

## ARRIVAL

### Area Notes:

The goal of this section is to complete the tutorials and get your character to level 2 or higher in each sphere.

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Go to Kiri Tentrees"	A	Tan Fen Greatcloud	A, T	Hail Tan Fen Greatcloud (directly in front of you). He will offer quest... continue up into village. Kiri Tentrees is by the well.	Kiri Tentrees
	A	Kiri Tentrees	D		
"Report to Sixfish"	A	Kiri Tentrees	A, T		Veteran Sixfish
"Warming up", "They hate the smell"	A	Veteran Sixfish	A, C, T	Kill 5 Gataro podling, collect 10 carmelia seed	Veteran Sixfish
"Go Train"	A	Veteran Sixfish	A, T		<Trainer>
	A	<Trainer>	L		
"Return to Veteran Sixfish"	A	<Trainer>	A		
"The Artisan"	C	Kamashi Sunrain	A		
"The Diplomat"	D	Shui Redwine	A, C, T	Possible dialog?	Haruji Fourwaves
In order: "Basics of diplomacy", "Learning statements", "Details of expression", "Civic diplomacy", "Station & presence", "Presence & rewards"	D	Haruji Fourwaves	A, C, L, P, T	Complete various tutorials that explain aspects of diplomacy	Haruji Fourwaves
"Information"	D	Haruji Fourwaves	A, P, C, T	Complete parlay with Kwo Halfmoon, return to Haruji Fourwaves for reward	Haruji Fourwaves
"A larger world"	D	Haruji Fourwaves	A, T		Juritor Aya Sa (second floor)
"The hobgoblin threat", "Sun Village Supplies"	D	Juritor Aya Sa (Hobgoblin threat), Isoroka Justword (Sun Village Supplies)	A, P, T	Parlay w/ Juritor Aya Sa then go downstairs (near the trainer) and Parlay with Isoroka Justword to get Sun Village Supply Key. There are a number of non-quest related chests, crates, and barrels throughout the island that you can open to receive extra loot. Some are not locked but others seem to require this key to open.	Isoroka Justword (Sun Village Supplies)
"The Artisan"	C		T		Jinra Stormvalley
	C	Jinra Stormvalley	A, C, L, T	Pick profession by selecting the appropriate quest (ie: "Path of the ..." with the choices of Artisan, Blacksmith, and Outfitter)	Jinra Stormvalley
In order: "Crafting tools", "Using utilities", "The Crafting process", "Complications & quality", "Proper attire"	C	Jinra Stormvalley	A, D, C, L, T	Read through dialogs and run back and forth from Jinra to Yoshin (her brother.. he is in the next room) as directed to accept and complete the quests. Craft items on the appropriate bench as needed. Buy additional tools and utilities as needed. There is also a Sun Village Chest you can loot near Yoshin (Sun Village Key not required)	Jinra Stormvalley, Yoshin Stormvalley
"Work orders"	C	Jinra Stormvalley	A, L, C, T	Accept a work order ("Introductory work order"?) from Yoshin, complete it, turn it in to Yoshin, then return to Jinra.	Jinra Stormvalley
"Assembly"	C	Jinra Stormvalley	A, C, L, T	Using Assembly Bench (second floor), complete assigned recipe.	Jinra Stormvalley
"Learn recipes", "Harvesting training"	C	Jinra Stormvalley	A		
"Yoshin's Support"	C	Yoshin Stormvalley	A, T		Dosha Redwine
"Emergency Supplies"	C	Dosha Redwine	A, C, T	Craft Tentrees armor (3) and Tentrees tools (2)	Dosha Redwine
"Journey to Tentrees"	C	Dosha Redwine	A		
"Learning recipes"	C		T	While here, also learn any recipes she has to offer... they are all free. This will include your basic refining receipes.	Inuto Dragonblade
"Harvesting training"	C		T		Isa Uyo Tentrees

