

Quest for Glory IV: Shadows of Darkness - Point List/Walkthrough

Items in **bold** are acquired by the action listed. Items in *italics* are required to perform the action listed. Actions that give a notable bonus to Honor have a “+” on the Paladin category. Actions that decrease Honor have a “-”. Actions that only effect one class but that do not give Puzzle Points are marked with an “o”.

All characters start with **\$1.01** and 100 Experience Points. Absolutely nothing but your armor transfers from Tarna to Mordavia. Fighters and Paladins start with **Platemail Armor**. Magic Users and Thieves start with a **Leather Jerkin**. One last thing, don't bother stocking up on cash in Mordavia. It won't go with you to Silmaria, nor will your loads of Jewelry or weapons (or the Glide spell).

Unlike Shapeir and Tarna (which lacked a little in this area) you can max out every Skill In Mordavia. Here are some tips: 1) You can only go so far with Strength by using the Stair Stepper, try fighting monsters until you are at about 330 - 340 and *then* start using the Stair Stepper; 2) Another word about the Stair Stepper, work out on it until it tells you it's too easy and only *then* should you put more weight on it; 3) Climbing is the easiest Skill to max in Mordavia, get it out of the way early; 4) Throwing **Rocks** gives Strength, Throwing, Agility, and Vitality; 5) Leveling any Skill has a chance of leveling Luck as well; 6) Thieves, leveling Acrobatics is a bitch, practice a lot over *several* days; 7) You wake up every morning with full Health, Stamina, and Mana so take advantage of this fact, you can go to sleep nearly dead at any time of night and wake up brand new!

F	P	M	T	Action and Notes
<p style="text-align: center;"><u>Day 1</u> Domovoi in the Inn at midnight (every night until you save Tanya)</p>				
2	2	2	2	Find a Dagger and \$5.13 on the first corpse
				Find a piece of Flint and \$3.13 on the second corpse
				Find \$5.25 on the third corpse
6	6	6	6	Light the torch on the right of the altar
				Take the Magical Torch
o	o			Find a Shield and a battered Sword on the corpse outside the Bone Chamber
		o		Find a Piece of Cloth and \$3.16 on the corpse outside the Bone Chamber
2	o			Kill a Badder
15	15	15	15	Cross the cave pit
6	6	6	6	Take the Dark One Sign
				Take some Corn from outside the town gates
				Pick some Flowers from Erana's Staff Room
				Buy some Rations, Candy, a Pie Pan , and a flask of Oil from Olga Stovich
	o			Buy a Handbroom from Olga
		o		Buy a Shopping Bag from Olga
				Get the Adventurer's Guild Key from Dmitri Ivanov
6	6	6	6	Enter the Adventurer's Guild
2	2	2	2	Sign the logbook
2	2		2	Pick up the Rope and Grapnel
2	6			Learn Climbing

F	P	M	T	Action and Notes
2	6			Use the stair stepper
o	o			Break open the case and take the Fine Sword
			o	Use your <i>Rope</i> on the hook, climb the <i>Rope</i> , and view the Thieves' Mark
			o	Look under the desk, get the combination, and solve the coat-hook puzzle
			6	Enter the Thieves' Guild
			2	Take the Guild Card from the poster
			o	Find the Knob to the Filch safe in the drain
			2	Find a Lockpick and 5 Daggers in the safe
			2	Learn to disarm traps from a book on the bookshelf
			2	Find a Thief's Toolkit , 3 Daggers , and the Chief Thief's diary in the desk
			o	Crack the safe on the right and find Healing Potion , Dagger , and \$5.00
			o	Crack the safe on the left and find Poison Cure Potion , Dagger , and \$6.00
			2	Move the barrel, solve the puzzle, and find the Chief Thief
6	6	6	6	Solve the bell puzzle and enter Dr. Cranium's House
2	2	2	2	Identify a Baby Antwerp
2	2	2	2	Bait the trap with a <i>Ration</i> , open the door to the right, and catch a Baby Antwerp
6	6	6	6	Solve the Antwerp Maze and get the Lab Key
6	6	6	6	Unlock to door to Dr. Cranium's lab
2	2	2	2	Give Dr. Cranium the Poison Cure formula and get a Poison Cure Potion
2	2	2	2	Give Dr. Cranium the Healing Potion formula and get a Healing Potion
				Get 2 Empty Flasks from Dr. Cranium
		2		Ask Dr. Cranium about Magic and learn the Glide spell
2	2	2	2	Answer the Leshy's name riddle
15	15	15	15	Get the Bonsai Bush from the Squid Stone Area
6	6	6	6	Get Grue Goo from the Squid Stone Area
2	2	2	2	Return to the Leshy with the <i>Bonsai Bush</i> and tell him about the Bush
		o		Fetch some Mana Fruit from the tree in Erana's Garden
				Find \$30.00 in a lantern in Erana's Garden
6	6	6	6	Plant the <i>Bonsai Bush</i> in Erana's Garden
		6		Cast <i>Trigger</i> on the stream, <i>Open</i> the flower, <i>Fetch</i> the scroll, and learn the Protection spell

