

Pillars of eternity overstaying his welcome

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From the Pillars of Eternity to Vicky Overstaying His Welcome is a side quest in the White March - Part I. Synopsis (edit source) Haeferic, the host of the hotel on Gref's vacation, thinks there is something suspicious about one of his guests. According to him, the eagle, living in one of the rooms, behaved strangely, and Haferik would like someone to grow to the bottom of things. Step-by-step guide (edited by editing source) Aylef hides in the back room of the hotel. Talk to him to find out that he is fleeing Readceran slavers under Defala and that he scraped together enough money to reach New Heomar... But there is a group of Ridzerans who set up camp west of Stalwart, whom he suspects of detal and its men. He will offer money in exchange for getting rid of them. Defala is in Russetwood, under a frozen lake in the middle of the map (only after the start of the quest). It will not be hostile and instead add a few facts to the ailef story, namely that he killed his master's son during the escape, and will offer to share half the generosity if you lure him to the roads outside Stalwart. At this point, you will have to fight her if you don't agree to help her. Go back to Stalwart and talk to Eilef. If you agreed to help Defala: Trick Ailef's leaving Stalwart, trapping him in the Trap Defala (requires Resolve 15 if you initially ask him about the boy he killed). Before he leaves, he'll give you the Unwavering Ring and Durgan's Copper Bracelet. Return to Defala to receive half the reward (1000). Killing her at this point won't give you the full reward. Take things into your own hands and kill Ailef. Defala will not be happy and will attack as soon as you return. If you killed Defala: Whatever the decision, go back to Haferik for your reward. If you have imprisoned, deceived or released Aileff (i.e. dealt with him without killing him), Haferik thanks you. Get a slight positive reputation with Stalwart, and Opal. If you killed Ailef, Heferic would be crazy. Get a slight negative reputation with Stalwart. Notes edit source If you kill Defala after cheating Ailef in care (without talking to her), the quest will be stuck incomplete until you also kill Ailef. In the magazine edit the source quests px1_00_stalwart_village px1_00_qst_an_unwelcome_guest ID Targets 0 Sprouting his Welcome 10,000 Haeferic, the host of the hotel on Gref's vacation, thinks there is something suspicious about one of his guests. According to him, the eagle, living in one of the rooms, behaved strangely, and Haferik would like someone to grow to the bottom of things. An alternative description of 40001 Islef, a runaway slave, hides in Gref's vacation in Stalwart. He wants to help evade the pursuers. 1 Talk to the eagle in Gref's vacation. 10001 Haferik is convinced that his guest eagle is not fit. Oslan showed up a few days ago and hid in one of the rooms. Haferik would like me to from him, but he doesn't want me to hurt him. 2 Hunt down a slave hunter. Slaves. Islef hides from Defala, the slave hunter who followed him from Ridsiras. He can't leave town until he's out of town. Rumor has it that the Readcerans party has made a camp somewhere west of the city. 3 Aylef's trick in leaving Stalwart. 10003 Defala provided several details that Eilef forgot to mention - in particular, that he had signed himself into servitude, and that he had killed his master's young son during his escape. She asked me to lure him back onto the roads. She promised me part of his reward. 20001 Defala was on edge when I spoke to her again after our deal. If I don't get to work, she'll think I'm betraying her. 20,000 Islef was killed. The slave hunter won't get paid - and most likely I won't either. 4 Return to Islef. 10004 Slave Hunter is dead. Eilef will be happy to hear about it. 5 Return to Defala in Russetwood. 10005 I convinced Ailef to leave town. Slave hunters should have little problem with his detention. Defala will be waiting with my reward. 6 Return to Defala in Russetwood. 10006 Ailef is dead, but perhaps Defala will be satisfied with this result. End of State Killed Ailef Before talking to the slave 30,000 quest failed to kill Haeferic 30001 quest failed to deal with the glories, told Ailef 30002 I was dealing with a slave hunter for Ailef, and he thanked me for it. Deceived Aylef, helped Slaver 30003 I tricked Aylef to run straight into the hands of slave hunters. Defala stayed to give me my payment before heading back to Readceras. Deceived By Ailef, killed as 30004 I got Ailef out of the room and dealt with it and the slave hunter in the wilds. Haferik should be glad they're gone, at least. Killed by Aileff, said Slaver 30005 Defala was not glad that I took things into my own hands. She attacked. Took Ailef Prisoner 30006 Ailef can not deserve to be enslaved, but he is a killer - I decided to take him prisoner. At least it'll wipe him out of Haferic's hotel. Both dead (general) 30007 Defala and Ailef are both dead. A complete guide to side quests, tasks and other add-ons available to players in the newest DLC Pillars of Eternity, The White March Part One. The Pillars of Eternity are set in a massive world filled with intriguing quests and old-school rpg-fights. It's a return to the beauty of original RPGs such as Baldura Gate and The Torment of Planescape. This guide guides you through various side quests, tasks and other additional content that can be found in the Pillars of Eternity White March DLC. Due to the complex nature of the RPG and the many paths that offer some quests, we will only offer a step-by-step guide to the path we have chosen. This guide can be updated at a later date to demonstrate all the different ways. Once you've installed the White March DLC, it's exceptionally easy to get started. This DLC area will open to players shortly after they Act 2 is the main story of the game. Because of