

WALKTHROUGH FOR AVEYOND 3.2

GATES OF NIGHT

By over_cloud9

This walkthrough is the fruit born from the extremely helpful FAQs, ready made maps and the solved quest list available in the friendly community of Amaranthia. Thanks to all the community members for their useful contributions in providing the tips, answers and guidelines in unraveling the mystery continued from Aveyond-The Lord of Twilight to this far more darker plot and interesting game play-Gates of Night. Special thanks to tiniponi, Shaz and M.C whose community posts had been very helpful in making this walkthrough; and last but not the least, a big thanks to Amanda for spellbinding us in all the sequels of this wonderful game story to which all Amaranthian and non-Amaranthians alike are glued to.

I'll not narrate the story as I would like you to play the game by yourself for the first time and enjoy the storyline. The walkthrough is specially aimed for those who have already played the game once and want to find all the items or complete all the side quests from the second time onwards. You can also refer if you are badly stuck and don't know how to proceed further. It doesn't necessarily follow the way the storyline expects you to go and has quick shortcuts to places/tasks. This time, instead of abiding by my principle of keeping it spoiler free, I decided to include them at the end. This is because the walkthrough is meant for everyone, so it should be useful to all players alike. But hey, no need to be disappointed-the spoilers aren't where it could spoil the surprises. I've compiled them at the end for reference and their contents are listed without revealing much hints. This way those who don't like spoilers need not peep at the bottom of the walkthrough if they want to play it fairly☺. You'll also find a list of very useful information at the end (not spoilers) to assist you complete all the quests before your final hunt down.

Important Tips:

- > It is highly recommended that you play Aveyond 3 which is Lord of Twilight(from now on to be referred as LoT for convenience) before playing Gates of Night (from now to be referred as GoN) due to 3 reasons-
 1. There are many items in LoT which can be helpful in GoN. Those items will not be found in GoN alone, but can be transferred to it from LoT from save file.
 2. Continuity of the story in GoN which was started from LoT. You may not enjoy this game without getting any clue as to how it all started.
 3. the levels of your characters, equipments, items and gold of LoT will be carried forward from its save files to GoN, so you can concentrate in proceeding in the game smoothly instead of starting all over in gaining levels, gold and equipments.
- > If you are new to RPG gaming, then play with tutorials turned on at the beginning as it would give useful information about the game play. Also you may select the

easy mode while playing for the first time as it would help you gain an understanding about the game play.

- > The 'journal' is the most important part of the game (to be found in menu). If you are not sure where to go next or what to do, then refer your journal to gain an idea as to what are your main quests and side tasks. Most of the time side quests give you important items or equipments which you may find use in your main quest.
- > If you aren't familiar with the characters, just go through their profiles in the menu. This will also give you a head start to what each character is capable of in fights.
- > Talk to everyone in the village and read the bookshelves. Both of these give wonderful hints for your quests or give you tasks instead.
- > Fighting strategies can vary from dungeon to dungeon and is also different for difficult monsters. I may recommend some strategies for the extremely difficult ones, but in general you should practice planning your own battler team and tactics. The armor and weapons also play an important part to decide how good you can defend/offend the enemy. For example, cursed armors will inflict a cursed status on your character thus reducing their strengths. This status effect cannot be removed unless the cursed equipment is being removed. At any point you may change your team of fighters by excluding or including new characters using the battle option in the menu. For example, for difficult foes who deal massive damage on every turn, you may need a healer in your team to fill up the HP of your party members during fights. Similarly some enemies are almost invincible to physical hits, so use your mage's skills to finish them off. While particular opponents are weak to some particular tactic or spell, so experiment and choose your team wisely.
- > Use the 'ctrl' and 'f' key together on your keyboard to find things that you are particularly looking for in the walkthrough in a hurry. Make sure that the spelling of the word you type is correct or else the keyword you are searching for may not be found highlighted. Or else you can always consult the Amaranthians (www.amarantia.com) if you need any particular information which is not explicitly described in neither the game nor the walkthrough (though I've tried my best to cover everything, suggestions are always welcome).
- > Each area that you enter will be also referred as 'screen'. For convenience sometime I may refer like "go back by three screens", etc. this means that starting from the current area (screen) you go back to the previous area and then to the previous of this area and then to the previous of the latter again through the passages you have followed.

THE BEGINNING:

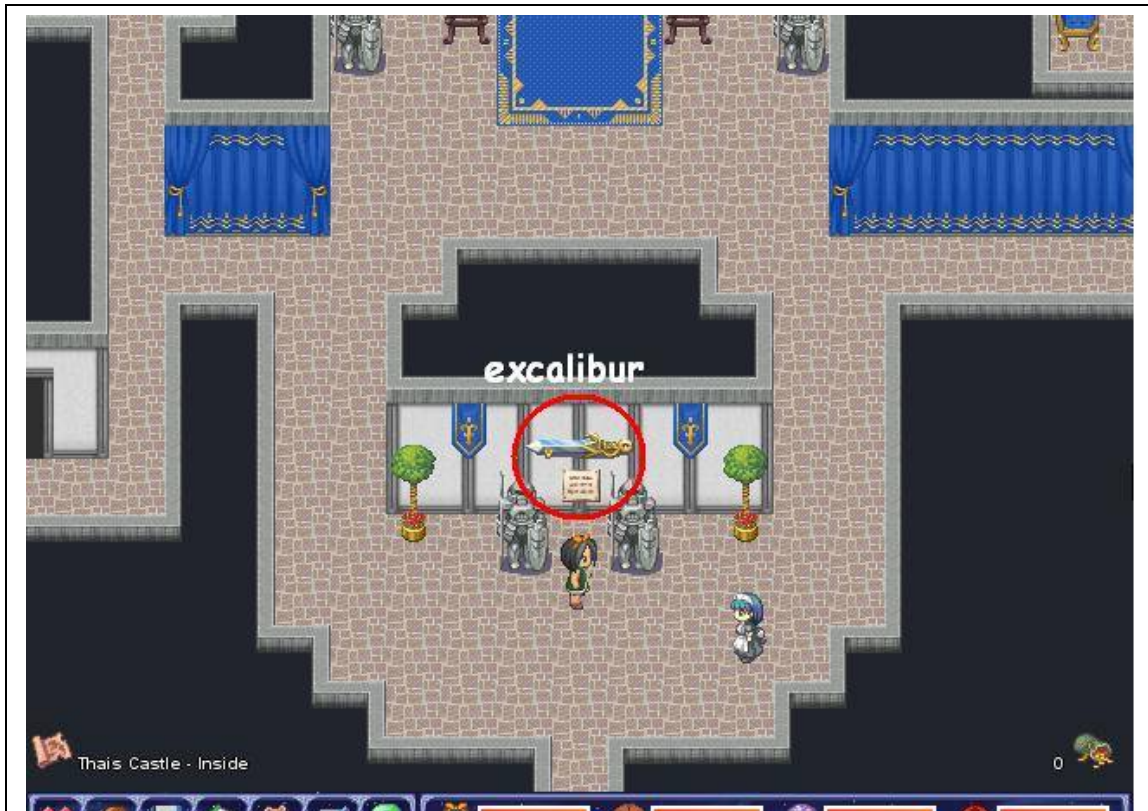
The game begins with Stella's nightmare. Keep on following the instructions during game play to choose the way you would wish to continue. Watch the story line as it evolves, the characters will lead into the Thais castle. After the conversation is over, talk to the king about your mission. He will give you your first quest of this game (if you haven't played LoT then only you'll get this quest or else the forthcoming quest will follow).

RETRIEVE MAP FROM KING'S STUDY:

Walk into the door to the extreme right side of king. From there proceed towards the balcony. The bookshelf to the left of the maid Belle has the map (refer screenshot)

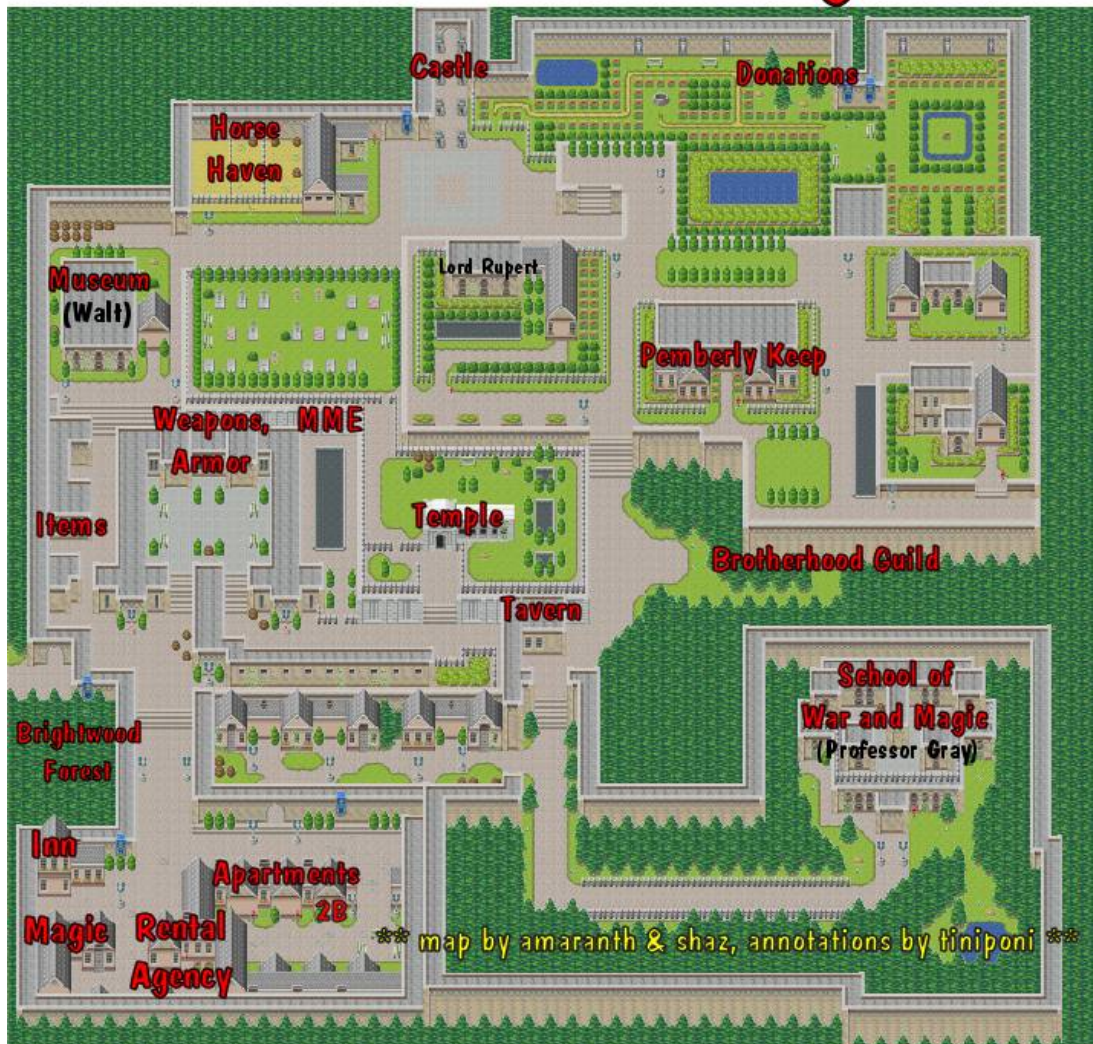


Watch the conversation. If you don't have the Excalibur sword with you from LoT then pick it up from the castle entrance and talk to the king again. *(Note: just incase you are unfamiliar with Excalibur, the Excalibur becomes more powerful for Edward by adding superior gems on it. So if you happen to come across any other gem in the game, try to fit it in the Excalibur by accessing it from the item list in the menu).*



THAIS-Your next objective will be to meet Professor Gray at the School of War and Magic in southern Thais (you will receive in-game instructions to find it if you don't know where it is). Explore Thais unless you come across the school (refer Thais map). On your way visit the Museum of Ancient Artifacts in Thais to get a side quest (to find interesting artifacts for museum). The museum is easy to locate as it is covered with balloons. Then visit the tavern. There you will receive useful spell for Mel from a man named Matt in exchange of 50 gold. If you have 10,000 gold then you can buy the Pemberly Keep from Remraldt of Rental agency. If you don't have enough gold, you may come back later as this will be your party Headquarter where you can heal the HP and MP of your characters for free anytime. It is also important for another reason which we shall find out later. Also don't forget to deposit a donation of 10 gold to the Goddess statue as it would increase your luck (Luck increases your chances of evading attacks, as well as your changes of getting better/best loot from corpses.). Almost all villages to be found later have this statue, so don't forget to donate every time you see them. Upgrade equipments or buy items if you like. Activate the Magic Mirror express (referred as MME in the map) for quick traveling between cities. Just incase if are unfamiliar with the MME, read the instructions scribbled on the wall inside the portal.

Thais - Gates of Night



MME destinations: - Harburg - 50 Inn - 20 coins
 - Gheledon - 100
 - Stormbend - 200

TELL PROFESSOR GRAY YOU ARE LEAVING THAIS:

Make your way inside the school to Professor Gray. See what he has to say. He will give you an important hint as to where you can learn new skills in other villages. After this, you are ready to leave Thais.

BRIGHTWOOD FOREST: Explore Brightwood forest thoroughly before proceeding to Naylith Summit. Collect the gold and items from the chests as and when you come across them.

