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| Beauty elixir | For Lady Sabrine, Palace of Yuz, Second Floor, bring her the Elixir of Eternal Beauty that Father Riziel in the Church of the TikTiks may be able to concoct for you. Don't tell anyone who the potion is for. |  |
| Bethlusaa’s Treasure | For Ghosthunter, Mapmakers’ Guild, Pontiniakh, Inner City, find Bethlusaa's treasure and bring back a map of its location and the amulet, Eye of the Dragon. |  |
| Boris Spahsky’s Guide | For Da'Ali the Chess Master, in his tower in the Heatrani Mountains, find Boris Spahsky’s Guide to Chess Mastery. |  |
| Bring a locket | For Deathrie in Kupaqi, bring a locket to her husband Durgis the Dervish in Bethlusaa's Lair. |  |
| Bring a message | For Lady Sabrine, Palace of Yuz, Second Floor, bring a message from her to Princess Cmonez. Tell Lady Sabrine what the Princess said after she read the message. |  |
| Bring a token | For Durgis the Dervish, Bethlusaa’s Lair, bring a token to his wife Deathrie in Kupaqi . |  |
| Bring back Intan | For Ade, Outer City of Pontiniakh, bring back Intan from the Gates of Death. You will need a Ghost Speaker amulet that allows you to talk to ghosts. You can buy it in some shops or find it in Bethlusaa's Lair or the Kadariah Ruins.  To reach the Gates of Death, you will first need the Beauty Elixir quest from Lady Sabrine, Palace of Yuz, Second Floor. After you get that quest, speak to Father Riziel, tCemetery of the TikTiks. He will give you the Lady Miriame quest and help you reach the Gates of Death. After you reach the Gates of Death, talk to Istara and Tanit in the Outer City of Pontiniakh. Tanit will open a path to where Intan is in the Gates of Death. |  |
| Cannibals of Kupaqi | For Gunter, outside the walls of Kupaqi, kill the cannibals of Kupaqi. |  |
| Celestial Rock Cave | For MuldrzSiS, Mapmakers’ Guild, Pontiniakh, Inner City, find the entrance to the Celestial Rock Cave in the Swamp of Menyerry. |  |
| Copy a map | For Fershid, Mapmakers’ Guild, Pontiniakh, Inner City, find the grotto used by the Caviar Mafia in Mt. Agong in the north and find the ancient dot map of the night sky painted on a wall deep in a small cave there. Copy it on parchment and bring the parchment back to Fershid. You’ll need a piece of Charcoal to draw the map. You can find that in the guild or in a shop. |  |
| Donation | For Swimmer, Mapmakers' Guild, Inner City, Pontiniakh. convince the Grand Councilor to contribute 1 million gold to the Mapmakers' Guild. The Grand Councilor is in Palace of Yuz. You'll need high Mercantile skills and an item from the Mad Ivan, the Grand Councilor's brother who can be found in the Palace Tower, Palace of Yuz. |  |
| Dr. Aloy | For Vaterguy, Mapmakers' Guild, Inner City, Pontiniakh. Find Dr. Aloy. He's reported lost somewhere in the Heatrani Mountains' Volcano. |  |
| Dragon’s Egg | For the inventor Flitzgrobber, Thatunka, bring him a dragon's egg. Dragons are known to populate the Heatrani Mountains.They say the great worm Bethlusaa has his lair there and favors growing strong, young dragons in a nursery. |  |
| Explore the Old Temple | For Broono, Mapmakers’ Guild, Pontiniakh, Inner City, explore the old temple in the Kadariah Ruins and bring him back the spellbook Wild Fury. |  |
| Find Lily | For Yuli Hartini, Outer City of Pontiniakh, find her daughter Lily who has disappeared. Talk to her friends, Istara and Tanit who both live in the Outer City. Istara in particular should be able to help you. |  |
| Find Roland | For Chdo, Mapmakers’ Guild, Poniniakh, Inner City, find Roland who has disappeared while exploring the Heatrani Mountains. |  |
| Find the remains | For the Disgraced Knight who haunts a hallway in Bethlusaa's Lair, find his remains. |  |
| Find the sunken city | For Duke of GP, Mapmakers’ Guild, Pontiniakh, Inner City, find the sunken city of Prambanan . The sunken city should be somewhere near the Bay of Pontiniakh. |  |
| Find the White Queen | For Lifehacker, Chessclub, Palace of Yuz, find his White Queen and return it to him. The queen was stolen by Da'ali the Chess Master who is in the Black Tower near the Heatrani Mountains. |  |
| Five elixirs | For Vin the Giant, Floating Market, bring him five flasks of Pontiniakh Elixir if you want him to give you a disguise to enter the den of Sekharet. This is connected to the Steal back the tusk quest that Silent Focus in the Mapmakers' Guild gives you. |  |
| Four storage chests | For Lady Sithra, the Custodian of the Keys, Second Floor, Palace of Yuz, find four storage chests in the Storage Room. |  |
| Gather Ingredients | For Liz, Mapmakers’ Guild, Poniniakh, Inner City, gather four Golden Palm Leaves from the Jingelly Islands in the west and a Corpse Flower from the Heatrani Mountains in the north so she can make a cure for Leptrosis. |  |
| Goddess of Love | For Moof, Mapmakers' Guild, Pontiniakh, Inner City, find Rati, the Goddess of Love, and bring him back the Bow of Light and a love potion. You will need enough love points to succeed in this quest. You can get them by doing certain quests. |  |
