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Thial Mountains South

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

| Shadob | Dyoods |

\*\*\* small numbers coordinate with Thial Mtn Cave System map \*\*\*
b1-37 coins c1-Beast Repellent

c2-Haunch

c3-Firefly Scroll



b2-24 coins

b3-15 coins



## Moo Hatchery

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



MME: Thais - 100g Stormbend - 200g

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Â near objects of Harburg and magic shops. First, leave the city of Harburg using the entrance to the north gate. GENERAL TIPS al etnarud" leM id eloverig ÃtilibA eravorp id itarucissa ,irtsom i ereggifnocs a imelborp iah eS .siahT id Ãttic alled atroP alled dus li rep etrap ehclauq ad ,edarts ellen annaH eterevorT .oro out li ottut iaredrep e atailgabs atsopsir anu iaD .omrehcs olled eroirefni etrap allen etrop elled anu ArirpA .angesnoc id ociracni omissorp out li erevecir e otnemagap li ereilgoccar rep eroneL uaetahC id itamref ,tseroF doowthgirB osrevartta iav ehc atloy amissorp al. doowthgirB id atserof allen fwoR enac ous li osrep reva id Arid it daT e iul noc alraP .grublaH a dron a adarts aut al arit, tseroF htuoS dooW arbmo'l odnarolpse de ebmocataC ellen ottaf iah ehc atlov anu .yrehctaH ooM ad ereidrabmob led ovou ortla nu erednerp ived ,atserof al ottos evorG ametsis li ottut erarolpse iouv eS .iel noc eralrap a iav e Attic alled elanoidirem aera'llen asac aus al avorT .) oirassecen es arpos doowthgirB id atserof alled appam alla otnemirefir eraf( doowgirB id atserof alled tse-dron a "A ehc ,tseroF ritsI a anroT .ettorg ni itrarutnevva id amirp onnos led iteluma ilg noc atsef aut al eratod id itadrociR .adarts aut al accolb ehc ataiccaing hctap isaislauq us eranimmac ioup aro ehc etneserp ineiT .ivitarapir ilocitra id atrocs anoub anu ereva id itarucissa, eera evoun erarolpse rep Attic anu eraicsal id amirP. siahT id gnippohs olled ottertsid la inrot es etnaicremmoc li iarevort noN. dahalaG e lajI» A erapicetrap 2 anoub anu eravirra rep inoizpo ous la anroT.) otnemom ingo ni alrenet ived (leM a emeisni erettabmoc a erapicetrap 2 anoub anire erapicetrap 2 anoub anirement ived (leM a emeisni erettabmoc a erapicetrap 2 anoub anirement ived 2 anoub anirement ived 2 anoub anirement ived 2 ano esrevid iaH. irtelehcs ilg noc odnettabmoc ereilavac odnoib nu otserp iardeV. attol anu eugesnoc eN. niuQ id olletsac len elanif ailgattab anu opod otibus Arenimret ocoig II. us iav ,ivort ol odnauQ. suttpeh li avirra otserp aM. ocoig otseuq etnarud erhA ¢â ¬â ¢AdehG a eranrot a inrot noN. ulb ottep nu otilos id, ocoig otseuq ni otaccolb ottep elanoisacco onu iarevorT (Select the ABILITY option at the beginning of each round to access it). If you are making the wine delivery mission, make sure you stop stop Lenore to get your next assignment. Cross the bedroom you see on your right, then enter the corridor to your right. Speak to the crumb in a house west of the mines and say that it will leave laggiÃ1 its pickaxe. It makes your way to the castle. Easter eggs are meant to be used on your heroes during or out of battle, but have a somewhat unpredictable effect. Your new pet will provide you to bring her back to the Temple of This, then a healer can² take care of her wounds. Use the bomber's egg on the boarded entrance by interacting with it. You also have access to all the treasure except for a bag. You Â"Ijal and Galahad go, then Stella arrives and wants to join the party. He makes your way to the castle and talks to the king who is in the throne room before you. You'll know which ones are in the right spots when a table turns green. You'll discover a fountain that can make legendary weapons stronger. Go through the sewers. Talk to her and she will reduce your luck in the game. Excalibur grew stronger and took on the elements of ice and water. It looks like a star in the snow. If you give him 40 gold, pretend you won the jackpot to distract the owner. First, knock down the only switch you have access to. When you have access to. When you have access to. statue. If you found some of Tinctura Hypericum in your trip, now A" the time to use it. Keep one in inventory (or 50 gold to buy one at the end). Go back to the school of magic and talk to Prof. try around Boden. If you are doing the wine delivery mission, locate your client and deliver the wine. You should stop by Moo Hatchery before going to Thais to pick up a Bomber Egg, and also hatch your Easter egg. If you want to get it, enter doorway #7, find the switch and flip it. Shadow Woods South and complete that Harburg Catacombs side guest. Before entering the forest, upgrade your equipment if possible and check your supplies. Simply revive any dead party member with a Cassia Leaf. Make sure you have the best weapons and equipment for your party. There are three eggs for you to find later, and one is necessary to get access to all the areas in this game. If you return to the merchant now, you will discover he has died from his wounds. Before you leave, locate the Magic Mirror Express and activate it so you can return directly to Moo Hatchery later in the game. He will ask you to retrieve an orb from the basement of a building named Darkthrop keep. Your