Brightwood Forest - Gates of Night

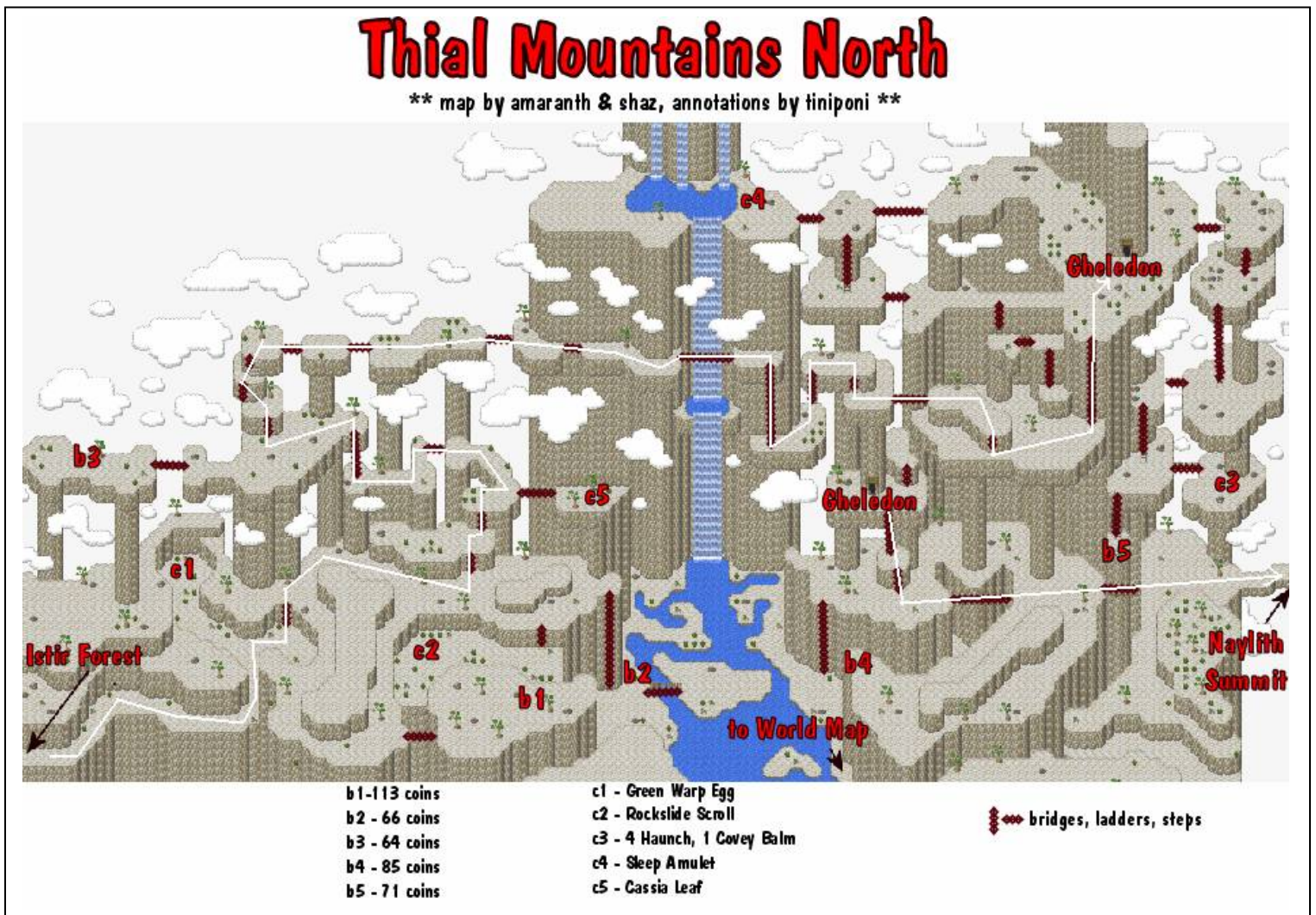


b1 - 23 coins
b2 - 18 coins
b3 - 41 coins

c1 - Haunch
c2 - Bread
c3 - Haunch

There is goodie cave here. The hint for finding it is given at the bottom of this walkthrough in the spoiler section. Now walk towards the way that leads to Istir forest. When you enter Istir forest, walk along the foot prints till you reach the 1st sign post followed by a short conversation between the party members. From there take the way to your right (we shall explore the forest later). You will reach Northern Thial Mountain (zoom to enlarge the map).

THIAL MOUNTAINS (NORTH): Here also you will find a goodie cave, refer the spoiler section to find it. The white path is the way to Gheledon. In order to reach Naylith summit you need to pass through Gheledon.



GHELEDON- Refer the Gheledon map to explore it. The Inn has 100 gold coins in a bag beside the right bed. Visit the junk shop to buy a beast repellent and level egg from the table. Buy sleep amulets as you'll need it later. One of the dwarfs, named Wert, is keeping a watch on a golden egg. You will get a quest from him (to find lost gold mine for Wert). We will find a way to distract him later to retrieve the egg. Visit the Intelligence agency to play a game and learn a new skill-climbing. In order to pass the

test you need to visit all the rooms and carry only two similar items at a time and bring back to Mila. When you bring a set of such identical pairs to Mila, she will teach you the climbing ability. Get outside the agency and buy and sell items if you like. The house marked b1 has 75 gold coins in it. Lyra, wandering beside the item shop, sells love sonnet which you can dedicate to any one of your woman party member to increase their attraction points. That it for Gheledon for now, we shall explore the Dwarven mines later. Exit Gheledon via the southern passage as shown in the map.



VISIT NAYLITH SUMMIT: Refer the Northern Thial Mountains map again to find the way marked by the white arrow from Gheledon exit to Naylith summit. When you reach Naylith summit, you will see a huge bird cage. Enter the cave beside it. the characters will enter into a conversation. The chest in the summit has a white robe. Your next main quest will be to collect the four quarter keys from Witchwood kingdom (and not Istir forest as marked in the world map), Orc kingdom, Dragthor Kingdom and Fedir

forest. But in order to travel in any of these we need some water transportation as well as some special skill. So our nearest destination for exploration will be Stormbend.

FINDING THE FOUR QUARTER KEYS: this quest is going to be a long one filled with innumerable side quests. Make your way back to Brightwood forest. Time for exploration-the moo hatchery is in the south where you can hatch various eggs (except the level egg of course☺) to produce animals which will further produce eggs at an interval of 15-30 minutes (game play time). If you've played LoT then you must already have spider egg in your inventory (however its absolutely optional to have). Hatch it at Moo hatchery, the eggs will prove useful later. You can also buy various kinds of eggs from Professor Moo. Don't forget to visit the hatchery for collecting eggs at regular intervals. Then visit Chateau Lenore to collect a side quest from Fedor (to deliver wine at Tar Vedron). You can also visit the Ruins to collect a few items.



RED ROCK PASS: You need not visit the exit to South Thial Mountains for now. Let's take our way to Red Rock Pass (zoom to enlarge map). Collect the items as shown and enter the Sinoa plains.

Red Rock Pass - GoN

** map by amaranth & shaz, annotations by tiniponi **



- b1 - 70 coins
- b2 - 86 coins
- b3 - 125 coins

- c1 - Cassia Leaf
- c2 - venison

**Brightwood
Forest**

mcs - merchant card slot

SINOA PLAINS: (zoom to enlarge map)

Sinoa Plains



- b1 - 130 coins
- b2 - 68 coins
- b3 - 160 coins

- c1 - Level Egg
- c2 - 2 Marsh Tea
- c3 - 1 Mandrake
- c4 - Long Sword
- c5 - 1 Cassia Leaf

dirt - bag of candy
egg - Bomber Bird

This place has some items of interest, so explore it to find all that is accessible. We shall get back here once again to retrieve them. Eston cannot be found here as this map was made for LoT. The enemies' casts poison so if you don't have the preventive equipments then you better avoid the monsters or use beast repellent. Follow the dirt path in the map and enter Stormbend. You will have a surprise waiting for you.

STORMBEND- from now onwards you can buy gowns for your new character all over the world. These gowns will be available at Pemberly Keep for changing.

Stormbend - GoN



- | | | | | |
|---------------|-----------|--------------|------------------|---------------------|
| b1 - 60 coins | Inn - 90g | Canoe - 200g | c1 - Cassia Leaf | MME: Thais - 100g |
| b2 - 78 coins | | Ship - 2000g | c2 - Elixir | Witchwood - 200g |
| | | | c3 - Steel Boots | Moo Hatchery - 300g |

Here you'll find another goodie cave (refer spoiler section). See the map to collect the scattered items. Visit the intelligence agency to play another game and learn ice skating skill. The game is that of trial and error. You need to place any object on the platforms one at a time and turn the switch so that their indicators turn green. Keep on trying till all of them show green indicators (you have an option to repeat the same item on more than one platform). Enter Gepetto's workshop, he will give you a quest (to find glue for his doll). You will meet Harriet at upstairs in the inn. You will need her for a quest. Walk up to the coast and you'll find two pirates bosses quarrelling amongst each other. Talk to Doran, roaming beside the inn, he will give you a quest-to rid Stormbend of pirates. You can buy a canoe from the ship builder standing beside the pirates. The canoe can be found in Sinoa plains and would help you retrieve something. Talk to Lola standing beside the items shop to buy flowers. Edward can buy flowers to gift it to any one out of the three ladies in the party-Mel, Lydia or Stella to increase their attraction points (its no point spending 10 gold to gift flowers to Edward himself, it would do nothing to increase his attraction points). The attraction points earned has to do with something special (just incase if you're new to Aveyond sequels and not aware with what the attraction points do, refer the spoiler section). Buy or sell items and equipments and return to Sinoa plains. Locate the Bomber bird egg on the Sinoa Plains map and use the canoe to obtain it. Your canoe will take you to the egg in two short journeys. Don't forget to hatch the Bomber bird egg at Moo Hatchery as you would need many of these eggs at different locations. Also mark the location of the dirt pile as it would be necessary for your main quest. Now we need to go to Witchwood, for that, enter the Mire Woods from the southern part of Sinoa Plains.

MIRE WOODS: Collect the items here before leaving for Witchwood (zoom to enlarge map in the next page). If you are not prepared to face curses (use Stella's spells if she has gained cleanse skill at higher levels), then use the beast repellent or avoid the foes (because you can buy amulets that would protect you from curses). You can also visit the Spider Den to retrieve some more items.

Mire Woods

** map by amaranth & shaz, annotations by tiniponi **



b1 - 350 coins
b2 - 317 coins
b3 - 150 coins

c1 - Black Oak Bow
c2 - 1 Toad Amulet
c3 - Witcheye Root

Spider Den - LoT



b1 - 420 coins

b2 - 260 coins

c1 - Black Oak Staff

c2 - 1 Marsh Tea

c3 - 1 Tinctura Hypericum

FINDING THE FIRST QUARTER KEY:

WITCHWOOD: (refer the map in the next page)

Witchwood - GoN



b1 - 400 coins
b2 - 538 coins

c1 - 1 Witcheye Root

Inn - 100 coins

Gretchen - Spider Egg

Visit Heptitus' house and you'll see one of the quarter keys. Talk to her, she won't let you have it, instead she will curse you. Use the Witcheye roots (if you've collected from Mire woods or else buy from the shop) to remove the curse status. Buy and sell items or upgrade equipments if you like. You can also buy glue for Gepetto from the junk shop. Pick up the scattered gold from the locations as marked in the map. You'll get a quest from the meeting house (to return candy to Witchwood). Now we need to return to Stormbend.

RETURN CANDY TO WITCHWOOD: talk to Harriet, who is in the second floor of the inn at Stormbend. She will give you a shovel and indicate a location in Sinoa Plains where she had hid the candies. Refer the map to find a dirt pile in Sinoa Plains (accessible by the canoe). Use the shovel to dig it. You'll discover the candies. Bring it to Witchwood and give it to the witches in the meeting house. They will give you a faux treasure map.