| Great Fur Cloak | For Roland, who has been imprisoned by the Orangs in the Heatrani Mountains, find the Great Fur Cloak of the Orang Antu. You must find Roland there first. |  |
| Great Horde’s garrisons | For Lord Yuz, Palace of Yuz, find the garrisons of the Horde camped on the other side of the Heatrani Mountains and kill their generals. |  |
| Inspire Aria | For Aria, the royal court composer who is at the Nine Dragon Wall, Inspire her by fighting the King of the Orangs before her eyes. |  |
| Lady Miriame | For Father Riziel, Cemetery of the TikTiks, bring Lady Miriame back from the Gates of Death. Lady Miriame will reward you if you rescue her. You can't get this quest unless you have the Beauty Elixir quest from Lady Sabrine, Palace of Yuz, Second Floor. |  |
| Lost mines | For Aslmentor, Mapmakers' Guild, Pontiniakh, Inner City, find and map the lost ruby mines of the Heatrani Mountains. Bring him back five rubies.  You'll need a map of the Heatrani Mountains in order to do his task. It's said you can get one by fighting in Lord Yuz's Training Pit, second floor of his palace. Get the map and go back to see him in the Mapmakers' Guild. |  |
| Lost prophecy | For Old Shaman, Mapmakers’ Guild, Pontiniakh Inner City, go to the heart of the volcano in the north and find the Lost Prophecy. |  |
| Lost volume | For Moti, Mapmakers' Guild, Pontiniakh, Inner City, find the lost seventh volume in the series, Saga of the Dragon Kings. It's rumored to be in Bethlusaa's Lair. |  |
| Mad Woman | For Lord Yuz, Palace of Yuz, find the mad woman who lives near the northern outskirts of the city of Thatunka and persuade her to tell you how she found the lair of the wyrm Bethlusaa. |  |
| Measure the wall | For Gbol, Mapmakers’ Guild, Pontiniakh, Inner City, measure the Nine Dragon Wall and find the secret entrance to the tomb there. Bring him back the Dragon Tail scrolls you find in the tomb.  To measure the wall, just walk around it and count the blocks of the wall. |  |
| Mechanical heart | For Lyndah, Home of the Mad Woman, bring her a mechanical heart. |  |
| Mithril darning needle | For the Royal Outfitter, Port of Pontiniakh, find her Mithril darning needle. The last time she had her sack of special needles she was visiting Lord Yuz's palace and fitting out some of the ladies on the second floor. |  |
| Mysterious happenings | For Thorin, a merchant in the Floating Market, Investigate the mysterious happenings there. |  |
| Nautical charts | For Trogg, Mapmakers' Guild, Pontiniakh, Inner City, travel to the Blessed Isles in the west and find the voyager Marinus of Tyre. He'll give you a chest of nautical maps. Bring those back to Trogg. Captain Faustinusis in the Port of Pontiniakh where you first landed can help you get there. |  |
| Open the tomb | For Tux, Mapmakers’ Guild, Pontiniakh, Inner City, open the Tomb of the Mithril Knight, in the Crypt of the Hapless Knights, Cemetery of the Tiktiks and bring him back what you find there. |  |
| Pass Mad Ivan’s Test | For Mad Ivan, Palace Tower, Palace of Yuz, pass his test to become a High Chancellor. |  |
| Puzzle book | For Ardenne, Mapmakers' Guild, Pontiniakh, Inner City, bring a book called 12,000 Crossword Puzzles to Kan-Laon, the god of the Heatrani Mountains' Volcano. Ardenne will go with you. You will need high persuade skills. |  |
| Rescue Cmonez | For Lord Yuz, Palace of Yuz, rescue Princess Cmonez from the grasp of the dragon Bethlusaa in the Heatrani Mountains and kill Bethlusaa. You will need the sword Sharahazad to kill him. But turn it into Lord Yuz to satisfy his quest. He will return it to you later. |  |
| Rescue Faris | For the Sea Nymph, Floating Market, rescue her brother who's been captured in a bottle by the evil sorcerer, Haridas Glibtongue of the Inner City. |  |
| Saviria’s Eyes | For the Goddess Saviria in her temple in the Thousand Temples, find her eyes. |  |
| Sharahazad | For Lord Yuz, Palace of Yuz, go to the Floating Islands of Dryst and find the tomb of Lord Yuz's ancestor. Bring him the sword Sharahazad that you find there. |  |
| Steal back the tusk | For Silent Focus, Mapmakers’ Guild, Pontiniakh, Inner City, find the den of Sekharet the Horned in the Heatrani Mountains in the north and steal back the Mammoth tusk engraved with a map. You’ll need high stealth skill and a disguise. For the disguise, see Vin the Giant in the Floating Market. |  |
| Sundel Bolong | For Istara, Outer City of Pontiniakh, go to the Realm of Ghosts and find the Sundel Bolong. Ask the Sundel Bolong about her friend Lily. Istara tells you that if you go to the Kadariah Ruins to the north you may find a friendly ghost that will help you. |  |
| The Scavenger | For Honx, Mapmakers’ Guild, Pontiniakh, Inner City, find and kill the pirate known as The Scavenger. He and his men hide their ships in the Bay of Pontiniakh at night. That is the best time to find him. |  |
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Phredd is in Flitzgrobber’s Warehouse.