this, you will be Continue their most recent Pillars of Eternity to save, and just play from there. If your save file is further away from the base level of DLC 10, you'll be given the opportunity to scale the level and complexity of upcoming quests to the current level. This won't change the rewards, however, but it will keep the game from being too unbalanced. Overstaying His Welcome - A side quest This quest can be picked up inside Gref's recreation. Talk to the hotel owner, Haferik, and you will be asked to check out the suspicious-looking Eagle who rented the back room. Haferik ultimately wants to get rid of the little trouble maker, but he doesn't want to hurt him. Finish the conversation and then move to the back room of the hotel. Head to the last door in the back, open it, and move inside to talk to Orlan in Gref's rest. By talking to him you will find out that he is an escaped slave, and that he just wants to escape from the village, but a slave hunter named Defala is tracked down. It also reveals that rumours say she is in a camp somewhere west of the village of Stalwart. Agree to help him, and then leave the hotel to track down the slave hunter. To find Defala, you need to lead Russetwood. Then you want to head west until you notice the slave hunter and her party camp next to the wagon holding the cage. Talk to the woman, and she will tell you that Eilef, Orlan, is also wanted for the murder of his master's young child. You can either turn on the slave or pull out the slave hunter, as you agreed earlier. We decided to side with Orlan which meant we had to go back to Ailef as soon as we finished with Defala. If you decide to turn it on, just follow the rest of the quest instructions to return it to Defala. Beautiful Drop - A side quest near Gref's holiday you will find a man named Rafald. Talk to him to find out that he hid during the battle. Towards the end of the conversation, he will ask you to search Gref's lounge at Fennlan Liquor. Head inside, and Beeline past Haeferic, and down the stairs to the basement. Inside you will find several people gambling. Ignore them, and activate your sneak mode. Now slowly move to the wine rack at the back of the room. You have to detect several traps on the floor in front of the counter. If you want to get Fennlan Liquor you will have to disarm every trap to get the item. Once the traps are disarmed and you have to bottle it's time to go back to Rafald. He will thank you for the liquor, pay you 100CP and then take a huge swallow. It doesn't seem to be as good as it looks. Reifald's tongue and face are numb and he will beg you to ask Haferik about the treatment. Go to the hotel and talk to the hotel owner. He will laugh and tell you about the two ingredients that he needs to create an antidote. Head out of the hotel and head to Russetwood to find to treat Reifald. The ingredients you're looking for are river canes and and The heart of an ice troll. To find these items just run around Russetwood until you meet them. It won't take you long. Just be careful because of the various enemies lurking in the area. If you have the ingredients go back to Haeferic. Once Haeferic has finished developing the potion all you have to do is give the antidote reifald. Its best half - A side quest During your journey through Longwatch Falls you have to meet a torn package, and a shower. Interact with the soul to find out that a young Dyrwoodman named Igadr was killed in search of his soul counterpart. This activates the quest, and now you will need to find out how Igadr died. To do this, head north towards the hot springs. Once Lagufaeth were reviewed with a search area for Igadra magazine. Inside you learn that he continued to have visions of the cave behind the waterfall. To find this cave scrolling through the screen to the east (right). You have to discover the river that runs through the area. Follow it south until you reach the waterfall at the edge of the map. Move your party here, and then go to the cave to find the soul double Igadra. Inside the cave you will find that the soul of twin Igadra is a dragon. If you have a high enough set of statistics you can talk your way out of the fight, and end up healing the dragon, and separating the connections he has for his other soul twins. If you don't have these skills, you will have to fight the alpine dragon. He is a tough enemy, so make sure your party is ready for battle before you move into the cave. Once he has been defeated or healed, the search will end and you can continue on your journey. Good Catch - Side quest top pick up this quest you need to talk to Feara in Gref's vacation. Once you have taken the quest you will need to travel up the mountain to the Durgan battery. Head north from the city and head to Durgan's battery. Once you arrive, you will find to find the artifacts of Lagufaeth and Feara. It's not hard to find a destroyed caravan. Just move north until you come to the bridge in the center of the area. Cross the bridge, then head south until you hit the pack of Lagufaeta. Take them and then look for the caravan to find the artifacts. Once you have the artifacts leave the Durgan batteries and return to Feara to rest Gref. Favor Hunter - A side quest while in Stalwart head to Thyrsc's house. Talk to Thyrsc and he will ask you to help him find the wolf who lives in the Russetwood area to the west of the city. Take the quest, then go to Russetwood to hunt down the wolf. You will find the wolf in the central cave at the top of the area. Head inside to trigger the conversation box. Your goal now is to knock down your quarry. Inside the cave Learn that the wolf that Thirsk tried to kill is a spirituetter, and you will be able to reach out to the soul of the beast. Reach out, and you'll find out that creature is really the son of Thyrsc, Suldrun. You have two options here. Option 1: Kill the wolf, rescue the wounded villager in the cave and return to Thirsk. Option 2: