



The Raiders of Dune Sea Player Guide

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2022, Player guide and flowcharts developed by Marco Gariboldi

How to use it

DISCLAIMER: This document contains major spoilers for the fourth book in the DestinyQuest series, *The Raiders of Dune Sea*. If you want to enjoy your adventure for the first time without prior knowledge of any quests, careers and other secrets, then STOP HERE!

Otherwise, this guide provides a valuable insight into all the nooks and crannies of the book, which will help you develop the perfect hero – and discover the best loot and careers to unlock your potential and battle your way to success!

This guide and the accompanying flowcharts are the definitive guide to DQIV *The Raiders of Dune Sea*; They are up-to-date (comprehensive of errata).

When playing DQIV *The Raiders of Dune Sea*, if you find discrepancies between the flowcharts and the book, follow the flowcharts' changes and you'll enjoy the ultimate DestinyQuest experience!

Flowcharts

All the flowcharts are in .pdf format, allowing you to view them on your pc, tablet or smartphone; You can easily use the search command to find specific words and zoom on some specific section. You can also print them (A4 format) and use them beside your book, highlighting the path you are following with a pen or a pencil.

Puzzles: For each Quest that includes a puzzle, there are two files (Puzzle solved and NOT solved), so you can still solve the puzzle by yourself.

Abbreviations used in the flowcharts:

Attributes:

Speed: S

Brawn: B

Magic: M

Armour: A

Health: H

Abilities:



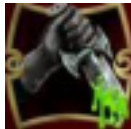
Speed: sp



Modifier: mo



Combat: co



Passive: pa

Combat Round: CR

Flowchart links:

Act 1: The Badlands

<https://drive.google.com/drive/folders/1njiLXRK5ImJRDe4jh0MW3bfC6aTxuy3v>

Act 2: The Dune Sea

https://drive.google.com/drive/folders/1Zxqq1MXcsE1fvcG_Fx_5UIN9Y4tdvDqc

Ability cards:

<http://www.destiny-quest.com/assets/Downloads/Files/Destiny-Quest-Abilities-Sheet.pdf>

Warrior path & careers

Warrior (Act 1 - Quest 32 - Section 400)

Attribute: +15H

- **Last defense (pa)**: If your *health* is 10 or less, you may raise your *brawn* by 2.

Warp ability (Act 2 - Quest 437 - Section 516)

- **Dark haze (wa)**: Use this ability to raise your *brawn* by 3 for one combat round. Your *speed* is lowered by 1 in the next combat round. This ability costs 4 *health* to use.

Sentinel (Act 1 - Quest 201 - Section 480)

Requirements: defend the wounded woman (Act 1 - Quest 201 - Section 178), join the Dryads and defeat Ignitus (Act 1 - Quest 201 - Section 334)

- **Far sight (pa)**: If the *talon wing* is your pet, then you automatically win the first round of combat, without needing to roll for attack speed.
- **Death from above (pa)**: If you lose a combat round, roll a die. On a [5] or [6] your attacking opponent takes damage equal to the *brawn* of your *talon wing*, ignoring *armour*. This occurs before your opponent rolls for their damage score or any abilities are played.

Beastmaster (Act 1 - Quest 201 - Section 348)

Requirements: help the savage by attacking the archer (Act 1 - Quest 201 - Section 247), join the Hinba tribe and defeat the Elder tree (Act 1 - Quest 201 - Section 438)

- **Pack spirit (mo)**: You can spend an unused speed or combat ability (making it unavailable for the rest of the combat) to boost the *brawn* of your mastiff by 1 for the remainder of the combat. This ability can be used multiple times as required.
- **Broken bond (pa)**: When your mastiff is defeated in combat, you may immediately deal 1 die of damage to an opponent of your choosing, adding 2 to the result. This ability ignores *armour*.

Dervish (Act 2 - Quest 481 - Section 724)

Requirements: none

- **Whirlwind (pa)**: Each time you use a speed ability, you can increase your *brawn* by 2 until the end of the combat round.
- **Sand dance (co)**: (requires a sword in the main hand and/or left hand.) Deal damage to all opponents equal to the *brawn* value of any swords you have equipped. If you play a speed ability in the following combat round, it is free to use (i.e. it can be used again in the same combat).

Dark templar (Act 2 - Quest 709 - Section 790)

Requirements: allow Neith to continue with her show of power (Act 2 - Quest 709 - Section 606) and accept the shield (Act 2 - Quest 709 - Section 790)

- **Unbowed (pa)**: Each time you raise your *armour* in combat, you may restore your *health* by the same amount as the *modifier*.
- **Astute guardian (pa)**: While you have 6 or more *armour*, you can roll an extra damage die when playing *counter*, *overpower*, *retaliation* and *sideswipe*.