first delivery will be to Lord Rupert in Thais for 10 gold. The vampress Te¢ÃÂÂijal arrives and rescues Mel from the evil evil Gyendal. When you exit Thais to begin your journey, you will discover that Stella knows magic. If you explore Harburg thoroughly, you¢ÃÂÂI find the south city gate eads to Shadow Woods South. Your reward for retrieving it will be a topaz you can put into the hilt of Edward¢ÃÂS Excalibur. The game will not let you wander off and there¢ÃÂAs nothing else to explore in the city for now. You can only play if you have at least 100,000 gold coins. Dead monsters are also a great source of gold and items, so do not forget to loot their health and/or mana (magic) points if needed. Te¢ÃÂÂijal gets captured by Gyendal and his vampire thugs. All members of your party now gain experience from fighting monsters, not only the battlers. You are free to explore the before going to the Magic School, or later. A woman next to her former position will tell you who left for Red Rock Pass. Talk to the owner who bartender who ba or key to open them in this game. Take note of the chest there ". When Mel demands a reward, you're given a key to the quarter. Enter the cave. Replace all the wrong elements with a second set of identical objects and pull the lever. Your will be able to visit your new pets at any time in the future and collect the eggs they may have laid. Place Mel to the right of the boulder and push it to the left. Go back to GhedÃahre and with people to find out what Ã" the password. Give him and he will leave immediately to wake Sleeping Beauty. There are 5 bags and 5 cassettes to be found in this region. Defeat the wolves and the dog will come back in Thailand. Then go south. You can buy equipment and other items for your trip later, such asÂÂyou won't leave yet. After making sure to grab the treasures in this area, you can go directly to the closed door leading to the other side or Red Rock Pass. You need to activate an MME on your own at the destination before you can travel. This ability it can be very useful against powerful enemies later. Try

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using the skill again drainage Te ® ÂijalÂijal. You can see the princes lining up, waiting for their chance to wake Sleeping Beauty. There are also 2 bags and 1 case to be found in the city. There are five hidden caves to discover. The fi
they will be useful even later in the game, not only in Sinoa Plains. If ÂÂyou are looking for more specific information, continue reading the ÂÂ you will meet Ulaf and then Prof. He will give you a Mel must watch a ball at the castle to catch a spy who presents as a guest. But
don't use it again! Take it to Moo Hatchery. The ultimate monster will be particularly hard to beat. Save your game now or take care of any unfinished business before entering the castle. A Enter and walk into your bed. Take note of his position. Port #10 opens. Try the of MelA's journey AA in the hope of neutralizing one for a ride. If you already
have When you try to explore that region, you know that theres a frozen pound that blocks your way. Check your equipment and supplies, returning to Thais if necessary, AAyou are ready for your trip to Naylith. You will remember seeing eye drops for sale in the A in. Your party will be able to restore their health and purchase some supplies if
necessary. You can complete this search inside the building, just talk to everybody. A If you are delivering the wine quest, locate Petra in one of the houses west of the mines and give her to get your reward. He tells Mel to visit the Intelligence Agency he may find in the city to continue his education. Before you reach Shadow
Woods, ÄÄ Äyou will see what Ä at TeÄ ÷ Ä Äijal and Galahad in Darkthrop Keep, near Harburg. Everyone teaches a different skill. Recovery of the globe from Darkthrop Keep Recover your steps and exit Clockwork Mansion. Buy some Cassia Leaves if you still have dead heroes in your party, and provide their health by sleeping at the inn. Try opening
the door. Flip the switch that  you will see Â. Go to the Intelligence Agency and pass the test to learn ice skating. In Lord of Twilight, you will have another opportunity to increase the points of attraction  a girl towards Â. Â forget to stop by Lenore to collect payment the next time I â € ™ king in the Brightwood forest. Now â € the moment Â
return to the main search and find that key of the fourth in the Istir forest. When when In Byis, go to the temple and find Edward and Stella. He asks you to retrieve a statue from Harpsbren Manor. Assignment of Mel The story starts in the city of Harburg. Whatever you decide, you have to learn climbing from the Intelligence Agency to go to the
mines. Talk to the Steward and go. The Magic Mirror Express will allow you to to travel directly from one location to another walking through a mirror, but for a price. He left it in Sinoa Plains. If you want to find the Neighborhood button here, you have to go back to civilization and find out what happened to her. They decide to investigate. Find your
way upstairs. Then he leaves for Harburg, However, you can start your search for answers at this time, and this will make you save a lot of time when you play night gates. Next time you're in Harburg, visit Barnaby and you'll find Hanna with
