

'Bring Darkend to Justice' Quest (HOLIV)

This is a guide for the bring darkend to justice quest that is given by John Doe in the shipbuilders Union Hall in Seversk Harbour.



John Doe's door

To get started on the Quest head to the area called Kin'-Grust' lake on the seversk side. You should find a hole in a wall near the lake this is the entrance to darkends den.



Entrance to darkends den

Once you are in the den kill all the moles, invisibles and bats you can find and locate the red gate key that is needed to progress further into his den.



Red Gate key here. Tap the crack

At the bottom of the area behind the red gate you should find 3 coloured orbs one red, one blue, and one green. Tap them in this order to remove a wall, Red,Green,Blue



Colored orbs

Head east following the passage again killing any enemies you find then follow the passage north one of the moles should drop a "dark gate key" you will need it to get to open the next gate.



Dark gate key used here



Darkend found in this area

Darkend looks like the moles you have fought in the previous area of his den. Once you have killed him head back to the shipbuilder's hall and see John Doe to collect your reward.

'Fix Squid Tentacles' Quest (HOLIV)

This is a guide for the fix squid tentacles quest which is given to you by Tzar Moreh in Tzar Moreh's castle in the underwater kingdom.

To complete this quest you need the following items

- Surgical Pliers
- Vet book
- you also need a high healing magic skill



Tzar Moreh

First go and see cfsdoc in the shipbuilder's guild hall to get the pliers



Csfdoc's door

⚠ Remember to give them back when you are done

Now go back to the underwater kingdom to find the vet book. It is found in a long patch of grass by walking over it



Vet book location

Once you have all of the items go and see Pete the squid he is opposite the door to the castle rooms.



Pete the Squid

Once you see Pete and heal him go back to see Tzar Moreh to collect your reward

'Help Black cat Maarjaala' and related quests (HOLIV)

Starting The quest

To Start the quest go see Cat in the East of Seversk Centre. She will tell you that her friend the black cat is being followed at night. She will also tell you that the black cat's home is in seversk.



Cat's Home

Next step is to go to seversk and find the black cat's home it is in the south west. She will tell you that she doesn't know who is following her except that they have a hunched back. That is your clue look for a hunchback you might have met him already.



Black Cats home



Home of the Hunchback

After talking to the hunchback you will be told that he is not trying to get her spell but is in fact in love with her but is afraid to talk to her with his hunched back.

You will be given a quest to heal the hunchback. To begin go to eight ends monastery cemetery at night to find the grey horror. You will find him by tapping on its tombstone then head back out the cemetery the way you came and he will be there.

Talk to him and he will tell you what you have to do to cure the hunchback.

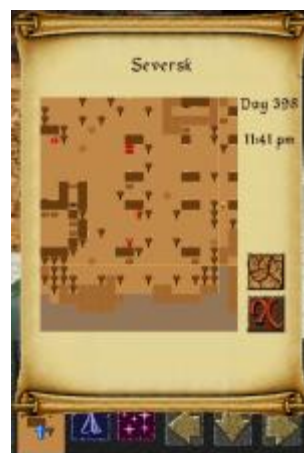


Grey Horrors Tombstone

The grey horror will tell you that you have to smoke the weed he gives you. To do this you have to find a pipe and matches to go with the weed.

the pipe and matches are found in the same house by attacking the door at night.

⚠️ Stealth has to be above 140 to break in



house containing Pipe and matches

After getting the pipe go back and talk to the hunchback he is now healed and very grateful and rewards you. Then go and see the black cat maarjaala to collect your reward from her. Finally go back and see Cat to collect another reward and complete the quest.

Crypt-O-Gram puzzle (HOLIV)

Getting started

This is a guide on how to complete the crypt-o-gram puzzle found in Solomon's crypt in Hero of Lukomyre 4.

The puzzle is in the west of the crypt and consists of tiles on the walls with different letters or symbols on them. To get the quest related to the puzzle look for Michele_L in the south west of the crypt. She mentions a scroll that will help you decipher what the meaning of the symbols on the tiles mean. She also gives you a hint by saying it is Kozneys favourite saying.

The scroll is hard to find due to the coding of the stair cases in the ferryman's home. The easiest way to complete the puzzle is to guess and keep trying.

The following is the solution to the puzzle. The groups and tiles are numbered going from **south to north** and are split into groups because of the way the tiles are laid out to make words.

The Solution

The numbers underneath the group headings are counted from south to north. 1 being the southernmost tile in that group 5 being the northernmost tile in the group.

Group 1

3
4
1
2
5

Group 2

2

1

Group 3

1

group 4

4

3

2

1

Group 5

3

1

2

Group 6

2

1

Group 7

3

2

1

After tapping each tile for the group the candle to the north of that group should light up this tells you that you have got it right and can move onto the next group of tiles.

Once you have tapped all the tiles in all the groups tap the sign to the north of the seven groups and all the candles are alight, tap the sign to the north of the seventh group and you will be told that you have completed the puzzle correctly. You receive 20 diamond gems.

You will be also told that the message is "Today is a good day to die"

Then go back and see Michele_L to complete the quest and receive your reward from her.

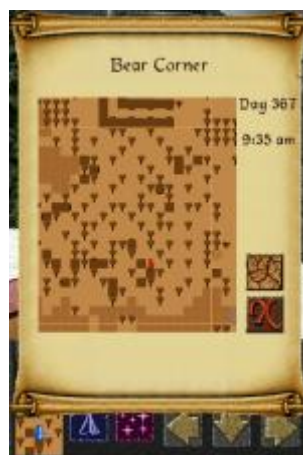
'Find Kozneys Death' Quest (HOLIV)

Locations

This is a guide for the 'Find Kozneys death' quest in HOL4. You get the quest from Tzar Yaromir in the royal sector. The Royal sector is located in Seversk Centre down some stairs.



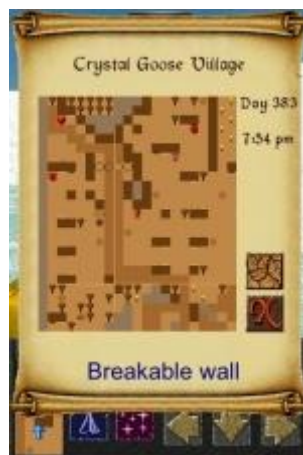
Tzar Yaromir



Location of the rabbit



Location of the needle (red tree)



Breakable wall in Crystal Goosed Village



Location of the duck

For all of the above simply tap the object in front of you

The last part of kozneys death is the oak tree in the first floor of his dungeon. To destroy it use the burning hand spell.



Oak Tree