Mage path & careers

Mage (Act 1 - Quest 32 - Section 385)

Attributes: +10H

- **Augment (mo)**: Spend 2 *magic* points to roll an extra die for your damage score, adding 2 to the die result.

Warp ability: (Act 2 - Quest 437 - Section 631)

- **Shroud burst (wa)**: Inflict 3 damage to all opponents, ignoring *armour*. This ability costs 4 *health* to use.

Diviner (Act 1 - Quest 64 - Section 513)

Requirements:

- 1) word: redeemer (Act 1 - Quest 201 - Section 303 / 316)
 - 2) defeat Murkbloom (Act 1 - Quest 64 - Section 486)
- **Scalding geyser (co + pa)**: Instead of rolling for a damage score, you can summon a *scalding geyser*. This automatically inflicts 4 damage to one opponent, ignoring *armour*, then deals a further point of damage at the end of each combat round ignoring *armour*.
 - **Healing spring (co + pa)**: Instead of rolling for a damage score, you can summon a healing spring. This automatically restores 4 *health* to your hero, then a further 1 *health* at the end of every combat round.

Aeronaut (Act 2 - Quest 557 - Section 585)

Requirements: none

- **Winds of fate (pa)**: Each time you use an ability that requires you to spend *magic*, roll a die. On the result of a [5] or [6] the ability can be used without spending any *magic*.
- **Fists of the tempest (co)**: Instead of rolling for a damage score, you can spend 2 *magic* points to shape the wind into powerful fists of magic. Roll three damage dice and assign each result to one or more opponents, ignoring *armour*. Each opponent struck by this ability lowers their *armour* by 2 for the remainder of the combat

Summoner (Act 2 - Quest 773 - Section 686)

Requirements: defeat the Abyssal priest (Act 2 - Quest 773 - Section 735)

- **Volatile link (pa)**: Your summoned minion has 3 extra *health*. When they are defeated in combat, they explode, inflicting 1 damage die to all opponents, ignoring *armour* (roll separately for each opponent)
- **Astral manipulator (pa)**: Minions in a passive stance cannot be targeted by opponents.

Rogue path & careers

Rogue (Act 1 - Quest 32 - Section 197)

Attributes: +5H

- **Piercing (co)**: Use *piercing* to ignore your opponent's *armour* and apply your full damage score to their *health*.
- **Spark daggers (pa)** (Act 1 - Quest 201 - Section 7): Before the first combat round you can automatically inflict 2 damage, ignoring *armour*, to two opponents of your choosing. (Note: This will also inflict any harmful passive abilities you might have, such as *bleed* and *toxic blades*.)

Requirements: help the savage by attacking the archer (Act 1 - Quest 201 - Section 247)

- **Glimmer dust (co)** (Act 1 - Quest 201 - Section 276): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. You can also heal 4 *health*.

Requirements: defend the wounded woman (Act 1 - Quest 201 - Section 178)

Warp ability: (Act 2 - Quest 437 - Section 761)

- **From shadows (wa)**: Inflict damage equal to the *speed* and *brawn* of your main hand weapon to any two opponents, ignoring *armour*. This ability costs 4 *health* to use.

Buccaneer (Act 2 - Quest 568 - Section 647)

Requirements: have two or more words of the followings: *snitch* / *beating* / *equals* (Act 2 - Quest 568 - Section 713)

- 1) *snitch*: tell the quartermaster (Act 2 - Quest 568 - Section 789)
 - 2) *beating*:
 - 2.1) attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and must fail the challenge (Act 2 - Quest 658 - Section 636)
 - 2.2) attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and must fail the challenge (Rogue have a +4 dice result bonus) (Act 2 - Quest 658 - Section 682)
 - 3) *equals*: step in and challenge Arista to a fair fight and defeat her (Act 2 - Quest 658 - Section 708)
- **Blade finesse (pa)**: (requires a sword in the main hand.) For each [6] result for your damage score, you can add 1 to your score.
 - **Luck of the draw (pa)**: (requires a flintlock in the left hand.) Each time you play a modifier ability, you can immediately inflict 2 damage to an opponent of your choosing, ignoring their *armour*.

Tomb robber (Act 2 - Quest 461 - Section 571)

Requirements: fight your way past the scarabs and defeat them (Act 2 - Quest 461 - Section 603)

- **Freerunner (mo)**: Increase your attack speed result by 3. If you win the combat round, then you may raise your *brawn* by 2 until the end of the round.
- **Toxic blades (pa)**: (requires a dagger in the main and left hand.) If your damage dice/damage score causes health damage to an opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores *armour*.

Tick Tock (Act 2 - Quest 557 - Section 654)

Requirements: 5 Reputation with Griglo (Act 2 - Quest 557 - Section 675)

- **Lodestone attraction (co):** Replace your *armour* value with that of an opponent's until the end of the combat round.
- **Scarab swarm (co):** Instead of rolling for a damage score after winning a combat round, you can unleash your mechanical scarabs on one opponent. The target's *armour* is reduced by 3 and they take 2 dice of damage, ignoring *armour*.