him. The book's titles are hilarious and you'll find important clues to getting a special weapon in the upcoming game of Aveyond. You see a blue breast somewhere in this first screen, but it's blocked. The party decides to find TE ⢠Ijal in Harburg to learn more¹ about the keys. Go to Moo Hatchery (refer to the map of Brightwood above). Your next
quest is to take a dance dress from the Lia to the thread and needle. You may have noticed this earlier with a dog. Ayeyond: Lord of Twilight A" the first chapter in the spheres of the magic series. Just follow the route to the northeast until you reach the city. Harburg Late Quests Quest 1: Burnaby The first search will require a bit of travel, so you
might want to start it and complete it while you continue your journey. When you're ready to continue your trip to Naylith, pull your way to the southeastern exit of the city. A Insert objects in a specific sequence on 4 tables. There are also 5 bags and 8 8 yrev ogAstAstA
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 otnematrappa out la otideps. Aras otiba'l e aiL noc alrap, artnE of Aveyond: night doors. Mel arrives in Thais Mel arrives in Thais where he must find Ulaf a a War school and magic. A € south of the portal. However, it is not mandatory to complete the main search. There is no need to sleep at the Locanda now. A € cell is to rent an apartment in
Lamplight District. Once on the balcony, he speaks with your client. Consult the maps of the Istir forest and ice caves above. Gray will accept to take you as a student if you can pass a test. He prepares Galahad. Make your way through the mountains going to the east, towards Shadow Woods Nord. Take note of the position of him for later. TeA & â â
Ijal and Galahad also discover that she found Mel and wants to capture her tonight. If \hat{a} \in \hat{a} \in \mathbb{T}, you will find Ralph near the articles of Harburg and magic shops. \hat{A} \in \mathbb{T} to the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} to the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the articles of Harburg and magic shops. At \mathbb{T} make the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the city. Grey. At ghed\tilde{A} \in \mathbb{T} make the north of the nor
positions on your world map. Â € You will see â ™ Eston wake up. The ruins when you enter the ruins, you will find a girl lying on the ground. Look for Gretchen in the city. You would like some cheese, milk and bread. Once the skeletons were defeated, the story returns to Mel in Thais. Talk and you will ask you to recover a nest of spider eggs. Â €
going to Overworld to warn the story brings us to the Vampire City of GhedÅ ¢ â MAre, in the Underworld. To get more gold, you can sell equipment and objects that no need in any store. From Stormbend you could go directly to Moo Hatchery for 300 gold. There are 3 bags and 3 boxes to find in this area, some accessible only crossing the caves. Â
€ ™ â € ™ east of the agency. Cross the woods directed to the south. Make sure you have enough food and restoration objects and return to Sinoa Plains. Check the health status â € your party and â ™ supplies, and out go to complete another search. Cake è available only in Witchwood. there s a chest to be found in this area. Go back to the school
and talk to Prof. Crack to open it. Attention to blue grimm harvors. The password can be different from gaming to play, so you will have to complete this search yourself to find out what it is. This lateral search could be a bit difficult to complete this search yourself to find out what it is. This lateral search yourself to find out what it is. This lateral search yourself to find out what it is.
Now you are ready to explore that region thoroughly. Ä € will indicate the name of the owner. They decide to warn Prof. â ™ you can explore the plains of Sinoa (and even beyond) to fight some monsters if you are strong enough. Ä € â € forget to go to the Gheledon
Intelligence Agency and talk to the dwarf. Â € cals you will free yourself ¢ â € ijal, and then Edoardo will give your friends vampires the sunscreen you found in the Naylith Summit cave (see the Summit Naylith section if you are there). Identify the switch in the north-east area of the sewers and turn it upside down. But â € in Naps: the
positions of the chest are marked by the letter "C" and the positions of the bags from the letter "B". It is marked C3 on the map. Câ \in " is also a lateral search that can be triggered. However, to access all the potential positions of the diary, as well as the whole treasure, â \in " you will have to flip some switches. Galahad and TeÅ \in all IAI to access all the potential positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the potential positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the potential positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the potential positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the potential positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered. However, to access all the positions of the diary, as well as the whole treasure, a \in " is also a lateral search that can be triggered.
