

Fairyland Guide

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3. Quests

3.1 Main Quest

3.1.1 Major City

Bluebird

Sky of Greenville

Quest requirement: None

Related NPC: Akrul (96, 643) of Bluebird, Zeda (50, 616) of Bluebird

Quest Rewards: You can be teleported to Greenville. For the player upper than level 10, you have to pay for teleport.

- Help Akrul (96, 643) of Bluebird to send the letter to Zeda (50, 616).
- As you give the letter to Zeda, Akrul can teleport you to Greenville.

Maiden's Prayer

Quest requirement: Level 15

Related NPC: Angie (21, 38) of Angie's House, Willis (28, 48) of Willis's House, Gate Guard (39, 138) of Bluebird, Keynes (16, 26) of Michelles' House, So ok (99, 359) of Bluebird, Iss (113, 454) of Bluebird, Witch Peilin (25, 49) of The Witch's House

Location: Angie's House (8, 22) of Bluebird Suburbia, Willis's House (184, 629) of Bluebird Suburbia, The Witch's House (24, 49) of Snow White Forest

Quest Rewards:

- 1) Help Angie to get her voice back → 50000 experiences, 200 points of fame
- 2) Get the reward directly before you make chose → 1000 experiences, 50 points of fame

- You meet mute Angie (21, 38) in Angie's House (8, 22) of Bluebird Suburbia. However, you don't know about sign language so you have no idea with what she wants to say.
- Find the professional sign language teacher Willis (28, 48) in Willis's House of Bluebird Suburbia and ask him to teach you the sign language. The charge for it is 1000 coins.
- Pay 1000 coins to learn the sign language. He will ask you to learn by yourself for a while and then come back to him later. You have to wait for a while and then keep talk and learn sign language from Willis.
- Find Angie in her house again. Now you can communicate with Angie by sign language. Actually she is a bluebird which loves to sing originally. She falls in love with a young man unintentionally. Then, she chose to make a deal with the Witch to exchange her voice to become a female human being. The Witch in the woods has told Angie, if she didn't meet her true love before the boy becomes twenty, she will be totally disappeared in the birthday morning of the boy. Angie gives you a Seashell and asks you to give it to the boy names Keynes.
- You will be obstructed by the Guard in the entrance of Keynes's House in Bluebird Suburbia. Pay 4000 coins to the Guard to enter in.
- Meet Keynes (16, 26) in Michelles' House. Give the Seashell to Keynes to let him reminds the bluebird Angie. Now there are two choices for you to help Keynes and Angie. You can choose to tell all the truth to the Minister Sook and go to the palace of Bluebird about the problem of Keynes.
- If you choose to tell Angie the problem of Keynes. He will give you a ring of Angel and requests you to bring it to Angie. As Angie got the ring, it also comes two

choices for you. First, the quest will be ended if you chose to get the reward right away. For the second, you have to tell the Minister Sook about all the things between Keynes and Angie straightforward.

- Find Sook (99, 359) in the palace of Bluebird, he will instruct you to talk to his daughter Iss.
- Tell Iss (113, 454) in the palace of Bluebird about the problem of Keynes and Angie. Iss will ask you to prove the real identity of Angie so that she can help Angie to be with Keynes.
- Tell Angie the condition of Iss. Angie will ask you to find the Witch in the woods and to see if she can get her voice back or not.
- Discuss with Witch Peilin (25, 49) of The Witch's House in Snow White Forest. The only way to exchange the voice of Angie is to find White Tiger's Skin in Frog Swamp.
- Defeat White Tigers to get White Tiger's Skin in random. Exchange the White Tiger's Skin to Witch Peilin for the Stone Containing Bluebird's Song to Angie.
- Give the Bluebird's Song to Angie to help her restore her beautiful voice. Report to Iss so that she will decide to help Angie to pursue the true love.
- Tell Keynes the good news to complete the quest.