Pet and Minions

Pets:

- 1) **Talon wing** B3/A0/H6 (Act 1 - Quest 201 - Section 480)

Requirements: Warrior, Sentinel career (Act 1 - Quest 201 - Section 480)

- **Winged tormenter (pa):** Choose a target before combat begins. If the talon wing is in a passive stance then it can deal 1 damage to the chosen target, ignoring *armour*, at the end of each combat round.

Upgrade: **Plated talons** +1B/+2A (Act 2 - Quest 557 - Section 638)

Requirements: 70 silver coins

- 2) **Mastiff** B3/A2/H8 (Act 1 - Quest 201 - Section 348)

Requirements: Warrior, Beastmaster career (Act 1 - Quest 201 - Section 348)

- **Lick your wounds (pa):** If the mastiff is in a passive stance, then it may restore 4 *health* to itself at the end of the combat round. This ability cannot take the mastiff above its starting *health*.

Upgrade: **Body guard** +1A/+1H (Act 2 - Quest 557 - Section 638)

Requirements: 70 silver coins

- 3) **Metal scorpion** B2/A3/10 (Act 2 - Quest 557 - Section 675)

Requirements: 3 reputation with Griglo (Act 2 - Quest 557 - Section 675)

- **Paralysis (mo):** If the metal scorpion is in aggressive stance and deals health damage to an opponent, then that opponent's *speed* is lowered by 1 for the next combat round.

Upgrade: **Potent stinger** (Act 2 - Quest 557 - Section 638)

Requirements: 70 silver coins

- **Paralysis (mo):** If the metal scorpion is in aggressive stance and deals health damage to an opponent, then that opponent's *speed* is lowered by 2 for the next combat round.

Minions:

- 1) **Fire sprite** M4/A1/H6 (Act 1 - Quest 201 - Section 648 / 484)

Requirements: Mage

- **Conflagration (mo):** You can sacrifice your fire sprite at any time to inflict 1 damage die to a single opponent, ignoring their *armour*. This action removes the fire sprite from play.

- **Fire boost (pa):** While the fire sprite is in play your fire abilities (if available) are made more powerful. You may add 1 to each die rolled for *back draft*, *combustion*, *immolation* and *fireball*.

2) **Lightning spark** M4/A0/H5 (Act 2 - Quest 773 - Section 742)

Requirements: Mage, take the path of fire and lightning (Act 2 - Quest 773 - Section 829) and defeat the Infernos and the Storm arachnid (Act 3 - Quest 773 - Section 829 / 813)

- **Spark jolt (pa):** At the end of every combat round, the lightning spark deals 1 damage, ignoring *armour*, to all opponents.
- **Lightning boost (pa):** While the lightning spark is in play your lightning abilities (if available) are made more powerful. You may increase the damage of *forked strike*, *storm shock* and *shock* by 3.

3) **Gloom shade** M2/A4/H10 (Act 2 - Quest 773 - Section 839)

Requirements: Mage, take the path of ice and shadow (Act 2 - Quest 773 - Section 798) and defeat the Glacial squall and the Gloom (Act 3 - Quest 773 - Section 798 / 825)

- **Dark bond (pa):** Each time the gloom shade takes health damage from an opponent's damage score, you may regain one spent *magic* point.
- **Shadow boost (pa):** While the gloom shade is in play your shadow abilities (if available) are made more powerful. *Dark pact* can be used without sacrificing *health*, *poison cloud* can target three adjacent opponents (instead of two) and *mind flay* restores 2 *health* for each targeted opponent.

Reputation

- **Hinba tribe**

- 1) **+1:** special achievement (Act 1 - Quest 201 - Section 226)
- 2) **+2:** defeat the Elder tree (Act 1 - Quest 201 - Section 303)
- 3) **+1:** special achievement (Act 1 - Quest 342 - Section 281)
- 4) **+2:** defeat the Satyr (Act 1 - Quest 342 - Section 71)

- **Dryads**

- 1) **+1:**
 - 1.1) join Qureen and the spear maidens (Act 1 - Quest 201 - Section 431) and defeat the Runner (Act 1 - Quest 201 - Section 374)
 - 1.2) join Durga and the archers (Act 1 - Quest 201 - Section 710) and defeat the Lookout (Act 1 - Quest 201 - Section 424)
- 2) **+2:** defeat Ignitus (Act 1 - Quest 201 - Section 316)
- 3) **+1:** special achievement (Act 1 - Quest 394 - Section 269)
- 4) **+2:** defeat Karnufe (Act 1 - Quest 394 - Section 260)

- **Cabal** (word: *Cabal*, Act 2 - Quest 568 - Section 703)