will also need some equipment. Mel flees. Follow the path to the east and enter the city. South Thil mountains. You will ask you to recover a family diary in the catacombs. Return to Thailand. Quest 2 Catacombs will engage this quest by talking to Ralph. Finding a gem for Excalibur and going to Aveyond you will find a sapphire for Edwardà ¢ â € ™ s
Excalibur in a chest in the forest. You should talk to everyone, go to every home, read each sign and interact with every object you can. That door etrap et
 sequence is not obtained. Gray and the father of Edwardà ¢ â €, the King  ™ Thais, who leave for Naylith.  € ™ Forget to stop in stores to buy equipment and supplies for your party. The city you have to go is called Stormbend. If the attempt at Melà ¢ â € ™ â ™ succeeds, a monster will be neutralized for a turn. You will tell you that Marcello finds
the answers of him in the book of Barnabyâ.  â will give you a broach as a gift of thanksgiving and will tell you the story of him Lost Love of him, named Hanna. He also note their positions. Also in this case, it will only be available in Gates of Night. Tadà ¢ â € TM s and lateral willette missions find the boy near the city gate. Brightwood Forest The
ruins are west, but feel free to explore the entire area. Whenever you visit, you will ask you to deliver wine to someone in exchange for a bit gold. Rest and check your supplies. You could also look at the world map for a clue. Proceed to the room where the sleeping beauty is located and walking up to you. After â € This is located and walking up to you. After a finished with the test, explore
the rest of the city. Buy one of the cheapest at 30 gold. A \in M gold as a search to do (the Catacombs research) and there is
also a weapon for Galahad that you can now recover. You should try to kill them first in every battle. Once you're ready, leave Harburg, if possible, update the equipment. Do not hesitate to update yours Because you will find the
best shields and helmets for your party in the game here. In case you remain stuck, blocked, climb to the star on the floor to use the emergency exit. You'll find one Bomber Bird egg on the other. You could always try to venture into the mines to collect any treasure you could<sup>2</sup> (including equipment) the below, then return later<sup>1</sup> to beat the final
monster. Go to the basement and meet Mila, who will explain You have to pass a test before you teach. You're going to run into a woman who sells flowers in Stormbend. AA you will have to cross it to reach Naylith. A the password in exchange for a drawn coffin. 's furious and tears your key
off. there also another egg for you to recover and hatch. When you finally reach the entrance of the Red Rock Pass, Âyou will find the merchant on the ground, wounded. When you go to Chateau Lenore, enter the castle and talk to the owner. Mel ora sola and must continue to search for the ruins. Will for a city where  you can  yet, but ÂÂyou
will already have the wine and you'll know who to look for. Buy them. somewhere north of the School. Ettito accecò the man and maledÃ¥ the girl to sleep forever. You also know that it must be in a city in which it never been before. Be sure to activate the Magic Mirror Express (MME) and donate to the goddess statue while in Thailand. Then
enter the sewers again and you will find the puzzle A" has been reset. CiA' means you should read what you find in every bookstore you see in this game. He returns to Thailand and brings Hanna the note. Approach and Start a fight. So you have to look. Come in and talk to the owner. If A delivery of the wine A, find your customer and deliver the
wine, ÂÂ in one of the Thai villas. Otherwise you can buy some in Stormbend, which is only a few steps away. Pass us. He also reveals that the only person who can wake her up is the blinded man. A easter rabbit egg. You will find 1 bag and 1 chest on this side of the door. Harpsbren Manor Find your way out of school and locate Harpsbren manor,
reading mailboxes. The maps were kindly provided by the Amaranth games and are reproduced with permission. In this third area of the sewers, there are 2 bags and 5 speakers to find. They can kill any of your party members with a single spell. Activate new missions again and provide useful information to resolve others. Rent an apartment first,
identify the rental agency in the south-west corner of the city. Go through Brightwood Forest (Refresh the map). Stay a little rest or get more supplies to Harburg, if necessary (don't forget the Cassia leaves) before you finally take the way to the catacombs. The sapphire will be transformed into a diamond of ice. If you talk to all those who find a ship
merchant on the beach that will offer you a canoe for 200 gold. Turn it over and try going to the studio. Exit the den when you have explored. You should fight them unless the party members are weak or went out of the food. You will get a topaz for Edward's Elsa as a reward once you bring the pickaxe to Mork back. If you talk to all those you meet,
you will trigger a new research. There is a chest to find in that area. There is a bag to be connected to this area. He wants you to recover a family diary in the catacombs. There are 3 speakers and 3 bags to find here. However, you still have no access to two islands located in Sinoa Plains. The monsters here inflict a lot of damages. Quick tips for
people who have no familiarity with RPGs: save your game often and in different slots. Another side search awaits you. Investigate the mystery of sleeping beauty, go out Castle and back to the Brightwood forest. The search for the side of the soul of Gamere if you happen to trigger a lateral search while talking to people in Ahre, you have to do it now
before going through the portal. Go to Quinh  Check your supplies, and restore your party member' health in Mel @ Âs apartment, if necessary. Two vampires are blocking the passage to the mountains. Talk to Burnaby again. ÂÂ You will still return to the Istir Forest, so you can explore the Ice Caves more¹ extensively at that time, if you wish.
