



## WALKTHROUGH by Over\_cloud9

**INSTRUCTION TO USE THE GUIDE:** This is my first attempt to create a printer friendly walkthrough; although others will also find it easy to use. Instead of putting the maps on every page in between text, they are assembled at the bottom to save white spaces and paper while printing. In place of the images, I've placed map numbers (for those who will print the maps) and links to the maps (located at the end of the guide) so that other players can easily navigate between the maps and text (similar to the Asgaard walkthrough). Each map is numbered, so that players who have printed the walkthrough can refer the maps by numbers. Spoilers like goodies are appended at the end to keep the fun of playing intact; however links to them are given within the main walkthrough so that you can refer if you wish. Players who have used my previous guides can leave their feedback at [admin@overcloud9.com](mailto:admin@overcloud9.com) whether this walkthrough is easy to use or should I switch back to my earlier style of guides. If you love casual RPGs like Aveyond, Millennium, Dawn's Light, Eternal twilight, etc then you can visit [www.overcloud9.com](http://www.overcloud9.com) for more free walkthroughs.

The maps are taken from the official website of Amaranthia. Thanks to Tiniponi for maps, tips and other game help. The Amaranthia community has been very helpful in solving the side quests. I'll assume that the player is quite conversant playing RPG games as it is really tedious to describe the game controls step by step. I used to do that for earlier guides, but not anymore. In Aveyond, that shouldn't be a problem as there is an in-game tutorial to help you through. I'll not reveal the story to avoid spoilers. If you have played all the games from the magic orb series and want to import the game saves, here are two tips from Tiniponi to do that.

Q: How do I load a game from Gates of Night?

A: In TLO, and all future chapters, you should choose New Game. If the game detects that you have an ending save file from the previous chapter, it will ask you if you want to load it. Answer No to start a completely new game, or Yes to open the Load menu with the GoN saves. A benefit of this is that TLO and GoN ending saves are kept separate, so you'll never accidentally overwrite your GoN end game.

Q: What does "Reset Mel's Level" mean?

A: If you continue a game from Gates of Night, you will be given the option to reset Mel's level. TLO is designed so that battles will be not-too-easy, not-too-hard, if Mel starts at level 30. So choosing Yes will set Mel's level to 30, whether it was higher or lower at the end of GoN.

If you have further questions, you can refer Aveyond The Lost Orb's [official FAQ page](#) (may contain spoilers). Now, let's set forth into adventuring in Aveyond The Lost Orb.

**P.S:** When you're in a hurry or if you don't want to follow the pattern strictly as shown in the walkthrough or if you've already advanced in the game, use the 'Contents' to find things quickly by clicking on any topic or use the 'ctrl' and 'f' key to find certain words you are looking for (e.g side quests, golden frog, goodies, etc).

If you find the text too large, adjust the resolution of the PDF to any percentage that suits your convenience. Refer the screenshot below as an example.



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**THE BEGINNING:** You can choose to play the introduction or skip it. Then you'll get to select the play mode. If you are new to RPGs, then I would recommend easy mode where the health and mana of your characters will get healed after each level up. Also the fights will be easier. Or else you can select the normal or expert mode for some challenge. If you aren't used to operating RPGs, use the tutorials to guide you through the game play. Or if you know, then skip it. After that you'll be shown Mel's wedding day. Observe the events. Then you need to fetch your goods from the Thais castle (if you have loaded the game from Gates of Night, then you need to fetch the goods from the residence you had there). Refer Map no. 1 to view the town of Thais and locate the castle or your residence, or [click here](#) to view it directly.

On your way, explore the Thais thoroughly. You'll find that the item, weapons, armor, etc shops are closed. There are gold and items spread all over, use the map to find them. Some can be found



even inside houses. Pay donation to the goddess statues where ever you find them as they increase your luck to find good loot from enemies, stealing as well to escape them. Walt (at the museum) will ask Mel to bring him the real golden frog.

When you reach your destination, observe the dialogues. Now you need to go to Remraldt. Refer the Thais map to find his office. Rent an apartment for 20 gold and enter your room. Collect the dirty clothes, rusty dagger and gold from your room. Always equip new equipments when you find or buy them. Get into the bed and the door will knock. A mailman will notify you about the Post Office. Go to the post office to get the letter and reserve a post box for 20 gold. From now on you'll receive letters from Teijal at 15 minute intervals in the game (battle time excluded, see the in-game timer). You won't be able to read her previous letters if you missed. Mel's reactions to the letters are important in Teijal's attitude in the next game. When you set out of the post office, Matt will come running to Mel. See what he has to say. Now you will notice that the item and weapon shops have opened. I would recommend buying the armors and not iron dagger as you'll get it in Brightwood forest. You can sell off the rusty dagger for some gold, though not much. Get some health-replenishing items from the item shop. Now step outside Thais.

**BRIGHTWOOD FOREST:** Refer the map of Brightwood forest [here](#) (Map 2). The direction to the Ruins is clearly marked with pink. Mel being at level 30 or more (if you imported from Gates of Night), fighting the enemies at the forest won't be difficult. So you can explore the forest easily for some loot. Some areas and caves won't be accessible now.

On your way, you can pay a visit to the [Moo Hatchery](#) (map 3) to purchase some useful eggs. Enter the hut marked as recipe; you'll find a scroll with a blue ribbon. Pick it up; it contains the recipe for the Purple warp eggs. If you happen to collect eggs, you can bring it here to hatch it. The creatures born will supply the same eggs at a regular interval of 20-30 minutes. And if you've loaded the game from Gates of Night then Prof. Moo will give you a side quest to find the escaped animals. So be sure to check back when you hatch eggs. Also pay a visit to the [Chateau Lenore](#) (map 4) to get a quest from Fedor (find his daughter a music teacher). Now enter the Ruins.

**RUINS:** Here's the map to the [Ruins](#) (map 5). Observe the lectures by Prof. Grey. Pick up the other items at the Ruins and then go southwards where Peter will exclaim and open up a path. Walk into it and observe the events. Then come near the boulder, Mel will speak of pushing it. Go down the stairs, and then inspect the waterfall by going near it. Refer the Ruins map to see the way the boulder should be pushed around to block the narrow water channel (red dotted lines). Enter the newly discovered cave and observe the events. Then enter deeper into the cave and see who gets the journal. Then get outside the cave. Now you need to go to Stella at the Thais temple (the place where the marriage was taking place).

Talk to Stella and then go to Mel's apartment to get her some good sleep. On your way you'll notice a Ferry service now operating at south of Chateau Lenore. After sleeping, Mel will get ready for her new quest. Observe the events and then go to the post office.

On your way you can visit the Moo hatchery again to find Stella. Talk to her and take go to Chateau Lenore and walk south from there. You'll reach Mainland Ferry.

**MAINLAND FERRY:** Explore the ferry with the help of [map 6](#). Get the items from this area. Purchase the equipments as you won't be able to do that at Eldrion. Talk to the captain, give him 100 gold and see how the game takes you through.

**ELDRION FERRY STATION:** See map 7 of [Eldrion Ferry station](#), its pretty simple. Move onto Bristle Woods west.

**BRISTLE WOODS (WEST):** Equip the serpent amulet. Refer [map 8](#) to loot this forest and make your way to Peliad. There is a spoiler goodie cave in this area, [click here](#) to view it. Avoid the enemies as they are difficult to fight at this point.

**PELIAD:** Here's the map of [Peliad](#) (map 9). Give the begger Malbert a coin at the entrance. He will ask for more money if you talk to him again. But that can wait as we have more important things to spend our money upon. Cross the first bridge to the right and Nox will give you some hints. Visit the tavern and talk to Gart. Give him 100 gold to take you to the right person. Watch the event then after. Use the marsh tea to remove the poison.


Now before entering the sewers, explore the city. There is a spoiler goodie cave, [click here](#) to see it. Activate the magic mirror express (if you aren't familiar with Magic mirrors then they are shortcuts that teleport you to different towns once activated). Collect the loot from all over and get the shovel from the graveyard. Visit the intelligence agency to learn the skill of trapping. Place the trap on the spot you the standing by accessing it from the item menu. The opening of the trap will be facing the direction Mel is facing. Placement of the trap is important, I placed it on the [lower right corner](#) (map 10) and ran behind the rabbit to force it into the trap. You can place the trap in any closed corner to drive it inside the trap. It will take some practice. After catching the

rabbit, click on the trapped rabbit and now you can trap animals. Pay donation to the goddess statue. Now time to follow Gart; go down the sewers.

**PELIAD SEWERS:** Refer [map 11](#) for an overview of Peliad sewers. You need to locate the thief lord. Enter the passage marked as 1. Talk to the thief lord and get his permission to explore the sewers. Now enter the passage marked as 2. Purchase the weapon first and then get the complete set of armor from the merchant including the thief's coat. If you're running short of gold, fight the first pair of cockroaches in front of the merchant to earn some (exit and enter the sewer for a couple of times). You'll notice a rat tail which we can pick it up later. Use the level eggs you've collected so far on Mel if you want to survive. The inn is too costly to heal, so buy a lot of items to heal.

After fortifying Mel, explore the sewers easily. Enter the passage marked as 3 to retrieve the chest items. Eventually get all the items and chests and enter approach the locked gate. Click on it and see what Mel has to say. Now exit the sewers and find June in the Magician's guild. Take her and re-visit the sewers. Buy her some armor and approach the locked gate. Observe the events. Use the shovel to dig up the Darkthrop key and note. Now you need to go to Harburg.

Before leaving for the Ferry, pay the Peliad beggar 100 gold to get a beast repellent recipe (need not waste 500 gold as I'm going to reveal the ingredients anyway 😊). Explore the Bristle Woods and gather the loot. The spots marked as 'S' are skunk leaves which when plucked grow back

after 40-50 minutes (skunk leaves are recipe ingredients) . There is a spoiler goodie cave at Bristle Woods, [click here](#) to see it. But the path to it will be blocked by a thief, so you can't get it now. Now take the ferry back to Chateau Lenore.

On your way through the Brightwood forest, visit the Moo Hatchery. Activate the magic mirror express. Buy at least 5 of each egg from Professor Moo and chat with Stella. Chatting with her will trigger a funny side quest. You'll see the black bunny you trapped at Peliad roaming over here. If you wish you can stock up and rest at Thais. Then proceed to the Thail Mountain cave system in the Bright Wood forest.

**THAIL MOUNTAIN CAVE SYSTEM:** Refer map 12 and map 13 to get an overview of this dungeon. The cave and the mountains are intertwined, so the numbers will help you get through the area. Follow this sequence of numbers in both the maps -

Brightwood forest -> 5 -> 4 -> 1 -> Shadow woods north

If you wish, you can explore the mountains and cave system for some loot.

**SHADOW WOODS (NORTH):** Here's [map 14](#) for this forest. The enemies are easy here, so explore the forest to collect any item you find before entering Harburg.

**HARBURG:** See [map 15](#) for details. Speak to Lewin and Osmond to get a side quest. If you give Lewin's letter, you'll get 200 gold from Ellie's mother at Clockwork's mansion. But if you deliver Osmond's letter, you'll get 50 gold coin and both of them will be happy. You'll also come across a beggar who can tell you a recipe if you give her some money twice. Don't bother giving 500 gold as I'll jot down the ingredients for the Charm powder recipe. Visit Lord Burnaby's house and talk to Lady Loretta. She'll give you a love potion recipe.