Hare & Tortoise

Quest requirement: None

Related NPC: Strange Tortoise (78, 571) of Bluebird, Rice Bunnie (55, 617) of Bluebird

Quest Rewards:

- 1) You can get a bunch of flowers and 100 points of fame as you won the quiz.
 - 2) You will be deducted for few points of fame as you lost the quiz.
- You meet Strange Tortoise (78, 571) of Bluebird. It tells you this time Rice Bunnie challenges it for a quiz. Strange Tortoise asks you to substitute him for the quiz.
 - Talk to Rice Bunnie (55, 617) of Bluebird and start the quiz. There are total three questions. The answers are fairy tale and blue cat.
 - Report to Strange Tortoise as you won the quiz.

The Blue Rose

Quest requirement: None

Related NPC: Ross (43, 469) of Bluebird, Zeda (50, 616) of Bluebird

Quest Rewards:

- Ross (43, 469) of Bluebird looks for a special blue rose. She asks you to find the blue rose for her.
- Ross requests to you ask Zeda (50, 616) of Bluebird about the blue rose.
- Talk to Zeda and then he instructs you to defeat beasts in Rosen Lake to get the seed of blue rose.
- Defeat water slug to get blue rose in random.
- Bring the seed of blue rose and report to Ross to complete the quest.

Aire's Dancing Shoes

Quest requirement: None

Related NPC: Aire (55, 632) of Bluebird

Quest Rewards: 500 experiences, 50 points of fame

- Aire (55, 632) of Bluebird who loves to dance. One day, her dancing shoes were broken accidentally. She asks you to find 5 pieces of Sheep skins for her to repair the dancing shoes.
- Bring 5 pieces of Sheep skins to complete the quest.

The Ugly Duckling

Quest requirement: Level 25

Related NPC: The Ugly Duckling (68, 153) of Swan Lake, Limes (10, 29) of the Tailor

Location: The Tailor (146, 141) of Bluebird

Quest Rewards: Amber Ore x 1, 500 points of fame

- You meet the Ugly Duckling (68, 153) who was sighing in Swan Lake. Talk to the Ugly Duckling and comfort it, then it asks you to find a big ribbon to make it look pretty.
- Promise the Ugly Duckling to find big ribbon. Besides, the Ugly Duckling requests you to ask Limes (10, 29) of the Tailor in Bluebird if she can make a big ribbon for it or not.
- Talk to Limes (10, 29) of the Tailor, she asks you to find a fine woolen cloth for her to make the big ribbon.
- Bring the fine woolen cloth to Limes. She tells you to get the big ribbon after a while. Talk to Limes later to get the big ribbon.
- Report to the Ugly Duckling to complete the quest.

The Blue Rose

Quest requirement: None

Related NPC: Ross (43, 469) of Bluebird, Zeda (50, 616) of Bluebird

Quest Rewards: Emerald Ring

- Ross (43, 469) of Bluebird looks for a special blue rose. She asks you to find the blue rose for her.
- Ross requests to you ask Zeda (50, 616) of Bluebird about the blue rose.
- Talk to Zeda and then he instructs you to defeat beasts in Rosen Lake to get the seed of blue rose.
- Defeat water slug to get blue rose in random.
- Bring the seed of blue rose and report to Ross to complete the quest.

Wild Swan

Quest requirement:

- 1) 10000 points of fame
- 2) Quest No. 79 "Maiden's Prayer" completed

Related NPC: Andrews (61, 166) of Bluebird, Mysterious Girl (25, 33) of Dark Cave

Location: The Entrance of Dark Cave (6, 374) of Bluebird

Quest Rewards: 200 points of fame

- Andrews (61, 166) of Bluebird will tell you a long story about a beautiful girl lives in a Dark Cave outside Bluebird. After you heard the long story, you decide to help the beautiful girl.
- Andrews gives you a map which writes the way to Dark Cave. As you go to the entrance of Dark Cave, you can click the map to enter in.
- Talk to the Mysterious Girl (25, 33) in Dark Cave and then you will know she needs 20 fairy dewes to weave 11 pieces of clothes.
- Report to Mysterious Girl as you collected 20 fairy dewes to complete the quest.