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<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
In order: "Choosing skills", "Practicing Harvesting", then pick your harvesting skills (Note: tutorial currently does not actually make you do gather anything... bugged?)	C	Isa Uyo Tentrees	A, D, C, L T	Complete tutorial, pick primary & secondary harvesting skills, buy harvesting tools	Isa Uyo Tentrees
	C		L	Head across bridge near Iso Uyo Tentrees & turn left (past magistrate's house), harvest until both skills 40+. Be careful about aggressive mobs (skinners, try to skin animals killed by NPCs in area, wait until later if needed)	
"Journey to Tentrees"	C		T		Kamashi Sunrain
"Fortify the perimeter"	C	Kamashi Sunrain	A	There is also a Sun Village Supply chest on the unfinished second floor of the building just Southeast of Kamashi (between Kamashi and Veteran Sixfish). Sun Village Supply Key appears to be required.	
"The hobgoblin threat"	D		P, C, T	Parlay w/ Aoma Sixfish, Kamashi Sunrain, Hiro Tentrees, and Shui Redwine	Shui Redwine
"Earth Den investigation"	D	Shui Redwine	A, P	Start the quest, parlay with Shui Redwine (rest of quest will be completed later)	

## TENTREES

### Area Notes:

In the swamp you can find two named hobgoblins plus the Tenby (Tenby requires that you have received a magic cookie as a drop, can drop anywhere on the Isle. Be prepared to fight a level 6 monster)

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Family tools"	A	Rin Go Tentrees	A		
"Return to Veteran Sixfish"	A		T		Veteran Sixfish
"Drive them back"	A	Veteran Sixfish	A	(Receive a potion used for the quest)	
"Family tools", "Drive them back"	A		C	Get tools from hut, use potion to drive back 5 Mature Gataro, kill 5 Marsh Dwellers (also grind out a few extra)	
"Family tools"	A		T		Rin Go Tentrees
"Drive them back"	A		T		Veteran Sixfish
"Trial of the Isle", "Aid for the hermit"	A	Veteran Sixfish	A		
"Fortify the perimeter"	C		C, T	Craft required items, click on glowing stones by 3 buildings in Tentrees	Kamashi Sunrain
"Sun Village armor"	C	Kamashi Sunrain	A, C, T	Craft required components, get additional components from Sun Village, assemble into final items	Kamashi Sunrain
"Craftsman's assault"	C	Kamashi Sunrain	A, C	Craft required component(s)	
"Magic of the Swamp"	C	Kan He Blackiris	A (plus gathering)	Get quest then head into the swamp. Collect 'glowing' mushrooms on your way (collect at least 3... a couple spares will come in handy if you have a bad crafting session or 2).	
"Aid for the hermit"	A		T		Hom On Ovis (the Hermit)
"Disturbing the waters"	A	Hom On Ovis	A, C, T	Kill 5 Gataro Divers and 5 Darkhide crocodiles	Hom On Ovis
"Hobgoblin menace"	A	Hom On Ovis	A, C, T	Kill 5 hobgoblin overseers	Hom On Ovis
	A		C		
"Trial of the Isle"	A		D	Find the "rune covered tablet", click (right click?) to complete quest	<Click rune covered tablet to complete quest>
"Thief in the night"	A	Rune covered tablet	A, C, T	Head North across water, get shard from dead hobgoblins, return to stone, die, get revived by Aya Nimblecat	Aya Nimblecat
"Trial of the Isle"	A		T		Veteran Sixfish
"Report to Kiri Tentrees"	A	Veteran Sixfish	A, T	You will receive the Dawn Charm (first component of the Bracelet of Lucky Charms... one of the final rewards on the Isle of Dawn).	Kiri Tentrees
"Rendezvous with Eni Jaderiver"	A	Kiri Tentrees	A, L	Follow instructions to visit trainers but hold off on Eni Jaderiver	
"Magic of the Swamp"	C		C, T	Craft required items and turn in the quest.	Kan He Blackiris.
"Hobgoblin patrols"	A	Onu Whiteleaf	A	(Onu Whiteleaf is on the road to Earth Den)	
"Shina's new weapon"	C	Veteran Shina Blackleaf	A		
"Earth Den investigation"	D		P, C	Parlay w/ Veteran Hanoru Redmist & Jenzu (location 1, above Earth Den). Also: while in the area, kill marsh toads to get tattered basilisk spike for use in a later quest.	
"Craftsman's assault"	C		C	Stand on road to Earth Den (by the Hobgoblin Watchers) & place explosives	
"Hobgoblin patrols"	A		C, T	Kill 5 Hobgoblin watchers	Onu Whiteleaf