Activate the magic mirror express. Donate the goddess. Explore the city for loot items. Buy some auquifolium from the item shop. After that walk towards the Darkthrop keep. Go behind the tower past the sewer hole and Mel will dig up something. Then get inside the tower. Walk up to the top and look for the clue. [Here's](#) where you'll find the clue. Go through the books on the shelves and get the final hint. Now our next destination is Stonetooth cave. Use the red warp egg to get transported to the Moo Hatchery. Then you can easily make your way to the Ferry through Chateau Lenore and then to Peliad.

Watch the event that happens at Thais in the mean time. Then when you are in control of Mel and June, take them to the part of Bristle Woods where a thief was guarding the path. Talk to the thief and then visit the Thief Lord at the sewers. Enter the Leopold Bistro's restaurant and Mel will give an idea to spoil his business. Use the trap to catch at least 5 rats from Peliad (see the map for their approximate locations marked as R). Corner the rats and then use the trap on them. After that release them at the restaurant and report it to the Thief Lord. Now visit the thief guarding the way at Bristle wood; he would be gone by now. Explore that part and then go to the Stonetooth cave.

Observe the events that ensue. Go outside the cave and you'll get a pleasant surprise. Follow through whatever that happens and then go to the Peliad library. Then visit the quill shop and click on any quill. The shop owner will not sell you anything. Mel will exit in frustration. Her bewilderment will be saved by Spook. Observe the conversation and go back to the library. Speak to Ulf. Now before exiting the town, visit the sewers and upgrade Ulf and Edwards equipments and serpent amulets to suffice your team.

Now let us pick up another sidequest. Speak to the inspector of the jail. Then visit Lady Gwenalle's house and have a tea with her. Observe the events and choose the option- 'bring Gwenalle to justice'. Then enter her room inside. Read the red diary on the dressing table. Then report it to the inspector at the jail. Turn in Gwenalle. Instead of leaving keep talking to the inspector repeatedly until you get thrown in the jail. Inside the cell, talk to Rats and help her (this is help you retrieve the golden frog for earlier sidequest). Rats will be freed by not Mel. Then the Thief Lord will come to rescue Mel. Now go to the tavern and speak to Edgar. Talk to the inspector. Then go to the inn and take a nap. Now go to the find the inspector beside Lady Gwenalle's house south of the garden. Follow the instructions of the inspector and watch what happens. Now enter Lady Gwenalle's house and speak to Ines. She'll reward you with a lucky charm. Get back to the inn and rest at the bed (need not pay the inn keeper again).

Refer the map of Peliad and visit the Bristle Woos (East).

**BRISTLEWOODS (EAST):** Here's [map 16](#) to this forest. There is a spoiler goodie care here, [click](#) if you would like to see it. Keep walking and exploring the loot till you reach the signboard. Follow the conversation then after. Gather the loots and make your way to the Blueleaf forest.

**BLUELEAF FOREST:** Refer the pink arrow in [map 17](#) to make your way to the Harakauna village. There's another spoiler goodie cave here. Pick up the blueleaf saps from the tree hole and catspaw along with other items (see map); the catspaw re-grow after 40 mins. You'll find the Bomber bird if you loaded your game from Gates of Night and got Prof. Moo's quest. Click on the bee hive to obtain nectar. Explore the forest thoroughly before entering Harakauna.

**HARAKAUNA:** See [map 18](#) to get an overview of this village. Activate the magic mirror express and donate the goddess. Buy the items from the junk shop keeper (Oddles'O'needle is a trick for June). Talk to the animals. Willoby the mouse will give you a side quest to find boards. You can sell away your herbs to the alchemist if you wish or keep some of them for creating items from recipes. Shawn, the sheep, sells weapons. Arthur, the squirrel, will give you the recipe of purple warp egg. Then find a girl shape-shifting into a bird. Talk to her. She'll ask you to play a game. Climb down the ladder and get ready to catch eggs. Pink eggs will drop from above, you need to stand below it to catch. When you've got at least 15 eggs, talk to Yvette, she'll join you. You'll come across the first rusty chest in this village. You will need special equipment to open it. When you get down, an event will occur and Ulf will enter the alchemy shop. Leave him and move on. From now on you can prepare items from recipes and ingredients at the alchemy shop. How you shall prepare an item is being shown in detail by Tiniponi [here](#). Create the purple eggs first so that you can easily warp to and fro Harakauna (see [recipes](#)). You can come back here from time to time to create new items. Some items can be prepared by the alchemist or Ulf only, while others can be done by you.

Now visit the Blueleaf forest and talk to the woodsman. Then take a wood from the pile. You'll need it in a side quest. Go back to Stonetooth cave. Observe the events and move on. You'll be obstructed on your way and have to return to Bristle woods east where a bridge was broken.

On your way to Bristle woods through Peliad, you'll get a shocking update from Thais. Return to Thais immediately. On your way, visit the Moo hatchery and speak to Stella. Also you can drop the Bomber bird to Prof. Moo. Visit the castle and Lydia will come out to speak to Edward. Then return to Peliad and carry on to the broken bridge at Bristle woods. The man will say that the bridge is still under repair. Yvette will suggest another way. Now move on to the Great tree at the Blueleaf forest.

The Great tree will grant you access only the condition of ridding it's roots of an infestation.

**ROOT SYSTEM:** [Map 20](#) will give you an idea about the layout of the Root system. Explore it thoroughly and get the retrievable items. Also pick up the thindle roots and bat guanos which



you will need later. They re-grow after 10-20 mins. The brown worm will be roaming about, you need to kill it. The corpse will yield an Opal or a Topaz. Side quest complete. Carry on your exploration. You'll end up at the Wyrmbone desert eventually.

**WYRMBONE DESERT:** Refer [map 21](#) to view this desert. Here is a spoiler goodie cave, [click here](#) to see it. Use the beast repellent before exploring the desert as the foes are very strong here. If possible explore it now or do it later.

**CIRCUS:** If you do explore now, you can find the circus where Serra will teach the Mogpie form to Yvette. Buy the ice bomb recipe from the seller there for 3500 gold. Also you can buy a new trick for June; the same man can upgrade her staff. Talk to the ringmaster, he'll give you a new quest. See the circus map [here](#) (map 22).

**TYOBI:** if you explored just out of curiosity, you may find this small village ([map 23](#)). The poster near the entrance speaks of a reward by the warden to catch a rooster (side quest). Enter the palace and visit the treasure room to obtain a crowbar from the ground. From now on you can open rusty chests using this crowbar. The treasure chests cannot be opened. Talk to the Royal chef at the Empress' kitchen to activate the side quest to find the rooster. Don't forget to pay the goddess and activate the magic mirror express. Soniyu will speak of the Venison stew recipe. If you visit Fahd's house, you'll see a real golden frog which he won't sell. Buy some skin cream from the item seller. Also buy all the items offered by the junk shop dealer (level egg, mugwort and beast repellent). You'll find Rat and make Edward say yes to his offer. Then him behind the warehouse. He'll ask Edward to pick a lock. Follow the event and enter the house once Rat has distracted the owner. Get the frog and the Hercules bust (a statue) near it and exit from the back door. Now if you give away the frog to Rat, you won't be able to complete the Thais museum quest. So don't give him anything. We'll find a better use for the bust later. Rejoin Mel at the market. Now upgrade your weapons from the blacksmith or fortify your equipments (the equipments must be un-equipped if they have to be fortified). The opal, topaz and worm hide can be used to fortify weapons. The blacksmith also gives you a side quest. Enter the door inside and go through the worm hole which will lead into the Worm tunnel.

**WORM TUNNEL:** here's [map 24](#) that will give a clear overview of this dungeon. You can find the firebird for Prof. Moo if you've triggered that quest. Collect the items as shown in the map and gather the equipments of the blacksmith. The tunnel intertwines with the wyrmbone desert so certain exits will take you to different parts of the inaccessible desert or the tunnel. Refer both the maps to avoid getting lost. There is also a spoiler goodie cave here, [click here](#) to see it. Sometimes the worms drop a topaz rarely.

After you've got all the guards, you can use them as long as you wish before returning them to the blacksmith. The blacksmith will offer a discount on fortifying your equipments on completing his quest.

Now exit Tyobi and explore the desert to get the remaining items and the rooster for the Royal chef. He'll give you 100 gold. Now go to Harakauna and talk to the hen Greta who said her husband Karl went missing. Return to Tyobi and speak to the Royal Chef. Observe the events and use the crowbar to open the pantry. Take Karl in your backpack and then open the chest to get the nail and hammer. Now re-visit Harakauna.

Karl will reward you with a rooster feather. Now visit the Willoby, the rat, house and fix his window with the board, hammer and nail. He'll ask you to return once he grows a mushroom for a mushroom pie reward. Two quests completed. Now exit and re-enter Harakauna and you'll find the cooking contest running. Vote Willoby, and leave. On your way out, the winner will be announced. Talk to Willoby and get the mushroom pie. Return to Tyobi and speak to the empress. Give her the pie to lighten up her dim mood. She'll send the summons to appoint Willoby as the chef.

Exit to Harakauna and inform Willoby. He'll leave immediately. Search his bookshelf for the mushroom pie recipe. Also collect all the mushrooms from the baskets; they re-grow after every 60 minutes. Now enter the apothecary to create items from the ingredients and recipes you've collected so far. Here is a [list of all recipes](#), including the ones which you'll find later (spoilers beware). Experimenting the wrong ingredients can cause the item to explode rendering minor injuries to your party. Unless you use the resultant items of the apothecary, the names of the items won't show. Instead it will display as mystery item. Some recipes can be made only by the apothecary himself or Ulf, so those items will not show in your recipe lists.

Now, finally we can visit the Granite Mountains. Make your way to the Granite Mountains through the Wyrmbone desert. The guard won't let you pass citing rogue chefs. Visit the empress and talk to her. Now you can pass into the mountains.

**GRANITE MOUNTAINS:** Refer [map 25](#). Walk along the blue colored path of the map until you reach this [point](#). Visit Shoal Leiu first before exploring.

**SHOAL LEIU:** If you have low HP, it is recommended that you don't talk to the pixies as they bite your members. See [map 26](#) for this town. Buy the dynamite from the junk shop dealer if you haven't loaded this game from Gates of Night (that is to have the bomber bird egg). Buy the gooey gum trick for June. Activate the magic mirror express and donate to the Goddess. At the intelligence agency, you'll be presented a puzzle to get a novel from the mountain top. Remember that the rocks shouldn't touch you, avoid or bypass them by standing away from their movement paths. For the one that moves very fast, wait on the stairs and follow it closely behind its back to avoid getting hit. On successfully passing the test, you'll be granted the knowledge of rock climbing. Talk to Hercules to get the quest of pixie riddance. You'll need empty bottles for that. So far, you should have 2 empty bottles with you if you've diligently picked up all dungeon items. Catch 2 pixies with them, we will need to find one more to catch the 3<sup>rd</sup> one. Madhuri will give you the quest for curing his uncle from a curse. The thief will sell you items; earth enhanced items

are effective against the enemies on the Granite mountains. After upgrading your weapons and armors, get back to the Granite mountains to re-explore.

Explore the mountains thoroughly. After that, enter the crystal caverns.

**CRYSTAL CAVERNS:** Here's [map 27](#) for it. Follow the pink path to the bean stalk, ignore the other path for now. You'll find the fairy toad for Prof. Moo if you have triggered that quest. After finding the beanstalk forest, use your mouse to locate the bean seeds (it can be located randomly at any bean tree root). After obtaining the bean stalk, explore the remaining of the crystal cave. You'll see Hercules somewhere in the dungeon. The pixies won't allow you to pass further from a certain point. Return to Shoal Leiu to complete a side quest.