Bad Tempered Kidy

Quest requirement:

- 1) Level 15
- 2) 2500 points of fame

Related NPC: Giza (20, 52) of Giza's House, Kidy (25, 32) of Giza's House, Liom (9, 28) of The Jeweler

Location: Giza's House (163, 298) of Bluebird, The Jeweler (21, 217) of Bluebird

Quest Rewards:

- 1) Do not keep help Kidy → 2400 experience, 100 points of fame
 - 2) Do not pay 300 coins to Liom → 6000 coins, 300 points of fame
 - 3) Pay 300 coins to Liom → 6000 coins, 400 points of fame
-
- Giza (20, 52) of Giza's House in Bluebird tells you that she can't endure the bad temper of her sister Kidy and live with her anymore.
 - You promise to help Giza and find Kidy (25, 32) in Giza's House. Communicate with Kidy and then she tells you her parents were attacked by Fire Crabs. Kidy asks you to bring two Fire Crab Dolls to her.
 - Defeat Fire Crabs in Southern Grassland to get Fire Crab Dolls in random.
 - Bring Fire Crab Dolls to Kidy and then she will still ask you to help. If you refuse to help her, the quest will be ended and you will get 2400 experiences and 100 points of fame.
 - If you promise to help Kidy, she will ask you to find Cat's eye and Coral. You have to find Liom (9, 28) in the Jeweler of Ilium and ask him to inlay the gems into Fire Crab Dolls.
 - Bring Fire Crab Dolls, Cat's eye and Coral to Liom and pay 1200 coins to him. After a while, Liom will ask for more 300 coins. No you can choose to pay 300 coins to him or not. No matter you pay or not, you can still get Fire Crab Dolls with Cat's eye and Coral.
 - Bring the dolls with gems and report to Kidy to complete the quest.

Eleven Clothes

Quest requirement:

- 1) Level 30
- 2) Quest No. 114 "Wild Swan" completed

Related NPC: Mysterious Girl (25, 33) of Dark Cave, Evil Spirit (9, 24) of Dark Cave

Location: The Cave (6, 374) outside the Bluebird

Quest Rewards: 10000 experiences and 1000 points of fame

- You meet Mysterious Girl (25, 33) who cries at the Dark Cave. She asks you to take her clothes back from the evil black shadow.
- You promise to help Mysterious Girl and enter to the Dark Cave through the left channel of the map.
- Defeat beasts in the Dark Cave to get a gold key. Use the key to enter to the next floor of the Cave.
- Defeat beasts to get magic book and use it to enter to the last floor of the Cave.
- Defeat Evil Spirit (9, 24) inside Dark Cave to get the clothes.
- Return the clothes to Mysterious Girl to complete the quest.

Blue Rose Crisis

Quest requirement: 6000 points of fame

Related NPC: Ross (43, 469) of Bluebird, Zeda (50, 616) of Bluebird, Hilda (9, 335) of Hilda's House

Location: Hilda's House (17, 154) of Redhood

Quest Rewards: Ink of Rose x 1, 200 points of fame

- Ross (43, 469) of Bluebird tells you all the blue roses withered within one day. She requests you to find Zeda (50, 616) of Bluebird and ask him about this.
- Find Zeda and talk to him, then she will tell you that actually she has the same problem with blue roses. However, Zeda has sent a letter to Hilda for few days ago. Zeda hopes you to find Hilda directly and ask him the reason for the withered blue roses.
- Find Hilda (9, 335) of Hilda's House in Redhood. Hilda will tell you that actually the blue roses were infected with a kind of rare virus. Hilda wants you to pass on the message to Ross and Zeda.
- Report to Ross and Zeda and go back to find Hilda again. Now Hilda asks you to collect materials for make a special medicinal liquid. Materials are – ebony, jade fruit, sorghum, apple cider, steel axe and Celestin one for each.
- Bring all the materials to Hilda to make the medicinal liquid. After three days, you can talk to her to get the medicinal liquid.
- Bring the medicine to Ross and Zeda in Bluebird to complete the quest.

