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|  | Angelic Hairbrush | For Moth, Shipbuilders’ Union Hall, Seversk Harbor, bring him the spellbook Angelic Hairbrush from the Village of Ray in the Underworld. You’ll need to find Solomon the Ferryman to get to the Underworld. Go to Frostya who lives near Kin'-Grust' Lake. |  |
|  | Apple of Life | For the Imperial Umpyr, Winter Palace, Ultima Thule, bring him an Apple of Life. It's rumored that Kozney the Deathless hid it deep in the Old Kaddik Mines. You can reach the Old Kaddik Mines from the Outer Snow Banks in the northwest. |  |
|  | Attain the Magister ability | For Wizardz, Shipbuilders’ Union Hall, Seversk Harbor, go see Forelock the Dwarf Blacksmith on the Island of the Ferryman and attain the Magister ability. Frostya who lives near Kin'-Grust' Lake can take you to the Island of the Ferryman. |  |
|  | Awaken the Bogatyrs | For Dragon Slayer, Shipbuilders' Union Hall, Seversk Harbor, awaken the sleeping Bogatyrs in the River Subterra with Live Water to learn what they have to say. You can find Live Water there. You'll need to find Solomon the Ferryman to get to the River Subterra. Frostya who lives near Kin'-Grust' Lake can take you to him. |  |
|  | Bear Think Tank | For Banker Alexandra in Seversk, wake up her bear think-tank. The market is changing to bullish and she needs their advice. These five bears are somewhere in Bear Corner, all in one bear's den. |  |
|  | Bring Darkend to justice | For John Doe, Shipbuilders’ Union Hall, Seversk Harbor, find Darkend and bring him to justice. Rumor has it Darkend has set up his base of operations in Mrak Cave, near the eastern shores of Kin'-Grust' Lake. |  |
|  | Bring Moof news | Bring Moof, Shipbuilders’ Union Hall, Seversk Harbor, news of the fate of his friend Sadko, so he can reassure Sadko's wife Lubava in Seversk. |  |
|  | Bring pirogi | For Fetharyne in Zlato Forest, bring her friend Ozrena in the Underworld a piece of pirogi. You’ll need to find Solomon the Ferryman to get to the Underworld. Go to Frostya who lives near Kin'-Grust' Lake. |  |
|  | Bring some dripstones | For Kobold chief farmer Saphi in Synto Farm, bring him three kinds of dripstones - red, white and blue so he can make Sun Cream for Princess Marya. You can reach Synto Farm from Holodovia. |  |
|  | Catch five moles | For the Kobold Daeene in Synto Farm, catch five moles so he can test new drugs on them. |  |
|  | Chef Stroganoff’s Cookbook | For Tzar Moreh's cook Olivier in Tzar Moreh's Castle, bring him the just-published cookbook by Chef Stroganoff so he can amaze guests at a wedding. He thinks someone in Seversk Center was raving about it at the last Cooks' Conference he attended. |  |
|  | Clear Cape Nose | For Old Shaman, Royal Headquarters, Seversk Center, clear Cape Nose of as many of Kozney's troopers as you can. When you kill them, they'll drop a badge. Bring the badges you collect to Old Shaman. |  |
|  | Clear the road | For Demonstar in the Shipbuilders’ Union Hall in Seversk Harbor, clear the road to Eight Ends Monastery so people can go to the monastery's hospital. You may need a Rock Smasher. |  |
|  | Consult the spirit | For Mama Owl, Shipbuilders’ Union Hall, Seversk Harbor, consult the Nether Spirit in the River Subterra about what spell might destroy the oak that holds a piece Kozney's death. You can get there from from the Village of Ray in the Underworld. You’ll need to find Solomon the Ferryman to get to the Underworld. Go to Frostya who lives near Kin'-Grust' Lake. |  |
|  | Cure for Doldrums | For Pawn2own, Shipbuilders’ Union Hall, Seversk Harbor, bring him a cure for Doldrums Disease. |  |