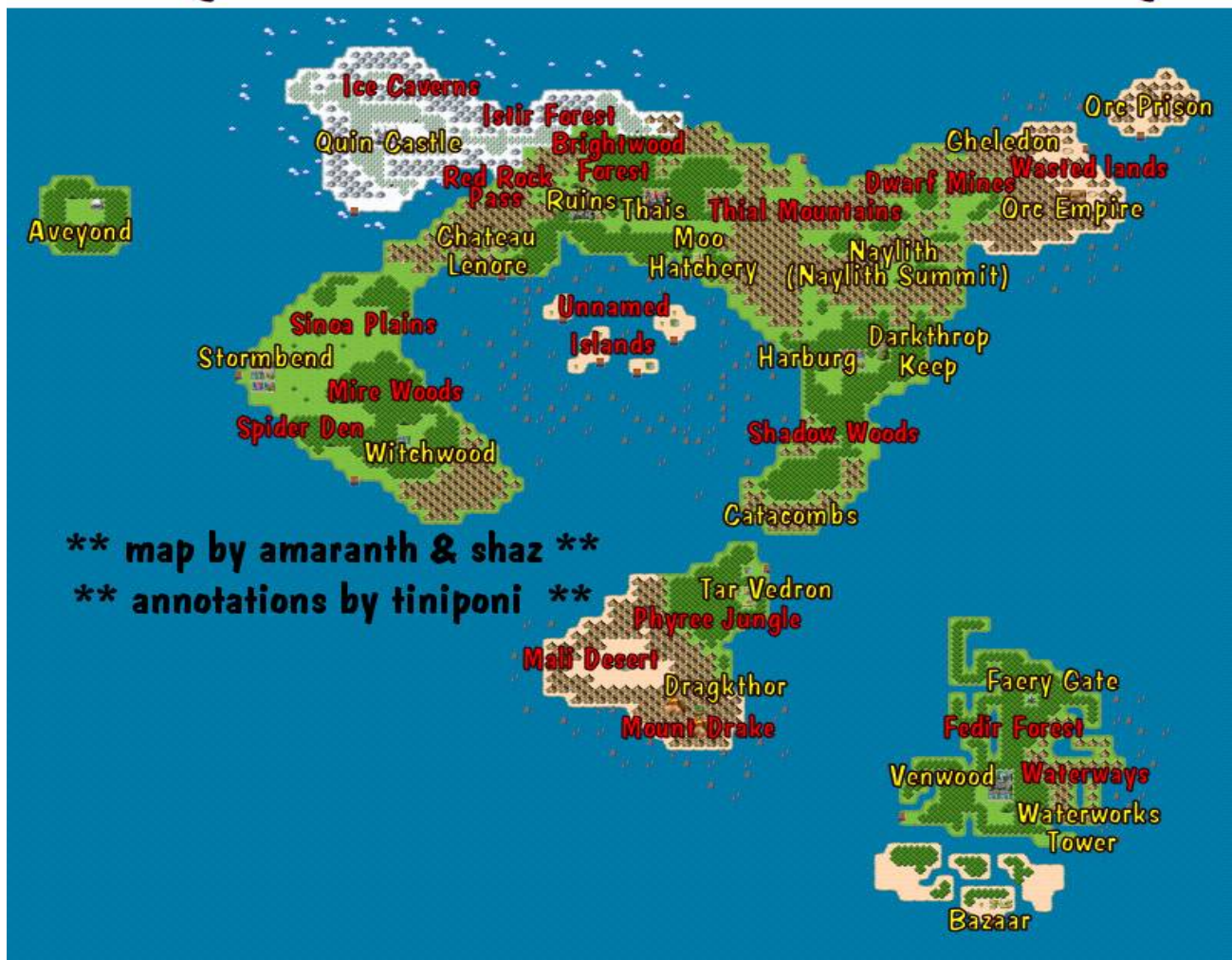
GETTING THE FIRST QUARTER KEY: exit Witchwood and enter it again, you'll find the children running around. In the mean time, enter Heptitus' hut and retrieve the quarter key lying on the table. Exit the hut and you'll see a vessel filled with candies beside a house on the lower right. Click on it and you'll get an option to give it to any three of the woman party members from Edward. To whoever you give it, it will increase her attraction points.

BRING GLUE TO GEPETTO: talk to Gepetto, he'll finish the toy and ask you to deliver it to Fin, one of the boys in the village. Refer the Stormbend map and visit the Fin's house; give it to him. The nurse will give you a music box.

RID STORMBEND OF PIRATES: now walk up to the quarrelling pirates near the beach of Stormbend, talk to one of the pirate bosses. They will run after the treasure as shown in the Faux map. You'll find them at the Dwarven mines in Gheledon then after. Quest complete.

The pirates will leave behind one of their ships. The ship merchant who sold you the canoe will sell you that ship for 2000 gold. Now you can visit any part of the world map via sea. The compass in your inventory will help you get back to your ship at one go when you click on it no matter where ever you are (except a particular point later on).

Aveyond LoT and GoN World Map



FIND GOLD MINE FOR WERT: refer the world map to locate the entry point to Northern Thial mountain from the northern docks beside the snowy lands. Visit Gheledon and enter the Dwarven mines.

Dwarf Mines - GoN



**** map by amaranth & shaz, annotations by tiniponi ****

- | | |
|-----------------------|----------------------------|
| b1 - 126 coins | c1 - Dwarven Shield |
| b2 - 136 coins | c2 - Cassia Leaf |
| b3 - 240 coins | c3 - Holy Scroll |
| b4 - 380 coins | c4 - Dwarven Helmet |
| b5 - 115 coins | |
| b6 - 123 coins | |

Explore the mines thoroughly and retrieve the items shown in the map. At some point you'll discover the pirates standing in front of a wall. Talk to the pirates, they will bombard into a new path... and start quarrelling again. Follow them into the mine and then return to Wert in Gheledon and tell him about the mine. He'll leave leaving you with the golden egg. Take it and use the compass to return to your ship. Hatch it at the Moo

Hatchery. The golden goose lays egg at an interval of 30 minutes. Also don't forget to collect the eggs laid by the spider or the bomber bird as you will need them later.

ISTIR FOREST: Now access the snowy area by sea; you'll end up at Istir forest. Near the entrance you'll find a board saying dangerous beasts inside. Bow up the cave using the bomber bird's egg. Enter the ice caverns.

Ice Caverns - GoN



**** map by amaranth & shaz ****
**** annotations by tiniponi ****

b1 - 180 coins
b2 - 25 coins

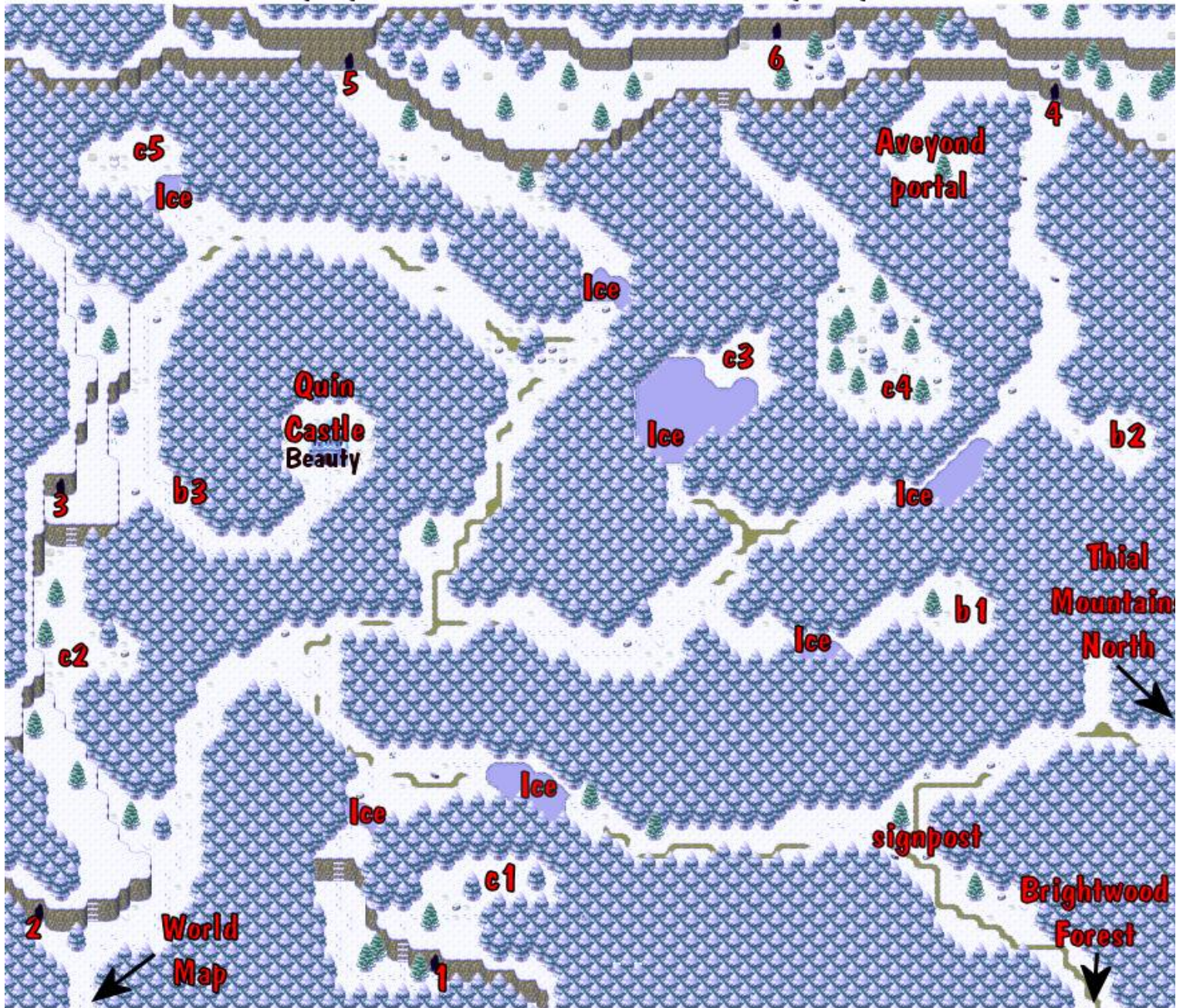
**** Numbers coordinate with Istir Forest map ****

c1 - Mandrake
c2 - Mugwort
c3 - Ice Shield Scroll
c4 - Myrica Infusion
c5 - Blue Warp Egg

Walk around the ice caverns thoroughly (make sure to put on the sleep amulets). Its outlets are interlinked without various parts of Istir forest, so pick up all the items as shown in the map, especially the sapphire (you can use it in Edwards Excalibur). You'll also come across Quin's castle where you had rescued Beauty in LoT. There are two blue chests in it. Return here when you have the means to open blue chests.

Istir Forest

**** map by amaranth & shaz, annotations by tiniponi ****



**** Numbers coordinate with Ice Caverns map ****

b1 - 28 coins
 b2 - 56 coins
 b3 - 37 coin

Ice - requires Ice Skating Training
 2 Blue chests in Quin Castle contain
 Ice Mail and Ice Dagger

c1 - Ice Storm Scroll
 c2 - Level Egg
 c3 - Sapphire
 c4 - Blizzard Ring
 c5 - Venison

While roaming around the forest, you'll come across a peculiar sign. It's the Aveyond portal. Stand on it to get transported to Aveyond.



AVEYOND: when you reach Aveyond, go walk straight south to reach the 'Fountain of Destiny'. Now here you have two options-you may dip Edward's sword in it and see what happens (refer Spoilers section for more information so as to use this fountain) or wait to complete a quest with it. You may choose to do anyone. The oracle is not present if you visit her temple. Buy and sell items if you like. Inside the student sleeping quarter, allow Harriett to practice her skills on you-it would poison you first. Don't panic, just keep on talking to her and she'll keep on inflicting various status effects on your party. After the 3rd time she does it right and heals your party members. From now on you can talk to her to get healed for free at Aveyond. You can also buy gowns for Lydia. Also don't forget to collect the Easter egg and hatch at Moo Hatchery (refer the Aveyond map for exploration).

Aveyond

** map by amaranth & shaz, annotations by tiniponi **



Inn - 200 coins

Now time to visit new regions. Locate Tar Vedron in the world map to visit by ship.

TAR VEDRON: instead of exploring the Phyree jungle enter the village as the beasts of the jungle are quite toughies, so you need to buy proper weapons and armors (if the goodies are not obtained). Enter Tar Vedron, make donation to the goddess and start talking with its inhabitants. You'll receive some quests in that process (Ryda: finding her bracelet in Phyree jungle and Naomi to get rid of her Mother-in law). Buy some fire amulets for later dungeons. Talk to the flower seller to increase attraction points of your

women party members. Visit the intelligence agency to learn a new skill- tightrope walking. You need to solve a color puzzle in the sequence shown on the left side. The reset switch keeps on changing the color boards at random, so it's difficult to chalk out a particular approach in solving the game. Anyways let's solve some of our quests here.



DELIVER LETTERS TO TYLIN AND HARRIS FOR NAOMI: see the map to find out Tylin and Harris. Give them the love letters and talk to Naomi's mother-in-law. Watch the poor fate of the bride near the fountain! Quest complete. Now return to Naomi for your reward- Ice bird egg. Hatch it at Moo Hatchery.

DELIVER WINE TO ALAZNE AT TAR VEDRON: enter the house marked as Alazne in the map and deliver the wine. Quest complete. Return to Fedor at Chateau Lenore for your reward and to get the next delivery task for him (to deliver wine to Tyrus at the Baazar).

FIND RYDA'S BRACELET: collect a bomber bird egg from Moo Hatchery and return to Phyree jungle and begin your exploration. Now this is going to be a long journey, so pile up all healing and restorative items before setting off.