Catch the last pixie at Shoal Leiu and talk to Hercules at the crystal caverns. After that another quest will be triggered to stop the pixies from coming back to the village. Now visit Witchwood (Brightwood forest->[Red rock pass](#) (map 29)->[Sinoa plains](#) (map 30)->[Mire woods](#) (map 31)->Witchwood). If possible talk to Stella on your way and read letters from Teijal at the post office of Thais.

**WITCHWOOD:** We are back to our Aveyond special Witchwood after a long time. See the map ([map 28](#)). Visit Heptitus and speak to her, then donate at the Goddess and activate the magic mirror express. Buy some toad amulets and pumpkin pies. Talk to Gretchen, she'll give you a love note to be delivered to Marcello at Ghed'ahre in exchange of the help she offers. Buy all the items in the junk shop, they are useful. Then visit Harburg from there. On your way you can visit [Stormbend](#) (map 32) from the Sinoa plains and speak to the Tavern owner for a side quest.

The path to Ghedahre would be-

Brightwood forest-> Thail Mountain cave system -> Thails Mountains south-> Shadow woods North -> Harburg-> [ShadowWoods South](#) (map 33)-> [Catacombs](#) (map 34) -> [Wyrms Forest east](#) (map 35) -> Ghedahre.

**GHEDAHRE:** Here's [map 36](#) for this vampire village. Activate the reaper express (same as magic mirror). Buy some elixir and undead amulets. Talk to Marcello at the Casino. He'll ask you to deliver a note to Gretchen. Now go back to witchwood.

Speak to Gretchen and she'll suggest you the remedy for Damodar. Visit Shoal Leiu and talk to Madhuri. She'll give you a candy. Visit where Hercules was standing at the crystal cavern and make the pixies to the left run after the candy. Then step on the bridge to blow it up either with the bomberbird egg or the dynamite. Collect the items on this side of the cave, starbell flowers, pixie egg and go back to Shoal Leiu. Hercules will pay you 15000 gold to remain silent about the event. Give the starbells to Madhuri and she'll reward you with an obsidian amulet. Don't forget to hatch the pixie egg at the Moo hatchery.

Visit Peliad and talk to Leopold Bistro about the Stormbend tavern owner. He'll leave immediately. Visit Stormbend to get rewarded by Leopold with a pumpkin pie.

Re-visit Thais to give Walt the real golden frog, he'll give you the fake frog. Don't give him the Hercules bust now, you'll know why later.

Time to move on in our main quest. Visit the Stonetooth cave and plant the bean seeds. Nothing happens; visit Ulf at Harakauna and speak to him. He'll ask for 1 rooster feather, 1 emerald and 1 blueleaf sap to prepare a grow potion. When you get all the ingredients, bring it to him, he'll prepare the potion and will advise you to use fertilizer along with it (bat guano). Now re-visit the stonetooth cave and apply these to the implanted bean seed. See what happens.

**STONETOOTH CAVE:** Here's [map 19](#) of this dungeon. Now climb up the bean tree and explore this dungeon. Collect the mermaid key and other items you find there. When you reach the poison lake, if Yvette has acquired the Mogpie form from the circus, she'll activate the switch on the other end to create a bridge. When you reach the stone lions, you won't be able to proceed further. Find Spook at the tavern of Peliad. He'll join you. Don't forget to upgrade his equipments.

Now visit the Granite Mountains and locate the Ashera's tomb. Use the mermaid key to unlock the doors and enter inside.

**ASHERA'S TOMB:** Refer the [map](#) (map 37) to make your way to Acropolis (even though you are prompted to visit the Underfall). Collect the fish net, treasure key and other items on your way. On your way, you'll face a giant crab. If you do not have sufficient levels and HP, you better go to the Underfalls than take this route. The giant crab can summon 6 more crabs and cast stone on your members. Healing is very important if you want to survive. The crab drops randomly any one of the following items-

**Ashera's sandal:** increases walking speed of your characters.

**Ashera's helmet:** best protection (increases defense by 150%)

**Ashera's bow:** a powerful and charmed bow

**ACROPOLIS:** [Map 38](#) will give you an idea about Acropolis. You'll find Hercules exaggerating his deeds amongst the ladies there. Make donation to the goddess and activate the magic mirror express. Pay the sculptor to make Hercule's nose long. Buy all the items from the junk dealer. Tess will teach the the bluetail bird form to Yvette. Take Amadine's business card for music lesson, it will help you complete a side quest. Claudiu will give you a sidequest to bring him a golden fish from Ashera's tomb. Now find the mermaid and talk to her. She'll give you her mirror in exchange of fruit salads. For that you need to visit Mouse chef at Tyobi castle.

Before that, you may like to explore the [Mana](#) (map 40) and [Fauna](#) (map 41) caves. Make sure you have the right equipments as the foes can be harmed with some particular weapons only. The

town people will give you an idea which weapons will be effective against which foes if you talk to everyone. First explore Mana map to collect the empty bottle. Now with 5 empty bottles, capture the pixies in the fauna cave. Bring these pixies to the ringmaster at the circus. He'll reward you with 300 gold. Quest complete.

The mouse will give you a fruit salad right away. Give the fruit salad to the mermaid and she'll trade her mirror. Now go back to Ashera's tomb and make your way to the Underfall. On your way, get into the water and capture the goldfish using the fishnet.

**UNDERFALL:** see [map 39](#) for more details. Obtain the blood thistles at Underfall; they re-grow after every 15 minutes. Activate the magic mirror and the reaper express there. If you don't want to reduce Spook's attraction points then don't buy the love poems from the junk dealer. In fact don't buy anything from the junk dealer. You may get the human repellent to use the Hercules though (avenging that rogue). You'll find more details on how to avenge him in the side quest list at the end of the walkthrough. Buy some berserk amulets. Gorbin will teach the wobbler bird form to Yvette. Get the haunted house flyer for Gretchen and Marcello. After you've explored every house and spoken to everyone, exit to Ghedahre.

Talk to Marcello and give him the flyer. Return to Underfall and visit the haunted house. Talk to Gretchen and she'll invite for a party that night. Rent costumes at the local shop and re-visit them. You can change the party leaders and make everyone talk to each other. Then take an eyeball and a fingerbone from the tray and leave. Quest complete.

Visit Acropolis and give the golden fish to Claudiu. See what happens. Pick up the golden scale that she drops. Now you could have eaten or sold the goldfish but then you would have missed the golden scale which is an important ingredient to two recipes (you can use only one). Quest complete.

Let us complete some more side quests before we move on to our main quest. Visit Chateau Lenore to talk to Fedor. He'll give you 150 gold coins to bring the music teacher here. Visit Acropolis and pay Amadine. He'll leave immediately. Return to Fedor, he'll reward you with a bottle of wine.

Now visit Anton at Acropolis; you'll see Hercules arguing with him for the long nose. Spook will take the bust and give it to Mel. She can keep it (adds +1 attraction point to Spook) or reject it (-1 attraction point for Spook). To know more about attraction points and gather all of them for your characters, [click here](#) (spoilers beware). Anyway coming back to the context, if you keep the fake Hercules bust, take it to Fahd at Tyobi. He'll give you 150 gold for it. If you give the original one to him, he'll call the inspector and Edward will be thrown in jail. You'll have to bail him out. Now take the original bust to Walt at Thais museum. He'll pay you 200 gold for it.

Now, time to resume our main quest. Make sure you've completed all the side quests as we are nearing the game end. With the mirror in your backpack, visit the Stonetooth cave again to the Stone Lion and watch the events. Then go to Ulf at Harakauna and speak to him. Now you need to gather the ingredients to make acid. You must have already picked up the blood thistle at the Underfall and the thindle roots at the Great tree root system. Also if you've visited the Fauna cave at Acropolis, you would have by now collected the diamonds which are dropped by the glow bugs after fight. Talk to the alchemist when you have them, he'll prepare the acid potion for you. Now go back to the Stonetooth cave and use the potion on the steel door. Enter inside.

You'll be presented with another puzzle. You can find the answer to the puzzle [here](#) (spoiler beware). Here you need to press the colored buttons to match the sequence mentioned in the riddle. Note that you cannot reset the puzzle, so you need to keep on trying the combinations until its right. After you've got it right, two doors will open up. The right door leads to the best weapons and treasure of the game. The left one leads to your final destination. Use the life crystal to heal and equip the best equipments on your characters. Equip berserk, curse protection gears on your characters. When you're ready, enter the left cave and observe the events. When you are called for fight in Gyendal vs Mel battle, just let Gyendal defeat because you don't have the chance of winning it anyway so no point wasting your items. After that you are called for the party fight against Gyendal and this is what you have to take care of. Note that Mel won't be available in this fight. Gyendal will use vector lightning, shadow curse (curse status effect), touch of madness (berserk status effect), and physical hits. Charge him physically by Edward and Ulf and let June and Yvette use magic. Poisoning Gyendal will make the fight easier for you. Protect your members using magical shield (Edward and Ulf) and physical shield (Yvette and June). The song of dream spell by Yvette in Wobbler form can inflict berserk to Gyendal. After the fight, watch the game ending.

-----THE END-----

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[Eternal Eden](#)

[Aveyond 2 Ean's Quest](#)

[Aveyond Rhen's Quest](#)

[Tales of The Drunken Paladin:  
Book 3](#)

[Kara's Quest](#)

[Cute Knight Kingdom](#)

[Laxius Force](#)

[Aztaka](#)

[Eschalon Book 1](#)

[Blades of Heaven](#)

[Last Scenario](#)

[Ahriman's Prophecy](#)

[Laxius Force 2](#)

[Avernum 5](#)

## SIDEQUEST LIST

Sl	Trigger person or event	Quest procession
1	Real Golden frog by Walt (Thais museum)	<ol style="list-style-type: none"><li>1. Talk to Walt at Thais Museum</li><li>2. Report to the Inspector at Peliad jail about Gwenalle before talking to Edgar (refer Peliad baby trade quest).</li><li>3. Talk to Rat at Tyobi near the warehouse/market.</li><li>4. Steal the Golden frog. Don't give it to Rat.</li><li>5. Give it to Walt to receive reward.</li></ol>
2	Letter to and fro Teijal (Thais Post office)	<ol style="list-style-type: none"><li>1. Visit the Post office as the part of the game sequence.</li><li>2. Buy a box at the post office anywhere (preferably one at every place where the PO is available).</li><li>3. Visit the PO and talk to the Post master to read Teijal's letters after every 15 minutes (game time).</li><li>4. Reply to her letter. Mean or nice letters will affect her reaction in the next sequel of Aveyond-The Dark Prophecy.</li></ol>
3	Tutor for Sienne by Fedor (Chateau Lenore)	<ol style="list-style-type: none"><li>1. Talk to Fedor at Chateau Lenore.</li><li>2. Talk to Amadine at Acropolis and get his business card.</li><li>3. Bing the card to Fedor and get 150 gold coin from him.</li><li>4. Return to Amadine and pay his fee.</li><li>5. Return to Fedor to collect your reward.</li></ol>
4	Peliad baby trade by Inspector at Peliad jail (after Edward joins the party)	<ol style="list-style-type: none"><li>1. After Edward join your party, speak to the Inspector at the Peliad jail.</li><li>2. Talk to lady Gwenalle at her place at Peliad.</li><li>3. Enter the kitchen; you can turn in Ines to Gwenalle so that the quest remains incomplete. Or agree to help her.</li><li>4. Go to the bedroom and read the red diary on the dressing table.</li><li>5. You can report to the inspector at this stage and get thrown in jail which will help you complete the golden frog quest. In that case, help Rat in the cell to further that quest. You'll be bailed out eventually from where you can continue.</li><li>6. Go to the tavern and talk to Edgar.</li><li>7. Speak to the Inspector to arrange a sting operation.</li><li>8. Sleep at the inn.</li></ol>