- 1) **+1:** when you meet again Rad Dawson in Crown Mesa (Act 1 - Quest 64 - Section 319), apologize for leaving him (Act 1 - Quest 64 - Section 441), take a seat and hear him out (Act 1 - Quest 64 - Section 469), decline the offer and lave (Act 1 - Quest 64 - Section 92), find some cabal guards and tip them off (Act 1 - Quest 64 - Section 43)

Requirements:

- 1.1) word: *widow*, leave Red Dawson to his fate and escape (Act 1 - Quest 39 - Section 293)

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1.2) word: *truce*, help Red Dawson to defeat the black widow (Act 1 - Quest 39 - Section 216)

2) **+1**: approach the fort (Act 1 - Quest 64 - Section 336), defeat Murkbloom (Act 1 - Quest 64 - Section 575)

Requirements: word: *redeemer* (Act 1 - Quest 201 - Section 303 / 316)

3) **+1**: defeat the sand harpies (Act 2 - Quest 461 - Section 440)

4) **+1**:

3.1) Requirements: Warrior or Mage (Act 2 - Quest 461 - Section 548)

3.2) Requirements: Rogue (Act 2 - Quest 461 - Section 576)

5) **+1**: (Act 2 - Quest 461 - Section 564)

6) **+1**: remain silent about the betrayal (Act 2 - Quest 568 - Section 590)

7) **+1**: if you have all four words (Act 1 - Quest 709 - Section 820)

Requirements:

7.1) *justice* (Act 2 - Quest 709 - Section 702)

Requirements: run out onto the bridge and warn the templars (Act 2 - Quest 709 - Section 739)

7.2) *honesty*

Requirements: tell them the truth (Act 2 - Quest 709 - Section 637)

7.3) *compassion*

Requirements: try and help the templar (Act 2 - Quest 709 - Section 739)

7.4) *fortitude*

Requirements: draw her away before she comes to further harm (Act 2 - Quest 709 - Section 745)

8) **+ 1**: defeat Empusa (Act 2 - Quest 740 - Section 729)

Requirements: word: *Cabal* (Act 2 - Quest 568 - Section 703)

Sun Dogs (word: *Sun Dogs*, Act 2 - Quest 568 - Section 599)

1) **+2**:

Requirements: if you have two or more of the following words

1.1) *snitch*: tell the quartermaster (Act 2 - Quest 568 - Section 789)

1.2a) *beating*: attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and must fail the challenge (Act 2 - Quest 658 - Section 636)

1.2b) *beating*: attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and must fail the challenge (Rogue have a +4 dice result bonus) (Act 2 - Quest 658 - Section 682)

1.3) *equals*: step in and challenge Arista to a fair fight and defeat her (Act 2 - Quest 658 - Section 708)

2) **+1**:

Requirements: if you have two or more of the following words

1.1) *thieving*: allow him to continue, but only if he shares his loot (Act 2 - Quest 568 - Section 778)

1.2a) *vitality*: attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and complete the challenge (Act 2 - Quest 658 - Section 636)

1.2b) *vitality*: attempt to break into the cook's cupboard (Act 2 - Quest 658 - Section 705) and complete the challenge (Rogue have a +4 dice result bonus) (Act 2 - Quest 658 - Section 682)

1.3) *champion*:

3) **+1**: (Act 2 - Quest 568 - Section 543)

4) **+1**: help Skeet by giving him the herbs (Act 2 - Quest 568 - Section 817)

Requirements: word: *captive* (Act 2 - Quest 568 - Section 522), you must don't have the word *vindicator* (Act 2 - Quest 568 - Section 715) defeat Kadin Kare (Act 2 - Quest 568 - Section 720)

5) **+1**: return to Skeet and warn him of the patrol (Act 2 - Quest 568 - Section 727)

6) **+1**: defeat Crassus (Act 2 - Quest 687 - Section 719)

Requirements: word: *Sun Dogs* (Act 2 - Quest 568 - Section 599)

Tick Tock's workshop (Griglo) (Act 2 - Quest 557 - Section 680)

1) **+1**: ancient technology (Act 2 - Quest 461 - Section 672)

Requirements: Rogue, defeat the rock breaker (Act 2 - Quest 461 - Section 145)

2) **+1**: ancient technology (Act 2 - Quest 461 - Section 517)

Requirements: enter the flood chamber and defeat the sphynx (Act 2 - Quest 461 - Section 499)

3) **+1**: ancient technology "Lodestone bezel" (Act 2 - Section 733 "Cabal quartermaster")

Requirements:

3.1) word: *Cabal* (Act 2 - Quest 568 - Section 703)

3.2) 7 Reputation (Cabal)

4) **+1**: ancient technology (Act 2 - Quest 709 - Section 757)

Requirements: defeat Abyssal golem (Act 2 - Quest 709 - Section 804)

5) **+1**: ancient technology

Requirements: defeat Cabal shredder / slasher (Act 2 - Quest 568 - Section 492)