Phyree Jungle



b1 - 560 coins
b2 - 126 coins
b3 - 230 coins

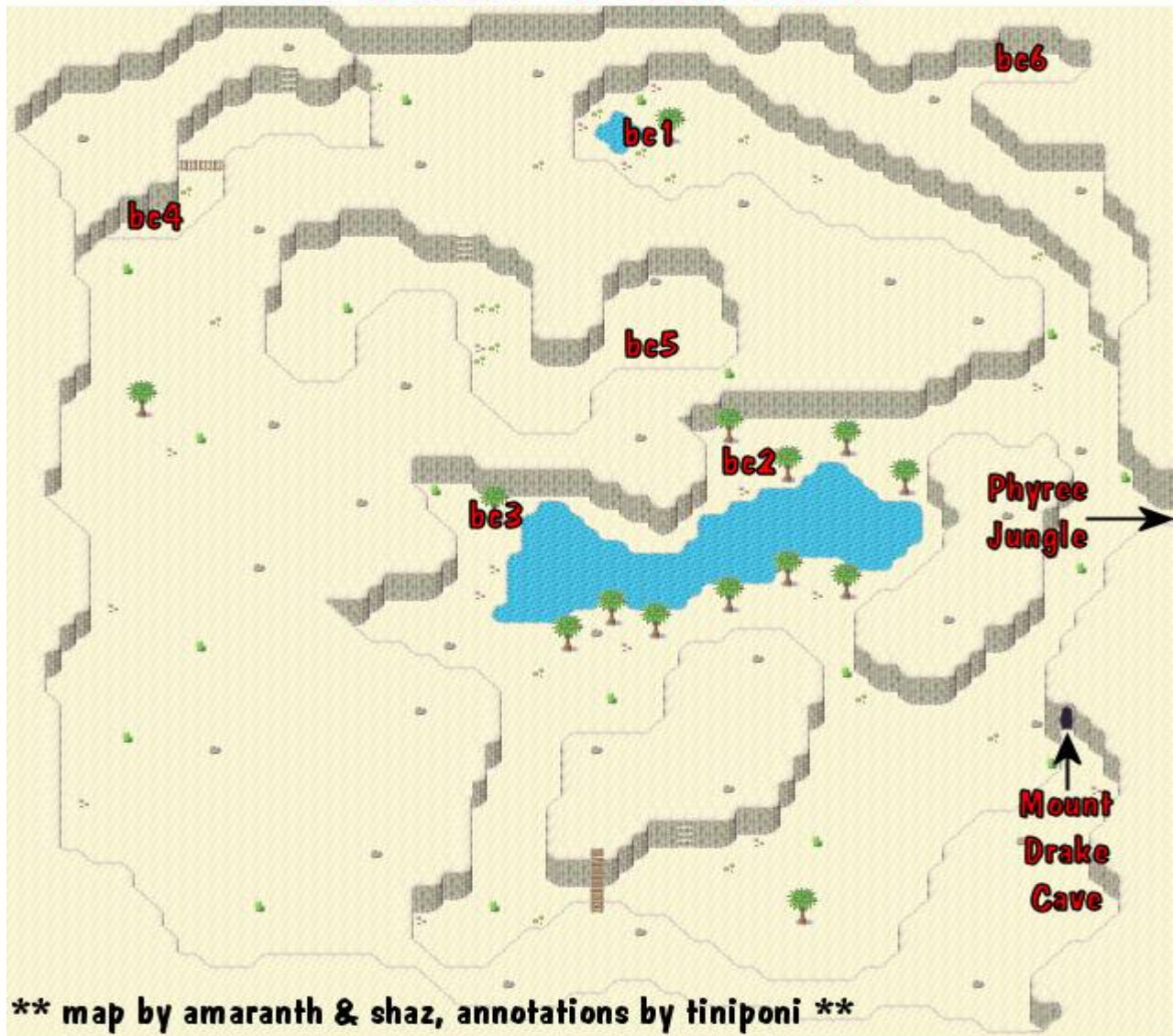
c1 - Treasure Key (lockpick)
c2 - Imperial Shield
c3 - Imperial Armor
c4 - Imperial Helmet

bc1 - Level Egg

There isn't much treasure here, but the ways are long. You'll find Ryda's bracelet twinkling on the spot marked on the map. Pick it up and give it to Ryda when you'll return to Tar Vedron; she'll mark a treasure location on the world map. Be prepared to face poison damages. You'll discover the key to unlock the blue chests where ever you've seen them so far or will come across. Keep following the track till you reach the Mali desert.

MALI DESERT:

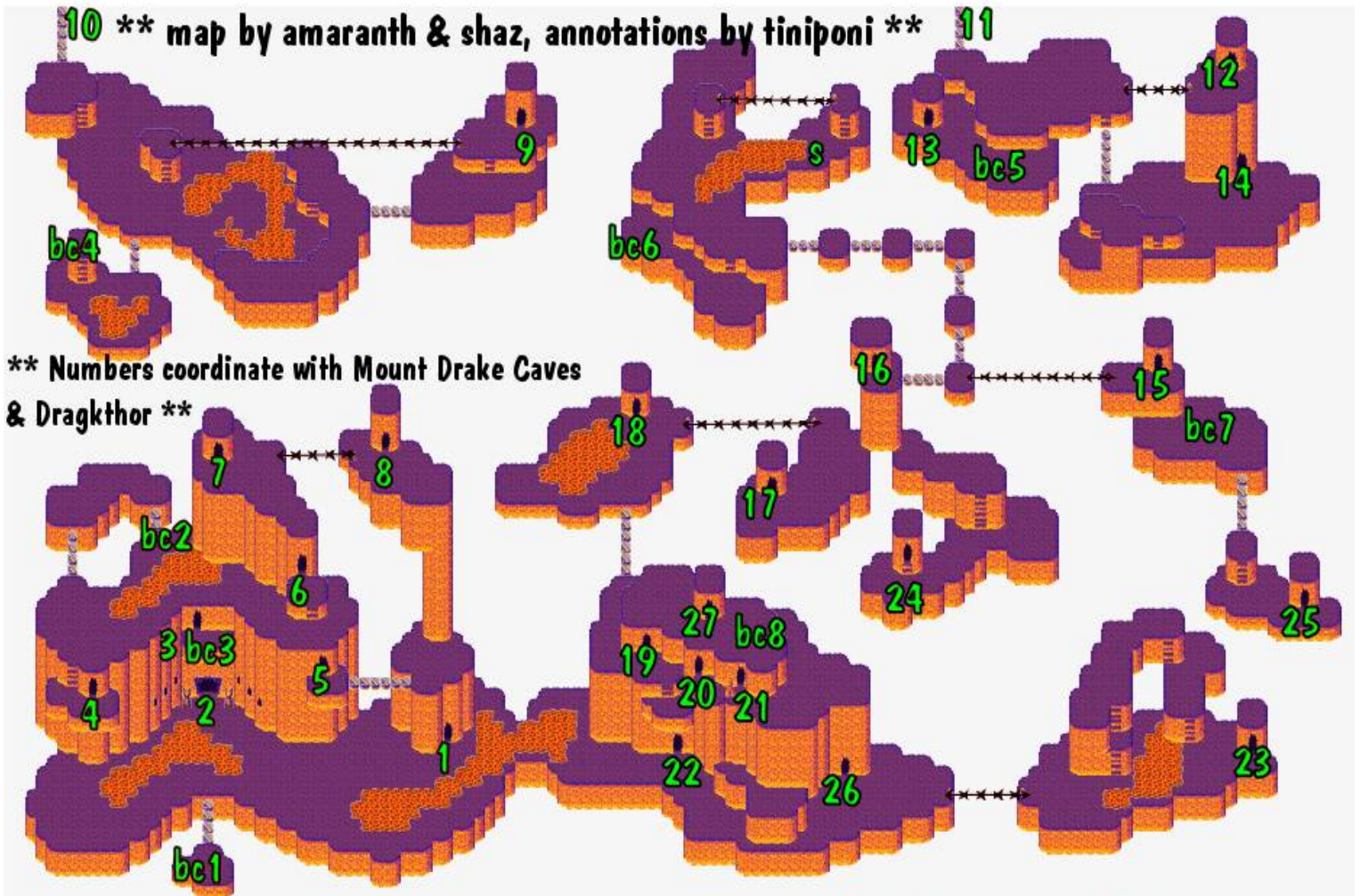
Mali Desert



** map by amaranth & shaz, annotations by tiniponi **

- bc1 - Level Egg
- bc2 - Green Warp Egg
- bc3 - Elixir
- bc4 - Aquifolium Extora
- bc5 - Cassia Leaf, 200 coins
- bc6 - Elixir

Mount Drake



1, 2, 4, 6, 7, 8, 9, 10 - path to Dragkthor
 10, 11 - lead to/from Dragkthor
 18 - boarded up - Fire Bird Egg

s - Dragon Scale

bc1 - Fire Ring	bc5 - Elixir
bc2 - Level Egg	bc6 - Dragon Staff
bc3 - Cassia Leaf	bc7 - Elixir
bc4 - Book of Wyrn	bc8 - Magma Dagger

FINDING THE 2ND QUARTER KEY-

DRAGKTHOR: refer the map in the next page to explore this place easily. There are a number of blue chests to collect. Visit each and every house, you'll discover items of interest from some. Visit Baal to get a quest (to find dragon scale). Hakkar will give you a ruby if you give him your sapphire. You can wait to get a sapphire later just incase if you have already converted it at the Fountain of Destiny. If you dip the ruby in that fountain, you'll get something better. Don't buy the magma dagger as you'll find it soon in a chest. If you talk to the Dragon Lord, he will offer you to fight him in order to get the key. If you have sufficient levels then you may fight him and retrieve the 2nd quarter key or else you may come back here later. He casts massive fire damages, however Mel's trip spell can be useful. Spider eggs can be used to make him loose around 500 HP at each turn. After that, exit to Mount Drake through point 11.

Dragkthor

** map by amaranth & shaz, annotations by tiniponi **



Numbers coordinate with Mount Drake map

bc1 - Tinctura Hypericum

Inn - 600 coins

bc2 - Elixir

bc3 - Mugwort

bc4 - Auquifolium Extora

- First go through point twelve, which will further end up at 13. Collect the blue chest and return at the entrance of point 11.
- Go to point 14. Gather the item from the chest and move on to point 15.
- From point 15 first collect the item from blue chest and the dragon scale towards the north. And then move on to point 16.
- 16 leads to 17, pick up the chest on your way.
- Bombard the boarded up cave 18 to discover a fire bird egg.
- Move on to point 19 on Mount Drake.
- 20 and 21 leads to the same area. Take to 22.
- From 22 go to 23 first and then to 25. collect the item from the chest and return by one screen. 24 leads to nothing.
- Retrace your steps to the entrance of point 23 on Mount Drake and now visit point 26.
- 26 will end up at 27. retrieve the magma dagger and return to Dragkthor.

RETRIEVE DRAGON SCALE FOR BAAL: now you have an option-you may either give the dragon scale you found at Mount Drake to Baal or keep it to sell it to a merchant at the Bazaar. Baal's item will help you complete a quest so it is recommended that unless you are running short of gold, you should give it to Baal.

DISCOVER TREASURE: visit the unnamed islands and anchor here. Press enter at the spot shown in the screenshot. You'll discover a cave.



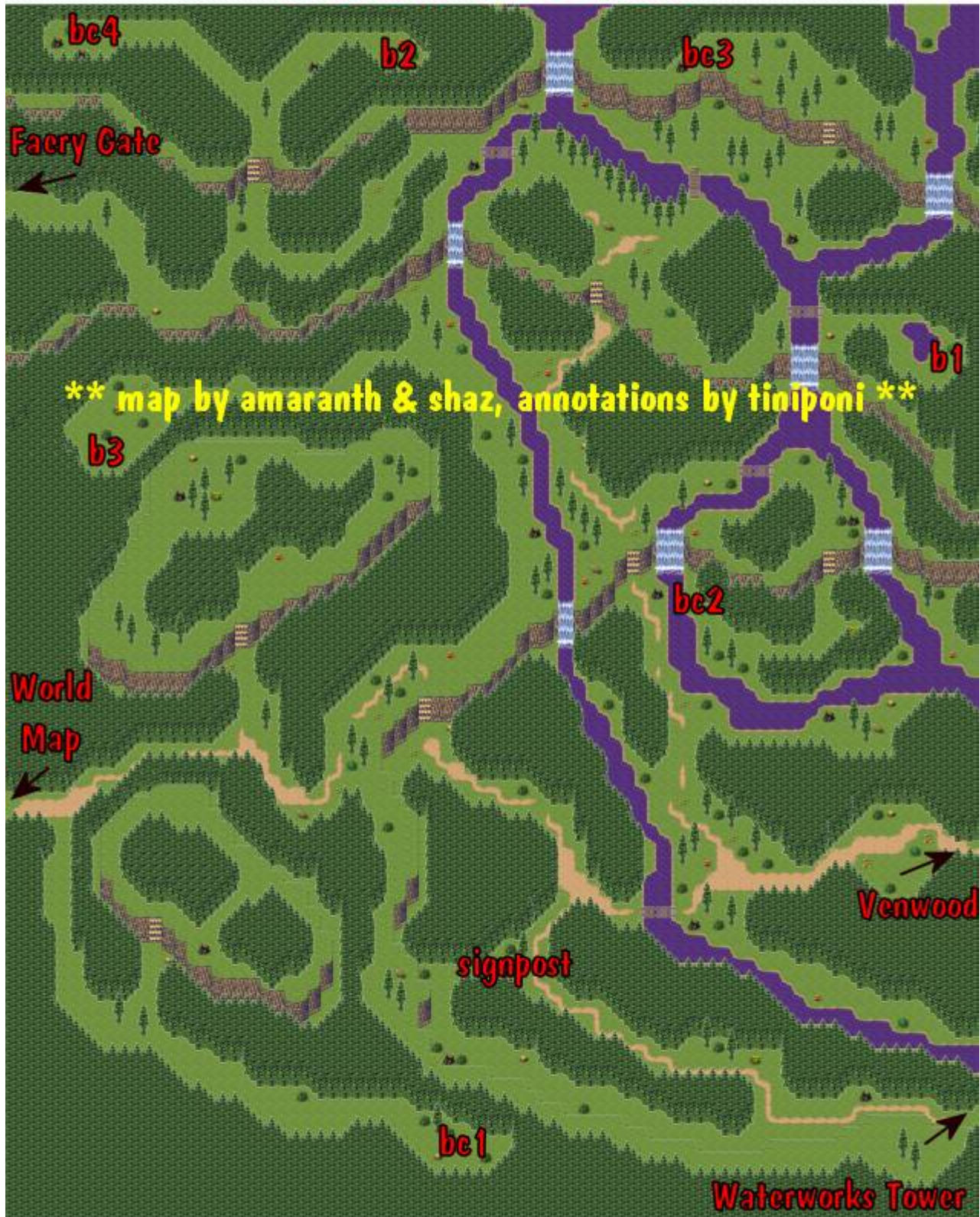
Heal up and save before entering the cave. You'll see a ghost guarding the treasure. It's going to be a tough fight if you aren't equipped properly or have sufficient levels. It casts weevils, silence and physically attacks. Lydia's spells can subdue it. You'll obtain a golden frog. You'll also notice a golden amulet in your inventory. Lydia can use the golden amulet in your inventory on Edward to get her way in some shops. Hatch the Fire bird egg at Moo Hatchery before going on for your next quest.