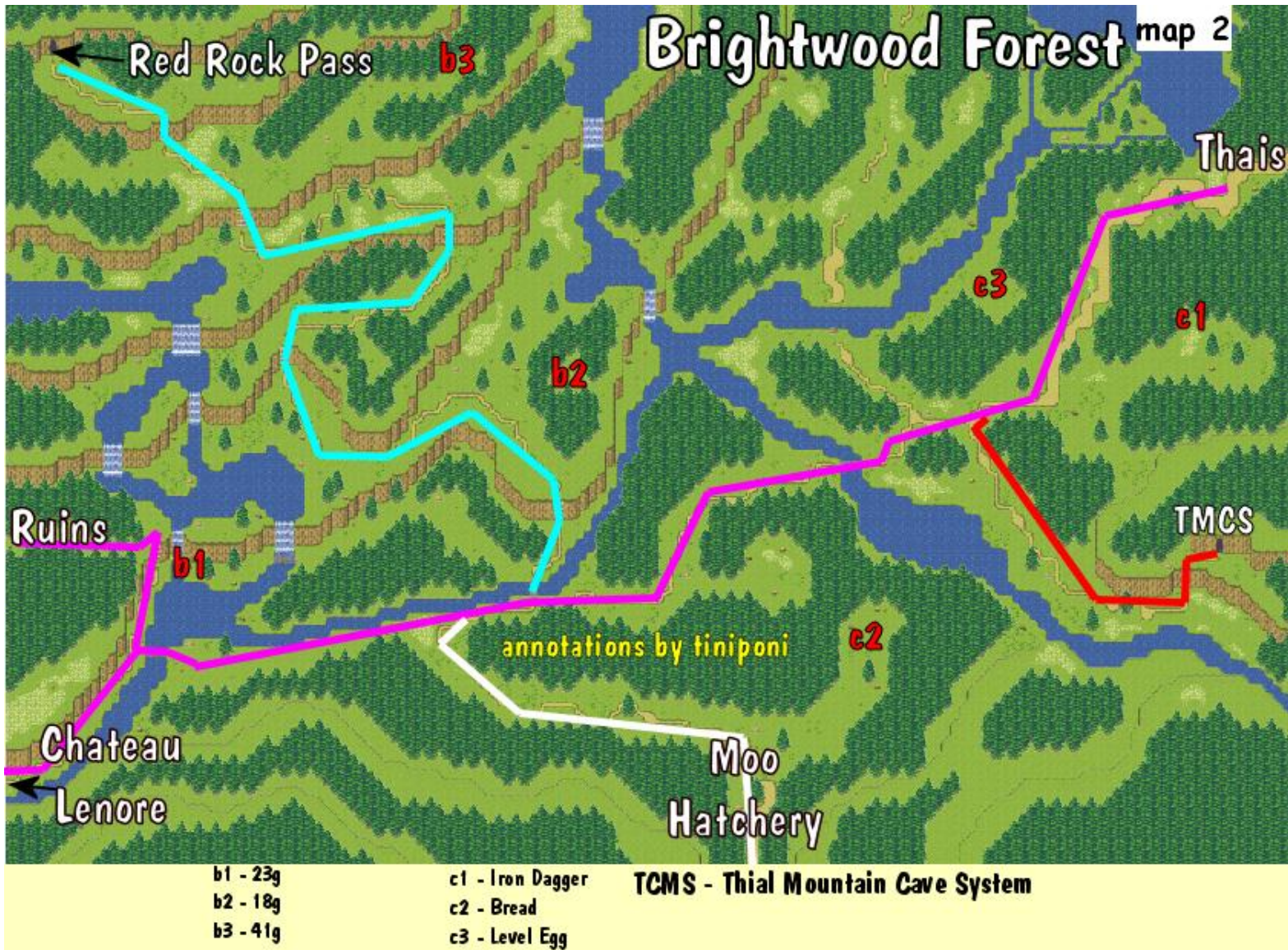
		<p>9. Meet the inspector at the garden at night. Then follow his instructions. Gwenalle will be arrested.</p> <p>10. Meet Ines at the kitchen to receive the reward.</p>
5	Stella and bunnies (Intelligence agency at Peliad)	<p>1. Learn the 'trap' skill at the intelligence agency of Peliad. Pack the bunny or Thais residence.</p> <p>2. Speak to Stella at intervals in the Moo hatchery to observe the result.</p>
6	Return pets to Prof. Moo (Moo Hatchery)	<p>1. This quest is available only if you have loaded the game from Aveyond 3.2 Gates of Night. Talk to Prof. Moo at the Moo hatchery.</p> <p>2. Find the creatures at different place and bring it to him. The creatures can be found at-</p> <p>a) Bomber bird: Blueleaf forest</p> <p>b) Firebird: Worm Tunnels</p> <p>c) Fairy toad: Crystal caverns</p>
7	Deliver Osmond or Lewin's note to Ellie	<p>1. Speak to both of Osmond and Lewin at Harburg.</p> <p>2. You can deliver only one note to Ellie, choose which one you would prefer-</p> <p>a) Delivering Osmond's note will give you a small reward but will please both the sender and recipient of the note.</p> <p>b) Delivering Lewin's Note will earn you 200 gold from Lillian, Ellie's mother, at the clockwork mansion.</p>
8	New act for Circus (by ringmaster at Wyrmbone desert circus)	<p>1. Talk to the ringmaster at the circus in the Wyrmbone desert.</p> <p>2. Collect all the empty bottles at Blueleaf Forest, Circus, crystal cavern, Ashera's Tomb and Mana cave.</p> <p>3. Capture the pixies at the Fauna cave and bring it to the circus for reward from the ringmaster.</p>
9	Four guard shield for Dulus (Blacksmith at Tyobi)	<p>1. Talk to the blacksmith at Tyobi.</p> <p>2. Visit the back end of his counter and enter the hole (worm tunnel).</p> <p>3. Gather the guard shields from the chests and return them to him.</p>
10	Hercules bust (Stealing at Fahd's house at Tyobi)	<p>1. This is related to the Peliad's baby trade and can be initiated only after agreeing to help Rat at the jail cell.</p> <p>2. Talk to Rat at Tyobi, agree to help.</p> <p>3. Find rat at the back of the warehouse and following his instructions.</p> <p>4. Steal the golden frog and the Hercules bust from Fahd's house.</p> <p>5. If you give the Hercules butts to Rat, he'll smash it. If you take it to Walt at the museum, he'll take it and reward you.</p>
11	Find pixies for Hercules (Hercules at Shoal Leiu)	<p>1. Talk to Hercules at Shoal Leiu.</p> <p>2. Gather empty bottles from various dungeon explorations and capture the pixies at Shoal Leiu.</p> <p>3. Meet Hercules at the crystal caverns.</p> <p>4. Get the candy from Madhuri (refer 'cure Damodar' quest).</p> <p>5. Use the candies to bring the pixies on the other side of the cave and use the dynamite or bomber bird's egg to blow up the</p>



		<p>bridge.</p> <p>6. Talk to Hercules to get your 'reward' for keeping shut.</p>
12	Cure Damodar's Curse (Madhuri at Shoal Leiu)	<ol style="list-style-type: none"> <li>1. Talk to Madhuri at Shoal Leiu.</li> <li>2. Speak to heptitus at Witchwood and then to Gretchen.</li> <li>3. Complete Gretchen's quest (refer Gretchen Marcello union quest).</li> <li>4. Speak to Madhuri and get the candy from her.</li> <li>5. Use the candy to move the pixies blocking the way inside crystal caverns and explore to collect the starbells.</li> <li>6. Bring the starbells to Madhuri and receive reward.</li> </ol>
13	Gretchen Marcello union (Gretchen at Witchwood)	<ol style="list-style-type: none"> <li>1. Speak to Gretchen at Witchwood.</li> <li>2. Deliver her note to Marcello at the Ghedahre casino.</li> <li>3. Return the note given by Marcello to Gretchen.</li> <li>4. Visit the Underfalls and bring the flyer from the haunted house on-sale to either of Gretchen or Marcello.</li> <li>5. Revisit them to get invited in a costume party.</li> <li>6. Rent costumes at the costume shop at the Underfalls and attend the party.</li> <li>7. Pick up two ingredients from the items served at the party for alchemy use (that's your reward basically).</li> <li>8. Return the rented clothes.</li> </ol>
14	Takeover Stormbend Tavern (by tavern owner at Stormbend)	<ol style="list-style-type: none"> <li>1. Speak to the tavern owner at Stormbend.</li> <li>2. Speak to Leopold Bistro at Peliad after you've ruined his business.</li> <li>3. Re-visit the tavern at Stormbend and get rewarded by Bistro.</li> </ol>
15	Capture Golden fish for Claudiu	<ol style="list-style-type: none"> <li>1. Talk to Claudiu at Acropolis.</li> <li>2. Get the fishnet at Ashera's tomb and capture the gold fish in one of the tomb's pools.</li> <li>3. Return the fish to Claudiu. You'll get a golden scale if you wait for the Claudiu to react after getting the goldfish. You can also eat or sell the fish which will get you nothing.</li> </ol>
16	Avenging Hercules	<ol style="list-style-type: none"> <li>1. This can be triggered after you have completed Hercules' quest at Shoal Leiu.</li> <li>2. At Acropolis, pay 250 gold to the sculptor to distort the Hercules bust he was creating.</li> <li>3. Re-enter the sculptor's studio and observe the events. Take the fake bust (Spook will earn an attraction point) or break it, which ever you wish.</li> <li>4. You can also sell the fake Hercules bust to Fahd, who'll buy it from you.</li> <li>5. At Acropolis and speak to him amongst the ladies.</li> <li>6. Prepare the truth serum at the Alchemist's house (see the recipe list).</li> <li>7. Use it on Hercules and observe the events.</li> <li>8. Also you can use the human repellent bought from the Underfalls junk shop on him to teach him a lesson.</li> </ol>



[Click here](#) to return to the page you were reading (The beginning).



[Click here](#) to return to the page you were reading (Brightwood forest).



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[Click here](#) to go back from Chateau Lenore.