Back, get out of the cave, let Saldrun kill the villager, and free Suldrun from his curse by returning the totem to the altar. If you decide to go with Option 2, head back out of the cave, ignoring the pleas of the wounded villager. In the vision you saw from the wolf's soul, you learned of the totem that Saldrun had removed from the sanctuary to Galaway. Go east until you get the altar. Interact with him to witness another vision. Once you finish head south to the hunter camp in the south center of the map. Activate your abilities furtively, and your perception of skill should pick up the Hunter Totem in the log to the right of the entrance to the camp. If you have a totem head back down the aisle and place it there. This will trigger another piece of dialogue, and once it is finished back to the cave and head inside to find Saldrun in his normal form. Talk to him and finish the conversation. Now it's time to go back to Thyrsc and finish the search. Siege Cragholdt - Party quest Read more soon. Grey's Sleeper - Party quest More soon. One That Got Away - Side quest This quest is very similar to the Durance side quest in the base game. In order to continue this quest you just need to have the devil Karoka in your party, after which she will offer a conversation that will allow you to look further into her story. Thermal Pearl - The task of this task can be picked up from Tealdor, which can be found standing near the house of Reengild. Talk to him and take the task of finding the Heat Pearl. Now a trip to Longwatch Falls. Head to the eastern corner of the area and discover a map of the world. Choose Longwatch Falls and travel there. Once you arrive, it's time to find hot springs near Longwatch Falls. Move forward, following the road in the snow, until you notice the purple shimmering ball. Interaction with this ball will cause a conversation that will end with you pick up a side quest, His Best Half. Once you have taken the side of the quest head north just past the scattered things of Igadra to run into the first batch of Lagufaeth. Take them and then continue north to find hot springs. There are several Lagufaeth in the area, so be sure to keep your party alert and healed. Once you are near the hot springs you will need to find a thermal gem. To find the thermal gem, you will have to move to the northernmost area of the hot springs area. Interact with the steaming water to find the pearl, and then you will need to return to Tildor outside of Gref's holiday. It's time to return to the village of Stalwart. Head back past the bodies of your fallen enemies, but make sure you go ahead and grab the Ygadr log with side of hot springs. It will help immensely with His Half of the side quests. As you prepare to head back to the village of Stalwart the conversation scene will be called, and the thermal pearl will hatch into the baby Lagufaeth. Finish the clues and then return to the village of Stalwart and return to Tildor, which stands next to The Renngild's house. Talk to him and choose option 2 that will show him Lagufaeth. He will offer to buy it, after which Eder - if he is in your party - will advise against the sale. Make your own decision and then finish the conversation. We decided to leave the creature. Bounty: Brilliant Society - Task Speal with Tealdor outside Gref's Recreation to find out that a man named Ulmar and a group called the Brilliant Society are wanted in the area. Accept the contract to take them off and then head over to Longwatch Falls. You will find this group south of the bridge where they camped next to the river. Dislocate them, and then return Ulmar Tildore's head. This finish off this small task and you can continue with other quests and quests. Repentance Fisherman - The task after the tip from Galvino is that Grynde keeps a cache of rippling sponges in the fishery, sneak in and search for fishing at night. Search for different barrels and shelves until you happen to be on the Arda bracelet. This will trigger a past vision, and you learn that Grinde's crimes are much more than his addiction to a rippling sponge. At this point he will enter the fishing and you will have to confront him. You can either turn him over to village officials, kill him, or let him continue to pay for his crimes by continuing Ard's work in fishing. This completes this task. Bounty: Meztlá - Challenge More soon. Devil Karok - Companion to find this new companion you will need to follow the main quest line until you reach Galvino's hut. Follow the hatch in the right room to find the cavernous area of the rooms below. Now you will need to make your way along the western path, through the lab, and down the tunnels until you reach Galvino's room in the northeast part of most of the map. Make your way through conversations, and devil Karok, a soul trapped in Golem's body, will offer to join you in search of a soul that can get you into the Durgan battery. Tell me you need it and you'll be given the opportunity to purchase it for 500CP from Galvino. Accept the price and she will join your party. Picking up this character will trigger a side quest, The One That Got Away. Sahua - Sputnik sahua - a 14th level monk who can be found hiding in one of the fish barrels on the west side of the fishery in the village of Stalwart. As you near the building the cut scene will play out. Once the person runs out of the barrel, head over and interact with him. You'll discover your head. Pull out your head to find zahua and start a conversation with him. The mention is hired by the village to investigate Durgan's battery, and he will offer to join you. Assign it to your current he's going back to Cage Nua. There is currently no questline associated with the old monk. We will continue to update this article as we discover more side quests in the Pillars of Eternity White March DLC. Often check new quests, tasks and information. Information.

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