

Mount & Blade
With Fire & Sword



Walkthrough

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The initial quests for each faction are available at the relationship with the faction above 10.

The Deluge

1. Talk to any lord of the **Polish Republic**. He'll describe the nation's current situation and ask you to ally with Poland. To continue the storyline, offer your allegiance.

Tell me -- what news have we from the Polish Republic?

2. Talk to Polish lords until the question «What can I do to help the Polish Republic?» is answered with some advice to find the pan **Zagloba**. **Zagloba** is one of the sixteen party members, you can find him in one of the pubs, and information about his whereabouts can be bought from 'traveller' NPCs stationed at pubs/bars. When you meet **Zagloba**, you'll need to take him into your party. From this moment onwards you can progress along the storyline only if **Zagloba** is in your party.



3. Talk to **Zagloba**. He'll advise you to find any gentry man and ask him for a special mission.
4. The gentry man will instruct you to deliver a letter to the king, **Jan Kasimir**. The letter warns of an impending **Swedish invasion**.
5. Find King **Jan Kasimir**, talk to him and give him the letter.
6. Ask **Jan Kasimir** if he has a special mission for you. He would instruct you to capture a Swedish prisoner. Fight any Swedish in order to secure a prisoner (use blunt weapons to increase your chances). Deliver him to **Jan Kasimir**. The King will reward you a few days later, return to him as prescribed.
7. **Jan Kasimir** will order you to stop Swedish bandits plundering **Chenstokhova**. Set out for **Chenstokhova**, fight the Swedish bandits. Afterwards take back **Warsaw** if it has fallen to the **Swedes**. After successfully completing this mission **Jan Kasimir** will accept your service as a mercenary.

8. Ask the king for a special mission. He will instruct you to capture a **Swedish commander**. Find a Swedish unit with a commander (mouse over a unit to investigate), fight them. If you win, the commander will be captured and shown in the prisoner slot. Deliver him to the king. Once you complete the mission, **Jan Kasimir** will make you his vassal and grant you a village.
9. A week later, ask **Jan Kasimir** for a special mission. He'll share his idea to organize a coup in the **Crimean Khanate**. Once you accept the mission, talk to **Zagloba**, leave the service of the **Polish Republic**, find the claimant (check pubs/bars) to the Crimean throne, **Mehmed Giray**, instigate a rebellion and put **Mehmed Giray** on the throne.



If you stay a Crimean servant for too long, **Zagloba** will remind you to continue your mission.

10. Demand that **Mehmed Giray** make alliance with the **Polish Republic**. He will agree if you conquer two fortresses of the **Muscovite Tsardom** for the **Crimean Khanate**. After you conquer them, talk to **Mehmed Giray**. He will give you a letter for **Jan Kasimir**. The **Crimean Khanate** and **Poland** will then form an alliance.
11. Leave **Mehmed Giray's** service. Talk to **Jan Kasimir**. Ask to be restored in the ranks and for the castle he promised. The king will decline, bringing up the complexity of democratic process as an excuse. He will then offer you to restore your reputation first. Talk to **Zagloba** – he'll advise you to get the support of three famous gentry men, **Skrzetuski**, **Kmicic** & **Wolodyjowski**. You'll then have to meet each of them (in any order you like).
12. Talk to **Kmicic**. Accept the mission «**Capture Prince Khovansky**». Talk to **Zagloba**. **Zagloba** will leave your party and return to your side after a while with news of where to capture **Khovansky**. Fight Khovansky's host and take him prisoner. Talk to **Kmicic** to take his support.
13. Talk to **Skrzetuski**. He'll bestow you with a task – to return a kidnapped horse from a **Cossack village**. Talk to **Zagloba**. He'll point you to the village where the horse is. Dress in **Tatar clothes**. Go to the village and find two Cossacks guarding the horse. Talk to them. Fight them or persuade them to let you «see the horse». Jump on the horse and leave the location. Having the horse in your slot, talk to **Skrzetuski** to take his support.