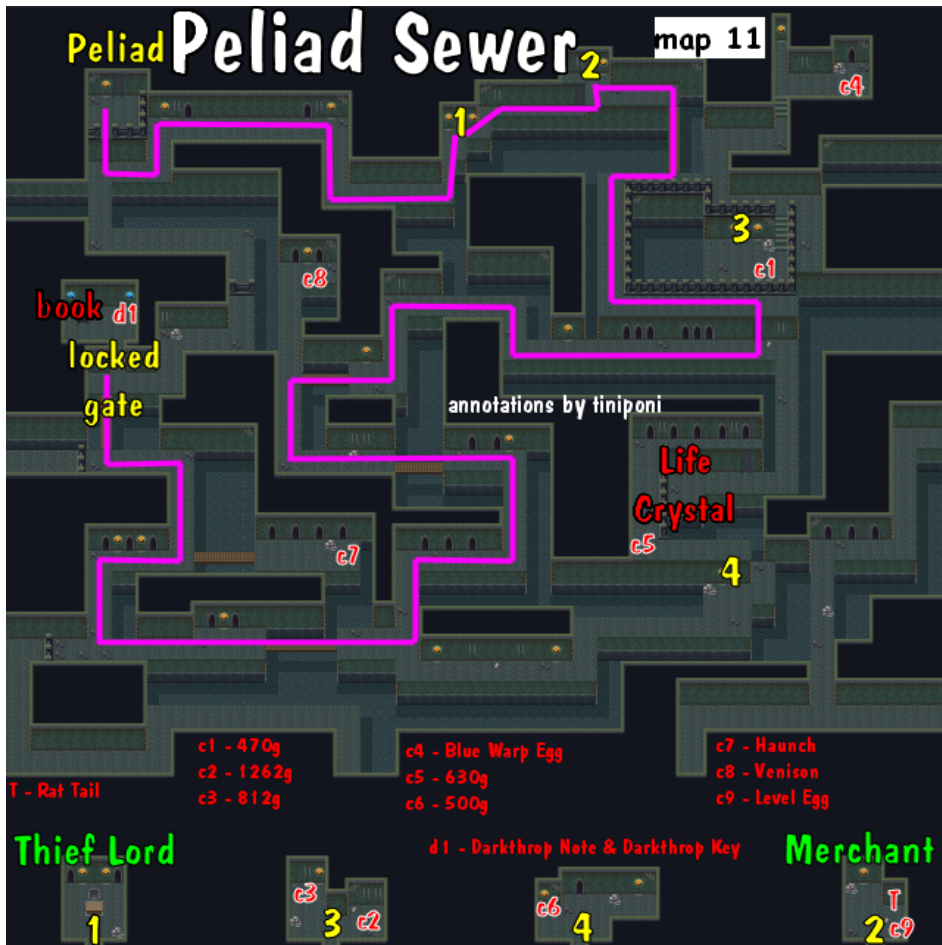


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map 15



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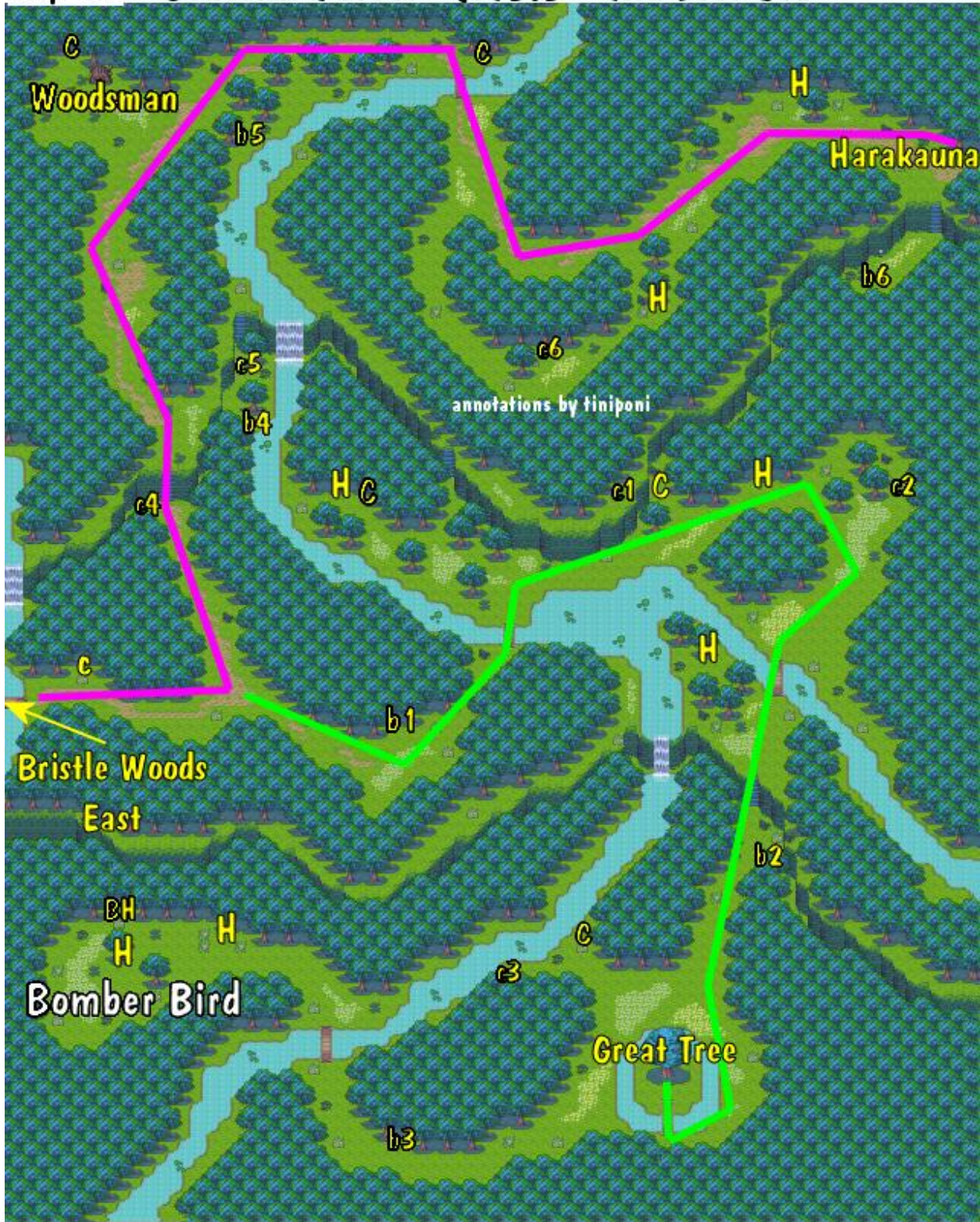
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map 16



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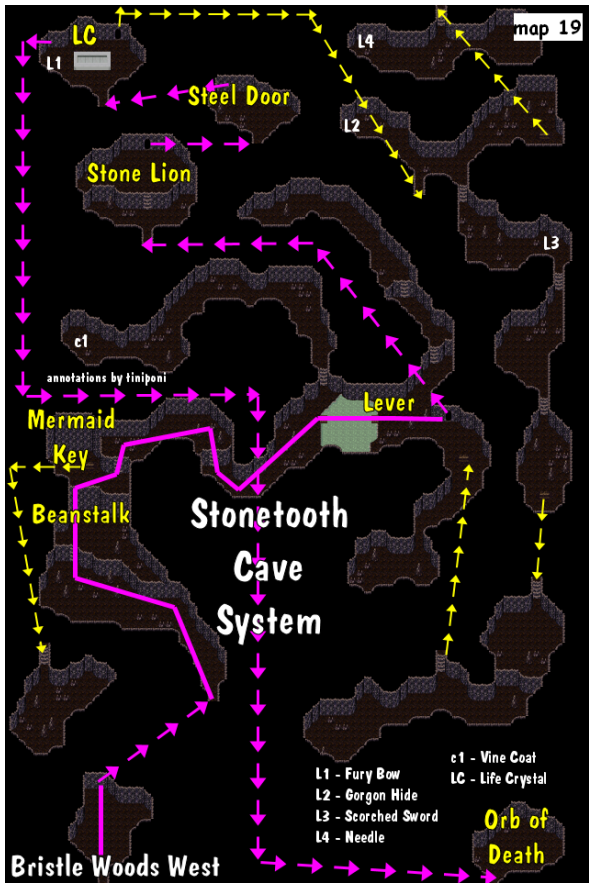
map 17 **Blueleaf Forest - AV3.3 - The Lost Orb**



- |            |            |                      |                     |                        |
|------------|------------|----------------------|---------------------|------------------------|
| b1 - 1750g | b4 - 1000g | c1 - empty bottle    | c4 - Cassia Leaf    | BH - Beehive           |
| b2 - 750g  | b5 - 1800g | c2 - Beast Repellent | c5 - Level Egg      | C - Catspaw            |
| b3 - 2500g | b6 - 1500g | c3 - Venison         | c6 - Green Warp Egg | H - Hole in tree (sap) |

[Click here](#) to return to the page you were reading.





[Click here](#) to return from harakauna.

[Click here](#) to return from Stonetooth cave.

[Click here](#) to return from root system.

[Click here](#) to return from wyrmbone desert.



\*Numbers coordinate with Worm Tunnels map\*

b1 - 4282g  
b2 - 2630g  
b3 - 3200g

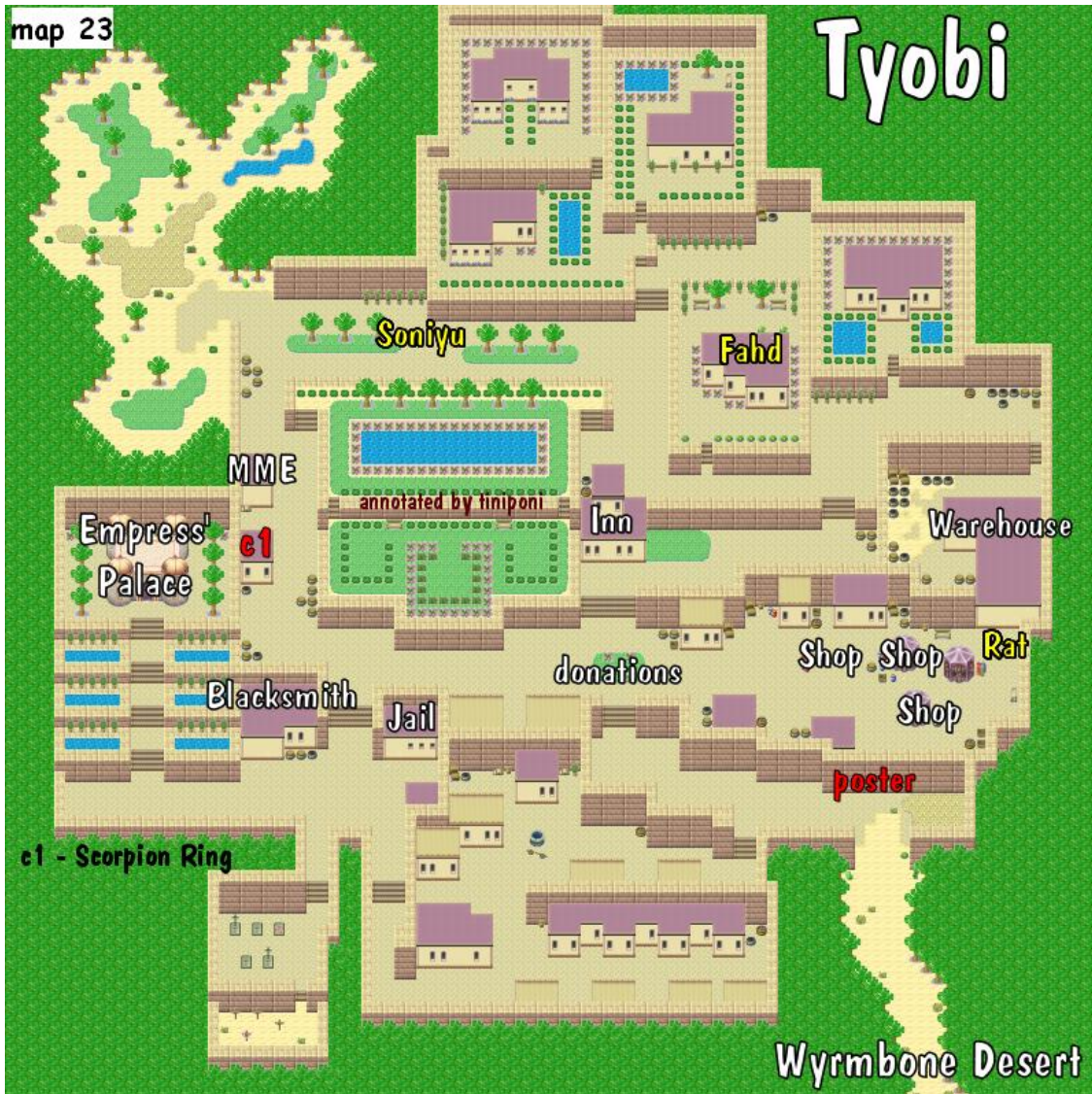
b4 - 2916g  
b5 - 1550g  
b6 - 3832g

c1 - Cassia Leaf  
c2 - Marsh Tea  
c3 - Green Warp Egg  
c4 - Snap Dragon Egg

rc1 - Mandrake  
rc2 - Minotaur Robe  
rc3 - Ruby



[Click here](#) to return.