## TENTREES

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Craftsman's assault"	C		T		Komashi Sunrain
"Salvaging memories"	C	Kamashi Sunrain	A		
"Earth Den investigation"	D		T		Shui Redwine
"Lo Ke the Fate Render"	D	Shui Redwine	A, P, T	Parlay with Lo Ke the Fate Render (location 1, Bamboo Grove), guards defend you	Shui Redwine
"Proper negotiations"	D	Shui Redwine	A, P, T	Parlay again with Lo Ke. There is also a small chest and a grain barrel nearby... Sun Village Supply Key appears to be required to open.	Shui Redwine
Shui's Report	D	Shui Redwine	A		

## GAI'S NOUSA

### Area Notes:

There are two named hobgoblins in Gai's Nousa: Darak and Asak. There are also two Sun Village Supplies... one in a shed on North side of village (key not required) and one on in the burnt out house on the hill to the South (Sun Village Supply Key required)

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To:</u>
"Pillars in harmony"	D	Veteran Kimaso Blackleaf	A	Go through Sun Village and cross the bridge on the North East side of town to find the Magistrate's hut... you will visit this area a lot.	
"Shui's report"	D		T		Taejin
"Reclaimer", "Pillars in harmony"	D	Taejin	A, P	Accept "Reclaimer", parlay twice with Taejin (once for Reclaimer and once for Pillars in harmony). <b>Strategy Suggestion:</b> You will parlay with Taejin several times and he will get progressively tougher. The key to Taejin is to starve him of expression so load your demand, reason, and inspire repeats. He will give you a decent amount of reason, inspire, and flatter so have those assertions loaded as well as a couple no-cost statements (if you have room). Avoid statements that give him +1 expression (or more) across the board as that allows him to hit you with one of his big assertions.	
	C		L	Harvest until primary and secondary skills are 60+	
"Reclaimer"	D		P	Cross the bridge back to Sun Village and turn right. Parlay with Veteran Blackiris.	
"Pillars in harmony"	D		P	Go south along the waterfront and parlay with Hito Long Versesinger. Continue South and parlay with Nanri Hearthmoon	
"Reclaimer"	D		P	Go back a little to North (by the large docks) and then take the path up the hill to the well and parlay with Veteran Nightwalker.	
"Chicken round-up"	A	Yokioni Twofist	A, C (partial)	Go North of the well to find Yokioni (she is surrounded by chickens) and get the quest. Equip the chicken prod Yokioni gives you. Don't worry about the chickens right by Yokioni, you are looking for the chickens that are running around the rest of Sun Village (right click them to send them scurrying home). For now, get the 5 or 6 chickens that are close by (start by the hut a little North of Yokioni and work your way around the buildings then continue Southeast... you will pass by Hito Long Versesinger and Isoy Uyo Tentrees).	
"Chicken round-up", "Tier quests", "Item enhancement"	A/C	Jinra Stormvalley (Tier quests, Item enhancement)	A, C, D, T	Proceed up the the hill to the crafting hall (1-2 more chickens in this area) and get 2 new crafting quests from Jinra. Dialog with her to complete Tier quests.	Jinra Stormvalley (Tier quests)
"Shina's new sword", "Item enhancement", "Pillars in Harmony"	C/D		D, P, C, T	When you hail Yoshi, you automatically complete Shina's new sword. Dialog with him to complete and turn in Item enhancement and then parlay with him for Reclaimer.	Yoshin Stormvalley (Item enhancement)
"Pillars in harmony"	D		P	Go upstairs and parlay with Inuto Dragonblade. Leave crafting hall and continue up the hill (Southeast, past the farms) and parlay with Lix Luckkin.	
"Chicken round-up"	C		C, T	Go East-SouthEast to the road and back to Sun Village (by the outdoor merchants) to get the rest of the chickens. Return to Yokioni to turn in.	Yokioni Twofist
"Pillars in harmony"	D		P, C	Go to the hut Northeast of Yokioni and parlay with Ana Fai Silverstalk to complete Pillars.	
"Reclaimer"	D		P, C	Head out of Sun Village (in the direction of Tentrees) ... just past the outdoor merchants you can parlay with Veteran Jadesword for the last Reclaimer parlay.	
"Rendevous with Eni Jaderiver"	A		T		Eni Jaderiver
"The village"	A	Eni Jaderiver	A		
"The village", "Reclaimer", "Salvaging memories", "Mysterious device"	A/C/D		C, A (Mysterious device)	Kill hobgoblins, rescue villagers, collect items for salvaging memories (going to village completes Reclaimer). At some point you will get a Mysterious Device, examine it and accept quest.	
"Mysterious device", "The village"	A		T		Eni Jaderiver
"Gateway termination"	A	Eni Jaderiver	A, C, T	Destroy 3 gateways	Eni Jaderiver
"Invading the Earth Den", "Unforgivable"	A	Eni Jaderiver	A		