F	P	M	T	Action and Notes
6	6	6	6	Get the Rusalka to like you
2	2	2	2	Answer the Leshy's Rusalka riddle
2				Kill a Necrotaur
2				Kill a Vorpai Bunny
2				Kill a Wyvern
6	6	6	6	Convince Anna that she is a ghost
				Get some Garlic from your room at the Inn.
			2	Exit your room through the window at night
			o	Break into the Burgomeister's Office through the window
			o	Search the desk and find \$7.15 and the Jail Key
			o	Break into Nikolai's house through the window
			o	<i>Oil</i> and search the wardrobe and find a clove of Garlic and \$1.20
			o	Search the chest and find a Locket
			o	Search the desk and find a Healing Potion and a Borgov Diary
	o			Visit Erana's Staff at night and see the Paladin Piotyr
				Talk to the Domovoi at midnight
2				Kill a Chernovy (night only)
2				Kill a Revenant (night only)
2				Kill a Wraith (night only)
<p style="text-align: center;">Day 2</p> <p style="text-align: center;">The Faerie Fountain is below Erana's Garden at night (Magic Users only)</p>				
				Tell Nikolai about his wife Anna
6	6	6	6	Find Baba Yaga's hut
6	6	6	6	Get Elderbury Berries from the Elderberry Bush
2	2	2	2	Answer the Leshy's Baba Yaga riddle
6	6	6	6	Visit the ghosts of Anna and Nikolai
2	2	2	2	Ask for Nikolai's Hat
				Talk to the Domovoi again and learn about the dry Domovoi
<p style="text-align: center;">Day 3</p> <p style="text-align: center;">Punny Bones appears in the Inn Katrina and Ad Avis talk in your dreams</p>				

F	P	M	T	Action and Notes
6	6	6	6	Enter the Monastery
			6	Take the Blackbird from above the door
2	2	2	2	Go back to Dr. Cranium's and identify a Hexapod
2	2	2	2	Give Dr. Cranium the Rehydration Solution formula
				Give Dr. Cranium some <i>Grue Goo</i> and get the Rehydration Solution
6	6	6	6	Use the <i>Rehydration Solution</i> on the dry Domovoi
6	6	6	6	Feed some <i>Garlic</i> to Hector the Hexapod and open the secret passage to the basement
			o	Use the <i>Shopping Bag</i> to take the Statue
				Open the desk and read the diary about the Rituals
				Drink from the "Cask of Amon Tillado" and get the Blood Ritual
			2	Use the <i>Statue</i> to turn the Chief Thief back into a human
	o			Burn down the Monastery
6	6	6	6	Give Nikolai's <i>Hat</i> to Bonehead
2	2	2	2	Put some <i>Bones</i> in the mortar, grind them, and make Bonemeal
2	2	2	2	Take the Rubber Chicken from Punny Bones' room
		6		Learn the Frost Bite spell from Katrina
				Meet the Domovoi again and get Tanya's Doll from the cabinet
Day 4				
6	6	6	6	Make Baba Yaga's hut sit still
				Put the <i>Bonemeal</i> , <i>Grue Goo</i> , and <i>Elderbury Berries</i> into the <i>Pie Pan</i> .
				Show the <i>Pie Pan</i> to the "head skull" and get an Elderbury Pie
6	6	6	6	Give the <i>Elderbury Pie</i> to Baba Yaga
				Get the Breath Ritual from Baba Yaga
				Get a Good Humor Bar from Baba Yaga
		6		Learn the Invisibility/Hide spell from Baba Yaga
2	2	2	2	Answer Leshy's Elderbury Bush riddle
2	2	2	2	Answer Leshy's Heart Ritual riddle
15	15	15	15	Give the <i>Good Humor Bar</i> to Punny Bones and restore his humor
				As you leave, learn "The Ultimate Joke"