|  | Cure the Humpback | Cure the Humpback who is in Seversk Center by talking to the Great Grey Horror which you can reach through the cemetery at the Monastery of Eight Ends'. |  |
|  | Cure madness | For Cfsdoc, Shipbuilders’ Union Hall, Seversk Harbor, cure Abbot Mozdok and Daria, the ferrywoman, of madness. You can find them on the eastern shore of Kin'-Grust' Lake. |  |
|  | Deliver a letter | For Captain Rudenev in the Fleet of the Dead Monarch in the Underwater Kingdom, deliver his letter to his beloved girlfriend Chernava in St. Ioann Necropolis and bring him back her answer. You'll need to persuade her that he's not that rude. You can get a boat there near Victory Park. |  |
|  | Deliver Plans | For Fershid, Royal Headquarters, Seversk Harbor, deliver Tzar Yaromir’s secret naval plans to Boatswain Igor in the hidden Munitions Base beneath Nameless Island. You get there from Home of the Ferryman. See Frostya who lives near Kin'-Grust' Lake. |  |
|  | Destroy the artifact | For Ulian, the Director of the Obereg Museum, find and destroy the strong, magic artifact that a wizard put in the Obereg Monument that is poisoning the atmosphere there. |  |
|  | Donate gold | For Chudo, Shipbuilders’ Union Hall, Seversk Harbor, donate 500,000 gold to the Shipbuilders' Union Guild. |  |
|  | Find a cure | For GoldenGhost in the Shipbuilders' Union Hall in Seversk Harbor, find a cure for the Durakis curse that has affected Prince Ivan. |  |
|  | Find a way  | For Marshall, Shipbuilders’ Union Hall, Seversk Harbor, find a way to travel to the Home of the Ferryman so you can do Fetharyne’s quest. See Frostya who lives near Kin'-Grust' Lake. |  |
|  | Find Dr. Vlad | For Basn2, Shipbuilders’ Union Hall, Seversk Harbor, find Dr. Vlad. He may be held captive in Kozney's Castle on Venets Island. |  |
|  | Find Kozney's agent | For the Duke of GP, Shipbuilders’ Union Hall, Seversk Harbor, find and destroy Kozney's agent, Eugene Fox, who, rumor has it, has been sabotaging the building of the new Lukomorian Navy in Seversk Harbor. |  |
|  | Find Kozney's Death | For Tzar Yaromir in the Royal Headquarters, Seversk Center, find the remaining four pieces of Kozney's death. Bring the duck, rabbit and the needle to Tzar Yaromir. Destroy the oak with a spell. |  |
|  | Find the sword | For General Belomor in the Royal Headquarters, Seversk Center, find the sword that will kill or weaken Kozney. |  |
|  | Fix squid tentacles | For Tzar Moreh in Tzar Moreh's Castle, fix the tentacles of his pet squid (you will need pliers and high Healing Ability). |  |
|  | Free the kobolds | For Ghosthunter, Shipbuilders’ Union Hall, Seversk Harbor, free the kobolds enslaved by the Oile-Lookoile Mana Plant in the northeast. |  |
|  | Frozen Giant | For Pedsipec, Royal Headquarters, Seversk Center, find and thaw Four Skulls the Smith who lies frozen in the Cavern of Icicles. You'll need a warm spell to thaw his heart and two pieces of Frozen Ore for him to forge you a Polar Blade. You can reach the Cavern of Icicles from Kold Falls to the north of Seversk Center. |  |
|  | Frozen Ore | For Fershid, Royal Headquarters, Seversk Center, travel to the Old Kaddik Mines, Outer Snow Banks and find or dig two pieces of Frozen Ore. Bring that ore to Pedsipec in the Shipbuilders' Union Hall so he can forge a Polar Blade. |  |
|  | Glacial Powder | Bring Moti, Shipbuilders’ Union Hall, Seversk Harbor, some Glacial Powder so he can make the uberweapon Isenfackel, Icy Torch, for Suzi, also in the harbor. |  |
|  | Help Black Cat Maarjaala | For Cat in Seversk Center, help her friend, black cat Maarjaala, who is being stalked by some dangerous person who is after her great spell. |  |
|  | Help find a weapon | For the Galinholan merchant Suzi in Seversk Harbor, help her find someone who can make an uberweapon called Isenfackel. |  |
