel to the Region of Hikmet and follow the waypoint. Force your entry into the camp and watch the cutscene after defeating all the enemies. Inform Intendant Manfred in New Serene. You will gain 1600 XP, +3 Reputation with the Coin Guard, 50 Gold Coins and you'll unlock the next quest "Dirty Traffic".

## **Dirty Traffic**

*Suggested companions: Kurt and either Siora or Vasco*

Talk to Admiral Cabral and investigate the barracks in San Matheus. Enter the barracks, open the map and follow the waypoints. Talk to Quartermaster Herbert and ask him about the commandeering of the Naut's ship. Speak to the rest of the officers and question them.

After talking to all of them, you will trigger a cutscene with Sargeant Franz. Go to the meeting point and question him. Travel to Tir Dob and ask Dredre for help. If you've asked her before during quests like Face to Face with the Demon or Demoniactal Cult, she will help you without trouble. Otherwise, you'll have to **use Intuition or let Siora speak for you.**

Travel to San Matheus and head towards the Sawmill. The recruits will block your paths and you'll trigger a fight immediately. Release the prisoners from their cells in the cabin and watch the scene. Go to the waypoint to ambush the soldiers of Egon. Watch the cutscene and defend the Sargeant from the soldiers.

Talk to Lieutenant Alexander and return to Manfred in New Serene after the scene. You'll gain +2 reputation with the Coin Guard, 50 Gold Coins, 1900 XP and unlock the last mission of this questline "Egon's Face"

## **Egon's Face**

*Suggested companions: Kurt and*

Talk to Captain Ulric and choose to leave with them. Follow the waypoint towards the old Ghost Camp. You'll have to kill all of Egon's men in the camp. Don't worry, you won't lose any reputation if you kill them (it's the only way to finish this mission).

Kill everyone outside and release Sargeant Franz from the cell in the cabin. Go to the second floor of the barracks and watch the cutscene. Search the room, inspect all the marked spots and go downstairs to pick up a note from the wall. Go back to the ground floor, pick up the Vial of Poison and the list of names written by Egon from the kitchen to trigger a cutscene.

Show the evidence you found to Intendant Manfred. Follow the new waypoint towards Lieutenant Alexander. Kill Alexander and his lackeys and the mission will be over. You will gain 2200 XP and +3 reputation with the Coin Guard.

## **In the Name of Science (Bridge Alliance Faction Quests)**

### **Attack on Caravans**

*Suggested companions: Kurt and*

**This mission can be unlocked after talking to the two governors during Old Countries in a New World main mission.**

Talk to the Captain of the Outpost just outside the City of Hikmet and then talk to the Merchant. You'll have to go examine the caravan and the goods. Interact with everything when you get there. You'll find a chest nearby the caravan, but it will be guarded by giant bats. The battle can be a bit difficult, I recommend luring them away from the chest and fighting them in an open area.

You'll get a new waypoint. Open the map and follow the waypoint. On your way there

you'll find an area where you can set up camp. Keep going and you'll find a group of Black Ulgs near a body. Kill the enemies and inspect the body. Keep going forward and climb up the ladder. You'll find a patrol up there and you'll have to fight them. After the fight, keep moving towards the waypoint

You'll encounter another patrol and eventually, the rebels. After the fight, you will have the option to fight them or leave them. You actually don't have to fight them to complete the mission, so you can just leave them and inform Reindhill. If you activated both camps, you can head to the nearest camp and fast travel to the Outpost Camp.

You will gain +2 Reputation with the Bridge Alliance, 150 Gold Coins and 1400 XP. Speak to Governor Burhan (Region of Hikmet) and you will unlock the next quest, "At the Heart of the Rebellion".

**At the Heart of the Rebellion (After In Pursuit of the Tierrattah Cadachtas--you have to talk to Governor Burhan at the Governor's Palace to get these quests started again)**

*Suggested companions: Aphra and Petrus*

Complete Attack on Caravans and speak to Governor Burhan to unlock this mission.

Talk to Captain Reinild at the outpost camp. After talking to everybody, you will have to look for a patrol. **Make sure you bring a health potion.** Give a potion to the wounded soldier and you'll get +2 reputation with the Bridge Alliance. Head towards the camp and save before talking to the guard. **Use Charisma** and reload if you fail. Follow the Doneia to the camp and meet with their leader.

The camp will be under attack and you'll have to choose whether to help or kill the rebels.