F	P	M	T	Action and Notes
<u>Day 5</u> Igor is missing and the Gypsy is in jail				
			6	Help Davy (the Gypsy) escape from Jail
15	15	15	15	Rescue Igor in the cemetery
<u>Day 6</u> Get your first note from Katrina				
				Talk to Igor and get the Borgov Crypt Key
				Meet Katrina outside the town gates
2	2	2	2	Enter the Gypsy camp
		6		Learn the Aura spell from Magda
2	2	2	2	Have your fortune read by Magda
				Spend the night with the Gypsies
<u>Day 7</u>				
				Visit Magda and have your fortune read again
6	6	6	6	Find the Mad Monk's tomb in the swamp
2	2	2	2	Open the Mad Monk's tomb and get the Bone Ritual
15	15		6	Destroy the Wraith holding the Heart Ritual
		15		Defeat the Faerie Folk and get the Heart Ritual
6	6	6	6	Put some <i>Candy</i> on the swamp shore and capture the Will o' Wisps
				Use the <i>Will o' Wisps</i> on the Squid Stone, open the Squid Stone with the <i>Dark One Sign</i> , and get the Sense Ritual
				Release the <i>Will o' Wisps</i>
	o			Visit the Graveyard and find Elyssa's grave
	o			Tell the Rusalka her real name and get Lock of her Hair
	6			Beat Janos' grave with the <i>Broom</i> and defeat his Wraith
	15			Kiss Elyssa and free her spirit
	o			Visit Piotyr and he will tell you to show Dmitri his sword
<u>Day 8</u>				
	15			Show Dmitri <i>Piotyr's Sword</i> and get Piotyr's Shield
	o			Visit Pitotyr once more and learn about releasing Erana
6	6	6	6	Enter the Borgov Crypt
6	6	6	6	Take the secret passage to the Castle

F	P	M	T	Action and Notes
			2	Oil the door to the Great Hall and listen to Katrina and Ad Avis' conversation
				Find a total of \$6.06 in the cabinets and behind the paintings
				Search the Massive Iron Safe and find \$15.00
				Find the bedroom with the chest, kill the Wraith, and get \$25 and a Healing Potion
6	6	6	6	Escape the Borgov Crypt
15	15	15	15	Give the <i>Doll</i> to Tanya
25	25	25	25	Save Tanya and get Erana's Staff
<p style="text-align: center;">Day 10 Nothing will happen on Day 9</p>				
				Get Ad Avis' ("Katrina's") note and meet him outside the castle at night
				Break free of the chains and go to Katrina's room
2				Enter the Castle through the front gate at night
15	15	15	15	Reenter the Dark One's Cave with the <i>Rituals</i>
4	0			Kill the Pit Horror (the last Borgov)
15	15	15	15	Learn the Essence Ritual
6	6	6	6	Put the <i>Dark One Sign</i> on the Bone Altar and perform the <i>Bone Ritual</i>
15	15	15	15	Escape from the cage of bone
6	6	6	6	Perform the <i>Blood Ritual</i>
15	15	15	15	Escape from the Blood Cave
6	6	6	6	Perform the <i>Breath Ritual</i>
15	15	15	15	Escape from the Breath Cave
6	6	6	6	Perform the <i>Sense Ritual</i>
15	15	15	15	Escape from the Sense Cave
6	6	6	6	Perform the <i>Heart Ritual</i>
6	6	6	6	Make it into the Essence Cave and perform the <i>Essence Ritual</i>
50	50	50	50	Free Erana's Spirit, stop the Dark One, and become the hero of Mordavia
501	525	501	502	Final Totals