

Quest - Faustus the Necromancer

Upon entering the Windward Manor, the player comes across Lord Windward and his son being attacked by bandits. He asks for help.

OBJECTIVES - Slay the Brigands

Windward's son is fighting the bandits and blocking the path, so the player can't proceed further until they kill them

ACTION - Player kills the bandits

OBJECTIVES - Speak to Lord Windward

DIALOGUE - Lord Windward

DORIAN: Captain Moreguns? I need your help! Carbonarians and Bolognesians are fighting all over the Boiling Frontiers!

LORD WINDWARD: Again? Give 'em some pasta and booze, and they'll be singing space shanties in an hour.

LORD WINDWARD: Thank you, heroes! We would've died without your aid. Is there any way I can assist you?

DORIAN: I am looking for my brother Thalion - young hooded mage, blonde hair. I believe he was abducted by whoever these brigands were working for.

LORD WINDWARD: Young hooded mage, Thalion... Yes, I remember that lad among their prisoners. What would they want with him?

DORIAN: Any ideas where they could be headed?

LORD WINDWARD: I would ask these scoundrels, but it's a bit too late for that.

LORD WINDWARD: You know what? There is a Necromancer living in a crypt just beyond the river. Faustus they call him. He could help you "communicate" with them.

LORD WINDWARD: But be careful! Rumors have it that the place is way more... lively... than it looks.

OBJECTIVES - Speak to Faustus the Necromancer at his Crypt

ACTION - Player reaches Faustus's Crypt and defeats some undead enemies along the way

DIALOGUE - Faustus

DORIAN: Faustus? I was told you can speak to the dead.

FAUSTUS: I do not speak to the dead, I make the dead speak. Are you looking for information?

DORIAN: I am looking for my brother Thalion - young hooded mage, blonde hair. He was captured by bandits and taken somewhere.

DORIAN: We killed some of them and then realized they were our only lead to my brother's whereabouts.

FAUSTUS: To retrieve the information you seek, I need one of the bandits. Preferably, one with their speech organs still intact.

DORIAN: What? Do you want me to bring you a corpse?!

FAUSTUS: Of course. Did you expect the corpse to come to me on its own?

DORIAN: I thought you could... Uhh, nevermind. I'll bring you one of their corpses.

OBJECTIVES - Return to Windward's Manor to retrieve the Corpses

ACTION - Player returns to Windward's manor to retrieve the corpses, only to see them gone

DIALOGUE - Lord Windward

DORIAN: What in the Twin Gods... Where are the corpses?

LORD WINDWARD: We buried them, mate.

DORIAN: But I needed them for Faustus!

LORD WINDWARD: Did you expect me to keep them stinking all over my manor?

DORIAN: Where did you bury them?

LORD WINDWARD: Why, the Windward Cemetery, of course. Look out for a gravestone named Hubart. He was their leader.

LORD WINDWARD: But I would wait till sunrise before heading there. That's when the dead stay dead.

DORIAN: I don't have time. We're heading there now.

OBJECTIVES - Reach the Cemetery

ACTION - Player enters the cemetery in search of Hubart's grave

OBJECTIVES - Find Hubart's Grave

ACTION - Player runs into several undead encounters, including skeletons, wraiths, and animated severed limbs and appendages

ACTION - Player finds the grave with Hubart's name on it

DIALOGUE - Kira

DORIAN: This is it. Hubart's grave.

KIRA: Wait... Are you suggesting to... This is sacrilege!

DORIAN: With all due respect to the dead, I will stop at nothing to find my LIVING brother!

OBJECTIVES - Dig out Hubart's Corpse

ACTION - Player claims Humbart's corpse

On their way out, the player is ambushed by a group of the undead

OBJECTIVES - Bring Humbart's Corpse to Faustus the Necromancer

ACTION - Player returns to Faustus with the Corpse

DIALOGUE - Faustus

FAUSTUS: Not the best preserved corpse I have dealt with, but that will do.

FAUSTUS: Now, step aside and let me cast my spell.

Faustus casts a spell that reanimates the corpse and makes it float in the air. It screams and cackles, then calms down and waits in obedience.

DIALOGUE - Faustus

FAUSTUS: Wakey, wakey, bonesack! This good adventurer has a few questions for you. And you shall answer them.

FAUSTUS: Go on, adventurer! Ask your questions. I can't maintain the spell forever, and I will not be able to cast it on the same corpse once more.

OBJECTIVES - Speak to Humbart's Corpse

ACTION - Player interacts with the reanimated corpse

DIALOGUE - Humbart's Corpse

DORIAN: Hey, you! Where did your people take my brother Thalion?

HUMBART'S CORPSE: Woodshire... Old castle...

DORIAN: What do they want with him?

HUMBART'S CORPSE: They do not... tell us...

DORIAN: Is my brother dead or alive?

HUMBART'S CORPSE: Yes...

Humbart's corpse explodes. The dialogue continues

DIALOGUE - Humbart's Corpse

DORIAN: No! Bring him back! I am not done yet!

FAUSTUS: Impossible. The thing's speech organs have been severely damaged.

DORIAN: Please! I need to know that my brother is alive!

FAUSTUS: If you are willing to bring me another skeleton, I shall give you a discount.

DORIAN: My brother doesn't have time for this. To Woodshire we go!

QUEST COMPLETED