Help the rebels: You will get +2 reputation with the Natives and -2 with the Bridge Alliance.

Put an end to the rebellion: You will lose -1 reputation with Siora and -6 reputation with the Natives if you help them.

Go back to Governor Burhan and you will get 1600 XP, some equipment and you'll unlock "Doctor Asili's Experiments".

## **Doctor Asili's Experiments**

*Suggested companions: Aphra and*

**Complete At the Heart of the Rebellion to unlock this quest.**

Head towards the lab to find out there are guards on the entrance. Use the scaffolding **(there's a ladder there)** to break in. Once inside, follow the waypoints and talk to the prisoners to get a new waypoint. Don't worry about killing these soldiers (they deserve it) you won't lose reputation. **You'll need Lockpicking Level 3 to free the prisoners, but you'll find the keys in the room where you find Doctor Asili.**

Defeat Asili and his men. You can now choose to **spare Asili's life.** If you kill him, you will lose -10 reputation with the Bridge Alliance. If you keep him alive you will get an extra +2 reputation with the Bridge Alliance. Killing him will end this questline prematurely. GO

back and help the prisoners escape.

Report back to Governor Burhan and you'll get 1900 XP and +2 reputation with the Bridge Alliance. **If you spared Asili's life, you will unlock the next quest, "The Trial".**

## **The Trial**

*Suggested companions: Aphra and Vasco (intuition)*

Complete Doctor Asili's Experiments and let him live in the end to unlock this mission.

Offer to help the attorney in New Serene. After speaking to her, you will have to convince a Naut to testify and have the dark powder analysed.

Make your way towards the Nauts and you'll have to defend them from some attackers. This takes care of convincing a Naut to testify. Question the researchers at the Hikmet laboratory and give them the dark powder. Turns out the dark powder can inflict the Malichor on people. Convince the woman to testify and talk to Dr Onur. You can convince him to testify if you have **Intuition Level 3**. You can do it with Intuition Level 2 and a hat with Intuition bonus. You will also find a note about his experiments on the back of the second floor.

You can also talk to Aphra and she can testify in the trial. Go back to Asili's laboratory and follow the waypoint to find some notes about the experiments to use as evidence. Lastly, meet with the survivors in Frasoneigad. Once that's done, you can go back to the attorney. Inform her about everything and choose to start the trial. If you completed all the objectives, you will gain +3 reputation with the Bridge Alliance and Asili will be executed. After the conversation, you will gain another +5 reputation with the Bridge Alliance.

Go to the execution with Aphra and you will gain 2200 XP.

## **The Origins of Theleme (Theleme Quests)**

*Suggested companions: Petrus and Vasco or Siora*

### **Trouble in Eden**

Speak to the Mother Cardinal to start this quest. This quest can be done alongside the main mission Demoniactal Cult. They're both in the same village.

Talk to Father Iustinius in Tír Dob, "The Black Lands". You'll find a Camp Area nearby.

You'll get several waypoints after talking to Father Iustinius. Talk to all of them to learn more about the story. After talking to Sister Eugenia you'll get the objective "Investigate the theft of the tablets of Saint Matheus, and after that, you can talk to Brother Virgil. With Level 1 Intuition you'll be able to "ask him about his mission with the natives".

Enter the cabin near Sister Eugenia and investigate it. Follow the remaining waypoint and save before talking to chief Ler. You'll get the chance to **use Charisma, reload if unsuccessful. Go and talk to Vindwal afterwards, but make sure you at least Level 1 Intuition**. Use Intuition to get her talking.

She will give you the location of the tablets and say that the "left path" is a trap and that you shouldn't take that path, but... Taking the left path will trigger the good outcome of this quest. If you take the right path, you'll have to fight the thieves, so take the left path,

plus you get to defuse those traps and keep them for yourself. Before you get to the fork, go and set up the camp area.

As you make your way back, you'll find Vindwal and after the conversation, you'll get +1 reputation with the Natives (if you took the left path). Bring the tablets back to Eden (use the Camp you set up earlier to get there faster) and you'll gain +2 reputation with Theleme, 1300 XP and 50 Gold Coins. You will also unlock the next quest "Theological Conflicts".

## Theological Conflicts

*Suggested companions: Petrus and Siora or Aphra*

Complete Trouble in Eden to unlock this quest.

NOTE: This mission can be completed alongside Face to Face With The Demon. Start with this quest until you arrive at Vedvildie and there you can do both at once.