Rainbow City

Glass Slippers

Quest requirement: 200 points of reputation

Related NPC: Loo (216, 598) of Rainbow City, Sandra (188, 362) of Rainbow City, Madame Maria (113, 487) of Rainbow City

Quest Rewards: Awards will be different according to the answers you chose.

- You met Loo (216, 598), the Minister of Lucas in Rainbow City. Loo starts to tell you that the Prince is falling in love at first sight with a beautiful girl in the Prince's birthday party. While the midnight bell rang, the beautiful girl suddenly left away. She left a glass slipper on the stairs of the palace. The Prince missing the beautiful girl day after day. He ordered that the girl who can fit the glass slipper will be his queen. However, the Prince still can't find the beautiful girl he's missing everyday. Loo hopes you can help him to find the mysterious girl.
- You accepted the quest from Loo. Find Sandra (188, 362) and talk to her. You will know she is the girl who danced with the Prince in the birthday party night. Sandra tells you that she can't go to see the Prince because she doesn't have pretty dress.
- You promise Sandra to find pretty dress, a pair of earrings and a necklace for her. Sandra tells you Madame Maria (113, 487) of Rainbow City is her good friend, maybe you can ask her to help you.
- Find Madame Maria (113, 487) and tell her the purpose of your visit. Madame Maria will soon give you the pretty dress, a pair of earrings and a necklace.
- Bring all the items and give them to Sandra (188, 362). She will be very glad about your support. Besides, Sandra will tell you she is going to find Loo.
- Talk to Loo (216, 598), he will tell you the girl have met him; he also made an arrangement to let Sandra to see the Prince. Loo will reward you for your kindly assistance. Awards may be different according to the answers you chose.

Statue of the Happy Prince

Quest requirement: 50 points of reputation

Related NPC: Happy Prince (181, 291) of Rainbow City, Mel (86, 344) of Rainbow City Suburbia, Sharpe (24, 39) of Sharpe's House, Julie (20, 24) of Julie's House

Related NPC: Sharpe's House (124, 59) of Rainbow City, Julie's House (278, 412) of Rainbow City

Quest Rewards: 2000 experiences, happy red crystal

- You find the statue of Happy Prince speaks to people unexpectedly. Listen to him carefully; you will hear that he has three hopes. However, he can't walk to make his hopes come true so that he asks you to help him.
- After you promised to help statue of Happy Prince, he tells you the first request is to take off the blue crystal of his crown and give it to a little boy Mel who always accompany with him in west area of Rainbow City.
- As you completed the first request, the statue of Happy Prince will ask you to start the second. You have to take off the green crystal of his left eye and give it to the lonely old man Sharpe who lives next to the timber shop in town.
- Report to the statue of Happy Prince and start the third quest. The last request of the statue of Happy Prince is to give the purple crystal of his right eye to a sick girl Julie in town.
- Find Julie (20, 24) of Julie's House and give her the purple crystal. Julie will also ask you to send a happy bunch of flowers to the statue of Happy Prince.
- Give the happy bunch of flowers to the statue of Happy Prince to complete the quest.

Mission in Gion

Quest requirement: None

Related NPC: Sirth (260, 635) of Rainbow City, Jessica (222, 411) of Rainbow City

Quest Rewards: You can be teleported to Gion. For the player upper than level 10, you have to pay for teleport.

- Help Sirth (260, 635) of Rainbow City to send the letter to Jessica (222, 411).
- As you give the letter to Jessica, Sirth can teleport you to Gion.