DELIVER WINE TO TYRUS AT BAAZAR: refer the world map to locate the Bazaar, it towards the south. Buy and sell items, if you haven't given the dragon scale to Baal, you can sell it off to a merchant here. Deliver the wine to Tyrus and return to Chateau Lenore for 1600 gold. He'll give you another quest (to deliver wine at Arcadia at Ghe'dare).

Now let's set off to find the third quarter key. Refer the world map to locate the Venwood kingdom.

FEDIR FOREST: explore the forest; be prepared to neutralize berserk status (Stella's spells). Or else avoid the foes/use beast repellent.

Fedir Forest

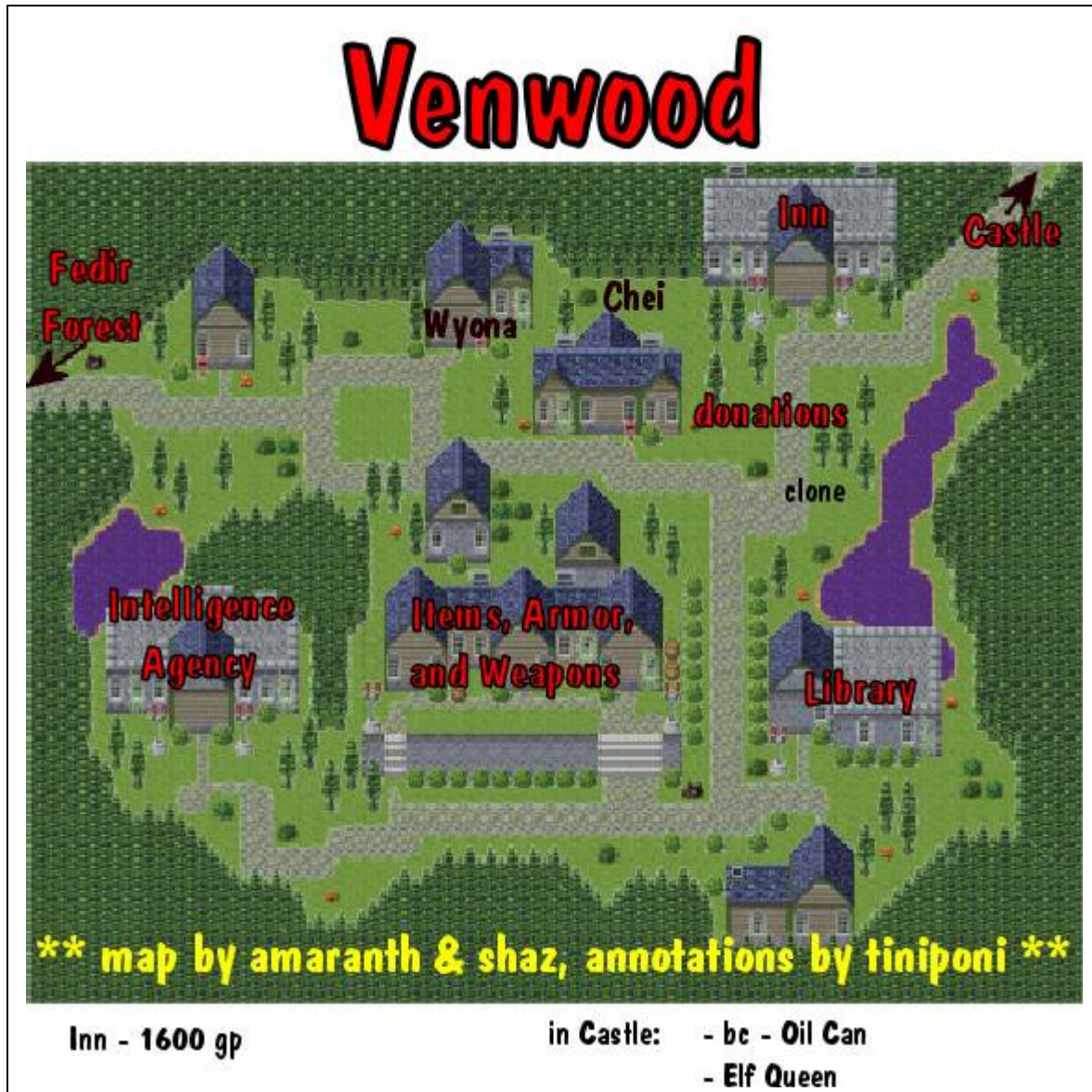


b1 - 400 coins
b2 - 290 coins
b3 - 360 coins

bc1 - Green Warp Egg
bc2 - Berserk Amulet
bc3 - Auquifolium
bc4 - Level Egg

You'll come across a fairy portal, you need something to open it. You won't be able to go further deep into the waterworks tower. We'll return here later. After you finish touring this area, move on to Venwood.

VENWOOD:



Phoebe at the entrance will be selling flowers to increase attraction points. The statue near the entrance is that of King Lionel. Wyna will give you a quest to find her son. You can buy a pearl for Edwards Excalibur from Chei for 10000 gold. Buy or sell equipments, make donations at the Goddess statue. Visit the intelligence agency to learn a new skill-orc language. The test is simple and the game will give you the instructions for it. Visit the Elf Queen's castle and see what she has to say. Before leaving the castle retrieve the oil can from the blue chest in the left room. Talk to everyone in Venwood now, you'll find people making strange comments about one of your party members. Visit the library and you'll see a blue book lying on the table. Try to grab it and see the conversation.

FIND MISSING LIBRARY BOOK: walk up to the spot marked as clone in the Venwood map; you shall find the answer to your bewilderment. Find the library book at King Lionel's statue and bring it to her. Return the book to the librarian and then you can get the book of storms for Lydia for 10000 gold as late fee (you can equip Lydia with this book from where she can learn new spells on gaining levels. She'll discard the book once all the spells are learned from the book.) Quest complete.

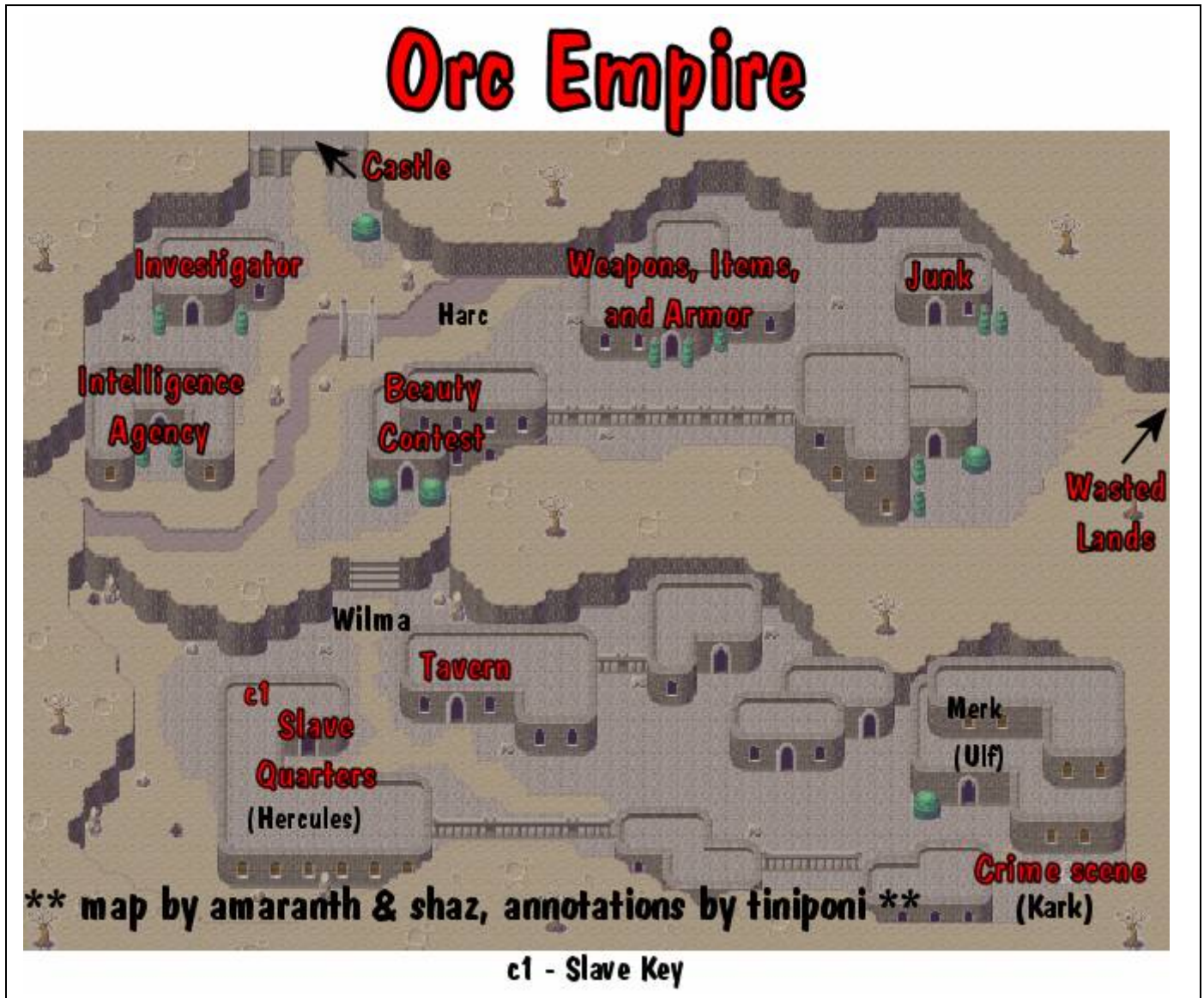
Now we shall set off to retrieve the 3rd quarter key. Locate orc prison in the world map. Go there and talk to the small brown orc-Ulf. He will give you a quest (to prove his innocence). Then after, carry on to the Orc kingdom.

WASTED LANDS: the foes are quite strong here and cast poison and stone statuses. The scorpions are immune to magic, the toads are immune to melee attacks. Lydia and Stella is useful here. Avoid them, use beast repellent or use Stella's spells to neutralize status effects.



Collect the items as shown in the map and enter the Orc Empire.

ORC EMPIRE:



Visit the item shop at the entrance and buy the quarter key on the table. You may get annoyed first but it will be useful. You can also buy the emerald for Edward's Excalibur. Buy some stone amulets, upgrade your weapon if you like. Now don't buy love sonnets or flowers from here as it would decrease the attraction points. Visit the intelligence agency and learn new skill-swimming. You need to squash spiders to learn it. Just observe the interval at which the spiders move and the pace at which the rock rolls and you'll be able to synchronize it. Enter and enroll yourself as judge of the beauty contest by first talking with the orc woman Nola and then at the papers at the table, you'll get a reward if you choose any one of the contestants. The rewards are-

Newarp – Level Egg
Porba – Elixir

Bargh – Broken Wand (needed in a sub-quest so it is recommended that you keep it). Enter the slave quarters and talk to the man standing at the left end. He is Hercules, he will ask you to free him.

SAVE HERCULES FROM SLAVE QUARTERS: talk to the slave master and then attempt to open the treasure chest in front of him. You'll find a way to retrieve the slave quarter key from the chest. Visit the Tavern and talk to Zop and Lur. Engage them in fight and now visit the slave quarter and get the key from the chest and free Hercules. You'll find another annoying result.

PROVE ULF'S INNOCENSE: Talk to the investigator to free Ulf, he'll ask for proof. Now visit spot marked as crime scene. Talk to the orc standing beside the border marked on the floor. Then click on the boot prints. Now enter Merk's house and go inside.



Retrieve both the muddy and clean boots beside the two beds and bring it to the investigator. He'll not allow Ulf go free. Go to the Orc castle and annoy the guards. You'll be thrown in the prison. Talk to Ulf and locate the secret passage as shown below and escape.



Now Ulf has no where to go, so he will join your party.

FIND THE 3RD QUARTER KEY: now visit the Orc castle and enter the castle, talk to the orc emperor. Observe the consequences. Outside the castle, try to get inside from the back door on the left. Ulf will give you an idea. Apply it and now you are in for some puzzle. Save before you proceed and keep saving as often as possible because if you get noticed then you'll be thrown out again. Here you need to sneak into the successive rooms without getting noticed by the orc guards. For that you need to hide behind the walls or walk behind their back or stand between passages when they are passing by. Make your way to the quarter key room and replace the original key with the fake one. You'll be thrown out again. Return to your ship using the compass.

Now visit Waterworks tower in Fedir forest.

WATERWORKS TOWER: press the switch and use the oil to make it work.



