**ANSWERS TO FREQUENTLY ASKED QUESTIONS ABOUT THE MOD'S QUESTS**

**Warning, SPOILERS ahead!!**

**How to solve the riddle with Maevar's stash (component 2, quest «Mae’Var’s Stash»)?**

Read carefully the scroll received during this quest. It describes several scenes, each of which symbolizes one of the months of the year. The answer is the ordinal numbers of the three months (from Calendar of Harptos - <http://dnd.steinhour.net/Forgotten_Realms_campaign/Forgotten_Realms/DnD_FR_calendar.html>, which are described in the scroll.

First the summer month (Flamerule), then the autumn month (Nightal), then the winter month (Uktar). All you have to do is enter their serial numbers in a row.

For more information, contact the author of this riddle, **Scheele**

(<https://forums.beamdog.com/profile/scheele>)

**How to solve the pirate chest puzzle in Brynnlaw (component 2, quest «Pirate Legacy»)?**

In Brinnlaw you will meet the ex-wife of the pirate Fayaz, named Lorna. If you talk to her correctly, you can get a scroll that contains the answer to the pirate's riddle. It tells you in the form of a poem about the fingers of the hand which finger you need to put on which ring to open the chest.

Here is the answer to the chest puzzle:

On the little finger - a gold ring

Ring finger - silver ring

On the middle finger - a ruby ring

On the index finger - an onyx ring

On the thumb - a ring of fire opal

**Where is the abandoned house in Brynnlaw that Lorna talks about (component 2, quest «Pirate Legacy»)?**

This is the house at the very top of the area, from the roof of this house the path to Spellhold begins.

**How do I find the escaped troll (component 4, quest «The Missing Troll Case»)? I can't find it, help!**

When examining the troll's cage, note three facts that will help in the investigation: the bars of the cage are bent from the use of magic, the lockpick is broken, and the fact that the lock on the cage was locked.

Here is the investigation path (you can do these steps in any order).

1) In the Thieves Guild, ask Sidge (who is standing at the entrance) about the lockpick you found near the cage. He will say that it was recently made by Master Kirian at the request of some strange scientist. Conclusion: you need to find the customer of the work, and now we know that it is a scientist - accordingly, it is worth looking for him either in temples or in libraries. But to determine this for sure, see other facts.

2) Since the cage is damaged by magic, the Cowled Wizards and the city authorities must know that it was used. The criminal may have a license to use it. Accordingly, ask Corneil in the Council of Six about this. He will confirm that a certain scholar has previously paid for a license to use magic, and he can be found in the Temple of Oghma.

3) (Optional) You can pay attention to Aerie's words about a fisherman who had previously sold the troll to the circus being seen near the cage. If you want, you can interrogate this fisherman named Lorio. The residents of the Docks area (beggars and merchants) can tell you about his location if you ask them about the fisherman who recently caught the troll. *This is a false investigation path and will not help you in any way, but you can still do this additionally if you want. However, we will meet this fisherman again if you start the quest "Siren’s Silence" later.*

4) (Optional) You can learn from Inspector Brega in the Council of Six that a reward has been placed on the troll's head.

**SUMMARY.** Now that you have determined who stole the troll, it remains to talk to him. Find a scientist named Sartorius in the Temple of Oghma in the Docks. He will tell you his story and reveal the motive for his actions. If you persuade him to cooperate, he will tell you where the troll is and how to find him. When you meet the troll, you will have three options:

- kill him and get a reward

- lure and tie him up to return to the circus

- try to talk to him

- leave him free and leave.