14. Talk to **Wolodyjowski**. He'll give you a mission to return his kidnapped bride, **Anusia Borzobogataya**. Talk to **Zagloba**. He'll advise you to take a letter for the panna from **Wolodyjowski** and capture a **Swede**. Talk to **Wolodyjowski**, take the letter. Fight a Swedish unit with high ranking units, capture one soldier. Talk to your new prisoner, he'll tell you which castle **Anusia** is. Infiltrate the castle and talk to **Anusia**. Using the letter or persuasion talk **Anusia** into following you. The master of the castle will arrive – you'll have to offer him money or defeat him in combat. Lead **Anusia** to **Wolodyjowski** and then talk to him to take his support.
15. Return to **Jan Kasimir**. He'll reinstate you in the ranks as a Polish hero and grants you a village. However, the promised castle has to be captured from the enemy. Once you capture the castle, it will automatically become your possession.
16. Once you have the castle, talk to **Jan Kasimir** and demand the title of a marshal. The king would grudgingly agree to recommend you as a hero to the Sejm, but marshal is an elected position. An option «Start the elections» will be available through conversation with the king. Talk to **Zagloba**. He'll advise you to talk to all **Polish lords**. Each dialog gives a one-time relations boost. When you feel the overall relations level is high enough, talk to the king and start the elections. You'll become the marshal of the Polish Republic.
17. Talk to **Jan Kasimir**. Complete the mission he gives you – conquer the cities.
18. Talk to **Jan Kasimir**. Get a quest to capture the **Russian Tsar**. Talk to **Zagloba** – he'll advise you to join forces with three old friends. Talk to **Skrzetuski**, **Kmicic** and **Wolodyjowski**, convince each of them to follow you. Fight the Tsar's host. The presence of each of your old friends, the Polish colonels, increases the chance of capturing the Tsar by 30%. Capture the **Tsar** and return to **Jan Kasimir**.
19. At some point after capturing the **Tsar**, **Zagloba** wishes to become the king, and offers you to support his rebellion. You can either agree or decline.
20. **Option A:** If you disagree to join **Zagloba**, he leaves your party. Talk to **Jan Kasimir**, report **Zagloba's** treason. The king demands proof. Talk to any **Polish lord** to inquire about the rebellion. The lord will tell you that **Zagloba** issued a royal decree and is stirring up the gentry. Talk to **Zagloba**, demand the royal decree. Three outcomes are possible – **Zagloba** is defeated, the hero is defeated, but escapes, or the hero is captured.
21. Talk to **Jan Kasimir**. If **Zagloba** is defeated, the king gives you another village, but calls for German mercenaries to pacify the rebels and abolishes democratic rule.
 - a. If you agree to this, soon the story ends with your and the king's death. The **Polish Republic** collapses.

- b. If you take a stand against **Jan Kasimir** usurping power, you'll be expelled from the ranks of his vassals and you'll have to stop seven **German hosts** moving towards Polish cities.
22. If you defeat the Germans, **Zagloba** will find you and once again offer to join the opposition. If you decline, the game goes into freeplay mode.
23. **Option B.** If you agree, **Zagloba** will propose gathering forces for the rebellion. Meet **Polish lords** and persuade them to join your side. If you can lure 75% of the lords to your side before a certain time you'll be able to talk to **Jan Kasimir** and demand his abdication. The king will call the guards. If you win the king abdicates and leaves the nation, if you are defeated, you are captured.
24. Talk to **Zagloba**. He will offer you to become king.
25. Conquer all remaining factions. After spending some time on your throne an assassin will ask to you visit you. He will kill your character, thus ending the storyline.

Black Mace

1. The first subject of the **Zaporozhian Host** you meet will tell you that a **Cossack village** is attacked by bandits. You'll get a quest «**Help the villagers fend off bandits**». Go to the village, fight the bandits.
2. After you defeat the bandits, a wounded old man will call out to you. Talk to him. The old man, dying, will utter: «The **Black Mace**, find it, and you shall save Ukraine!»
3. Ask all subjects of the **Zaporozhian Host** the question «What is the **Black Mace?**» You'll get a random piece of advice to talk to **de Clermont**. Find **de Clermont**, talk to him. He will point you to a **Cossack Colonel** who told him these words.



- Find the **Colonel** and question him about it. He will decline until relations with him are high enough. While you are building up relations, you can talk to **de Clermont** – he will say you're on the right track. Building up relations can be done through ordinary game actions – completing tasks, aiding in combat, etc. When you have the **Colonel's** trust, you will learn the **Black Mace** is an ancient relic. Legend says the ruler who wields the Black Mace shall never know defeat. The **Colonel** recalls that he heard about the **Black Mace** from a captured banner bearer of **Prince Radziwill**. Requirement: relations with the **Colonel** above 10.
- Find **Radziwill** (a claimant to the throne of the **Polish Republic**), ask about the **Black Mace**. **Radziwill** refuses to share family secrets with you until you help him win the throne. Start a rebellion against **Jan Kasimir**.