## GAI'S NOUSA

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To:</u>
"Pillars in harmony", "The next step"	D		T, A ("The next step")	Turn in Pillars and accept The next step from Kimaso	Veteran Kimaso Blackleaf
"Reclaimer", "Hunter of peace"	D		T, A ("Hunter of peace")	Turn in Reclaimer and accept Hunter of peace from Taejin	Taejin

## EARTH DEN

### Area Notes:

Named: Kekvar

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Reclaimed treasures"	A	Ozu No Redturtle	A		
	C		L	Harvest until primary and secondary skills are 80+	
"Salvaged memories"	C		T	Komashi Sunrain	
"Earth Den assistance"	C	Kamashi Sunrain	A, T		Veteran Hanoru Redmist
"Prelude to hope"	C	Veteran Hanoru Redmist	A		
"Shina's new sword"	C		T		Veteran Shina Blackleaf
"Prelude to hope"	C		C, T	Go to town, craft explosive rune, go to Earth Den, set it off	Veteran Hanoru Redmist
"Warp the magic"	C	Veteran Hanoru Redmist	A, C (partial)	Return to town, craft portal breaker	
"Warp the magic", "Extinguishing flames", "Grinding stones", Stolen Heirloom, "Invading the Earth Den", "Unforgivable"	A/C	(Extinguishing flames, Grinding Stones, and Stolen Heirloom are given by Koi Le Trueverse... a ghost inside the Earth Den)	A, C, D	Head into the Earth Den, set off the portal breaker, continue in poisoning the first food supply. A little way further and you enter a large cavern... there is a ghost straight ahead of you... dialog with him and get all three quests he offers. Work your way through Earth Den killing fire imps, hobgoblins, and stone creatures (basically anything that moves. There are also three more food supplies you need to poison and four portals to close down scattered throughout the large cavern.	
"Lost Charm"	A	From object: Old dirt covered charm	A	At some point while in Earth Den, you should receive an "Old dirtcovered charm" as a drop. Inspect the charm to pick up this simple quest (you will turn it in later on... just hold on to it for now).	
"Extinguishing flames"	A		T		Koi Le Trueverse
"Grinding stones", "Stolen heirloom"	A	Koi Le Trueverse	A, C, T	Kill 6 Stone creatures, kill hobgoblins, get heirloom	Koi Le Trueverse
"Warp the magic"	C		T		Veteran Hanoru Redmist
"Sanho's missive"	C	Veteran Hanoru Redmist	A		
"Invading the Earth Den", "Unforgivable"	A		T		Eni Jaderiver
"Inform the Magistrate's representative"	A	Eni Jaderiver	A, T	You will receive the Rope of Twilight (second component of the Bracelet of Lucky Charms).	Elder Wen Starbrook