This quest will start immediately after completing Trouble in Eden and you'll have to wait 24 hours for the research to be completed. Use the camp nearby to skip time and go to the cabin to ask about the research. Inspect the man on the table and ask Ler about it. You'll gain +1 reputation with the Natives. Go to Vindwal and ask for her for an antidote then give it to Brother Fidelis.

You'll be sent to find the Theological's Camp. On the way there, you'll pass through a swamp (this swamp is great for fighting Andrigs and Dandrigs, two monsters that can drop gems like Obsidian, Amber and Ruby that are needed to craft high-level upgrades).

In this same swamp, you'll find several human corpses that you can loot and some have very good loot. TIP: Equip armour pieces with Loot Chance bonus to increase the loot even further. Upon leaving the swamp, you'll arrive at Vedvildie. Open the map and you'll see a question mark nearby, that's a camp area, go activate it. When you arrive at your destination, you'll hear Brother Virgil and Sister Eugenia arguing, get closer to trigger a cutscene. Talk to both.

You'll get three new waypoints. Go to the one to the southwest first. Open the map and you'll see a question mark on the way there, that's a Camp Area you can activate. Head to the waypoint, climb up the ladder, and you'll see a corpse you can examine.

Examining the body will get you or your companions deducting what actually happened, but if you have **Science Level 2**, De Sardet will say his death was staged. Killed somewhere else and dragged there to make it look like he fell to his death. **Having Siora on the team and Science Level 2 lead to the same conclusion about the man's death, so do not worry about it, simply bring Siora with you.**

Inspect the remaining two, head back to the camp, save your game and go talk to Brother Virgil. You'll have three options and all of them trigger different outcomes:

**Order him to leave the expedition (otherwise you'll lose rep with Siora)**

You get 50 Gold Coins and +1 Reputation with Theleme.

Reveal what happened to everyone

**You will get +2 Reputation with Thélème and you'll have to fight Brother Virgil. After that, you'll talk to Eugenia and lose 1 Reputation with Theleme because you killed Brother Virgil. The rest of this questline's missions will be given by Eugenia.**

Accept the gold and take his side (100 Gold Coins)

You get 100 Gold Coins and +3 Reputation with Theleme. If Siora is in your party, you will lose -1 reputation with her.

You will gain 1600 XP and unlock the next quest "In the Footsteps of Saint Matheus".

## **In the Footsteps of Saint Matheus**

*Suggested companions: Petrus and Vasco*

Complete Theological Conflicts to unlock this quest.

The first objective is to find out where Saint Matheus went in Vedvilvie. Follow the waypoint and when you get there, you'll find a camp area and a Nadaig. You'll have to defeat the Nadaig Magamen. Use Stasis to position yourself behind him and attack. Do this until you get the hang of his attacks. Beyond the Nadaig you'll find a cave. Go to Excavations Site Camp and stick to the right edge of the map.

In this cave, you can find the entire set of Saint Matheus' legendary armour. You'll need Intuition Level 2 to sneak through a crevice.

Go further into the cave and you'll find a room with paintings on the wall. Inspect the marked spots and gather proof of Saint Matheus' presence. You'll gain 1900 XP and unlock the next quest, Saint and Wild.

## **Saint and Wild**

*Suggested companions: Petrus and Vasco*

Complete In the Footsteps of Saint Matheus to unlock this mission. This walkthrough assumes you banished Brother Virgil during the questline.

Inform sister Eugenia/Virgil about all your discoveries. When you return the tablets, you will get +2 reputation with Theleme.

The development of this mission will be different depending on what you did during Theological Conflicts. Go to the missionaries' camp and talk to whoever gave you the quest and report your discoveries. You have the option of revealing the whole truth and give her the tablets or to hide the truth and keep the tablets for yourself. You will gain +1 reputation with Theleme if you reveal the truth and Brother Virgil will ambush you if you banished him before.

Meet with Sister Eugenia at the capitol 24 hours later. Travel to San Matheus. Convincing Mother Cardinal will be very difficult unless you have Intuition Level 3. If you have Intuition Level 2, make sure to wear the Discoverer's Hat to increase your Intuition. Otherwise, save before talking to her because you'll have to use Charisma. If both of those fails, bring Father Petrus with you and let him speak. Having Siora in your team will also be helpful if all your dialogue options fail.

If you side with Brother Virgil, you can find him in Tir Dob and blow up the cave for him. You will have to kill sister Eugenia and all the missionaries. Either way, you'll get +3 reputation with Theleme and 2200 XP.