Northern Thial Mountains Explore the area as it makes its way to the city. Gheledon. Your party finds a diary that reveals they will need 4 keys of the quarter to reach Naylith. A will be able to find them in another city. Recovery of a sword for Galahad. Go through it and you're in an area you crossed at the beginning of the game. A Once you have
made a donation or stolen from the box,  you can more interact with it, then choose wisely. A skull guard guards the entrance and asks you for a password. Then, go talk to Bartholomew who playing  one of the slot machines. So you'll still have to come back later. Once you' finished exploring the area, Â the road to the castle of Quin. If you
explore some caves now, you should equip your party with sleep amulets (available in Gheledon). the best you can find for her in this game. Once you cross the mountains and some caves, you will arrive in Brighwood Forest. You now have access to all possible newspaper positions. The more luck you have, the more you can you'll be to dodge an
enemy in battle. Spoilers: Hanna now lives in Thailand. Now you should go back to Witchwood to investigate. Light the fire by interacting twice with the fireplace. you will also meet a woman who sells love sonnets near the donation statue. It contains
a powerful weapon for one of your party members. You are ready to go to Naylith. Make sure the sapphire is in â € â € and immerse it in the fountain â TM. When you arrive near the Al Porta della Città di Harburg, Galahad joins the party. The spy is in the queen's study. Make a way to this fountain. So back to your apartment and go to bed. If you have
problems defeating skeletons, try using IJAL drainage skill during battle (select the ability option at the beginning of each round to access it). TEÄ, Ä "¢ IJAL DÄ A MEL A map of the world! Now you can watch it whenever you want by selecting it in the Articles menu. Spider Den witchwood output in the same way you entered. After completing the
main search, you will be given the opportunity to save your game so you can continue your journey where you have been left in the next Chapter of Aveyonds, Gates of Night. Note that deliveries become more profitable over time. You a "¢ Ijal will leave the party and distract them, so Mel can pass. You will find a look with star with. She explores
Aveyond. It is an amulet that will protect the wearer against sleep spells, curses and poison. There are 3 bags and 5 speakers to find in the forest. Of particular interest in another store is the pumpkin cake that comfortably restores and poison. There are 3 bags and 5 speakers to find in the forest.
gives the statue. You will learn different spells as you earn experience and levels. Te Ijal and Galahad, only steel boots for all your party. Locate the Spider Den. This search is hard and you should
try it later in the game. Buy snake amulets if you don't have yet and equipped with active battlers. You could retrace your steps and 3 speakers to find in the (2) Locate the Express Magic Mirror Express (MME) location and activate it by browsing the
switch. This is optional quest but it could supplement your income. It is especially important to save your game when you¢ÄÄÄre entering a new area. Just before entering leave the path and go right, into the forest. Talk to her and Willette will tell you she forgot her milk pail in Thais. WALKTHROUGH Here¢ÄÄÄs a walkthrough that will allow you to
complete the quests in this game, and hopefully get you ready for Gates of Night. Gladamere¢ÃÂÂs soul is in an orb, on a table behind the bar. Buy serpent amulets in Harburg if you don¢ÃÂÂt have some already, and make your way back to Thais. He¢ÃÂÂs the man dressed in red, still waiting for you on the second floor balcony. Proceed to the other
doorway and keep going up until you arrive at the top of the tower. Head east when you reach Istir Forest and you¢ÂÂÂll rapidly reach the northern Thial Mountains. They do however yield a good amount of gold, so they are definitely worth seeking and fighting against. You¢ÂÂÂll meet Marcello, who will offer you to play a game. Talk to Burnaby
again and he will tell you he¢ÃÂÂs hungry. Open the chest you see on your right. While you are in this area, you can stop to sleep in Mel¢ÃÂÂs bed to replenish your bomber egg. Be sure to talk again later to the owner to get your next assignment
right away. It¢ÃÂÂs the snowy forest you briefly went through on your way to Gheledon. Te¢ÃÂÂijal will be writing down Mel¢ÃÂs address in Thais. But first, you should stress for less experienced players that finding goodie caves is
not really part of the game. You should now try to locate Quin castle. Burnaby lives in the small mansion next to Clockwork Mansion. Beatrice will tell you Vivianne knows the password. The matching pairs of items are not the same in every game their location changes, so you are on your own for this test. You will also find the best armour for
Edward.à  The next step is to go back to Thais. When you¢ÃÂÂijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂÂijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂÂijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂÂijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂÂijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂAijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃÂAijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃAAijal will be joining him in his fight against the skeletons. You are not in control of Te¢ÃAAijal will be joining him in his fight against the skeletons.