Enough is Enough

Quest requirement: None

Related NPC: Rumfetz (195, 766) of Rainbow City, Hooligan (14, 55) of Rumfetz 's House

Location: Rumfetz 's House (197, 766) of Rainbow City

Quest Rewards:

- 1) To drive Hooligan away by force → 2000 coins and 100 points of reputation
 - 2) To preach at Hooligan → 1000 coins and 200 points of reputation
-
- Rumfetz (195, 766) of Rainbow City tells you that he has saved a poor person from sickness. As the poor person restored, he occupied his house so that Rumfetz becomes homeless.
 - Now you can choose to chase Hooligan away by win the battle, or to preach at him to let him make self-examination. No matter what the way you choose, Rumfetz will give you a spare key to enter to Rumfetz 's House.
 - Use the key to enter to Rumfetz 's House and then talk to Hooligan (14, 55). You will get different reward according to the way you chose to solve the problem of Rumfetz.
 - The quest will be completed after Hooligan left Rumfetz 's House.

Who Shall Hang the Bell?

Quest requirement: 50 points of reputation

Related NPC: Liv (123, 444) of Rainbow City, Royton (27, 51) of Royton's House, Tyler (137, 493) of Rainbow City, Perth (17, 29) of Perth's House

Location: Royton's House (126, 430) of Rainbow City, Perth's House (154, 376) of Rainbow City

Quest Rewards: 2000 experiences, 50 points of reputation

- Liv (123, 444) of Rainbow City is annoying with the bully just moved to Rainbow City. She asks you to talk to Royton (27, 51) of Royton's House to know more details about the bully.
- Talk to Royton and then he tells you the name of the bully is Tyler. You have to ask Tyler directly and then report to Royton.
- Find Royton around the Carpenter and to make sure his accusations.
- Report to Royton that you have talked to Tyler. Royton asks you to hang a bell on Tyler so that as people hear the bell rings, they will know Tyler is near.
- Promise Royton to take the dangerous mission and take the bell to find Tyler. However, Tyler says that he will never ever hang the bell unless there is a precious gem on it.
- Report to Royton, he will request you to ask Perth (17, 29) of Perth's House if he could give you the precious gem or not.
- Tell Perth the purpose of your visiting and then he will give you the precious gem generously.
- Bring the bell with the precious gem to Tyler. He will hang the bell on himself gladly.
- Report to Royton that you have completed the mission and to get your rewards.

The Missing Cat

Quest requirement: 50 points of reputation

Related NPC: Betty (179, 390) of Rainbow City, Petty (180, 696) of Rainbow City

Quest Rewards: 1000 coins, 30 points of reputation

- Betty (179, 390) of Rainbow City is very sad over the lovely missing cat. She asks you to find the cat back for her if possible.
- Promise Betty to take the request. She tells you the missing cat named "Petty" which likes to eat bass. As Petty ate the bass, it will sleep right away.
- Find Petty (180, 696) of Rainbow City and feed it the bass to let it sleep.
- Report to Betty the location of her lovely cat Petty to finish the quest.

The Arsonist

Quest requirement: None

Related NPC: Guard Captain (205, 514) of Rainbow City, Lima (223, 716) of Rainbow City, Marlene (219, 332) of Rainbow City, Yani (258, 381) of Rainbow City, The match-selling girl (263, 621) of Rainbow City

Quest Rewards:

- 1) Choose to punish the girl → 1000 points of reputation
 - 2) Do not help the girl → Capsule Level 2 and 1000 points of reputation
 - 3) Choose to help the girl → Capsule Level 2 and 1500 points of reputation
-
- Guard Captain (205, 514) of Rainbow City worries about the fire accident that occurred recently. He asks you to find if there is any suspect.
 - Talk to Lima (223, 716), Marlene (219, 332) and Yani (258, 381) of Rainbow City and ask them about the fire accident.
 - Report to Guard Captain that the suspect is the match-selling girl (263, 621) of Rainbow City. Now if you choose to follow the rules to punish the match-selling girl, the quest will be ended soon.
 - Or, you can choose to ask the match-selling girl the reason for arson.
 - Talk to the match-selling girl (263, 621) of Rainbow City and then here shows you two selections to continue the quest. If you choose to let the girl tell you the truth honestly, she will tell you the reason of arson. Now you can pay 1000 coins to buy the whole matches to save her from misery.
 - No matter what the option you choose, you still have to report to Guard Captain of Rainbow City to complete the quest.