## SUN VILLAGE

### Area Notes:

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Go train"	A	Elder Wen Starbrook	A, C, L	Go to trainer, learn any adventuring skills you have earned	<Trainer in Sun Village>
"Lost Charm", "Return to Elder Wen Starbrook"	A	<Trainer in Sun Village>	A, C, T	Turn in Lost charm to Dosha Redwine (between training and crafting halls), return to Sun Village well and turn in Return to Elder Wen Starbrook.	Dosha Redwine, Elder Wen Starbrook
"Seek out Lix Luckkin"	A	Elder Wen Starbrook	D, A		
"The next step"	D		T		Iso Uyo Tentrees
"Meeting quotas"	D	Iso Uyo Tentrees	A, C, T	Gossip parlays with Sun Villagers (example: two NPCs in th building West of Iso Uyo Tentrees and the three outdoor merchants on the south end of the village) to earn "Rumor of Blackmail". Do additional civic diplomacy parlays until you are at least level 8.	Iso Uyo Tentrees
				Note: You can trigger civic diplomacy buffs for everyone in the area: find a group of 4 or 5 NPCs that are close together and all have the same civic diplomacy parlays available. In addition to the 5 I list under Meeting quotas, the training hall has a group of 4 and the crafting hall has 5 (Jinra, Yoshin, Inuto, plus Dosha and Hadin just outside). Move between the NPCs completing the same parlay until the lever reaches at least 20 points (watch your chat window). If your lever is not going up, check to see if someone else is working on the opposing lever.. if so, try working on the same one they are on or on a different lever all together.	
"As good as done"	D	Iso Uyo Tentrees	A, T	You can also turn in any civic diplomacy information you have collected for rewards.	Kwo Halfmoon
"Monster tea party"	D	Kwo Halfmoon	A, C,	Parlay with 4 villagers dressed up as hobgoblins	
"Sanho's missive"	C		T		Sanho Northwind
"Impromptu fieldwork"	C	Sanho Northwind	A		
"Monster tea party"	D		T		Taejin
"Ancient Glory"	D	Veteran Kimaso Blackleaf	A		
	C		L	Harvest until primary and secondary skills are 100+. Return to Iso Uyo Tentrees and train skills to amateur	
	C		L	Craft all harvested materials into basic recipe components (refining recipes you learned earlier)	
	D		L	Further develop diplomacy skills as desired	
"Seek out Lix Luckkin"	A		T	You visited Lix Luckkin before (for Pillars in Harmony quest)... she is SW of town past the farms.	Lix Luckkin
"Stoned operatives"	A	Lix Luckkin	A, C, T	Defeat 8 hobgoblins in the overrun farmlands. Kill rock dervishes to collect 5 salt samples.	Lix Luckkin
"Unwilling reason"	A	Lix Luckkin	A, C, D, T	Kill hobgoblin stonecallers to get ring, attack stone elementals and use ring on them to get Zalaz to spawn, talk to Zalaz and then defeat him	Lix Luckkin
"Discoveries found"	A	Lix Luckkin	A, T		Elder Wen Starbrook
"Inform the Magistrate", "Ancient Glory", "Strength defined", "Infiltration, no box required"	A	Elder Wen Starbrook (Inform...)	A, P, C, T	Accept the quest from Elder Wen Starbrook then head to the hut North of Yokioni (chicken lady) to Ana Fai Silversilk and parlay to pick up Ancient Glory. Head across the bridge and turn in Ancient Glory. Accept new quest Strength defined. Go to Taejin and turn in Inform the Magistrate and accept Infiltration.	Veteran Kimaso Blackleaf (Ancient Glory), Taejin (Inform...)



## HOBGOBLINS AND ULVARI

### Area Notes:

There are several named in these areas including Hitoki and Baefei in the Ulvari controlled hobgoblin village and Akrisna in Ki Ta Village. There is also an extra parlay in Ki Ta Village that gives you a whistle that can summon "Slappy" (a hobgoblin dancer). Slappy doesn't do anything for you (but some people find him funny).