Galahad in the vampire town of Ghed¢ÄÄÄahre. Don¢ÄÄÄt go back to collect your reward just yet because another side quest awaits you in Moo Hatchery. He¢ÄÄÄl tell you he¢ÄÄÄs cold. The King gives you a legendary sword for Edward, Excalibur. Find Prof. Some monsters in the catacombs cast death spells that kill your battlers instantly, so make
sure you have plenty of Cassia Leaves and lots of restorative items too. Search for the coffin shop in the city. Your journal might contain a hint. If your party has the best equipment available from Gheledon and Harburg, you should be able to defeat them. Note that you can¢ÃÂÂt get to the chest in the room at the top of the screen until much later in
the game. Try flipping the switch and entering the switch and entering the study a second time. The game won¢ÂÂÂt let you explore Brightwood Forest yet. You can now go through the newly opened-doorway. She¢ÂÂÂt give you a ccess to two islands you couldn¢ÂÂÂt
reach otherwise. Return to the Ghed¢ÄÄÄhare if necessary to sleep at the inn in order to restore your party members¢ÄÄÄ health. Since Gheledon has the best shield, helmets and armour for most of your heroes, you may want to return here anyways. Check her mailbox from time to time to read the junk mail from the coffin shop. Next, locate the
portal to Aveyond. You should return to Gheledon now, by the way of Thais (using the MME to Thais and then to Gheledon is now a If you can afford it). Go back to the studio and talk to Teà ⢠Ijal. After buying or finding weapons and equipment, do not forget to equip your party members with them. Go back to him. Refer to the map of Mire Woods
 above. If you already have You have spoken to everyone you met in Thais, you have already heard this town mentioned. Simply interact with the entrance of the cave on board when you meet them. Now find your way to Darkthrop Keep through Harburg. Explore while you're making your way through the southern mountains, going west. But you
don't need them for a while. Note that A is possible to go directly from Thair to Harburg and back using Magic Mirror Express. You may have visited it before, but you couldn't get dynamite back. Give her the nest and she will give you a spider egg as a reward. You can also buy eggs with property special from him. Go into the door you'll see
 immediately to your left. The ring is located in the southwest of the ruins. There are two bags to be found here. If you had, Marcello would have asked you 10 questions. MKe your way there. You can't dig in that location without a shovel. Feel free to explore the area if you don't already have it done. Your goal here should be to keep your party alive
for the duration of the fight. Once you are ready to find Galahad, walk east until you exit the city and in Wyrm Forest. If you look on your map of the world, or read a sign, you know there is a city called Witchwood to the south. Return it to Glademere and you will be rewarded with a lucky charm necklace. Try focusing your attacks on blue skeletons
first. As a general rule, we give suggestions and provide maps first. The dog is not far away. The temple where Stella is resting has just come out. From the balcony, back inside the castle. In the dark church to learn about Gyendal's plans. Shoulder your shoulders in the king's and queen's bedroom, but keep walking and climb up Studio A QueensA AA
another opportunity for Edward to increase the points of attraction of Mel or Stella towards him. Talk to Tad as you enter and Âwill give you 10 gold to save your dog. Feel free to explore the city before going to visit Galahad, but there is just a useful one for you to do here. Now go to 2C Âs apartment. Enter the casino<sup>2</sup>/tavern and talk to
customers. At this point, you will see some missions are still listed in your diary. Youll need to find 5 pairs of identical items. After collecting an egg, your pet will lay it another after 15 minutes of play. Once the game is over, the auto save function won't bring you back before the final battle. AAYou will notice immediately that the plugs that were
blocking access to a boarded entrance have now disappeared into the floor. When you tell Rita about the Sleeping Beauty, you will 100 A of gold and A will soon publish a mystery article. Now it is possible to access the chest that AAis not 
stronger¹ now.  cà another chest to be found in this second area. Feel free to explore all stores in Witchwood. They will gain experience from battles and become stronger¹ throughout the game. destined enter a scanner. Before Â, Â forget to take the sunscreen bottle you see in the cave to your left. For 20 gold, you will the key to apartment 2B.
Epito Å" là also, trying to find herself a husband. Open the menu and select "battle" to select active fighters. Go to the casinò/tavern (in the western part of the city ) and talk to customers. Take note of their location so you can return here in the next game Aveyond. Edwards arrives and shows you a window that cross. A: 1: I: 0; A: 2: s: 13: Ã ¢ â € â €
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more expensive. Try to talk to her. More specifically you need to talk to Rita, the Gossip columnist of Thais Times. You should look through every library you find. The next time you are in the Brightwood Forest area, remember to stop buying Chateau Lenore to collect your payment and get your fourth and last job. Now you can enter the cave. A € ™
You are not strong enough to defeat the monsters wandering in those caves. Â € To reach the Thai, you must first cross Shadow Woods North, and then cross the South Thil mountains. There are two gems for you to find in this game, and a gem will be able to turn to another. Just continue to walk
in the cave and finally identify the bandit group that stole the pass. Now you can afford and â € TM want to get back later. If you are lucky you can find
a diary here. The luck will also increase the amount of booty that is obtained from dead monsters. Find Vivianne and talk to her. The first can be triggered by talking to someone near the city gate. He returns to the Naylith summit. By now, if you were talking to everyone in