## **The Nauts' Secrets (Nauts Quests)**

*Suggested companions for all these quests: Vasco and Kurt*

Note that it might be better to do the "The Suffering of Constantin" first:

For "The Suffering of Constantin" quest, there's a task to find the missing villagers. After finding the pot and interacting with it, move South to find the bloodstains and follow them (there will be a task that says "Find missing villagers" and a quest marker to a certain cave near that pot. Even if you can't find the bloodstains (so hard to see), that cave is where the quest wants you to go.

At the same time you're searching for the missing villagers in this quest, there's a final part of the "The Naut's Secrets: Sub Rosa" quest in which you're given the task to Find Alba. This is the cave to find her in. If you swap to "Sub Rosa" instead of continuing "The Suffering of Constantin", you'll find the villages for Constantin quest and set traps for the beasts in the first part of the cave, then--instead of leaving the cave at that point as De Sardis says they should, continue through the cave and save Alba, finishing the Naut's Secrets quest first.

## **The Admiral's Secret Service**

*Suggested companions for all these quests: Vasco and Kurt*

**Speak to Admiral Cabral after the Treason! mission.**

Follow the waypoint and talk to Captain Ruben. Question his crew about Alba and head to the tavern to investigate. Talk to the soldier guarding the entrance to the basement and he'll tell you to speak to the soldier on leave.

Question him and then buy a bottle of brandy from the bartender, then question the soldier on leave again. Follow the new waypoint and find the dead drop. Wait until nightfall (the game will ask you if you want to wait until nightfall and will advance you automatically if you got to the location) to catch the person using the dead drop. **Don't catch him too quick or you'll have to kill him and reload.**

**Don't do this right away:** You'll see a group of drunkards. **Ordering them to leave is the only option that will clear the quest.** Return to the vantage point afterwards.

Follow the man when he arrives at the dead drop **(again, don't do this too quickly or you'll have to kill him)** and approach them when he meets up with the man giving the orders. **Use Charisma** once again and he'll give you the messages he received. Report to the Admiral. You will gain 1300 XP, +3 reputation with the Nauts and unlock "The Spy From Theleme" mission.

## **The Spy from Theleme**

*Suggested companions for all these quests: Vasco and Kurt*

Complete The Admiral's Secret Service to unlock this mission.

Travel to San Matheus and investigate the port. Speak to Second Mate Fernando in the Harbour Master's Office and ask him about Alba, then head to the port and question the Nauts.

They will point you in the direction of Alba's father. Head to the tavern and speak to



Master Laurens. Ask him about his daughter. Travel to Wenshaganaw, follow the waypoint and find the sleuth. When you spot him, eavesdrop on his conversation and approach them. You can **use Charisma** or bribe him to stop the hunt. **Interrupt, don't order.**

Free the native and the mission will be over. You'll get 1600 XP and +3 reputation with the Nauts. You will also unlock the next mission, "Sub Rosa".

## Sub Rosa

*Suggested companions for all these quests: Vasco and Kurt*

Complete The Spy From Theleme to unlock this mission.

**BAD OUTCOME WARNING: There is a mission where you have to clear out the animals in the area. You need to finish this mission before this one in order to get the good outcome. If you don't, Alba will die and you will lose -2 reputation with the Nauts.** How do you save Alba in the Sub Rosa mission? Instead of going straight to the cave, go back to the village and talk to the healer to obtain a quest to clear out the monsters in the cave, so when Alba goes to the cave, the monsters won't be there and she will be spared.

Talk to the guide in Whenshaveye and he will give you the location of a cave. Follow the waypoint and enter the cave. Once inside the cave, follow Alba's Trail.

This is your last chance to complete the quest to clear out the animals. You can go back to the village and speak to the healer to get this quest.

Go up the ladder and open the chest. Continue on your way towards the waypoint and you'll find Alba, but you'll have to fight her. Watch the cutscene after the fight and you'll have the option of sparing her or executing her.

Spare her and she will deny being the one auctioning the Naut's secrets. You will get 1900 XP, +2 reputation with the Nauts and unlock the next mission, "The Enemy Within".

## The Enemy Within

*Suggested companions for all these quests: Vasco and Kurt*

Complete Sub Rosa to unlock this mission.

Speak to Admiral Cabral and inform about everything. You will gain +3 reputation with the Nauts if you saved Alba. She will tell you to question Captain Ruben's crew.