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Hunter of peace", "Strength defined"	D		C, P, T	Go Northeast of Taejin across the harvesting area) and around the back side of Ki Ta village (be careful!). Parlay with Hobgoblin chief for each quest. Turn in Strength defined to Chief To Re. <b>Strategy suggestion:</b> Load up on "no cost" statements that give you influence but don't cost anything (example: Piece of Mind gives 3 influence with no cost). To Re gives himself almost unlimited expression, won't give you much to work with, and won't give you much time to build your own. Don't bother with repeals on him.	Chief To Re (Strength defined)
"Impromptu fieldwork", "Infiltration, no box required", "Gather solid evidence", "Reclaimed treasures"	C	<Corpse> (Gather solid evidence)	C	Examine corpse on far side of Ulvari infested hobgoblin village to complete Impromptu fieldwork then talk to Sanho when he appears behind you. Continue around rock formation (you will have to fight your way over) and examine another corpse to complete Infiltration and to get quest Gather solid evidence. Defeat ulvari and gather blood samples to complete Gather. Collect 6 of the glowing boxes to complete Reclaimed treasures.	<Infiltration is completed when you examine the second corpse>
"Reclaimed treasures", "Hunter of peace", "Gather solid evidence"	A		T	Return to Magistrate's hut and turn in these three quests.	Ozu No Redturtle (Reclaimed), Taejin (Hunter & Gather)
"Bad timing", "Warn the priests"	D	Taejin	A		
"Impromptu fieldwork"	C		T		Sanho Northwind
"Suspicious conclusions"	C	Sanho Northwind	A, C (partial)	Craft energy capture device	
"Bad timing"	D		C	Parlay with To Re again, then find Jenzu (second location) and parlay with him. For both parlay's see the Strategy Suggestion above.	
"Suspicious conclusions"	C		C	Go to Ulvari village, activate the energy capture device	
"Bad timing"	D		T		Taejin
"General truce"	D	Taejin	A, P	Parlay with the Magistrate (other parlays will be required later). <b>Strategy Suggestion:</b> The magistrate won't give you much other than a bit of flatter so again load your 'no cost' statements that give you influence... but also load any flatter statements you have along with at least one suit where you can build expression and convert it to influence. Again, don't bother with repeals.	
"Lend me a soldier"	D	Taejin	P (no qest)	While you are at the Magistrate's hut, parlay with Taejin to get a one-use scroll to summon a shotaru to your side when you need it (you may want this later on when you are in the temple). Strategy Suggestion: See earlier notes (on Gai's Nousa pages). I recommend 3 rebuts (demand, reason, inspire), your class card (ie: Shaman's Accusation if you are a shaman), piece of mind (use as a last resort), Agressive Statement, Itemized Comparison, Loud Criticism, and Enticing Whisper. There is a very long timer before you can try this parlay again so be careful.	Taejin
"Suspicious conclusions"	C		T		Sanho Northwind
"Ulvari investigation"?	C	Sanho Northwind	A		
"General truce"	D		P, C, T	Parlay with Hito Long Versesinger, Kwo Halfmoon (in Diplomacy Hall... while you are talking to him you can turn in additional info to him that you may have collected doing civic diplomacy), parlay with Hadin Starblossom (outside Crafting Hall), then go inside Sun Village Training Hall and parlay with Khu Fa Goldmerit and Daw Redbridge. Return to Magistrate.	Magistrate
"House of Shining Waves"	D	Magistrate	A		
"Ulvari information"?	C		C, D, T	Find wounded hobgoblin (near the water just outside Ki Ta Village), have dialog with him.	Sanho Northwind
"Sanho's report"	C	Sanho Northwind	A	Head toward Shining Waves village	

## SHINING WAVES

### Area Notes:

There are two named in Shinning Waves: Kotan and Olsujiks

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Hunter's blade"	C	Ta Im the Spirit Hunter (outside Shining Waves)	A		
"House of Shinning Waves"	D		T	There is a Sun Village Crate near Zuo (by the gate).	Zuo Dragonfall
"Waves breaking"	D	Zuo Dragonfall	A		
"Warn the priests"	A		T		Ish Dain Snowcrane
"Knowing is half the battle"	A	Ish Dain Snowcrane	D, A	Dialog with Ish Dain Snowcrane and then accept his quest.	
"More items for Yoshin", "Scout the Isle"	C, A	Ao Halfmoon, Veteran Gatewatcher	A	There is a Sun Village Supply Chest near Veteran Gatewatcher (by the door).	
"Sanho's report"	C		T		Mitachi Waterstone
"Ulvari counter"	C	Mitachi Waterstone	A	After you get the quest, hail Sukai Sunrain to get recipes for Ulvari Counter, then train all standard recipes she has available for you. There is also another Sun Village Supply chest right behind her.	
"Waves breaking"	D		C, T	Parlay with Zuo and Ki. <b>Strategy Suggestion:</b> Ki is another parlay who gives herself almost unlimited expression and you almost none. She doesn't give herself many dialog points, however, so she is easily defeated with a couple no-cost comments.	Zuo Dragonfall
"Cleanse the village"	D	Zuo Dragonfall	A, P	Parlay with Zuo	
"Hunter's blade", "Ulvari counter", "More supplies for Yoshin"	C		C, L	Craft all items, then go to Sun Village and speak with Yoshin to complete More supplies for Yoshin	
"Hunter's blade", "Ulvari counter", "More supplies for Yoshin"	C		T		Ta Im, Ao Halfmoon, Sukai Sunrain
"Ulvari purge"	C	Sukai Sunrain	A, C (partial)	Craft item for ulvari purge, show to Mitachi	
"Scout the Isle"	A		C, T	Rent a pegasus (NPC is outside of the monastery and a little Northeast), fly to each of the markers and through the cloud around it. Return to Shinning Waves and turn in.	Veteran Gatewatcher
"Cleanse the village", "Ulvari purge", "Knowing is half the battle"	D, C, A		C	Parlay with several NPC's just outside Shinning Waves: Miaruki Graywine, Kiashu Frostlake, Tayko Silversong, Sani Palewater. Then head into village, defeat ulvari to get pages, activate device for Ulvari purge. There is a Sun Village Supply Chest in Shining Waves at the bottom of the path outside the monastery.	
"Cleanse the village"	D		T		Zuo Dragonfall
"Hobgoblin reunion"	D	Zuo Dragonfall	A		
"Knowing is half the battle"	A		T		Ish Dain Snowcrane
"Living on a prayer"	A	Ish Dain Snowcrane	A, C, T	Click on the altar to pray	Ish Dain Snowcrane
"Ascension", "The right stuff"	A	Ish Dain Snowcrane	A		
"Ulvari purge"	C		T		Sukai Sunrain
"Introducing Ki"	C	?	A, T		Ki
"Ruthless hunter"	C	Ki	A, C (partial)	Craft amulet	