Gheledon, you had a new adventure in your diary. Fucking in Thais ⠀ now  ™ return to Clockwork Mansion and deliver the globe to your customer. Enter the villa and up two floors. It joins your party. Again, replace wrong ones with a third set of identical objects thatÂhave not yet been used. Monsters in this region inflict a lot of damage, so you
should explore this Later in the game, when your party is better equipped. His name A Eston and you may have met him earlier. There are four deliveries to be made in the course of this game. Follow the path to the north-east and soon you will reach Darkthrop. You will need some items from the junk shop later. We will now tell you that
"civilization", as the Edward puts it, means Thai. Open the lower right door of your screen. Pull the lever. A an excellent long-term investment. If you speak to the owner again, we offer to send you promotional material. You will a note for Hanna. Explore the area and battle the monsters while you're making your way north to the south of the Thai
Mountains. If you are doing the wine delivery mission, locate Fritz in your home besides the inn and deliver the wine. Exit the sewers using an emergency exit if you wish. Once you get back to GHED-Ahre, you have to talk to Beatrice first. It contains a snake sword. From Sinoa Plains, back to Harburg. Return your steps and get out of this area. Do
not use it again and bring the egg back to Moo Hatchery at the end. Your spider A" in a different barn, but should have also arranged an egg. You could follow him to Quin Castle immediately if you wish, but the main search will end right after. Refer the map of the northern mountains of the language above if necessary. Keep walking and you'll find a
young woman sleeping on an ice bed. Explore the rest of the mountains and continue heading east towards the Naylith summit, fighting monsters as you go. Talk to her and she'll give you the password. Just push it once. Turn the switch upside down. You need a new bomber to get in. Buy it for 125 gold. Answer correctly and give you a legendary
weapon. If you cross that door, you'll meet a skeleton quarding the entrance to the underworld. There is also a Lateral to trigger here. If you go just outside the building, you See a woman. Cross Brightwood Forest and insert iStir Forest again. Summit Naylith When she reaches Naylith's vertex, star notes a crack in the rock and a room behind it. Also
the toad amulets (available in witch) could be useful, but to a lesser extent in our opinion. We found 7 in total for the whole game (see the end of this Walkrough for a list of places). She explores the caves and find the giant spider watching her nest. She often controls your diary. Make sure you interact with the scanner to the right of the door, it
doesn't take it itself. To reach Thai from Ghed - Ahre, they need to go through a portal that connects the underworld world. To get there you have to briefly pass through Wyrm Forest East and locate the portal. Obviously, you don't
have the money to play this game now, but you will be able in the next Deyonds game. Eston will ask you to drop your eyes to restore the vision of her. It hasn't been useful to you, but you will have to solve a puzzle to open the door you see on your right. Try to
wake up. You can find the best armor for them, as well as for Edward, in Gheledon. They decide Mel must recover the Orb of light in Naylith as they seek clues about activating spheres in maintaining darkthrop. Recovery of the transfer of the merchant go to the cave with a lot of repairing objects. The school is located in the south-eastern corner of
the city. You are ready to explore the ruins on the western edge of the Brightwood forest. The only way to stop Gyendal is that someone found the Orb of light and use it against him. Move. You should search Total of 2 bags and 5 speakers in the ice caves. Their entrance is only to the left of the villa. Monsters inflict more damage than Those you have
already met. Gretchen lives in a cave. Take the statuette from the path that leads from the portal to buildings. Make your way to the Melà ¢ â € Make your way to the Melà ¢ â € Vou will be able to follow the Stormbend Merchant Road. Also open your spider egg while you are there. Look for your animal in one of the barns and you should find a
bomber egg. The location of the family diary is not always the same in every game. If you talk to everyone in the city, you will have some clues on where you are hanna \hat{A} \in \hat{A}  s. Then you can go behind the counter and take the globe containing the soul. Caves for oxen: if \hat{A} \in \hat{A}  you will have some clues on where you are hanna \hat{A} \in \hat{A} \in \hat{A}  you will have some clues on where you are hanna \hat{A} \in 
happy to know that they are now integrated into the game. Head east when you arrive in the woods, then south, following the path. This is not a lateral search. Enter first in the darkthrop tower, there is a switch that you have to overturn if you
join the party. Now you can, if you have taken a bomber egg to Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help her. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help her. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help her. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help her. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help her. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Edward and Stella insist on trying to help here. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to be lucky and keep everyone in life is not the goal here. Mire Woods to get to Witchwood, â € Moo Hatchery first. But still, you have to get to Witchwood, â € Moo Hatchery first. But still here. Witchwood, â € Moo Hatchery first. But still here. But still here. Witchwood first. But still here. Witchwood first. But still here. But still he
Obviously, you have to learn a new ability to an intelligence agency. There are two short lateral missions that you can activate and complete before leaving Thais, though. \hat{A} \in \hat{a}^{m} s book of misquotations location viviana\hat{A} \notin \hat{a} \in \mathbb{R}^{m} s home in ghed\hat{A} \notin \hat{a} \in \mathbb{R}^{m} s book of misquotations location viviana\hat{A} \notin \hat{a} \in \mathbb{R}^{m} s home in ghed\hat{A} \notin \hat{a} \in \mathbb{R}^{m} s home in ghed