Follow the waypoints and talk to his crew. Make sure you have at least Intuition Level 1 or 100 Gold Coins. If you don't have either, wear the Discoverer's Hat to increase your Intuition level. Talk to Gretchen in the tavern and ask her about Captain Ruben. Use Intuition or bribe her to speak.

Wait until nightfall and follow Captain Ruben. When he arrives at his destination you'll trigger a cutscene and you'll have the option to intervene on the spot or to **wait and see what he put in the box**. Choose the latter and report to the admiral.

Tell her about the dead drop and Ruben. This will give Admiral Cabral the proof she needs to get rid of Captain Ruben. Follow the new waypoint back to the meeting spot. Watch the cutscene and help the admiral during the fight. Loot the corpses and talk to Admiral Cabral. You'll gain +5 reputation with the Nauts and 2200 XP.

## **DLC The De Vespe Conspiracy**

This starts either after *On the High King's Trail* or *Searching for Constantin*. To activate a new task, you must return to any house of De Sarde, (for example, in New Serena) and read the note located on the chest. After a short conversation with your partners, you can go on a story mission.

### **First Contact**

*Suggested companions for all these quests: Your love interest and*

The player needs to learn more about De Vespa, so we follow the marker to New Serena to the house of Mrs. Morange. The girl will advise the hero to be careful and send him to meet with Aurelia De Vespe in a previously closed part of the world.

To move to a new location, we go to the camp at the rocky cliff in Frasonegad, "Forest of the Ancients". We follow to the marker and move to Aydag-Ol-Kreydo, "Burning Blood".

We go along the path to the camp and meet new previously unseen monsters. We defeat the monsters and make our way along a straight path to the De Vespe camp.

We meet with the girl and find out that the uncle of the protagonist has agreed on the marriage of Constantine and Orelia.

Upon arrival, they were robbed and taken away one of the boxes with marriage documents. We go in search of thieves. The squad members assume that the contract may not be real, so they are obliged to verify it for authenticity.

We move to the marker and sequentially study several points on the map.

The trail will lead the heroes into the forest, and then to the waterfall, where they will stumble upon a camp of thieves.

There's also a legendary weapon in an unmarked cave along this path, right before going across the upper Natural Bridge. It's near a waterfall. Not far to the right, there's another unmarked place to find a legendary weapon. You need Vigor (balance) to cross the log to get it.

We fight with monsters and carefully study the staging post. To do this, we first examine the fire and boxes with objects.

After a short conversation with the squad, we continue to search for the box. We move forward and find an object on the ground.

The hero will not be able to open the box unnoticed, so the team decides not to get inside the vault. In the distance, the heroes will notice the mercenaries, so we get to the edge of the elevation and examine the people.

The squad realizes that Orelia has sent them into a trap. The safe path will be littered with a stone, so we return to the camp down the slope and break through with a fight through a small squad of enemies.

Having reached the safe zone, the princess will inform the hero of her intention to test the team. After a short dialogue, we give the girl the casket and get a marriage contract in return, which must be handed over to Konstantin. She will also ask to prepare the city for the wedding ceremony as soon as possible.

### **Compromising Documents**

*Suggested companions for all these quests: Your love interest and Petrus*

We leave the camp and talk to the group. The heroes decide to get ahead of Aurelia and meet with the rulers of Hikmet and San Mateus in order to thwart De Vespe's plans.

First, we go to the governor Burkhan, following the marker. We move to the De Sardé residence and talk to the ruler in the castle. The heroes will be outstripped by the ambassador of Orelia, but the girl will not be able to win over Burkhan. The man will expel the messenger from the castle and tell the hero about the location of the De Vespe camp outside the city.

We set off on the marker to find incriminating dossiers in the vicinity of Hikmet. After getting out of the city, the heroes must eavesdrop **(SAVE BEFORE APPROACHING AND USE SNEAK, MAYBE HAZE)** on the conversation of De Vespe's messengers or kill them all in order to get a note with a hint. We leave for the stump and examine it.

The squad will fall into another trap, so we deal with all the enemies and examine their bodies. De Sarde learns that incriminating documents were handed over to a certain merchant in Hikmet.

We return to the city and follow to its eastern side. We communicate with the merchant and **use charisma** to persuade him to give the box to the hero. We go into a small room behind the merchant and find documents in a small box.