Waterways



1 - Waterways building

b1 - 7000 coins

bc1 - Shark Armor

b2 - 13000 coins

bc2 - Aegis Robe

b3 - 10000 coins

bc3 - Sea Staff

bc4 - Level Egg

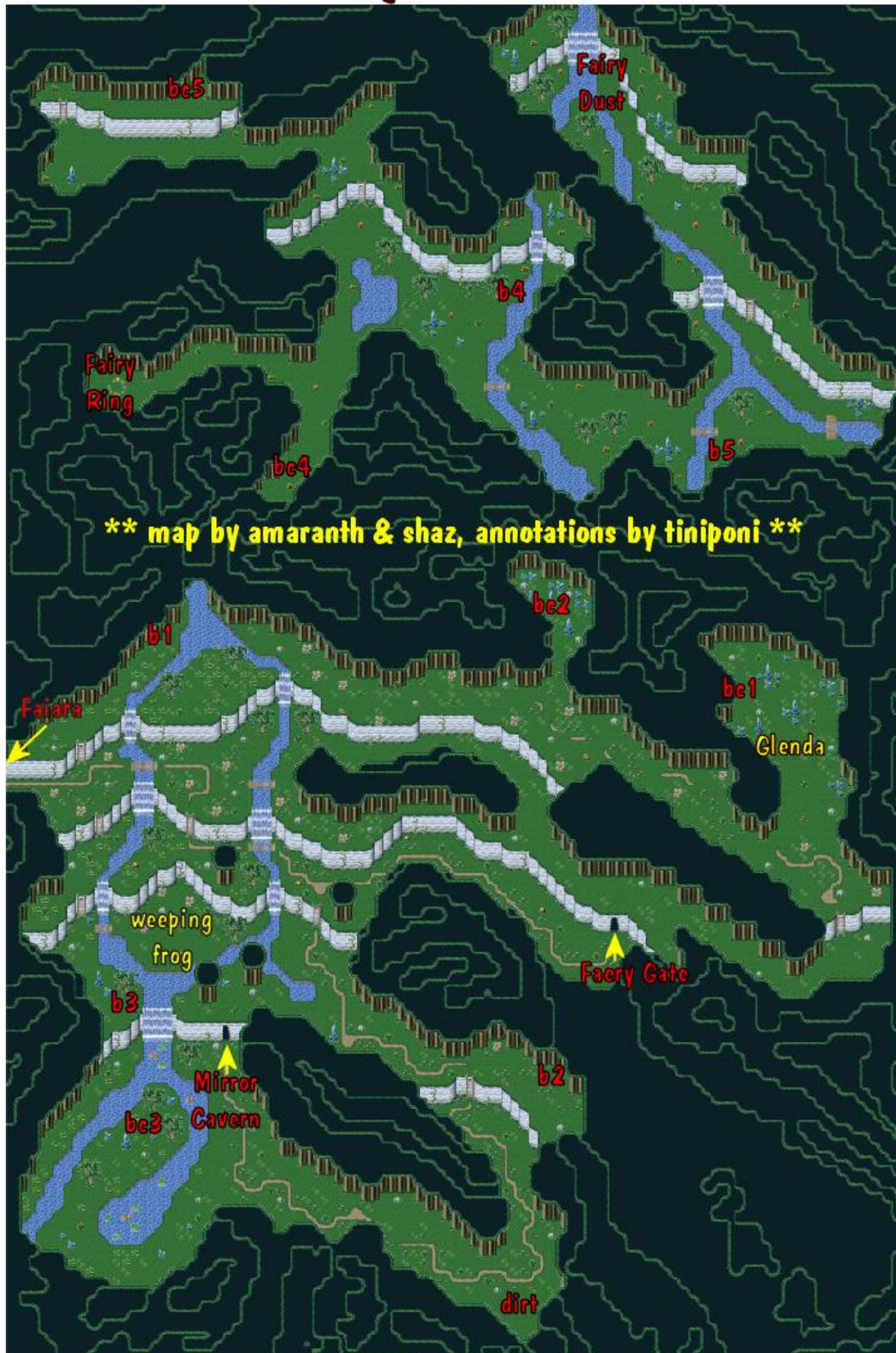
WATERWAYS: after clicking on the switch, jump into the water take the path to the waterways. The enemies are quite tough here and cast water damage and silence status effect, make sure you have the right equipments. First go to point 2 in the map (use bomber bird egg). Then collect item marked as b1 and make your way to point 3. Walk all the way to point 4.

FIND HAL: from point 4 move on and collect the chest items and reach where Hal is. Fight the octopus and save him. The octopus is not difficult to beat but casts profusely damaging spells. Quest complete.

Now visit the Elf Queen at Venwood, she will reward you the key to fairy portal for your good deed of saving Hal. Go to the Fairy portal and unlock the gates.

WHISPER WOODS: Make sure you have equipped sleep amulets on your characters. The tiny twinkles cast huge magical damages, so use physical attacks on them. I would recommend upgrading your weapons at Faiara before you explore this region thoroughly. We'll get back here with a number of quests.

Whisper Woods



**** map by amaranth & shaz, annotations by tiniponi ****

b1 - 1000 coins
b2 - 2000 coins
b3 - 5000 coins
b4 - 7000 coins
b5 - 3000 coins

bc1 - Fairy Amulet
bc2 - Book of Faery
bc3 - Level Egg
bc4 - Mugwort
bc5 - Mandrake

dirt - Tinctura Hypericum

FAIARA:



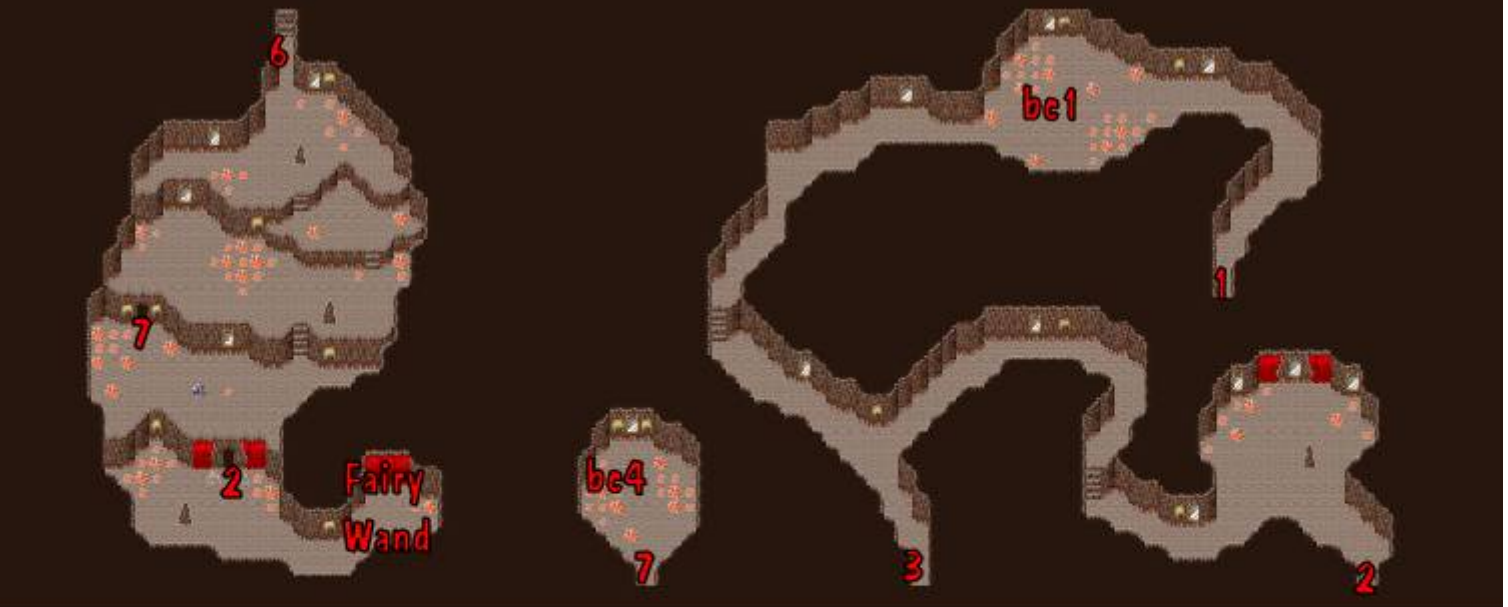
A fairy named Twinkle will cast magic spells to increase attraction points. The fairy near an egg is Dioni, she'll give you a quest (to find butterfly wings for her). Approach the fairy ring with the children surrounding it, you'll be given another quest (to find magic mushroom). Buy some fairy amulets. Talk to the fairies, they'll say that their queen has gone missing. Visit the palace. There is a fairy who sells armors and weapons inside. After you're done with shopping, talk to the frog on the throne. Now return to Whisper woods. Instead of exploring the woods, walk straightaway to the mirror caverns.

MIRROR CAVERNS: the enemies are quite difficult here, so it's recommended that you have sufficient levels to face them.

Mirror Cavern



**** map by amaranth & shaz, annotations by tiniponi ****



bc1 - Stealth Uniform

7 - boarded up cave

bc2 - Level Egg

bc3 - Fairy Amulet

bc4 - Frog Bow

Go through point 1. From there go to point 2 first and pick up the Fairy wand. Return by one screen and then proceed to point 3. From there carry on to point 4. From there first go to point 6 and pick up the blue chest item on your way. Move on to point 7, bombard the boarded up cave, collect the items and retrace your steps to point 5. Heal, deactivate Edward from your active battle team and save before entering point 5. Talk to the

Medusa. Edward will change sides. Paralyze Edward and keep on fighting the medusa. It casts poison and hits at multiple targets at once. Mel's trip spell and spider eggs can be useful. Once she is defeated Edward will quit the fight. pick up the violet colored magic mushroom to the right and one level egg from the chest and return to whisper woods.

FIND WAND FOR GLENDA: Now explore the woods thoroughly. You'll find a fairy Glenda looking for her wand. Give her the wand you've retrieved from the mirror caverns. She'll return to Faiara. You'll also come across a violet colored frog. We'll find a way to cure it and come back here. Return to Faiara.

FIND MAGIC MUSHROOM FOR FAIRY CHILDREN: give the magic mushroom you found after fighting with the medusa to the children and they will reveal a portal. Quest complete.

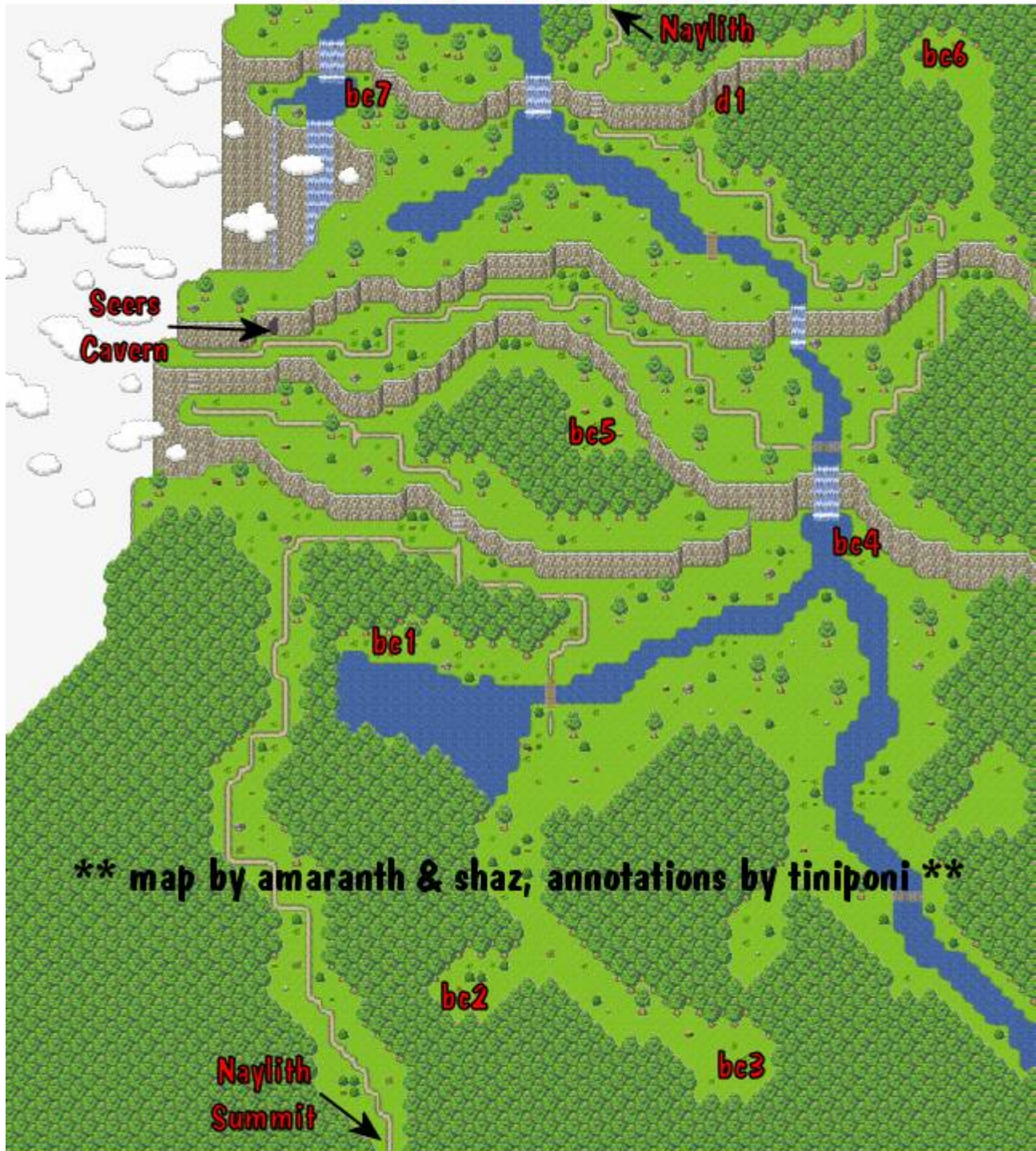
FIND FAIRY DUST FOR FAIRY QUEEN: Enter the portal. The map of the portal is shown in the whisper woods map on the top. Obtain the fairy dust and other items from there and return to the crying frog. Give the fairy dust to her, she transform. Quest complete.