Wild Eel

Quest requirement: Quest No. 101 "The Missing Cat" completed

Related NPC: Betty (179, 390) of Rainbow City

Quest Rewards: 500 points of reputation

- Betty (179, 390) of Rainbow City tells you her lovely cat Petty got the anorexia of bass. Betty requests you to find eels in Swan Lake for her cat.
- Defeat beasts in Swan Lake to get the eel and bring it to Betty to complete the quest.

Goldburg

Handful of Trouble

Quest requirement: Level 5

Related NPC: Johnny (23, 235) of Valley of Fear, Rosalind (8, 49) of Tavern of Goldburg, Halberg (80, 18) of Puppet Hill, Laudef (66, 142) of Ilium

Location: Tavern of Goldburg (57, 294)

Quest Rewards: 2000 coins, 3000 experiences

- Johnny (23, 235) of Valley of Fear has to return home due to his mother was suddenly sick. Johnny asks you to send two pieces of fine cow skins to the waitress Rosalind (8, 49) of Tavern of Goldburg.
- Talk to Rosalind in the Tavern of Goldburg. She tells you that Halberg (80, 18) of Puppet Hill needs the cow skins. You have to send them to Halburg in Puppet Hill.
- Talk to Halburg in Puppet Hill then you will know actually Laudef is the buyer of the fine cow skins. Laudef has returned home early due to he has already mined for too many minerals that he almost can't carry them back.
- Give two pieces of the fine cow skins to Laudef in Ilium and then he will ask you to convey his appreciation to Johnny.
- Tell Johnny you have already finished the quest and get your rewards as well.

Axe Lover

Quest requirement:

- 1) Level 10
- 2) 50 points of fame

Related NPC: Willis (10, 53) of a House, Dakar (28, 48) of the Blacksmith

Location: A House (102, 128) of Goldberg, the Blacksmith (49, 182) of Ilium

Quest Rewards: Hand Axe x 1 and 50 points of fame

- Willis (10, 53) of a House addicts to make axes. Nevertheless, he has a trouble of manufacture axes recently. He hopes somebody can solve his problem.
- If your weapon making skill of axe is higher than level 10, Willis will ask you questions directly. If not, he will give you a scroll of questions and then you have to ask master Dakar of the Blacksmith (49, 182) of Ilium.
- Find Dakar (28, 48) of the Blacksmith in Ilium and give him the scroll of questions. He will soon figure out all the questions and write all the answers on it. Bring the scroll back to Willis.
- No matter which way you use to answer the questions from Willis, he will still ask you to collect 10 iron ingots for make axes.
- Give Willis 10 iron ingots to complete the quest.

Journey to Ilium

Quest requirement: None

Related NPC: Picardo (79, 88) of Goldberg, Norma (76, 152) of Goldberg

Quest Rewards: You can be teleported to Ilium. For the player upper than level 10, you have to pay for teleport.

- Help Picardo (79, 88) of Goldberg to send the letter to Norma (76, 152).
- As you give the letter to Norma, Picardo can teleport you to Greenville.

Tooth Problem

Quest requirement:

- 1) Level 12
- 2) 200 points of fame

Related NPC: Rupert (10, 27) of a House, Dr. Don (28, 32) of The Healer, Jeffy (10, 37) of a House 2, Grannie Evy (126, 51) of Goldberg Suburbia

Location: A House (69, 157) of Goldberg, The Healer (58, 500) of Goldberg, A House 2 (118, 336) of Goldberg