Now we go to the De Sarde residence in San Mateus. We go out into the street and find a note from the guard. We follow the road to the right and communicate with him.

He will tell you about the arrival of the servants of Orelia in the city. We move to the tavern and talk with the envoy of Orelia.

The man will refuse to talk about the box, so we bribe him with booze or **use charisma to persuade**. The box has already been transferred to the inquisitors, so we leave the tavern and follow to the warehouse marked on the map.

Inside the heroes, a detachment of cutthroats from Orelia De Vespe is already awaiting, who will refuse to cooperate with De Sard. We destroy all opponents and take the second dossier.

We leave the warehouse and deal with enemy reinforcements. We return to New Serena and find leaflets denigrating the honor of De Sarde.

We follow to the marked point in order to find out information about who did it. We go to the square and observe the reaction of city residents to false leaflets.

We communicate with the girl on the left in an orange dress and move to the barracks. We go down to the lower floor and meet the girl in the prison cell.

The flyer will tell you that she was forcibly forced to place posters all over the city. She will ask to release a friend from the De Vespe camp. We follow to the point and destroy a small detachment of opponents.

We talk with the prisoner, who will tell you where to find the remaining leaflets. We follow to the marker, deal with the numerous army of the enemy and destroy all the posters.

Recovering all the secret documents is an achievement.

We go to the governor's palace and show the found documents to Monsieur De Coursillon. The man will confirm the fictitiousness of the marriage contract, and also advise you to get a fake seal from Orelia De Vespe.

## Strike Back

*Suggested companions for all these quests: Your love interest and*

We leave for the house of Mrs. Morange and discuss with her a red herring. Before leaving for the De Vespe camp, we follow to the port and talk to Admiral Cabral, who will tell you about the missing Nauts.

We leave the city through the eastern gate and move to another location to search for sailors. We immediately go down and find another camp of Orelia.

We destroy all opponents and find the key to the Naut key on the table or in the backpack of one of the defeated mercenaries. We also find some notes about the rulers of the cities.

We go down the stairs and open the captured Navts. They will tell you a little about Orelia and her plans. We follow to the main camp of De Vespe and deal with all the enemies.

There's a cave on the far South (from Ruins Camps). Both sides are connected. There's a legendary weapon there (chest and loot on right side above the cave opening).

In the central tent of Princess De Vespe we find on the table a false seal and a diary on the nightstand next to the bed. We go through the entire location to the marker to ask the locals about poisonous plants. To do this, we go down in the center of the map down to an open clearing.

The village is far North in the top dark spot of the map. The islanders will give a flask with medicine for poisoning and ask to quickly deal with Aurelia De Vespe. We return to New Serena to rescue Mistress Morange.

We give the girl the antidote and go to the castle to arrest Princess De Vespe.

All the evidence found allows De Sarde to carry out his plan and take Aurelia into custody.

Monsieur de Coursillon will advise you to get rid of the found documents, so we leave the castle and go to our house. Choose whether to do that for your companions as well. We throw all the papers into the fireplace and complete the plot addition.

## CONTRACT MISSIONS Walkthroughs

Contract Missions are special combat focused missions with quick rewards. This GreedFall Contract Missions Guide will tell you where to find more Contract Missions, how to find the enemies that are targeted and the rewards you receive upon completion.

Unlike side quests and main story quests, Contracts are special missions that can only be obtained from Contract Boards set up throughout the game world. Certain areas will feature a board, you simply approach it and grab a mission to begin the Contract. They typically involve hunting down nearby creatures. Note that there's no way to set quest markers to get to them.

GreedFall Contract Missions Guide (2 in each location):

Wenshaganaw Contract

- Enraged Dantrig
- Neutralize the Thieving Scholar

### Vedrad Contracts

- Pest Control
- Stolen Cargo

### Tir Dob Contracts

- Destroy Yorglans Nests
- The Traveler's Grave

### Magasvar Contracts

- Dispose of the Thieves
- Missing Scout

### Aidag Ol Creidaw Contracts (DLC)

- The Missing Servant
- Dispose of the Thieves

See the maps that have locations to complete each of these:

<https://greedfall.fandom.com/wiki/Quests#Missions>

## **Where to Find Legendary Armour & Weapons**

### 1.1 Merchant Prince Armour Set

### 1.2 Commander's Legendary Set

### 1.3 Saint Matheus' Legendary Set

## 2 Where to find Legendary Weapons in Greedfall

### 2.1 Hammer of The Forgotten God

### 2.2 Scimitar

### 2.3 Broadsword of The Deceased King

### 2.4 Light Flamberge

### 2.5 Yataghan

### 2.6 Great Scythe

### Merchant Prince Armour Set

There's a very easy way to find a whole set of Legendary Armour in Greedfall. If you want to kill two birds with one stone, read our [The Suffering of Constantin](#) guide to learn how to get the best outcome of the quest and get yourself some legendary loot, otherwise, read this page.