Jeweller (Act 2 - Quest 481 - Section 642) / **Merchant** (Act 2 - Quest 481 - Section 540)

● **Minor artefact:**

1) Minor artefact

1.1) (Act 2 - Quest 461 - Section 493)

Requirements: Mage, solve the puzzle (Act 2 - Quest 461 - Section 560)

1.2) (Act 2 - Quest 461 - Section 501)

Requirements: Mage, solve the puzzle (Act 2 - Quest 461 - Section 560)

2) Minor artefact (Act 2 - Quest 461 - Section 507)

Requirements: enter the embalming chamber and defeat the Everliving (Act 2 - Quest 461 - Section 491)

3) Minor artefact "elven jewellery" (Act 2 - Section 733 "Cabal quartermaster")

Requirements:

3.1) word: *Cabal* (Act 2 - Quest 568 - Section 703)

3.2) 30 silver coins

4) Minor artefact

4.1) (Act 1 - Quest 843 - Section 855)

Requirements: Warrior, defeat the Shadow lich

4.2) (Act 1 - Quest 843 - Section 845)

Requirements: Mage, defeat the Shadow lich

4.3) (Act 1 - Quest 843 - Section 863)

Requirements: Rogue, defeat the Shadow lich

5) Minor artefact "small bronze idol" (Act 2 - Quest 437 - Section 641)

Requirements: defeat Craggock (Act 2 - Quest 437 - Section 509)

6) Minor artefact "golden casket" (Act 2 - Quest 437 - Section 653)

Requirements:

6.1) defeat Craggock (Act 2 - Quest 437 - Section 509)

6.2) Ivory tablet (Act 2 - Ques 437 - Section 538)

● **Major artefact:**

1) Major artefact "death mask" (Act 2 - Section 733 "Cabal quartermaster")

Requirements:

3.1) word: *Cabal*

3.2) 40 silver coins

2) Major artefact (Act 2 - Quest 843 - Section 844)

Requirements: try and free the creature (Act 2 - Quest 843 - Section 856), get the word: *avenger* (Act 2 - Quest 843 - Section 854) and defeat the Flesh demon (Act 2 - Quest 843 - Section 873)

Collectibles

The following is a comprehensive list of all the collectible cards and other promotional material that was released for *The Raiders of Dune Sea* – containing unique item rewards that do not appear in the book.

Loot cards:

1) (Rare) **Crimson meridian** (left hand: sword) +2S/+2B

- **Cyclone (mo)**: When using *cleave*, you can roll two damage dice instead of one.

Requirements: you can equip this item when you learn the **Dervish** career.

2) (Rare) **Raider's reach** (gloves) +1S/+1B

- **Windfall (co)**: When your opponent's damage score causes health damage, you can use *windfall* to restore one speed ability that you have already used.

Requirements: you can equip this item when you learn the **Tomb robber** career.

3) (Rare) **Enigma's cowl** (head) +1S/+1M

- **Energy boost (mo)**: Spend 2 *magic* points to increase the *armour* of your minion by 3.

Requirements: you can equip this item when you learn the **Summoner** career.

4) (Rare) **Crow back** (left hand: shield) +2S/+3A

- **Rebuke (pa)**: If your *health* is 10 or less, you can add 1 to each die you roll for your damage score.

Requirements: you can equip this item when you learn the **Dark templar** career.

5) (Rare) **Golden gun** (left hand: flintlock) +2S/+2B

- **Ricochet (co)**: Instead of rolling for a damage score, you can aim a bouncing bullet with *ricochet*. Roll a die for each opponent and apply the relevant damage, ignoring *armour*.

[1] no damage

[2] to [4] 1 damage die

[5] or [6] 2 damage dice

Requirements: you can equip this item when you learn the **Buccaneer** career.

6) (Rare) **Farsight goggles** (head) +1S/+1A

- **Slipstream (mo)**: Spend 1 *magic* point to win back a combat round that you would have lost, allowing you to roll for damage instead.

Requirements: you can equip this item when you learn the **Aeronaut** career.

Exclusive loot card:

(Legendary) **Jonah's compass** (talisman) +1S/+3H

- **Surefooted (mo)**: You may reroll all of your hero's speed dice. You must accept the result of the second roll.
- **Charm (mo)**: You may reroll one of your hero's dice any time during a combat. You must accept the result of the second roll. If you have multiple items with the *charm* ability, each one gives you a reroll.

Requirements:

- 1) you can equip this item when you defeat **Bahamut** (Act 2 - Quest 697 - Section 697)
- 2) word: *pirate* (Act 2 - Quest 557 - Section 743)

Art postcard:

- 1) **Avian's sceptre** (left hand: staff) +2S/+4M
 - **Grey matter (co)**: instead of rolling for a damage score, spend 2 *magic* to deal 3 damage dice to all opponents, ignoring *armour*. Heal 8 *health*.