|  | Help Prince Moroz | For Eric1717, Shipbuilders’ Union Hall, Seversk Harbor, help Prince Moroz in Great Ustyug Castle by bringing either Mr. Tainnik (if player is female) or Princess Vasilisa (if player is male) to Prince Moroz so they can help look for his grandson. |  |
|  | Help the boy Gans | Help the boy Gans in the Ice Witch's Castle solve an anagram. |  |
|  | How to Repair Anything | For Blacksmith Iron, Iron Goose Village, bring him a book entitled 'How to Repair Anything.' The author lives in Holodovia. Check there. |  |
|  | Infernal Breath | For Sphinx, Shipbuilders’ Union Hall, Seversk Harbor, bring her the spellbook Infernal Breath from the Village of Peklo in the Underworld. To get to the Underworld, you'll need to find Solomon the Ferryman. See Frostya who lives near Kin'-Grust' Lake. |  |
|  | Investigate and avenge  | For Borko in Seversk Harbor, investigate the death of his friend and prove yourself in Trials-not-Torture. Kill whoever is responsible for his death. See Taras in Seversk Harbor. He'll tell you to go see Frostya who lives near Kin'-Grust' Lake to get to Trials-not-Torture. |  |
|  | Investigate Holodovia | For Aslmentor, Shipbuilders' Union Hall, Seversk Harbor, investigate what's going on in Holodovia. Find and kill the fugitives Half Eye and Prince Rasvim before they can hook up with Kozney. They recently broke out of jail there. Maybe they got rearrested. |  |
|  | Journey to Ultima Thule | For Liz, Royal Headquarters, Seversk Center, journey to Ultima Thule and bring her back the Ice Crystals of Life. You'll need to take the boat docked in Seversk Harbor but it needs a Captain and you need to find Frozen Ore to make a Polar Blade to break the ice around the island. See Fershid, Pedsipec and DeMenchev in the Shipbuilders' Union for help. |  |
|  | Kill Saltychiha | For Bergebis, Shipbuilders’ Union Hall, Seversk Harbor, kill Saltychiha, the maniacal woman who runs Trials-not-Torture. |  |
|  | Kill the King of the Mountain | For Civil Striker, Shipbuilders’ Union Hall, Seversk Harbor, kill the King of the Mountain, a toxic snowman who terrorizes the inhabitants of the Zyaba Shelter. You can get there from Yug River Valley in the northwest. |  |
|  | Kiss the goblin boy | For the Miner in Yug River Quarry, reached from Yug River Valley, kiss the goblin boy in Yug River Valley. |  |
|  | Kiss the goblin girl | For the Miner in Yug River Quarry, reached from Yug River Valley, kiss the goblin girl in Yug River Valley. |  |
|  | Kozney’s Base | For Mr. Tainnik in the Royal Headquarters, Seversk Center, find a way to Venets Island where Kozney has his base. |  |
|  | Kozney’s Mallor | For Tzar Yaromir in the Royal Headquarters, Seversk Center, help Liz there obtain the Ice Crystals of Life so she can make a cure for the disease Kozney’s Mallor. |  |
|  | Light the torches | For Kayhosro the Monk in Monastery of Eight Ends, light all torches in the monastery. The monk who does this job is sick. |  |
|  | Map the glacier cave | For Mercinary, Shipbuilders’ Union Hall, Seversk Harbor, map the unmapped Stuzha Glacier Cave. You can get there from the Zyaba Shelter and you can get to the Zyaba Shelter from Holodovia in the northwest. |  |
|  | Meet Baba Yaga | For Princess Vasilisa in the Royal Headquarters, Seversk Center, meet Baba Yaga to find out what she knows about Kozney. You can get to Baba Yaga’s house from the courtyard downstairs in Seversk Center. |  |
|  | Persuade Arnold’s teacher | For Aria, Shipbuilders’ Union Hall, Seversk Harbor, help his friend, Arnold the Apprentice in the Blue Taiga, persuade Arnold's teacher, Shaman Serega, to give Arnold his long-earned Arborist Diploma. |  |