The first thing you have to do is travel to Wenshaganaw, "The Singing Waters". There, you will find a locked chest with a whole set of legendary armour. There are two ways to open this chest. The first way involves killing a boss and a group of bandits. When you approach the boss, the bandits will also start fighting the boss and you can just let them fight as the boss will kill them for you. After that, you'll have to kill the boss and then loot the bandits.

One of them will be holding the Rich Merchant's Key. With this key, you can open the chest. The other way of doing it is to simply get Lockpicking Level 2 or 3 and go directly towards the chest. If you have Lockpicking Level 2, you can craft a Strap upgrade to your

Chest Armour with Lockpicking bonus and it'll increase your level by 1.

Are there any other ways of getting the key without fighting the boss and having Lockpicking level 2 or 3?

In short, yes. Simply wait until the bandits get killed by the boss and sneak behind the boss using Stealth Mode, then loot the corpses. To make this even easier you can craft or buy a Haze Potion or Greater Haze Potion to ensure you don't trigger a fight with the boss.

#### Commander's Legendary Set

You can find this entire set in the Warehouse of The Coin in San Matheus. There's a chest there that requires Lockpicking Level 3. To find the key you must complete Kurt's Settling Scores quest, but you must wait until after you finish the Treason! main mission.

#### Saint Matheus' Legendary Set

You can find this set in a cave in Vedvilvie. You go to this cave during the In the Footsteps of Saint Matheus side quest. Check out our guide on The Origins of Theleme questline to know how to get there.

#### Hammer of The Forgotten God

This is one of the easiest ones to obtain. The only thing you have to do is complete the The Man With The Silver Coin side quest and check your personal chest. The weapon will be there.

#### Scimitar

Before you can pick up this weapon, you'll have to have at least Vigor Level 1. With Vigor level 1, you can increase it to Level 2 by wearing a Chest Armour piece with Vigor bonus. You don't actually have to spend any points in Craftmanship, simply equip the Goldsmith Gloves. If you, for some reason, don't have the Goldsmith Gloves, you can buy the Blacksmith Gloves from merchants. Both of these give you one level in Craftmanship.

After that, craft a Strap add-on to your Chest Armour piece and make sure it gives you one point in Vigor, and essentially, you'll have Vigor Level 2.

Next, you can pick up the Scimitar right after starting the Old Countries in a New World main mission. Instead of travelling to Wenshaganaw, you can go to Glendnamvar, "The Shore of The Tall Bones".

When you get there, you'll find a broken bridge, where you'll need Vigor Level 2 in order to jump.

You will find a chest there with the Scimitar.

#### Broadsword of The Deceased King

Complete Champion of the Arena side quest to obtain this weapon.

#### Light Flamberge

This weapon can be found very early in the game, but the challenge is getting past the bandits guarding the chest. They're high-level enemies and they will have a skull above their head if you see them early. This means they're a level way above yours, and there's no way to sneak past them without a Greater Haze Potion, which is a high-level potion.

#### Yataghan

You can find this weapon fight after killing the boss during the The Ancient Ruins mission. The chest is in the same area where you kill the boss.

### Great Scythe

This weapon can be found during the In Pursuit of the Tierna Harh Cadachtas main mission. Travel to Frasoneigad and go to the Root's Passage in the northwest side of the map. You can only access this site during and after the In Pursuit of the Tierna Harh Cadachtas main mission.

### MISSABLE WEAPON ALERT - GREAT SCYTHE

In this cave, you'll find a Legendary Weapon called the Great Scythe. Instead of going left in the first fork, take the right path. Follow that path until the end and you'll find the Great Scythe resting on a vase

### Vedrad, the red woods.

Top left of map hidden door to cerghanes. follow path through to a hollowed out tree in middle of a downward hole. keep right and follow path which will lead you to a chest with 2 legendary items: Warrior kings gauntlets and Warrior kings pantaloons.

The dlc has a lot of legendary weapons, too. I included them in the dlc walkthrough.