Requirement: you can equip this item when you complete the "Training day" (Act 2 - Quest 437).

Recurring characters

The events of this book occur during 'The End Days' (1384-present day)¹

The following list, in alphabetical order, includes all the recurring characters of the *DestinyQuest* saga that appeared in *The Raiders of Dune Sea*:

- **Cornelius, Jenlar**

- DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)
- DQI - Act 2 - Quest 330 "No Hope²" (*mentioned*)
- DQI - Act 2 - Quest 310 "Village, town or camp" (*mentioned*)
- DQI - Act 2 - Quest 315 "The unicorn' horn" (*mentioned*)
- DQI - Act 2 - Quest 343 "The sunken city" (*mentioned*)
- DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)
- DQI - Act 2 - Quest 313 "Legendary monster: Logan" (*mentioned*)
- DQI - Act 2 - Quest 419 "Boss: Shadowstalker"
- DQI - Act 3 - Quest 553 "Ravenwing's camp" (*mentioned*)
- DQI - Act 3 - Quest 589 "Winter's hill" (*mentioned*)
- DQI - Act 3 - Quest 613 "Battle of the bone fields³" (*mentioned*)
- DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow" (*mentioned*)
- DQII - Act 1 - Quest 73 "Behind the mask" (*mentioned*)
- DQII - Act 3 - Quest 874 "The Crematorium" (*mentioned*)
- DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*mentioned*)
- DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)
- DQIV - Act 2 - Quest 481 "Knives in the dark" (*mentioned*)

- **Dale, Avian⁴**

- DQI - "Prologue: The knight's legacy" (*mentioned*)
- DQI - Act 1 - Quest 6 "Tithebury Cross" (*mentioned*)
- DQI - Act 1 - Quest 97 "Boss: Bridge troll"

DQI - Act 2 - Quest 305 "The withered glade" (*mentioned*)
DQI - Act 2 - Quest 315 "The unicorn's horn" (*mentioned*)
DQI - Act 2 - Quest 419 "Boss: Shadowstalker" (*mentioned*)
DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)
DQI - Act 3 - Quest 613 "Battle of the bone fields³" (*mentioned*)
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQII - "Prologue: The Great Escape⁵" (*mentioned*)
DQII - Act 1 - Quest 72 "Behind the mask" (*mentioned*)
DQII - Act 1 - Quest 151 " "Boss: The forest of thorns" (*mentioned*)
DQII - Act 2 - Quest 579 "Boss monster: Cernos the demon"
DQII - Act 3 - Quest 590 "The bridge of screams"
DQII - Act 3 - Quest 631 "The rune forge" (*mentioned*)
DQII - Act 3 - Quest 607 "The Abussos" (*mentioned*)
DQII - Act 3 - Quest 874 "The Crematorium" (*mentioned*)
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower"
DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)
DQIV - Act 2 - Quest 557 "Town: Sand port" (*mentioned*)
DQIV - Act 2 - Quest 437 "Training day" (*mentioned*)
DQIV - Act 2 - Quest 461 "The pyramid of peril" (*mentioned*)
DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)

- **Darion, Spink⁶**

DQI - Act 2 - Quest 326 "The count's ball"
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone⁷"

- **Falks, Eldias⁸**

DQI - Act 2 - Quest 326 "The count's ball"
DQII - "Prologue: The Great Escape⁵" (*mentioned*)
DQII - Act 1 - Quest 33 "Bullets over Blight Haven"
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone⁷" (*mentioned*)

- **Fetch**

DQI - Act 1 - Quest 111 "The black book"
DQI - Act 3 - Quest 864 "Waking the dead"
DQIV - Act 1 - Quest 447 "Boss: Tumbleweed"
DQIV - Act 2 - Quest 437 "Training day"
DQIV - Act 2 - Quest 461 "The pyramid of peril"
DQIV - Act 2 - Quest 557 "Town: Sand port"
DQIV - Act 2 - Quest 481 "Knives in the dark"
DQIV - Act 2 - Quest 568 "Crossing the line"
DQIV - Act 2 - Quest 709 "Night in the necropolis"
DQIV - Act 2 - Quest 773 "Dungeon delve: The temple of the elements"
DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot"
DQIV - Act 2 - Quest 687 "Legendary monster: The Crassus Crew"
DQIV - Act 2 - Quest 740 "Legendary monster: Empusa the Devourer"
DQIV - Act 2 - Quest 758 "Boss: The black pyramid"