- Talk to **Radziwill**, ask for a special mission. **Radziwill** shall order you to conquer a fortress and leave him there while the rebellion lasts. Complete the mission.
- An automatic dialog with **Radziwill** starts. Capture the city. **Radziwill** sends you to talk to the city mayor again. If the mayor refuses to talk, bribe him. During the conversation you will learn that a few years ago **Radziwill** secretly brought out from the ancient **Kirillovskiy** monastery the sarcophagi of the Kievan Rus' Princes. It is there that the words «Black Mace» were spoken.
- Talk to **Radziwill**. He won't comment on anything and will send you on a mission to capture a **Tatar Mirza**. After you capture the **Mirza** a letter will appear in your inventory of which the Tatars got from a Moscow spy. The letter also speaks of the mystery of the **Black Mace** and indicates it had been moved to the Radziwill family crypt, mentioning that the key to where it lies might be in the Templar archive in Riga. (A well-read player might already understand the letter speaks about the village of **Nesvizh**.)
- Bring the prisoner to **Radziwill**, get your reward and head to **Riga**. Ask the townsfolk and find the mayor. Ask for permission to enter the town hall where the archives are. The mayor will demand you get a permission from the lord of **Riga**. Find the latter. He can give you a permission for either

joining his faction or simply bribing him. Once you get the permission, return to the burgomaster. Entering the town hall is now possible. Once you get inside the archives, you will read the letter and find out how **Radziwill** and the **Black Mace** are connected. As a result you will get the quest «Find the **Radziwill** family crypt». (Requirements: hero intelligence 8 or higher.)

10. Try talking to **Radziwill**. While he is a claimant, he will not answer your questions. Once he becomes king, he will dodge the question and each new question will worsen relations with him. Talk to lords of the **Polish Republic**. Those who have a «friend» status will tell you the crypt is in **Nesvizh**.
11. Go to **Nesvizh**. Talk to the elder. If you are a subject of the **Polish Republic** and **Janusz Radziwill** already became the king, you can get the necessary answer by mentioning **Radziwill**. The elder will tell you that an old Russian Prince was searching for the sarcophagi, but was slain by deserters near the village. Defeat or bribe the deserters, and you'll learn the Prince was called **Boryatinskiy**. His ring with a seal will now be in your inventory.
12. Find the lord **Yuri Boryatinsky**. Talk to him. The Prince is mistrustful, so you will have to defeat him in battle or build up relations and show the ring with a seal. You will learn that the **Boryatinsky** family are descendants of house of **Oleg**. They were keepers of the ancient «**Book of the Crow**», wherein all mysteries are explained. Alas, the young Prince sold the book to a passing merchant. Find the book merchant in one of the pubs and buy the book from him. To read the book the hero needs high intelligence. If the intelligence is not high enough yet, ask everyone around and find the person who will help you translate the book.
13. Find the monk **Pafnuty** in **Novgorod**, talk to him. Escort **Pafnuty** to a settlement where he left his books and wander around for a while as **Pafnuty** is busy with the translation.
14. Once you read the «**Book of the Crow**», you'll know almost everything about the **Black Mace**. You'll only need to find out who can use it and how. Ask everyone around about the Cossack legend. One of the **Zaporozhian** Host lords will recall that **Cossak Mamai** once sung a ballad about the Mace. **Mamai** is a recruitable party member, find him at one of the pubs and recruit him. Afterwards ask him about the **Black Mace**. **Mamai** will advise you to talk to **Colonel Barabash**.