[Click here](#) to return.



[Click here](#) to return from Worm tunnels.

[Click here](#) to return.



- \*Numbers coordinate with Wyrmbone Desert map\*
- |            |            |                      |                    |                    |
|------------|------------|----------------------|--------------------|--------------------|
| b1 - 1350g | b4 - 3932g | c1 - Cassia Leaf     | c4 - Marsh Tea     | rc1 - Frost Dagger |
| b2 - 2816g | b5 - 3000g | c2 - Skin Cream      | c5 - Blue Warp Egg | s - Guard Shield   |
| b3 - 2830g | b6 - 4682g | c3 - Snap Dragon Egg |                    |                    |

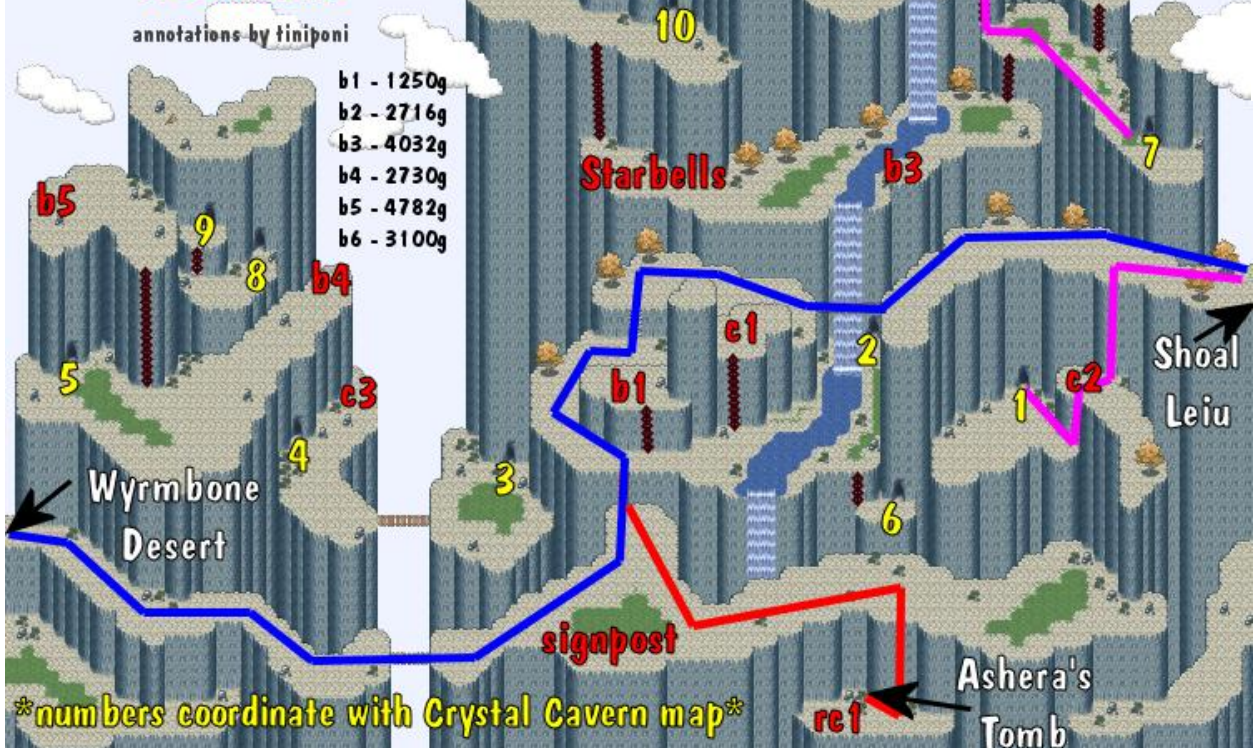
# Granite Mountains

map 25

Wormbone Desert to Shoal Leiu  
 Shoal Leiu to Ashera's Tomb  
 Shoal Leiu to Crystal Caverns  
 & Beanstalks

rc1 - Earth Shield Scroll

- c1 - Skin Cream  
 c2 - Green Warp Egg  
 c3 - Elixir

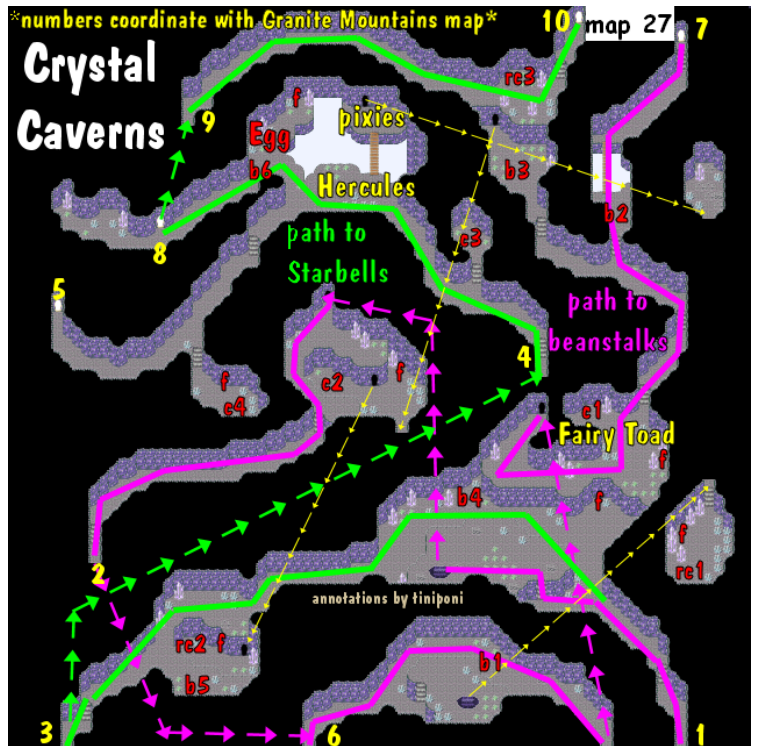


[Click here](#) to return from Granite Mountains.

- annotations by tiniponi
- |            |
|------------|
| b1 - 1250g |
| b2 - 2716g |
| b3 - 4032g |
| b4 - 2730g |
| b5 - 4782g |
| b6 - 3100g |

\*numbers coordinate with Crystal Cavern map\*

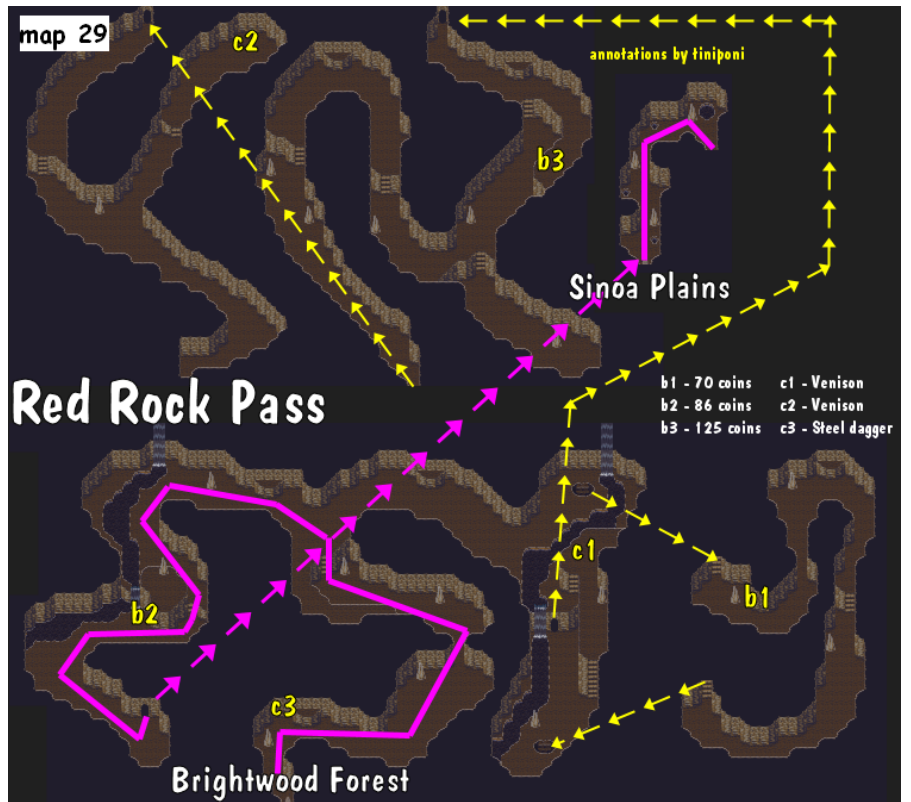
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- |            |            |                    |                    |                      |
|------------|------------|--------------------|--------------------|----------------------|
| b1 - 4132g | b4 - 2616g | c1 - Blue Warp Egg | E - Pixie Egg      | rc1 - Crystal Dagger |
| b2 - 3200g | b5 - 4882g | c2 - Empty Bottle  | f - Icebell Flower | rc2 - Charm Scroll   |
| b3 - 1150g | b6 - 2630g | c3 - Skin Cream    |                    | rc3 - Pixie Robe     |
|            |            | c4 - Elixir        |                    |                      |

[Click here](#) to return from crystal caverns

[Click here](#) to return from Witchwood.



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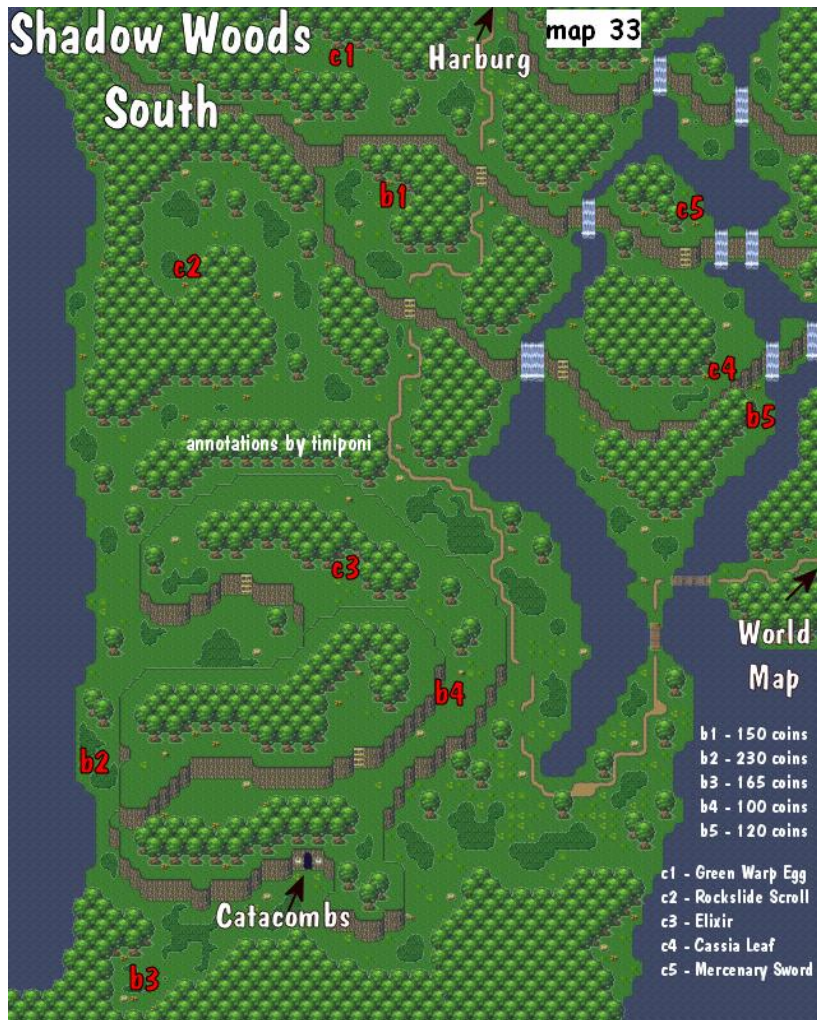


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[Click here](#) to return from Mire woods.