Quest Rewards: Capsule Level 2 x 1, 100 points of fame

- Rupert (10, 27) of a House has a bad toothache, he asks you to take the cure from Dr. Don in The Healer.
- Talk to Dr. Don (28, 32) of the Healer. He tells you he has no idea with toothache. However, it is said that Jeffy (10, 37) of a House 2 who lives next to the bakery at eastern Goldberg knows the way to heal toothache.
- Tell Jeffy the purpose of your visiting and then he will tell you to ask his mother Grannie Evy.
- Find Grannie Evy (126, 51) of Goldberg Suburbia. She asks you to find three materials such as fresh bear liver, Poli blood and Slimy glue to make the cure. You have to get the herbal container from Jeffy before you start to find three materials.
- Get the container and then start to find all the materials.
- Defeat the black bear outside the Bluebird to get fresh bear liver. Defeat earth Poli to get Poli blood in southern Grassland. Defeat Woodie to get Slimy glue in Rosen Lake.
- Give all the materials you collected to Grannie Evy. She will give you the special cure for toothache.
- Give the cure for toothache to Rupert to complete the quest.

The Gambler

Quest requirement: Level 7

Related NPC: Jessica (13, 55) of a House, Pellaso (28, 54) of Iluim, Guise the Gambler (13, 37) of a House 2, Reiley (13, 39) of the Tavern

Location: A House (42, 468) of Goldburg, A House 2 (114, 452) of Goldburg, the Tavern (57, 294) of Goldburg

Quest Rewards: Coral Necklace x 1, 3000 experiences, 50 points of fame

- Talk to Jessica (13, 55) of a House in Goldburg. She tells you her husband Reiley is a merchant. However, Reiley seems addicted to drink and gamble recently because he just meets some bad friends. Jessica requests you to ask Reiley's father Pellaso if there is any way to stop him from the bad habit.
- Talk to Pellaso (28, 54) of Iluim about the trouble of Jessica. Pellaso will request you to find Guise the Gambler and ask him the know-how about gamble. As you know the knack for win, you can challenge Reiley to give him a lesson.
- Find Guise the Gambler (13, 37) of a House 2, he will teach you the knack for roll the dice.
- Report to Jessica and then she will tell you her husband Reiley is drinking in the Tavern of Goldburg.
- Find Reiley (13, 39) of the Tavern and challenge him. As Reiley lost his own property, he regrets to gamble and start to repent. Now you can tell Reiley the truth and give him his property back.
- Tell Jessica the good news and to complete the quest.

Mulan's Request

Quest requirement: Level 10

Related NPC: Mulan (89, 296) of Goldberg

Quest Rewards: 3000 experiences, 50 points of fame

- Talk to Mulan (89, 296) of Goldberg then she tells you the warriors of the Kingdom of Croft are going to attack evil beasts in Moonglow recently. The father of Mulan was enlisted. However, Mulan plans to replace her father to enlist in the army.
- Mulan will ask you to gather the necessary items for war. If you refuse to help her, 10 points of fame will be deducted.
- You have to gather 10 apples, 10 lesser healing potion and 4 iron ingot to complete to quest.

Notice: Items you have to hand over to Mulan can not be got from "quest r ewards".

Lost Lamb

Quest requirement: Level 20

Related NPC: Joanna (133, 487) of Goldberg Suburbia, Giram (28, 153) of Genie Dessert, Reco (19, 224) of Genie Dessert

Quest Rewards: Malachite Necklace x 1, 100 points of fame

- Talk to Joanna (133, 487) of Goldberg Suburbia and she tells you her lamb Red Hair was lost in Genie Dessert. Joanna is very sad about this.
- Comfort Joanna and promise her to find her red lamb back. Joanna instructs you that the red lamb wears a collar with bells and its name on it. You can find the lamb Red Hair in Genie Dessert.
- Talk to Giram (28, 153) of Genie Dessert. He tells you he just saw a man who pulls a red lamb and walk to the south.
- Walk along the south area to meet Reco (19, 224). Reco explains that Red Hair belongs to him and he is the real master of it. After you tell him the proof of the collar. Reco becomes angry and here starts the battle with him.
- Defeat Reco to know that Red Hair was run away to Goldberg during the battle.
- Report to Joanna and she will tell you the good news that Red Hair was come back to home.