15. Return to **Nesvizh**. There'll be a strong force of bandits. Defeat them, enter the crypt and fight **Radziwill's** hajduks. A captured hajduk will tell you that **Radziwill** took the mace and is now trying drawing **Cossack Colonels** to his side. Talk to **Mamai**. He will advise you to dress as a mercenary, come to **Radziwill** as if you were trying to enlist in his service and capture the Prince.
16. Dress in mercenary armour, go to the castle where **Radziwill** is, talk to the guards and go to **Radziwill**. He will recognize you. You will have to fight **Radziwill** and his high-level guards in the castle. **Radziwill** may be killed during the battle. If you win, an inventory window opens, you get the **Black Mace**. After that there'll be another fight on the city streets. If you manage to break out, the **Black Mace** will be in your inventory. If you defeat **Radziwill** out in the open and capture him he'll later die of a heart attack.
17. Find **Barabash**, talk to him. If you have the **Black Mace**, **Barabash** offers you to start a rebellion against **Khmelnysky**. If you decline, **Mamai** will advise you to become a subject of the **Zaporozhian Host**, because **Khmelnitsky** would certainly make the wielder of the **Black Mace** his marshal. If you agree, you will have to do some «convincing» among the Zaporozhian lords. During the conversations with the lords, you'll be advised to find **Khmelnysky** and learn the latter's view on the situation of **Barabash**. If you start the rebellion immediately, the game then goes into freeplay mode.
18. Talk to **Khmelnysky**. He will inform you that **Barabash** betrayed **Ukraine** for the **Polish** and can do a lot of harm. You will have to make a choice – side with **Khmelnysky** or stay with **Barabash**. To prove his story **Khmelnysky** offers you to capture a messenger with an oath of loyalty from **Barabash** to the Polish king. Intercept the aforementioned caravan and read the letter. If you still want to side with **Barabash**, complete the agitation among Zaporozhian lords and start the rebellion. If the letter convinced you otherwise, leave **Barabash**, return to **Khmelnysky** and become his vassal. But the political effects of the **Black Mace** will cease to work until the hero is elected as a marshal.
19. **Option A:** If you instigate the rebellion and make **Barabash** the Hetman of the **Zaporozhian Host**, after you become marshal, **Barabash** shall declare war on the **Muscovite Tsardom**. Destroy the **Muscovite Tsardom** and suppress the rebellion of the **Don Cossacks**.
20. **Option B:** If you left **Barabash** and swore an oath of loyalty to **Khmelnysky**, after you become marshal, **Khmelnysky** will issue a decree and order the destruction of the **Polish Republic**. After conquering **Poland** there'll be a rebellion in the gentry which needs to be pacified.
21. From this moment onwards the story is the same regardless of who is the Hetman – **Barabash** or **Khmelnysky**. After some time has passed since your victory the Hetman will call you for a talk and will declare that he

intends to create a new nation – the **Grand Principality of Rus**. You will have to conquer the remaining faction (**Muscovy** or **Poland**), but as there's peace between your nations, you will have to provoke a war. Leave the **Zaporozhian Host** and conquer one enemy city.

22. After conquering **Poland** or **Russia** talk to the Hetman. The **Zaporozhian Host** will now become the **Grand Principality of Rus**. To end the aristocratic free reign, the Hetman needs to be crowned with the **ancient crown of Vytautas**. You need to find the crown and bring it to the Hetman. Ask **Mamai** for help. He will recall an ancient legend which says the crown is in one of the monasteries. **Mamai** will ask you for some money and will set out on an errand. After he returns, he'll tell you which settlement the crown is hidden in. Talk to the Hetman. He'll refuse to send an army, so you'll need to dress as a monk and infiltrate the village on your own. After you deliver the crown Hetman becomes the Grand Prince and promises support for you as a candidate for marshal.
23. Once you are elected marshal you get a mission to conquer all remaining factions. After you complete this mission an old soothsayer arrives and takes the **Black Mace** to keep it in a secret place...

False Dmitry

1. Talk to a lord of the **Muscovite Tsardom**.

Advise me how to win fame and honor.

He will tell you the story of **Tatischev** in short, and will ask you to help him raid three **Polish villages** in return for the information about a man, who was **False Dmitry's** confidant and knows if **False Dmitry** was a true heir to the throne or not. Plunder the villages and talk to the lord again. If the mission is completed successfully, he will send you to **Gerasim Evangelic**, who lives in the village of **Trakai**.



