ForexTerminals
Quest Guide for New Adventurers

Every quest in the game, where to find it, and exactly how to complete it · Game version 4.06

Before You Start — The Basics

- **Walking & interacting:** walk up to anything that glows or shows a name label and either CLICK it or press E. That is how you open doors, talk to NPCs, and use every quest board in the game.
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- **Your HUD:** the hotbar at the bottom holds your HP/MP potions and weapons *(drag items from the Inventory, key I, onto hotkeys).* Gold is shown in your HUD chip.
- **Leveling:** almost every action earns XP — using hotspots, fighting in the cemeteries, completing quests. Levels unlock better weapons *(Brokk, The Forge)*, better potions *(Vesper, the Apothecary)* and higher-tier food.
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- **Quest boards look like:** cork boards with pinned parchment notes. Click a note (or use ←/→ + Enter) to accept what is pinned on it. ESC always steps back from a board.
- **If you die:** since v4.03 you are never fully killed — you crawl back to the palace critically wounded at 1 HP with an Injury. Visit the Apothecarium to be patched up.



1. Queen's Quest — The Main Hunt (Royal Palace)

The main quest system. In the Queen's palace hall, next to the oak archway door, stands the **Queen's Quest board** — a big royal cork board with three wanted posters pinned to it.

How it works

- **Find the board:** travel to the Queen Palace, approach the quest board beside the Oak archway door, and click it (or press E).
- **Three decrees at a time:** the board always pins 3 random cemetery hunts from a roster of ten royal burial grounds: Whispering Hollow, Blackthorn Cemetery, Darkmoor Burial Grounds, Grimwood Cemetery, Hollowmist Graveyard, Moonshade Cemetery, Raven's Rest, Ravenwood Graveyard, Shadowvale Cemetery and Silent Hollow Graveyard.
- **Accept a decree:** click a wanted poster on the board (or arrow-key to it and press Enter). It pops "Quest accepted!" and a moment later the hunt opens.
- **The hunt itself:** each decree drops you into a full-screen 3D graveyard arena. Skeleton waves spawn scaled to YOUR level (Level-1, Level and Level+1 enemies), plus one boss skeleton at exactly double your level. Every kill drops gold that banks automatically into your run loot.
- **Finish it:** clear every skeleton and the boss to complete the decree. The finished decree leaves the board and a fresh random one is pinned — there is always a hunt waiting. When you escape (ESC) or complete it, your whole gold purse banks into your inventory.
- **Rewards:** all the gold dropped by skeletons + EXP for every kill — this is the fastest way to level up and afford Brokk's better weapons.

Tips for new players

- **Potions before you go:** drag an HP potion from your inventory onto a hotkey (press F to use it in combat). The cemetery iframe forwards your hotkeys, so your heal key works mid-fight.
- **The boss hits hard:** it is double your level. If you are low on HP, press ESC to escape — you keep ALL the loot you collected so far. Escape is never a loss.
- **One decree at a time:** the board tracks your accepted decree; finishing it automatically posts a new one.
- Click on the HP potion hotkey to heal yourself.
- To heal your pet, drag the HP potion to your pet icon.

2. The Tavern Quest Board — Daily Login Bonus

- **Where:** inside the Medieval Tavern & Inn — click the quest board hotspot ("Read the quest board").
- **What it gives:** a Daily Login note from the Elder. Click "Accept · collect 1 gold" once per day; the note resets every day, so log in daily for the free gold.

- **Why bother:** it is small, but it is guaranteed gold every single day and the board gets new pinned quests over time.

3. The Royal Prison — Rescue, Interrogation & Escape Quests

A full story-quest chain in the prison beneath the palace grounds. Everything is driven from the **Jailer's Office** — talk to Warden Garrick and read the Quest Ledger there.

Getting the keys (your first goal)

- **The Master Iron Keyring** unlocks every barred cell. You can earn it from Warden Garrick by exposing enemy intelligence, slip him 12 gold for Inspector access, or quietly lift a spare key from the desk rack.
- **Alternative:** steal the Lockpick Set from the Guard Armory & Evidence Locker — it opens cell doors too.

The quest chain

- **Rescue Quest: The Framed Scout (+35g) —** check the Jailer's Desk for the Doctored Arrest Warrant, then unlock Cell 1 and free wrongfully imprisoned Royal Scout Captain Aldric Vane.
- **Interrogate the enemy spy (+35g) —** in the Interrogation Chamber, break the Iron Vanguard Courier using the four tactics (brazier tongs, siege orders, wrist brand, clemency). Each broken prisoner confesses a clue that unlocks the next step.
- **Cell 2: Commander Kaelen (+35g) —** use the courier's Crimson Brand confession as evidence. He exposes the Iron Vanguard Siege Leak conspiracy.
- **Solitary S1: Lord Malrik the Red (+45g) —** the high traitor. Cross-check Kaelen's confession and present the forged warrant to break him — exposing the Black Crown Coup.
- **Rescue Quest: The Tunnel Informant (+25g) —** unlock Cell 3 and free Master Thief "Whisper" Corvus, who teaches you the hidden stonework release of the Secret Escape Tunnel.
- **Prison Escape Quest: Beneath the Oubliette (3 stages, +60g) —** unlock Solitary Cell S2, pry open the hinged iron floor grate over the Secret Escape Tunnel, and lead the freed prisoners to safety.

Tips

- **Read the Jailer's Ledger** — it lists every conspiracy, what is solved, and exactly what to look for next (warrants, cipher runes, confessions).
- **Evidence beats force:** tactics that use a clue you already found (Evidence / Cross-Check) drain a prisoner's composure much faster than intimidation alone.

4. Royal Greenhouse — Master Sylvain's Herbalism Quests

In the palace gardens, Master Sylvain at the Royal Botanical Greenhouse offers three repeatable-style gathering quests. Open the greenhouse panel and click **Accept Quest** — the button tracks your progress live.

- **Royal Apothecary Harvest (+22g):** harvest 4 rare herbs from the Greenhouse planting beds (click the beds to harvest).
- **Greenhouse Alchemist (+25g):** brew 1 botanical potion at Master Sylvain's workbench.

- **Explorer of the Grounds (+25g):** inspect at least 3 vistas through the Western Watchtower Spyglass — walk the castle grounds and peer at the landmarks it shows you.
- **When a quest shows "Ready!",** return to Sylvain's panel and press "Turn In" to claim the gold (+4 XP each).

5. What Are Quests Good For?

Quest Source	Reward	Why You Want It
Queen's Quest cemetery hunts	All skeleton loot gold + kill EXP	Best leveling & gold income; keeps a fresh hunt always pinned
Tavern board — Daily Login	1 gold per day	Free daily gold; future quests will pin here
Royal Prison chain	35g + 35g + 35g + 45g + 25g + 60g = 235g	Story quests: rescues, interrogations, and the prison escape
Greenhouse quests	22g + 25g + 25g = 72g	Quick early gold plus herbs for potion brewing
Spending the gold	Brokk's weapons (The Forge) · Vesper's potions (the Apothecary) · Sera & Aldric's meat & cakes (tavern)	Level-gated gear and consumables keep you alive in bigger hunts