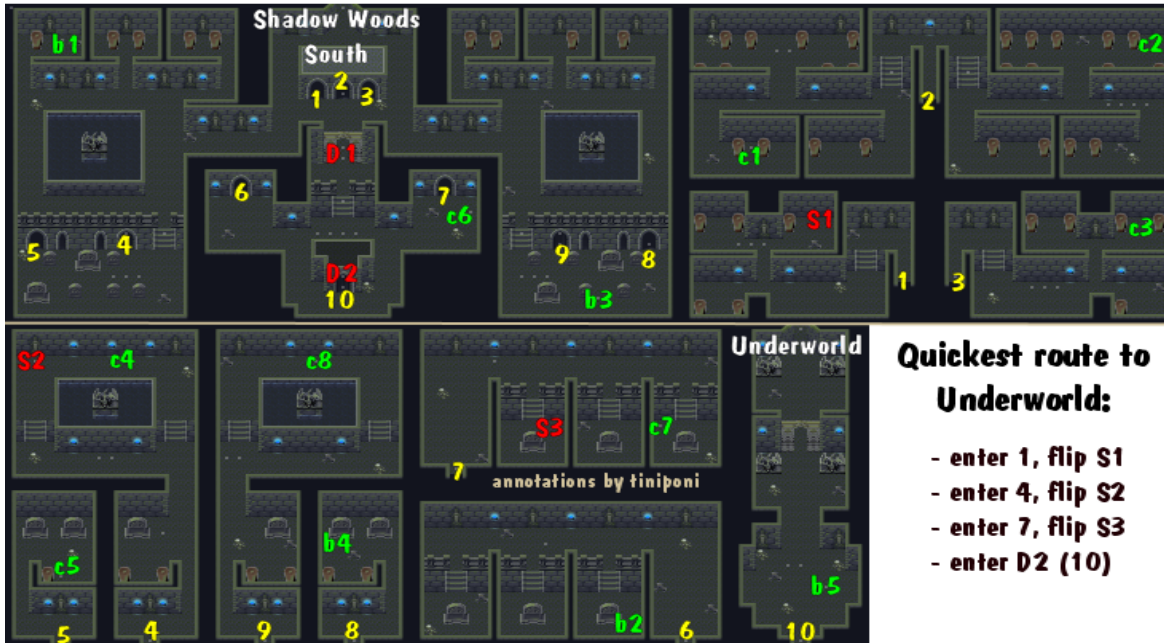


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## map 34 Catacombs - AV3.3 - The Lost Orb



### Quickest route to Underworld:

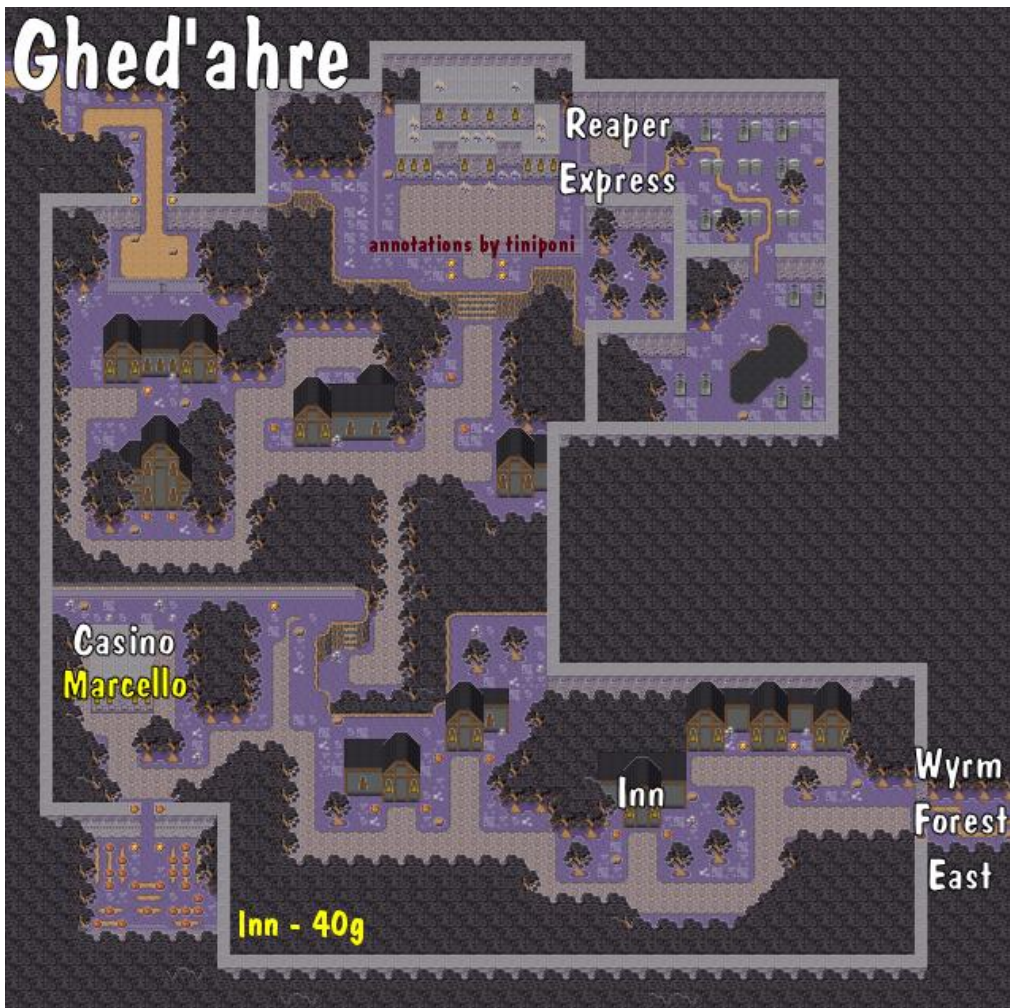
- enter 1, flip S1
- enter 4, flip S2
- enter 7, flip S3
- enter D2 (10)

- |                |                    |                    |                  |
|----------------|--------------------|--------------------|------------------|
| b1 - 170 coins | c1 - Cursed Robe   | c5 - Cursed Helmet | S1 - opens 4 & 9 |
| b2 - 115 coins | c2 - Cursed Sword  | c6 - Cassia Leaf   | S2 - opens D1    |
| b3 - 120 coins | c3 - Cursed Dagger | c7 - Cassia Leaf   | S3 - opens D2    |
| b4 - 150 coins | c4 - Cursed Mail   | c8 - Cassia Leaf   |                  |
| b5 - 190 coins |                    |                    |                  |

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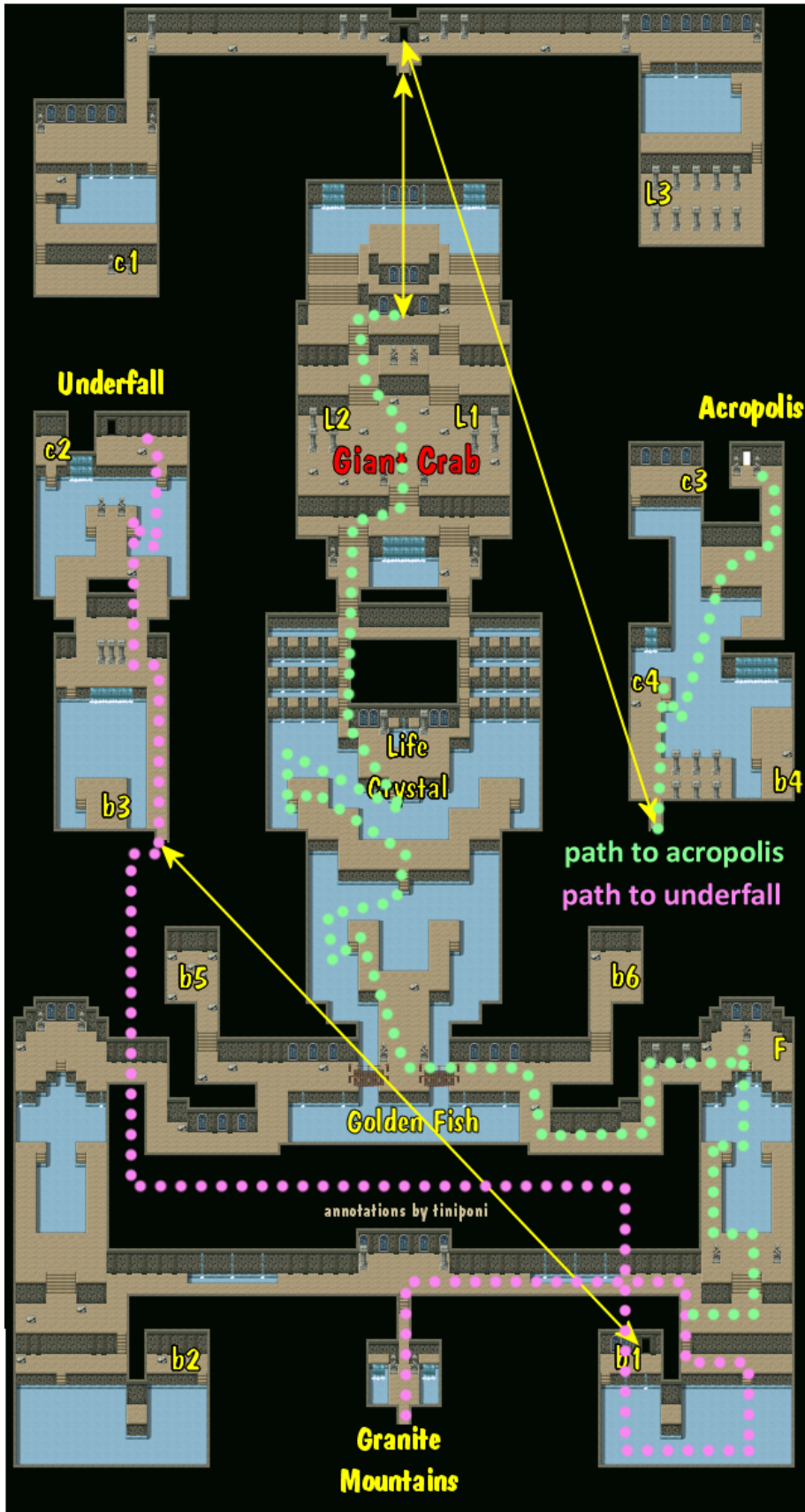