- **Gunston, Caeleb**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"
DQI - Act 3 - Quest 553 "Ravenwing's camp"
DQI - Act 3 - Quest 575 "The warning"
DQI - Act 3 - Quest 618 "Against all odds"
DQI - Act 3 - Quest 864 "Waking the dead"
DQI - Act 3 - Quest 613 "Battle of the bone fields³"
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQIII - Act 1 - Quest 86 "The Dread Gulf Dare" (*mentioned*)
DQIII - "Epilogue"
DQIV - Act 1 - Quest 64 "Crown Mesa⁹" (*mentioned*)
DQIV - Act 2 - Quest 481 "Knives in the dark"
DQIV - Act 2 - Quest 709 "Night in the necropolis"

- **Judah - Lightbringer, The¹⁰**

DQI - Act 1 - Quest 25 "The stone circle" (*mentioned*)
DQI - Act 1 - Quest 97 "Boss: Bridge troll" (*mentioned*)
DQI - Act 2 - Quest 321 "The seared scar" (*mentioned*)
DQI - Act 2 - Quest 326 "The count's ball" (*mentioned*)
DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed" (*mentioned*)
DQII - Act 1 - Quest 8 "Village, town or camp" (*mentioned*)
DQII - Act 1 - Quest 135 "The Toymaker's Tower" (*mentioned*)
DQII - Act 1 - Quest 42 "The light and the dark" (*mentioned*)
DQII - Act 2 - Quest 376 "Revenge of the tigris" (*mentioned*)
DQII - Act 2 - Quest 571 "Village, town or camp" (*mentioned*)
DQIII - "Prologue Quest: Call of the wild" (*mentioned*)
DQIII - Act 1 - Quest 113 "Bitter keep" (*mentioned*)
DQIII - Act 1 - Quest 369 "The bitter end" (*mentioned*)
DQIII - Act 1 - Quest 157 "Ryker's Island" (*mentioned*)
DQIII - Act 2 - Quest 638 "The dead and the damned" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - "Prologue: Crime and Punishment / Left for dead" (*mentioned*)
DQIV - Act 1 - Quest 17 "Digging for diamonds" (*mentioned*)
DQIV - Act 1 - Quest 68 "Trouble out of Tombstone⁷" (*mentioned*)
DQIV - Act 1 - Quest 32 "The climb" (*mentioned*)
DQIV - Act 1 - Quest 447 "Boss monster: Tumbleweed" (*mentioned*)
DQIV - Act 1 - Quest 64 "Crown Mesa⁹" (*mentioned*)
DQIV - Act 2 - Quest 568 "Crossing the line" (*mentioned*)
DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)
DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot" (*mentioned*)

- **Lansbury, Ellin**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"
DQI - Act 3 - Quest 553 "Ravenwing's camp"
DQI - Act 3 - Quest 783 "Village, town or camp"

DQI - Act 3 - Quest 589 "Winter's hill"
DQI - Act 3 - Quest 618 "Against all odds"
DQI - Act 3 - Quest 864 "Waking the dead"
DQI - Act 3 - Quest 613 "Battle of the bone fields"³
DQI - Act 3 - Quest 564 "Legendary monster: Chilblain" (*mentioned*)
DQI - Act 3 - Quest 817 "Legendary monster: Gorgis Iron-mane"
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQIV - Act 1 - Quest 64 "Crown Mesa"⁹ (*mentioned*)
DQIV - Act 2 - Quest 481 "Knives in the dark"

- **Lorcan**

DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQII - "Prologue: The Great Escape"⁵ (as the *librarian*)
DQII - Act 1 - Quest 163 "Team battle (advanced): The wicker man" (*fused with The Nevarin*)
DQII - Act 2 - Quest 376 "Revenge of the tigris" (as the *librarian*)
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with The Nevarin*)
DQII - Act 2 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with The Nevarin*)
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with The Nevarin*)
DQII - "Epilogue" (*fused with The Nevarin*)
DQIII - Act 2 - Quest 683 "Eye of the storm" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - Act 2 - Quest 758 The Black Pyramid (as an *elven construct*)

- **Nevarin, The**¹¹

DQI - main character
DQII - Act 1 - Quest "Team battle (advanced): The wicker man" (*fused with Lorcan*)
DQII - Act 2 - Quest 529 Team battle (advanced): Issakhar (*fused with Lorcan*)
DQII - Act 3 - Quest 836 "Team battle (advanced): Krakatoa" (*fused with Lorcan*)
DQII - Act 3 - Quest 871 "Boss monster: The traitor's tower" (*fused with Lorcan*)
DQII - "Epilogue" (*fused with Lorcan*)
DQIII - "Prologue: Blood and Betrayal" (*mentioned*)
DQIII - "Epilogue" (*mentioned*)
DQIV - Act 2 - Quest 709 "Night in the necropolis" (*mentioned*)