## SHINING WAVES

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
"Hobgoblin reunion"	D		C, T	Parlay with Lo Ke (second location). <b>Strategy Suggestion:</b> It looks like Lo Ke has been practicing his diplomacy skills since your last encounter as he can be much harder to beat. The first thing you want to do is block him from getting 6 demand so load your demand rebut and, for good measure, your reason rebut. Load the following assertions and use them when you can: Agressive Statement, Enticing Whisper, Itemized Comparison, and Loud Criticism. Also have no-cost statements (such as Piece of Mind and Good Point) loaded so when he wipes out your expression you have something you can do.	Zuo Dragonfall
"Shinning Waves investigation"	D	Zuo Dragonfall	A, C, T	In the village, examine various object that leave clues about Jenzo	Zuo Dragonfall
			L	Recommend: grind to level 10 in all spheres if needed and that you learn all your level 10 adventuring skills	
"Cooperative attack", "Lend me a soldier"	D	Zuo Dragonfall (Cooperative), Taejin (Lend me..)	A, P, C, T	Parlay with Magistrate and To Re about attacking the temple together. If you were not successful with "Lend me a soldier earlier" (during the Hobgoblins and Ulvari chapter), try again now (see strategy suggestion on the earlier entry.	Taejin (Lend me...), Zuo Dragonfall (Cooperative)
"Break of Dawn"	D	Zuo Dragonfall	A		
"The shotaru"	A	?	A		
"The right stuff"	A		T	Get mount, equip it, climb on, and head to the temple	

## TEMPLE

### Area Notes:

There are a number of named inside the temple: Iksau, Kresnak, etc. etc.. Be cautious in the temple as it can be very hard to avoid adds. If you die you go all the way back to Shining Waves village.