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a gate into the southeastern area of the map. They could either make the whole party regain health, recover mana, cure their ailments, do all three at the same time or curse your whole party. You still can't access all of them, because one of the cave entrances (n. 2) A boarding. The next morning, go meet Stella just outside the city door in the
Brightwood forest. You should take back to Moo Hatchery, along with your bomber egg. If you already have purchased some snake amulets, equipping them to protect you. You'll find a bag and 2 cases here. Let's say there are 2 answers right here in GHED - Ahre, to begin with. Once again, if you've spoken to people in Thai, you may remember that
merchants go from Thail to Stormbend via a secret road in Red Rock Pass. Quin Castle, enter Quin Castle, enter Quin Castle, once you find it. A In Witchwood, you will really find a witch who will admit who was the one who cursed the young woman in Quin Castle. They contain hundreds of thousands of gold coins, the best weapons and armor for all members of your
party, the best spells, and in another cave A" able to raise the levels of your whole party (up to 99). Go talk to him. Shadow Woods North there are 5 cases and a bag to find in this area. They let Galahad go. While you discover different gems in your trip, you can put them in the meeting to change properties or increase his power. There are 5 bags
and 5 cases to find here (one bag will be on the other side of Gheledon). You have two options: save gold by retracing your steps (and possibly looting your steps (and possibly looting your steps artla'nussen ad itnava otadna "A noN .er led oiduts ollen onuclauq
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aton erednerp relov itsertoP .peeK porhtkraD id ossergni'l ecsidotsuc ehc iripmav ia onif animmaC .¹Ãig it can be used in battle or to blow up entrances. It's leading to the rest of the sewers. We tried to make it useful for people who watch Only indications, and those who want a direct response. You will find the best weapon and armor for Mel. Mel
will go to sleep. Talk and you will give you a clue to where to find the answers. In Moo Hatchery you will be able to open the eggs you find during your journey. While Mel studies at the School of Magic to become a spy, other events take place in a distant land. During the first visit to the Istir Forest, you will have to focus on three tasks: find a gem for
Edwardà ¢ â € To Excalibur, then find a portal that will lead you to Aveyond. You can explore the entire caves system below now you have a bomber egg. While in the area, you should stop from Chateau Lenore to get the payment for Harburg delivery and your next job. You will join your party along with Galahad to help you find the trimester keys.
After fighting monsters and collected treasures to Mire Woods, returns to Gretchen to Witchwood. This will increase the points of attraction â € a girlâ mand could lead to the wedding with Edoardo in the next Aveyond. Take the globe, â € â € forget to open the chest and go back out of the door. When you finally emerge from the cave, you will find
yourself in the plains of Sinoa. Gray in her office (take the corridor right, then to the left, and climb the stairs.). At this point, there will be no search in your apartment. You will find the egg. Make your way to go back to Moo Hatchery and return
the milk to Willette mess. In this area there are also 2 bags and 3 drawers. You will see a switch on the wall on your right. A \in \mathbb{T} You will see shine in the grass (a \in \mathbb{T} being able to take it before talking to the girl). Also try to launch a spider egg you got from Moo Hatchery to all the annoying. If A \in \mathbb{T} being able to take it before talking to the girl). Also try to launch a spider egg you got from Moo Hatchery to all the annoying. If A \in \mathbb{T} being able to take it before talking to the girl).
get payment and next Make sure you donate to the statue and activate the Magic Mirror Express. Harburg While in Harburg, make sure you activate the Magic Mirror Express and donate at the statue. Te¢ÃÂÂijal and her husband Galahad are about to find out why the evil Gyendal wanted the Orb of Darkness from Mel at the beginning of the game.
Three of Gyendal vampire thugs will attack her as she goes through the shopping district. Also be aware that the snakes in this area can poison your party members in battle. When arriving in a new city, you should always do the following: (1) locate the statue of the goddess and make a donation of 10 gold to increase your luck in the game. Pick it up.
That becomes a quest. It¢ÃÂÂs not mandatory in order to complete the main quest. There are 3 bags and 3 chests to be found in this area. They are marked by the letter M on the maps. Edward can buy a sonnet and give it to either girl in your party. It¢ÃÂÂs tiny so look closely. You¢ÃÂÂll learn they teach climbing here. You can now go back to the
skeleton guard in Wyrm Forest East. While on your way, you will go by two locations you can access right away from the forest: Moo Hatchery and Chateau Lenore. There are 2 bags and 1 chest to be found here. You¢ÃÂÂre now back with Mel¢ÃÂs party in the southern Thial Mountains. Look for some wood and flint to make a fire. Refer Istir Forest
map above. There are also 2 bags and 5 chests in the Ice Caverns below. She¢ÃÂÂl give you some milk as a reward. Refer Shadow Woods South map above if necessary. Darkthrop Keep is located just outside the city¢ÃÂÂs east gate. Like in previous Aveyond games, you¢ÃÂÂl always be able to come back to Mel¢ÃÂÂs apartment to sleep. Moo and
talk to him to learn more about the hatchery. Rita is convinced a witch is always implicated in these Sleeping Beauty stories. Some are cheaper than others, but Vivianne won¢ÂÂÂt care which one you buy. buy.
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