FINDING THE 4TH QUARTER KEY: Go back to Faiara to claim your reward from the fairy queen. She'll give you the fourth quarter key.

Now visit Naylith summit and put the four quarter keys under the bird symbol inside the mysterious cave. You'll receive a brown Raicho egg. Bring it to Moo hatchery and hatch it. The bird will fly away. Go back to Naylith summit and you'll see it on top of the cage. Enter the cage and the bird will take you to a new place. Enter the passage. (you cannot use compass here on arrival).

ROSE GARDEN:

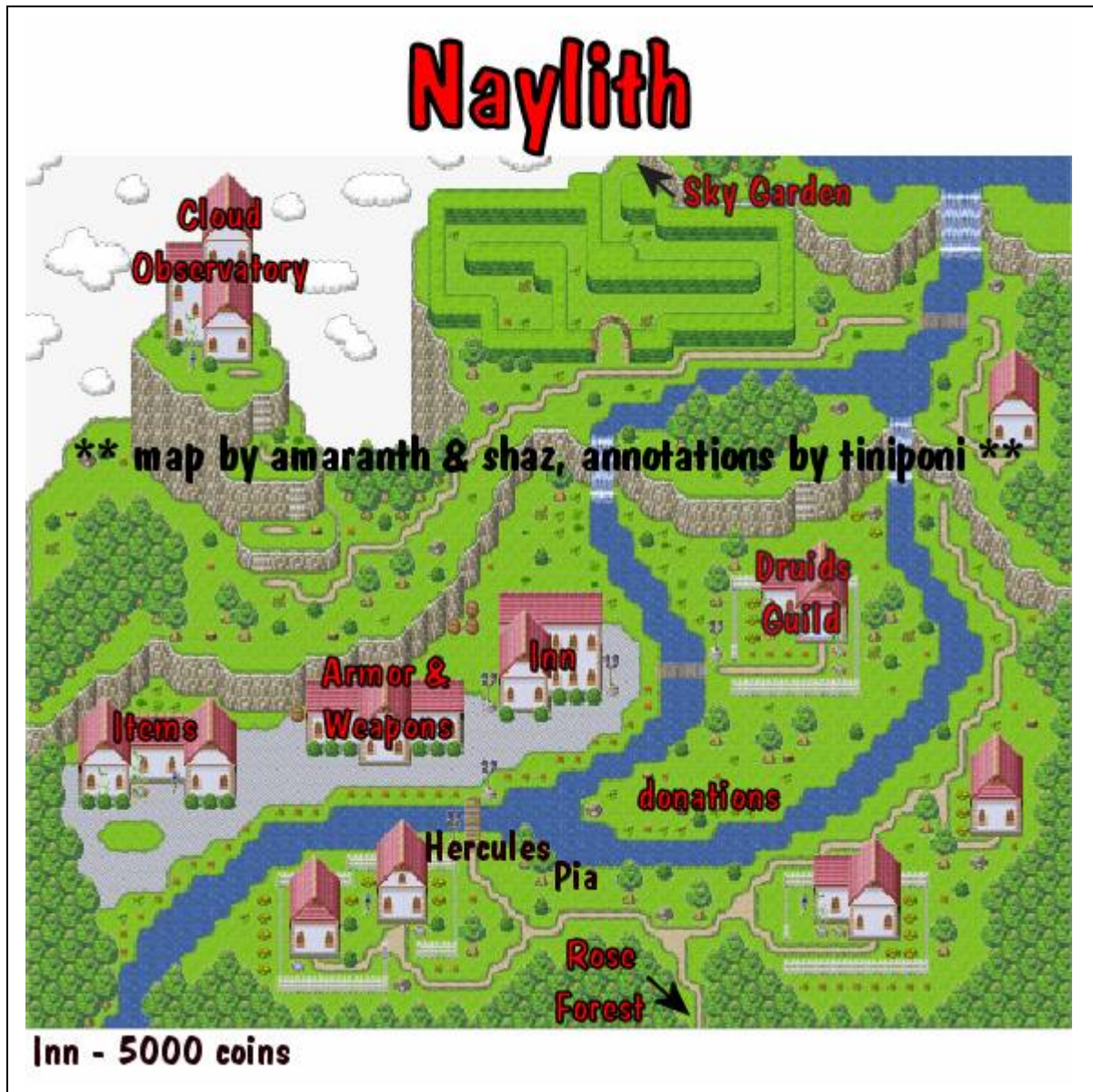
Rose Forest



- bc1 - Beast Repellent** **bc5 - Myrica Infusion** **d1 - Tinctura Hypericum**
bc2 - Mugwort **bc6 - Elixir**
bc3 - Mandrake **bc7 - Level Egg**
bc4 - Star Peach

The enemies drop precious stones after perishing. You'll need Stella's healing often as they cast heavy magical damages. If they drop diamond, attach it to the Excalibur (you may experiment it at the "fountains of destiny". The foes will cast sleep/silence spells. You'll obtain a sapphire here which you can return to Hakkar for a ruby. Pick up whatever item you come across. Don't enter the seer's cavern now, proceed to Naylith

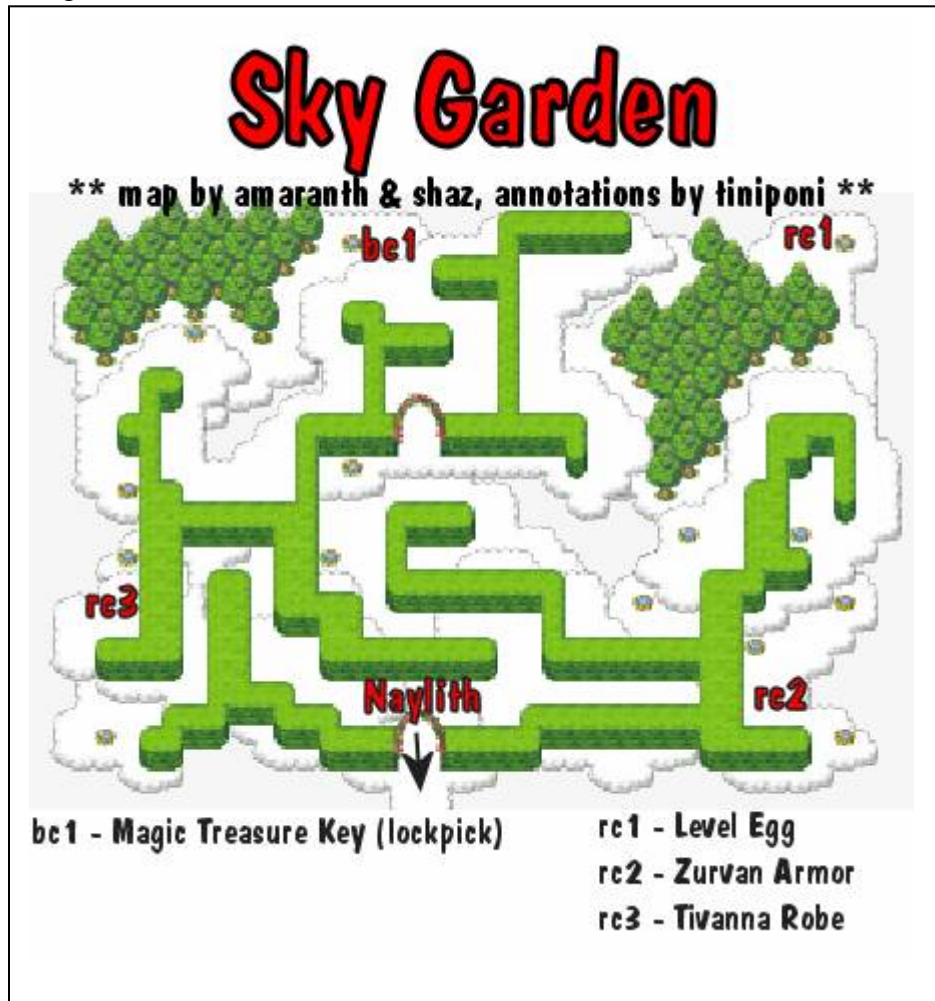
NAYLITH:



Talk to Hercules as it would be necessary to proceed inside the Seer's cavern. Visit the observatory to gain attraction points for any one of the women party members. Pia will give you quest to find her harp string. Explore here to your hearts content, then after we shall finish some of our tasks. Visit the items shop to buy butterfly wings for Dioni.

FIND BUTTERFLY WINGS FOR DIONI: go to Faiara and give the butterfly wings you bought from Naylith to her. She'll give you fairy toad egg in return. Hatch it at Moo Hatchery.

FIND HARP STRING FOR PIA: visit the inner apartment of Fedor at Chateau Lenore. Talk to the little girl Sienna. She'll tell that she has kept her broken harp beside her bed. Click on the broken harp, you'll find an intact harp string. Bring it to Pia, she'll give you Sky key. Walk up to the Sky garden at Naylith and retrieve the Magic Treasure picklock along with other items there in red chests.



SEER'S CAVERN: Now its time to explore the Seer's cavern.

Seers Cavern



b1 - 8000 coins

b2 - 6000 coins

b3 - 4000 coins

bc1 - Centaur's Bow

bc2 - Cassia Leaf

bc3 - Blessed Shield

bc4 - Staff of Light

You'll find the vain Hercules here again. Move on the linear dungeon. Then after encounter the Giant. He attacks physically mostly. He shall drop any one of the three after being defeated-

- **Magic shoe**- protects the user from magical damage
- **Winged shoe**-increases the walking speed of the party.
- **Dung shoe**-works similar to beast repellent as long as it is being worn.

Stella will open up a portal. Enter it and walk up to the orb. Watch the conversation carefully. At this point before proceeding further in our main quest, you may visit the Pemberly Keep at Thais to wisely use the attraction points you've gained so far (refer spoilers for more information). Then go to the Oracle at Aveyond.

Talk to the Oracle and observe what she has to say. Then rush off to Istir forest again to save Stella. In the cave (see the location of her cave in the Istir forest map). Save before you talk to her. Watch the events that unfold. After Gyendal leaves, he'll leave his death certificate behind. Pick it up and set off for Harburg from Brightwoods forest.

THIAL MOUNTAINS (SOUTH): refer the Brightwood forest map to find an entry to the Thial Mountains cave system.

Thial Mountain Cave System

** map by amaranth & shaz, annotations by tiniponi **



Move on to the Thial Mountains and keep walking corresponding to the points marked in the cave system and the mountain. There is also a goodie here (refer spoilers).

Thial Mountains South

** map by amaranth & shaz, annotations by tiniponi **



*** small numbers coordinate with Thial Mtn Cave System map ***

b1-37 coins
b2-24 coins
b3-15 coins

c1-Beast Repellent
c2-Haunch
c3-Firefly Scroll

Make your way to Shadow woods north.

SHADOW WOODS (NORTH): collect the items and take the path along the white arrow to reach Harburg. Here also there is a Goodie cave.

Shadow Woods North



b1 - 21 coins

c1 - Green Warp Egg, 5 Cheese
c2 - Traveling Clothes
c3 - Haunch

c4 - Firefly Scroll
c5 - Haunch
c6 - Cassia leaf

d1 - Tinctura Hypericum

HARBURG: A guy named Ralph will give you a quest (to find Memoirs for him). There isn't much here. You take a walk around to buy or sell items, rest at inn, make donation at Goddess statue, etc. Move on to the Shadow woods (south).

Harburg - GoN



b1 - 172 coins
b2 - 310 coins
b3 - 240 coins

c1 - Level Egg
c2 - Elixir
c3 - Cassia Leaf

Inn - 60 coins

Shadow Woods south

** map by amaranth & shaz, annotations by tiniponi **



b1 - 150 coins
b2 - 230 coins
b3 - 165 coins
b4 - 100 coins
b5 - 120 coins

c1 - 1 Haunch
c2 - 1 Auquafolium
c3 - 1 Elixir
c4 - 1 Cassia Leaf
c5 - Mercenary Sword

Pick up the items as shown in the map and make your way to the catacombs.

CATACOMBS:

Catacombs - GoN

** map by amaranth & shaz, annotations by tiniponi **



Quickest routh to Underworld:

(Watch out for monsters that can kill a level 99 player, equipped with very best gear, with a single spell!)