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
Shotaru	A		C (Partial)	There are 3 hills leading to the temple (directly in front). Each hill has one of the 5 needed Shotaru (other 2 are inside). Defeat each on your way to the temple.	
Ulvari Purge	C		C/T	Enter the temple (I believe you have to pass through the doors), then go back to the balcony and talk to Ki (location 2).	Ki
Ulvari Requiem	C	Mitachi (Location 2)	A	Don't worry about crafting this item for now. If you die in the temple you return to Shining Waves and can craft it then. Otherwise it will wait until after the other temple quests.	
A Second Chance	A	Ang Di Lowrock	D, A	Go back inside and talk to Ang Di Lowrock (a ghost just inside). You must complete his quests to be able to complete Ascension.	
Break of Dawn	D		P, C	Fight your way down the ramp, turn right and fight your way over to the "gravity well". Go around the well and you will see a ledge part of the way down. Drop down and parlay with Jenzu (location 3... Jenzu in the Temple). <b>Strategy Suggestion:</b> load your no-cost statements plus Aggressive Statement, Itemized Comparison, Loud Criticism, and Enticing Whisper (more if you have room). Don't worry about repeals or about giving him too much expression (he gives himself almost unlimited expression anyway). You just want to keep the parlay indicator moving in your direction and you will beat him easily. Watch out for pops, however, as when you are attacked it will end your parlay and you have to start over.	
Shotaru	A		C (Partial)	The fourth Shotaru spawns on this same ledge. Defeat him.	
				Go back up to main level... if you already died and created the Fiend Reaver, you can complete Ulvari Requiem at this point. Go back the way you came in, but do not go up the ramp. Instead, continue down the West corridor.	
Power Drain	A	Ku Ot the Spear Hunter (a hobgoblin ghost)	A, C	Kill 6 Eyes of Pain and 3 Ulvari Warlocks as you continue further down the West corridor.	
Second Chance	A		D, C	As you enter the chamber at the end of the West corridor, get a fire stone from the chest to the right. Stand at the lava pit and click on the fire stone. Dialog with Zalaz.	
Power Drain	A		T	Fight your way back out to the hobgoblin ghost.	Ku Ot the Spear Hunter
Second Chance	A		T	Fight your way back out to the entrance.	Ang Di Lowrock
Beyond the Glass	A	Ang Di Lowrock	A, C	Kill Ulvari until access to final corridor is unlocked.	
				Go back down the gravity well and through the fire barrier (right click on it). Fight down the tunnel.	
Shotaru	A		C	The last Shotaru is in the room right after the tunnel... watch out for adds.	
Ascension, Beyond the Glass	A		C	Continue down corridor until you reach the final room. Circle the room until you reach Iko Dai. Use the stone Zalaz gave you as protection (use it once every 30 seconds) and defeat him.	
Beyond the Glass	A		T	Fight your way back to the entrance and turn in Beyond the glass to Ang Di Lowrock.	Ang Di Lowrock
"Ulvari Requiem"	C		C	Return to Shining Waves (fight your way out or just die). Craft Fiend Reaver if you have not already done so.	
"Break of Dawn", "Island epilogue"	D	Zuo Dragonfall	T, A ("Island epilogue")		Zuo Dragonfall
"Ascension", "All paths learned"	A	Ish Dain Snowcrane	T, A ("All paths learned")		Ish Dain Snowcrane
Shotaru	A		T		
Ulvari requiem	C		C, D	Return to temple (if you have not already completed this quest), go down the ramp, turn right and go to gravity well. Click on the stone and then dialog with the Keeper to defeat him.	

# TEMPLE

<u>Quest(s)</u>	<u>Sphere</u>	<u>From</u>	<u>Action</u>	<u>What</u>	<u>To</u>
Ulvari requiem	C		T		Mitachi Waterstone (either location)
"Island Epilogue"	D		A, D	Get a pegasus but do not equip. Use Boofa the big (on back side of roof of Shining Waves) to get back to Tentrees. Dialog with Shui Redwine then go to Sun Village and Dialog with Juritor Aya Sa.	
"Island Epilogue"	D		D	Go outside and equip pegasus. Fly to the far side of Ki Ta village (make sure you don't enter the village or your mount will go poof!) and dialog with To Re.	
"Island Epilogue"	D		D, C, T	Fly to the magistrate's hut (again, avoid Ki Ta village itself). Dialog with Magistrate and Taejin. Return to Shining Waves.	Zuo Dragonfall
All paths Learned	A		C, T	Talk to the Rift Keeper behind Shining Waves and read through dialogs about your options of where to go next. Make sure to complete and turn in quest.	Rift Keeper
				Complete any additional grinding/skilling you want to do (in any sphere). Remember... once you leave the Isle of Dawn you cannot return with that character.	
				Right click on the Rift Stone and choose your destination. Don't forget to say goodbye...	

## ISLE OF DAWN WALKTHROUGH

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### ABBREVIATION KEY

Sphere:	A	=	Adventuring
	B	=	Crafting/Harvesting
	C	=	Diplomacy

Actions	A	=	Accept
	D	=	Dialog
	P	=	Parlay
	C	=	Complete
	L	=	Learn skill/train
	T	=	Turn In