|  | Persuade Captain Ludmila | For DeMenchev, Royal Headquarters, Seversk Center, travel to Holodovia, find the retired sea Captain Ludmila and convince her to pilot the ice breaker to Ultima Thule. You'll need to be very persuasive. It may also take some charm. |  |
|  | Persuade the Black Smoker | For Tzar Moreh in Tzar Moreh's Castle, persuade the Black Smoker not to smoke during his daughter Marya's wedding so as not to spoil the water. |  |
|  | Prevent disaster | For Gbol, Shipbuilders’ Union Hall, Seversk Harbor, prevent a major mana slag spill at the Oile-Lookoile mana plant. If you're successful, bring him one million gold in cleanup fees from the CEO of the plant. You may need a certain charm called the Sap Will Charm to get Oile-Lookoile to tell you what you have to do to stop the spill. You can buy such a charm from anyone who sells miscellaneous goods. |  |
|  | Quarry Topaz | For Smurf, Shipbuilders' Union Hall, Seversk Harbor, quarry him fifteen pieces of Topaz from Yug River Quarry, so he can make an astrolabe. |  |
|  | Replace the tombstone | Replace the Unhappy Ghost's tombstone. He's in the Necropolis. You get there from St. Ioann Island. You'll need a Headstone. When you have the headstone, stand where the pile of dust is and you should be able to replace the tombstone. |  |
|  | Restore the snowman | For the child Ana in the Zyaba Shelter, restore her melted snowman. You should be able to scrape some snow off some of the icy walls there. You'll need about twenty snowballs. Rebuild her snowman where the gray puddle is. |  |
|  | Return pliers | Return Cfsdoc's surgical pliers to him if you borrow them. He's in the Shipbuilders' Union Hall, Seversk Harbor. |  |
|  | Save Kozney's Baby | For Silvergirl in Kozney's Castle, Third Floor, find and bring their baby to the dragoness Hermione who is also on the Third Floor. |  |
|  | Secrets of Lukomorye | For Tux1212, Shipbuilders’ Union Hall, Seversk Harbor, find his missing book, Secrets of Lukomorye. He thinks he lost it in Seversk. |  |
|  | Self-playing harp | For the Dead Monarch, in the Underwater Kingdom, bring him his self-playing harp so he can enchant an artifact that will help you get a boat to Venets Island. The last time he had it, he was serenading the Ice Witch in her castle. |  |
|  | Shot of infection | For Bootsman Lom, a Rasvim on the Fleet of the Dead Monarch in the Underwater Kingdom, find and bring him a wand of Rasvim Booster Shot so he can feel better. |  |
|  | Solve Pyrometal's puzzle | Solve Pyrometal's color puzzle. He's in Kozney's Castle, Venets Island. |  |
|  | Solve the Crypt-o-Gram | For Michele\_L in Solomon's Crypt, solve the Crypt-o-Gram. If you touch each plaque on the wall, you will see a letter. The letters in each group of plaques spell a word. In order to solve the puzzle, you have to tap the letters of each word in the right order. When the order of letter-tapping is correct for a word, a candle will appear to the right of the word. When you've correctly tapped out each word, tap the scroll at the end and go back to Michele\_L for a reward. |  |
|  | Sun Cream | For Princess Marya in the Underwater Kingdom, bring her Sun Cream that is made by the kobolds in Synto Farm. You can get to Synto Farm from Holodovia. |  |
|  | Thistles of Nihik | For Ronak, Shipbuilders’ Union Hall, Seversk Harbor, bring him ten Thistles of Nihik so he can make some of his potions. They tend to grow in warm places but also may be bought in a shop for a high price. |  |
|  | Treat three dead plants | For Lady Ledyshka in the Ice Witch's Castle, treat three dead plants around the castle that suffer from the mana plant pollution. You need to have an Arborist's Diploma and Tree Revitalizer from Arnold the Apprentice in Blue Taiga. |  |