- enter 1, flip S1
- enter 4, flip S2
- enter 7, flip S3
- enter D2 (10)
- give Death Certificate to Guard

b1 - 170 coins

b2 - 115 coins

b3 - 120 coins

b4 - 150 coins

b5 - 190 coins

c1 - Cursed Robe

c2 - Cursed Sword

c3 - Cursed Dagger

c4 - Cursed Mail

c5 - Cursed Helm

c6 - Cassia Leaf

c7 - Cassia Leaf

c8 - Cassia Leaf

S1 - opens 4 & 9

S2 - opens D1

S3 - opens D2

Underworld - requires Death Certificate

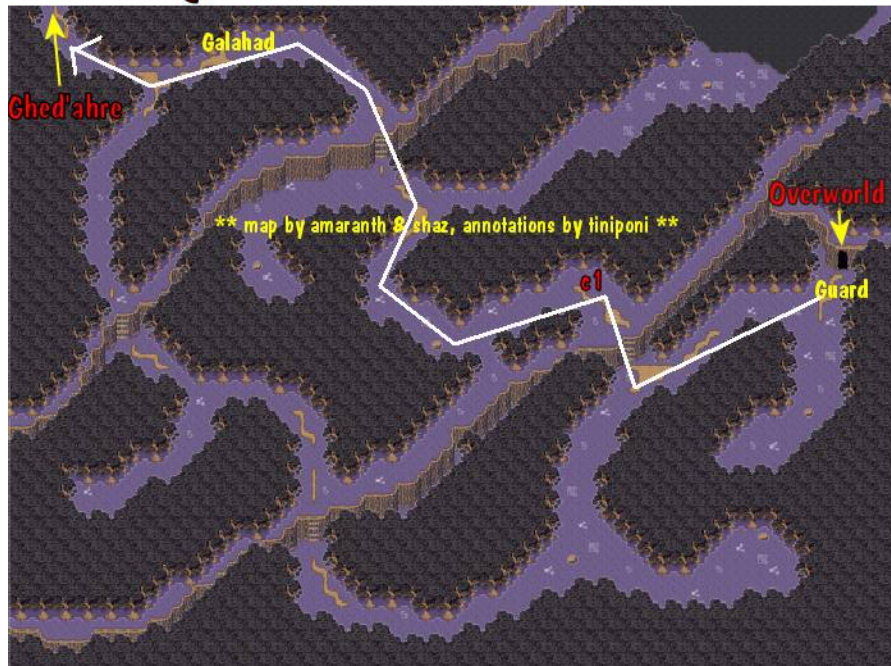
M - possible Memoir locations

bcl - requires Treasure Key
(Ancient Symbol)

The enemies can wipe away your characters by single spell. The memoir for Ralph can be found at any of the possible random locations marked in the mark as 'M'. You need to activate 2 switches to open the middle gate at the entrance and another one to unlock another passage. The switches (S1, S2 and S3) are located inside the passages marked as 1, 4 and 7. The cursed armors will inflict a cursed status on your characters as long as you keep it equipped. You'll also find the final artifact for Thais museum here. After you've thoroughly explored this dungeon and found the way to the skeleton guarding the way to Underworld, give him the death certificate and save your game. Enter the underworld.

WRYM FOREST (EAST):

Wrym Forest East - LoT



c1-Cursed Mail

Password varies - acquire in Ched'ahre

Follow the arrow direction to reach Ghed'ahre.

GHEd'AHRE:

Ghed'ahre - Gates of Night



Inn - 40 coins

Gowns - 1800gp

Marcello - Thor

Password varies

Buy some weevils scroll and undead amulets from the store along with plenty of restorative items as you won't get an opportunity to do so later once you set off for the Orb of Life. A guy named Marcello in the casino will offer to play a quiz in return to a legendary weapon-The Thor. If you are wrong even in one of the answers, all your gold

will be confiscated by them, so save before playing it. (The answers to the questions are listed in the spoilers section, the hint to the questions can also be found if you've read the books from the shelves whenever you found one). Visit Gyendal's castle and watch the events. You'll be forced to exit the castle. Now before we move along for our main quest, lets finish our side quests as later we won't find any opportunity to leave the underworld.

DELIVER WINE TO ARCADIA AT GHED'AHRE: Visit Arcadia to deliver her the wine given by Fedor at Chateau Lenore. Return to him for your reward.

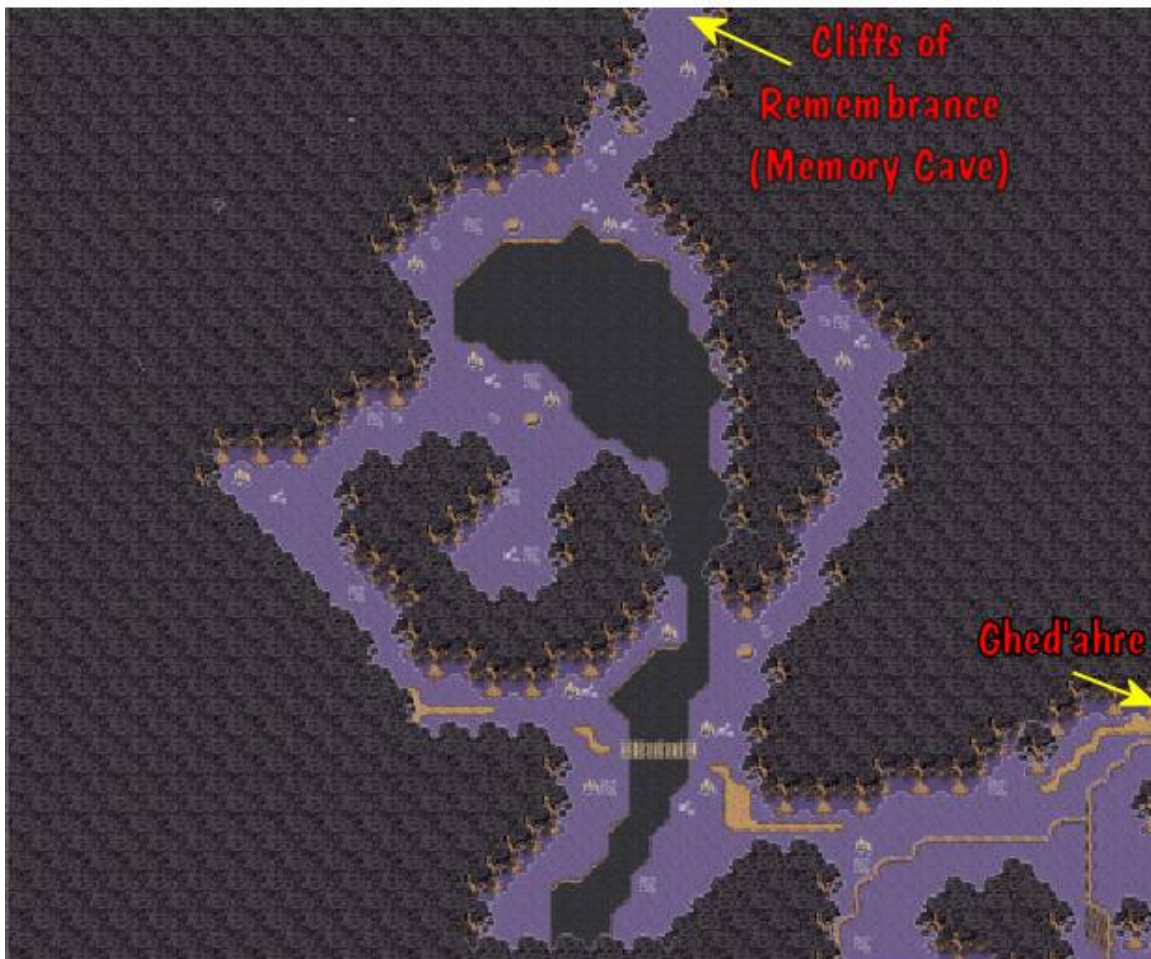
FIND INTERESTING ARTIFACTS FOR THAIS MUSEUM: talk to walt in Thais Museum and give him the four artifacts. He will give you ancient book (for Lydia) as reward. Quest complete.

FIND GUNTROP FAMILY ITEMS FOR RALPH: give the Memoir you've collected from the catacombs to Ralph in Harburg. He will give you 1000 gold coins in return. Quest complete.

RESCUING MEL: return to Ghed'ahre and refer the map to make your way to Wyrm forest (west).

Wyrm Forest West

** map by amaranth & shaz, annotations by tiniponi **



WRYM FOREST (WEST): The path is quite simple and leads to Cliff of Remembrance. Lydia will open the boarded up cave. Enter the Memory caverns.

MEMORY CAVERNS:

Memory Cave



rc1 - Cloak of Death rc2 - Istorm rc3 - Shadow Armor rc4 - Crusher rc5 - Level Egg rc6 - Fang Staff

The sequence for finding your way to the orb of life is quite linear, i.e. points 1-2-3-4. collect the items on your way. Before you enter from point 4, heal and save, then proceed to the orb of life. Watch the conversation; one of your party members will leave your team. Return to Gyendal's castle in Ghed'ahre to fight the vampires guarding Mel. Fight them, they inflict berserk state.

GO BACK TO THE ORB OF LIFE: retrace your steps into the memory cavern where you found the Orb of Life and heal up and save. This is the final fight, so be well prepared. You'll be fighting two foes at the same time, where one of them heals both by 5000 HP each. So the best way to defeat them is to use a combination of weevil scrolls, Lydia's Succubus, spider eggs (only if you have them) and Mel's trip spell. It's going to a

long fight. After it's over, watch the ending (poor Edward will have to marry an orc woman if you haven't chosen his bride!).

-----**THE END**-----

LIST OF USEFUL INFORMATION (NOT SPOILERS):

Location of eggs:

1. Easter Egg: Aveyond
2. Spider Egg: Witchwood (will this be available ONLY in LoT)
3. Bomber Bird Egg: Sinoa Plains
4. Golden Egg: Gheledon
5. Ice Bird Egg: Tar Vedron
6. Fairy Toad Egg: Faiara
7. Fire Bird Egg: Mount Drake Caves

Locations to learn new skill-

1. gheledon-climbing
2. stormbend-ice skating
3. tar vedron-tight rope walking
4. venwood-orc language
5. orc empire-swimming

Books of magic (locations)-

Ancient Book-Thais Museum (quest reward)
Book of Wurm-Mount Drake (blue chest)
Book of Faery-Whisper woods (blue chest)
Book of Storms- venwood library (after paying late fee)

Locations of artifacts required at Thais Museum-

1. Ancient Symbol - Catacombs
2. Golden Frog – Treasure Cave on Unnamed Islands
3. Ancient Crown – Dragkthor (Baal)
4. Broken Wand – Orc Beauty Contest

Treasure keys locations (to open blue or red chests)-

Blue chests- Treasure Key (in Phyree Jungle)
Red chests- Magic Treasure Key (in Sky Garden)

Location of boarded up caves-

1. Istir Forest
2. Mount Drake
3. Waterways
4. Mirror Cavern

5. Memory Cavern

****SPOILER ALERT****

The following pages contain spoilers!

Attraction points:

What they do-Each woman team member needs a certain amount of attraction points to marry Edward, so gift wisely. If you've unfortunately collected negative attraction points for any woman members(for example, -1 or -2) then they will refuse to marry. After you've collected the attraction points, visit Pemberly Keep (only if you've purchased it) at Thais and make Edward the Leader. Make him talk to the woman party member who have sufficient attraction points and you want Edward to marry. Their marriage will be observed at the end of the game.

Locations:

1. Gheledon - love sonnet (by junk shop) (Lyra)
2. Stormbend - flowers (by item shops)
3. Witchwood - candy from basket (must get before Halloween is over)
4. Tar Vedron - flowers (near entrance)
5. Venwood - flowers (by entrance)
6. Faiara - charm (one of the first houses)
7. Naylith - dedicate a star (Observatory)

Attraction points required for each character to marry Edward-

Mel: 7 (If Edward proposes to Mel, you can go and announce their engagement to the King before leaving Thais, and the Queen will insist you move into a wing of the castle. This is the only way you can get your third residence in Thais)

Stella: 4 (If Edward proposes to Stella, he should talk to her again before leaving Pemberly Keep, and she will give him an item that will be used later (this is the only way to save her life at the end of the game))

Lydia: 0 (she will say yes if proposed by Edward at Pemberly keep)

Answers of the vampire Marcello's quiz:

To lose weight, eat lots of **Cheese**.

To prevail in combat, use a **Stick**.

Kittens are the root of all evil.

To learn good manners, study a **Pirate**.

The world was created by **chickens**.

The fastest land animal is the **turtle**.

Although the sky looks blue, it is **red**.

To cure sleepiness, drink **milk**.

To impress a woman, give her a **rat**.

To win a battle, play **dead**.

Goodies locations: refer the map of these following areas closely, you'll find a small but distinct black dot at the Goodie's location. Press enter when you reach that spot and you'll be transported to the Goodie cave.

- **Shadow Woods north** – levels (press the lever to gain levels at each press)
- **Brightwood Forest** - gold
- **Thial Mountains south** – Weapons
- **Thial Mountains north** – armor
- **Stormbend** – spells

Excalibur-stones that make it powerful: the Fountain of destiny at Aveyond can change certain stones in the Excalibur to make it powerful when dipped into. The following are the stones that can be equipped in the Excalibur as well as the ones which convert to a higher variety in the Fountain of Destiny.

- **Topaz**
- **Sapphire**
- **Ice Diamond (put Excalibur Sapphire in the fountain)**
- **Ruby**
- **Flame Diamond (put Excalibur Ruby in the fountain)**
- **Pearl**
- **Emerald**
- **Diamond**
- **Sun Diamond (put Excalibur Diamond in the fountain)**