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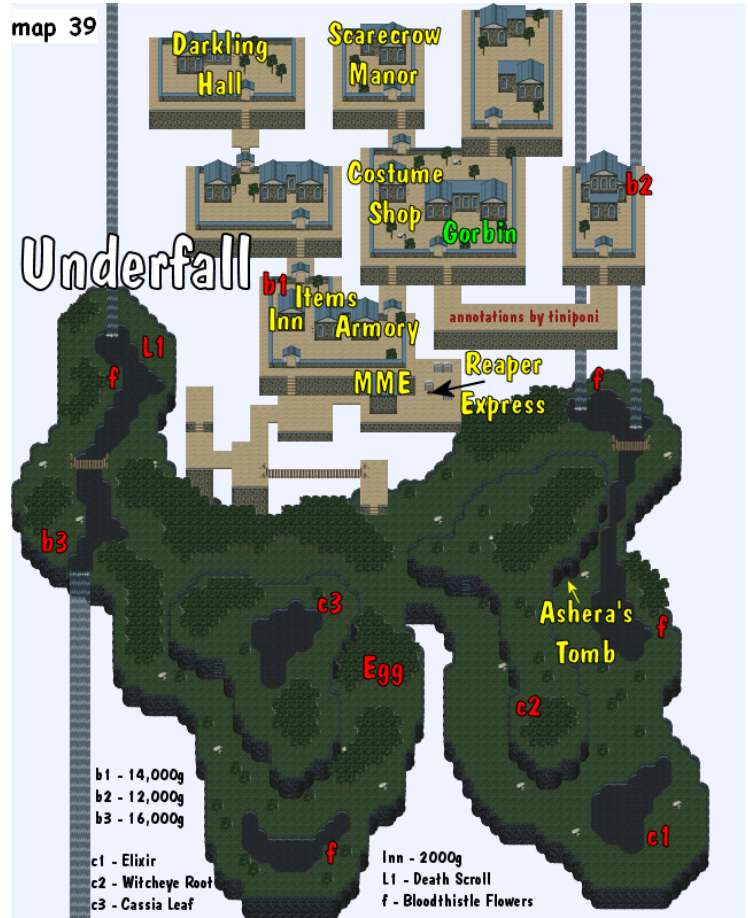
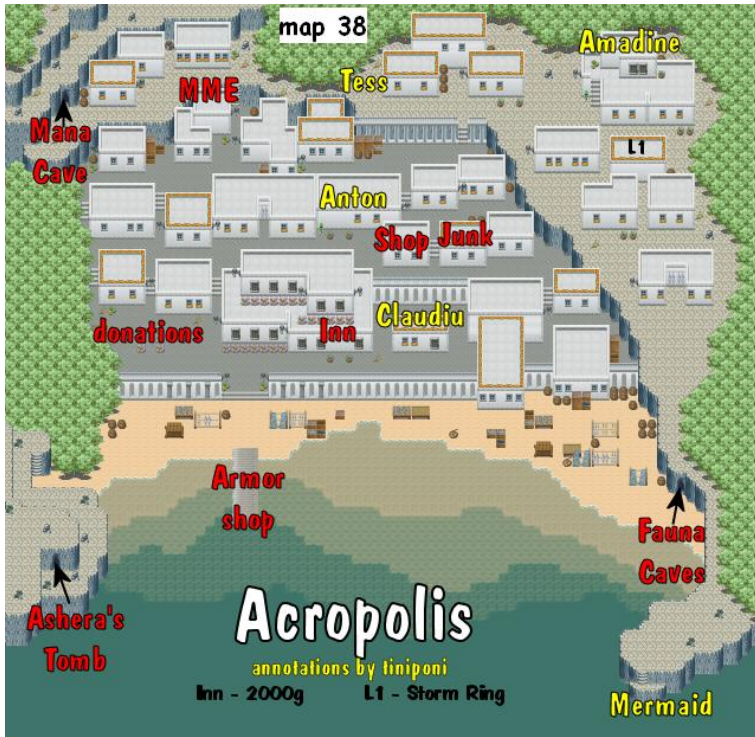
map 37 **Ashera's Tomb - AV3.3 - The Lost Orb**



- |            |            |                    |                   |                         |
|------------|------------|--------------------|-------------------|-------------------------|
| b1 - 6000g | b4 - 4100g | c1 - Elixir        | F - fishnet       | L1 - Fire Storm Scroll  |
| b2 - 5400g | b5 - 6915g | c2 - Empty Bottle  | LC - Life Crystal | L2 - Tinctura Hypericum |
| b3 - 5615g | b6 - 5800g | c3 - Blue Warp Egg |                   | L3 - Priestess Ring     |
|            |            | c4 - Treasure Key  |                   |                         |

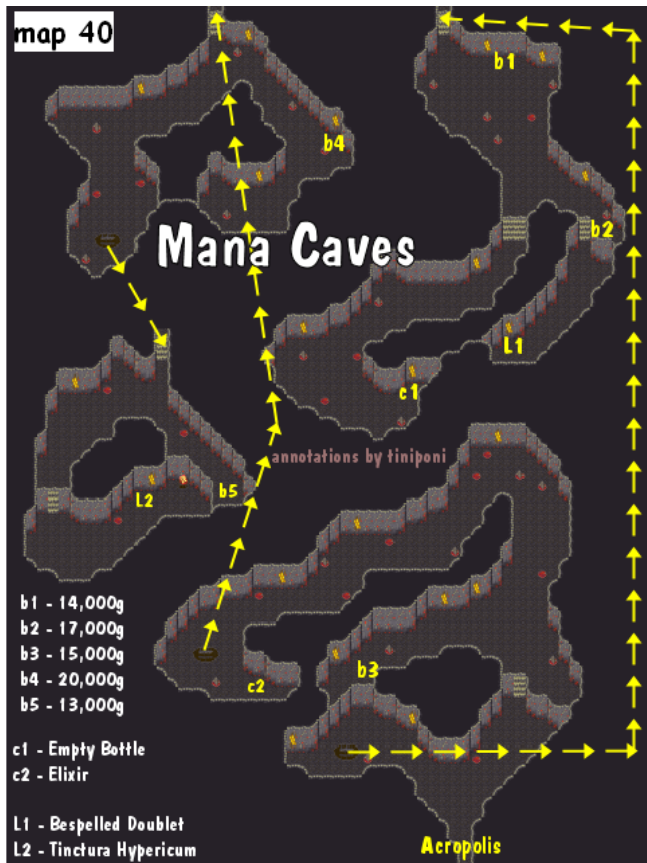
[click here](#) to return.





[Click here](#) to return from Acropolis.

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**\*\*SPOILER ALERT\*\***

**The following page contain spoilers**

**ATTRACTION POINTS:** The game sports attraction points for Spook only. However you cannot arrive at any conclusion using these points in this game. It will be valuable in the next sequel. Here's a table to guide you through what increases or decreases Spook's attraction points for Mel.

Sl no	Items and locations that affects attraction	If Mel accepts	If Mel rejects
1	Perfume at Shoal Leiu	+1 attraction point	-1 attraction point
2	Rat tail at Peliad Sewers	+1 attraction point	-1 attraction point
3	Pie at Tyobi kitchen table	+1 attraction point	-1 attraction point
4	Poem book at junk shop of Underfall	-1 attraction point	N/A
5	Flowers at Harakauna	+1 attraction point	-1 attraction point
6	Fake Hercules Bust at Acropolis	+1 attraction point	-1 attraction point
7	Love potion	+1 attraction point	N/A

P.S: If Edward uses the Love potion while Spook is in the party, he'll gain +1 attraction point while Spook will loose one and vice versa.

**LIST OF RECIPES AND THEIR INGREDIENTS:** Use the items wisely as some items are available only in single units, so they can be used in any ONE of the available recipes (for example: eyeball, golden scale, etc).

Sl no	Item	Ingredient 1	Ingredient 2	Ingredient 3	Use of the item
1	Venison stew	1 mushroom	2 fresh milk	3 venison	Heals 450 HP
2	Beast begone	1 slime	1 snap dragon wing	3 skunk leaf	Repels beasts away from dungeons for 2 minutes.
3	Glow Goop	1 nectar	1 eyeball	3 slimes	Using on Mel makes her glow for 10 minutes. Can be made once. People everywhere will have funny things to say when Mel talks to them in this condition.
4	Charm powder	1 mushroom	1 nectar	2 icebell flowers	Charms enemy party during battles.
5	Nature potion	1 slime	1 icebell flower	1 nectar	Unleashes elemental damages (water, fire, earth, wind, ice) on enemy party during battles.
6	Quicksilver	1 blueleaf sap	2 snap dragon wings	2 mushrooms	Makes your members walk faster for a short time, then it wears off.
7	Toxic sludge	1 fingerbone	2 slime	3 cheese	Poisons enemy part and makes them clucmsy during battles.
8	Sleeping dust	1 fingerbone	1 snap dragon wing	1 icebell flower	Makes enemy party fall asleep during battles.
9	Truth serum	1 golden scale	2 nectars	2 catspaw	Makes a person speak the truth. Can be used on Hercules.

10	Revive ultima	1 golden scale	1 icebell flower	2 nectars	Revives dead party members and revives party's HP and MP completely.
11	Mushroom pie	1 bread	1 fresh milk	2 mushrooms	Restores 300 health of each character.
12	Purple warp egg	2 icebell flowers	1 snap dragon wing	2 blueleaf sap	Warp/teleport to Harakauna from anywhere.
13	Grow potion	1 rooster feather	1 blueleaf sap	1 emerald	Can be prepared only by Ulf. Makes the beanstalk grow.
14	Love potion	1 icebell flower	1 wine	1 nectar	Increase attraction points of a member.
15	Moth Powder	1 skunk leaf	1 snap dragon wing	3 mushrooms	Turn enemies into moths. Makes battle easier but reduces battle exp gained; however battle drops don't change.
16	Acid Potion	1 diamond	1 Blood thistle	1 thindle root	Can be prepared by the alchemist only. Used to melt the door at Stonetooth cave.

[Click here](#) to return to the page you were reading.

**PUZZLE SOLUTION AT THE STONETOOTH CAVE:** The sequence to the puzzle is- Yellow (sun), green (grass), blue (sea), gray (night). [Click here](#) to return to the page your were reading.

### GOODIES LOCATION:

**GOLD GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.



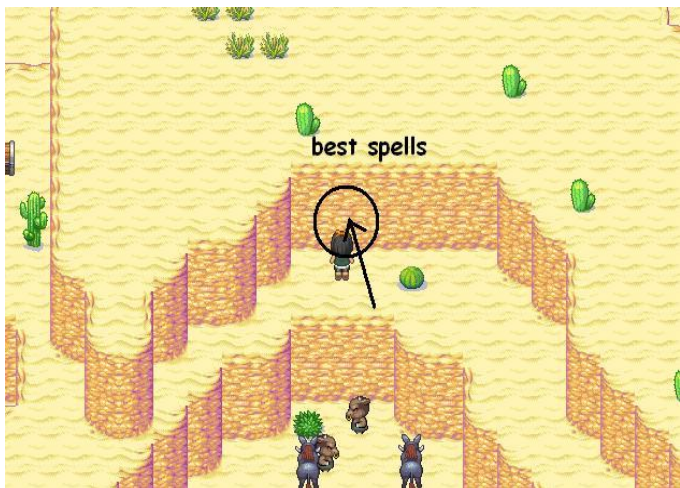
**WEAPON GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.

**LEVEL GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.



**ARMOR GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.

**SPELL GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.



**APOTHECARY RECIPE GOODIE:** [Click here](#) to return. Press enter at the arrow pointed direction to access the goodie cave.