- **Ravenwing, Saul**¹²

DQI - Act 1 - Quest 97 "Boss: Bridge troll"
DQI - Act 2 - Quest 305 "The withered glade" (*mentioned*)
DQI - Act 3 - Quest 553 "Ravenwing's camp"
DQI - Act 3 - Quest 864 "Waking the dead" (*mentioned*)
DQI - Act 3 - Quest 618 "Against all odds" (*mentioned*)
DQI - Act 3 - Quest 613 "Battle of the bone fields"³
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQIV - Act 2 - Quest 481 "Knives in the dark" (*mentioned*)

- **Redguard, Hans**

DQI - Act 2 - Quest 419 "Boss: Shadowstalker"
DQI - Act 3 - Quest 553 "Ravenwing's camp"
DQI - Act 3 - Quest 783 "Village, town or camp" (*mentioned*)
DQI - Act 3 - Quest 575 "The warning"
DQI - Act 3 - Quest 589 "Winter's hill" (*mentioned*)
DQI - Act 3 - Quest 618 "Against all odds"
DQI - Act 3 - Quest 613 "Battle of the bone fields"³
DQI - Act 3 - Quest 595 "Legendary monster: Malcontent" (*mentioned*)
DQI - Act 3 - Quest 817 "Legendary monster: Gorgis Iron-mane" (*mentioned*)
DQI - Act 3 - Quest 635 "Boss: The Legion of Shadow"
DQI - Act 3 - Quest 798 "Bonus Quest: The betrayed"
DQIV - Act 1 - Quest 64 "Crown Mesa"⁹ (*mentioned*)
DQIV - Act 2 - Quest 481 "Knives in the dark"

- **Sahna**

DQI - Act 2 - Quest 343 "The sunken city"
DQIV - "Prologue: Crime and Punishment"
DQIV - "Prologue quest: Left for dead"
DQIV - Act 1 - Quest 64 "Crown Mesa"⁹ (*mentioned*)
DQIV - Act 1 - Quest 17 "Digging for diamonds" (*mentioned*)
DQIV - Act 1 - Quest 67 "Thunder Creek" (*mentioned*)
DQIV - Act 1 - Quest 447 "Boss: Tumbleweed" (*mentioned*)
DQIV - Act 1 - Quest 39 "Widow maker" (*mentioned*)
DQIV - Act 2 - Quest 557 "Town: Sand port" (*mentioned*)
DQIV - Act 1 - Quest 305 "Legendary monster: Carrion" (*mentioned*)
DQIV - Act 2 - Quest 568 "Crossing the line"
DQIV - Act 2 - Quest 709 "Night in the necropolis"
DQIV - Act 2 - Quest 461 "The pyramid of peril"
DQIV - Act 2 - Quest 481 "Knives in the dark"
DQIV - Act 2 - Quest 758 "Boss: The black pyramid"
DQIV - Act 2 - Quest 843 "Dungeon delve: The tomb of Garriot" (*mentioned*)

Notes:

DQ: [DestinyQuest: The World Companion](#), 2022 Matador
DQI: [DestinyQuest I - The Legion of Shadow](#), 2012 Gollancz
DQII: [DestinyQuest II - The Heart of Fire](#), 2012 Gollancz
DQIII: [DestinyQuest III - The Eye of Winter's Fury](#), 2014 Gollancz
DQIV: [DestinyQuest IV - The Raiders of Dune Sea](#), 2019 Matador

¹ Pag. 60-61 DestinyQuest: The World Companion

² Pag. 148 DestinyQuest: The World Companion

³ Pag. 150 DestinyQuest: The World Companion

⁴ Pag. 86-93 DestinyQuest: The World Companion

⁵ Pag. 154 DestinyQuest: The World Companion

⁶ Pag. 36 DestinyQuest: The World Companion

⁷ Pag. 170 DestinyQuest: The World Companion

⁸ Pag. 118-122 DestinyQuest: The World Companion

⁹ Pag. 168 DestinyQuest: The World Companion

¹⁰ Pag. 19-28 DestinyQuest: The World Companion

¹¹ Pag. 74-75 DestinyQuest: The World Companion

¹² Pag. 130-136 DestinyQuest: The World Companion

Errata

Act 1 - Quest 64

- Section 490

You may hand over any items of equipment (removing it from your sheet) to gain ~~20~~ 5 silver.

Act 2 - Quest 437

- Section 573

Turn to ~~32~~ 329

Act 2 - Quest 568

- Section 522

Add the last line: Record the word *captive*, then turn to 655.

Act 2 - Quest 843

- Section 857

If you have the word *avenger*, turn to 873.

- Section 848

Add text: "You may restore your *health* and any lowered attributes"

Missing abilities in the glossary (printed and online):

Act 2 - Quest 843

Section 863

- **Steal (mo):** Use this ability any time in combat to automatically raise one of your attributes (*speed*, *brawn*, *magic* or *armour*) to match your opponent's. The effect wears off at the end of the combat round. You can only use *steal* once per combat.

Section 851

- **Revenge (co):** When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage die to all remaining opponents, ignoring *armour*. You can only use *revenge* once per combat.