2. Go to **Trakai** and talk to the elder. In exchange for the information on **Gerasim** the elder will ask you to return a holy icon which was kidnapped by a travelling priest, who lives in **Vilna**.
3. Go to **Vilna**. Talk to the townsfolk. You'll find out that the priest left the city for **Riga**. Go to **Riga**, talk to the townsfolk. Go to the pub, talk to the priest there, demand the icon. The priest can be bribed or persuaded to give you the icon, if your reputation is high, or you can try to take the icon by force (you'll have to defeat his guards). Return to **Trakai**, talk to the elder. If the icon is returned, the elder will point you to the village for which **Gerasim Evangelic** left.
4. Go to the village. Ask the villagers where to find **Gerasim**, or find him on your own. Talk to **Gerasim**. During the conversation bandits attack the village. Fight them, then return to **Gerasim** – he is badly wounded. Before parting with life the old man tells you the pseudohistorical tale of **Prince Dmitry** and leaves a chest with his cross to you, advising you to talk to the lord of **Novgorod**.
5. Talk to the lord of **Novgorod**. He refuses to talk about **False Dmitry**, but gives you an errand – to escort the niece of the **king of Sweden, Eleanor**. Accept the mission. Along the way **Eleanor** will confess she is the widow of the king's nephew, a daughter of warlord **Obolensky**, and she'll plead not to bring her to **Sweden**, but return her to her father instead. You'll be faced with a choice – if you act on her request, your relations with **Sweden** will sour.
6. If **Eleanor** is delivered to **Carl Gustaf** the latter gives you a reward and instructs you to deliver a letter to the **Tsar Alexei Mikhailovich**. If **Eleanor** is delivered to **Nikita Odoyevsky**, he will also ask you to deliver a letter to the **Russian Tsar**.
7. Talk to **Alexei Mikhailovich**. He notes the cross of **Prince Dmitry** on your neck and calls the guard. You'll end up behind bars – you have to use the occasion to escape the prison and flee **Moscow...**
8. All Russian lords and allies are now your enemies. Talk to the lords of the **Muscovite Tsardom**, they'll advise you to find **Stepan Razin**. He wants to claim the **Throne of Moscow**. Talk to **Razin**, he'll offer you to claim that you're the grandson of **Prince Dmitry** and raise a rebellion against the **Tsar**.
9. Raise a rebellion. Ask **Razin** for a special mission, and he'll ask you to get the support of the noble's opposition leader, **Nikita Odoyevsky**. Talk to **Odoyevsky**. He offers to support the rebellion in exchange for setting his daughter, **Alevtina**, free from Tatar captivity.



10. Go to **Kafa**, talk to a slaver in the pub. Give the slaver the money he asks for, and he'll tell you which of the **Crimean Khanate** lords bought the girl. Find the **Mirza**. Buy out the girl, fight the **Mirza** or sneak into the fortress. Trick the guards by posing as a doctor – if you fail to convince them, you'll have to fight.
11. Having won **Odoyevsky's** support, start negotiations with the lords of the **Muscovite Tsardom**. Many of them will change their allegiance to you once they read the Boyar's letter.

Here is a letter from Odoyevsky.

12. The rebellion continues. One of the rebel Boyars will ask, what you'll do after **Alexei Mikhailovich** is dethroned and offer you to claim the throne. If you agree, you will become a claimant, while **Razin** will become a simple rebel lord. If you decline, **Razin** will remain the claimant, but some boyars will stop supporting the rebellion.
13. **Option A:** If you are the claimant, you must lead the rebellion to ultimate victory. Once you become the new **Tsar**, **Razin** will come and demand you make him the marshal of your nation. You can accept his demands, but then the Boyars will be disappointed and relations with them will sour. You can call the guards – in this case you have to fight **Razin** in the field.
14. **Option B:** If you are a marshal at **Razin's** side, lead the rebellion to victory. After **Alexei** is dethroned **Razin** says a national council shall be gathered to elect the new **Tsar**. You will have time to talk to the Boyars and win their support for the elections. When the elections come, you should win them and become the **Tsar**.
15. After a random time during your reign a rebellion starts, led by none other than **Razin**, and all those who are not happy with your rule flock to his side. The rebellion can end with **Razin's** death in battle or his capture. While **Razin** is alive, the rebellion will start anew immediately after he escapes prison...You can talk to the imprisoned **Razin** and order him executed.
16. After **Razin's** death all other factions declare war on you. Talk to your marshal. He will tell you which faction is the weakest. Conquer it. It won't be easy, but enemy lords can be covered into changing sides. Your honour will fall and the chance of uprisings will increase, but they'll change sides without combat. When you threaten the lords, there is a chance of complete chaos and the destruction of the **Muscovite tsardom**, which ends the game. You can also finish the game by conquering all other factions. Whether your name will be written into history as **Dmitry the Great** or **Dmitry the Bloody** depends on you.