The Perfect Marriage

Quest requirement: Level 25

Related NPC: Baron Rufus (13, 49) of Baron Rufus' Mansion, Hamini the Wise (71, 169) of Goldburg Lake, Risa the matchmaker (11, 49) of Rosemary's House

Location: Baron Rufus' Mansion (66, 88) of Goldburg, Rosemary's House (92, 240) of Goldburg

Quest Rewards: Capsule Level 2, 400 points of fame

- Baron Rufus (13, 49) of Baron Rufus' Mansion would like to find someone who matches his social status to marry. However, he didn't find the real match one. Baron Rufus requests you to ask Hamini the Wise (71, 169) of Goldburg Lake.
- Talk to Hamini the Wise about the problem of Baron Rufus. Hamini the Wise will tell you the solution of Baron Rufus' problem.
- Report to Baron Rufus and then he will commend you to tell Risa the matchmaker to follow the suggestion of Hamini the Wise and to find a real noble lady.
- Find Risa the matchmaker (11, 49) of Rosemary's House and tell her the request from Baron Rufus. Then, Risa the matchmaker instructs you to go back to her place after two months.
- Follow the instruction of Risa the matchmaker to talk to her after two months. She tells you Lady Nia, the daughter of Count Boyar, is the right person for Baron Rufus.
- Report the good news to Baron Rufus to complete the quest.

Home Sick

Quest requirement: Level 13

Related NPC: Mort (13, 36) of Mort's House, Tracy (30, 338) of Smiling Forest

Location: Mort's House (50, 192) of Smiling Forest

Quest Rewards: 2500 coins, 100 points of fame

- Mort (13, 36) of Mort's House has settled in Goldberg for over 10 years. Now he is so missing the Mint Peach Wine from his hometown of Elf. Mort asks you to bring one bottle of Mint Peach Wine for him in Smiling Forest.
- Talk to Tracy (30, 338) of Smiling Forest. She said Mint Peach Wines are not available now. You have to collect 10 mints and 10 peaches for him to make the wine.
- Bring 10 peaches and 10 mints for Tracy. She will asks you pay 500 coins for making wine and to go back to find her after two months.
- Talk to Tracy and give her 500 coins after two months to get Mint Peach Wine.
- Bring Mint Peach Wine to Mort to complete the quest.

The Shirian Mysteries

Quest requirement: Quest No. 29 “The Three Hermits” and No. 126 “Mysterious Room” completed

Related NPC: Will (20, 49) of Hermit’s House, Hamini the Wise (71, 169) of Goldburg Lake

Location: Hermit’s House (30, 38) of Smiling Forest

Quest Rewards: 500 points of fame

- Ask Will (20, 49) of Hermit’s House about the key of dragon bone and the ancient scroll. Give the key and the scroll to Will and go back to find him after few days.
- Will tells you the function of the key of dragon bone as you come to him after few days. Beside, Will says you can ask Hamini the Wise (71, 169) about the scroll in Goldburg Lake.
- Find Hamini the Wise in Goldburg Lake and ask him about the story of Shirian. However, Hamini requests you to take Sea Eel Rice and Yellow Fish Soup to him so that he can tell you the story of Shirian.
- Bring the Sea Eel Rice and Yellow Fish Soup to Hamini and listen the story of Goddess Shirian. Finally, Hamini will tell you to find Will to know the end but the most important part of the story.
- Tell Will what you have heard from Hamini the Wise. Then, Will decide to find the hint of the ancient scroll in Secret Plain.
- Talk to Will after few days later, he tells you that he has already removed the point of block settled in a house of Secret Plain. The location is Tanrana Maze of Secret Plain. Will asks you to find the witch inside the Maze to dissolve the secret. After the dialog with Will, you will get the key, the scroll and 500 points of fame.

Emerald City

3.1.2 Newbie Towns

Gion

The Mysterious Red Apple

Quest Requirement: Human

Related NPC: Strange old man (29, 279) of Gion, Strange old woman (54, 47) outside of Gion

Quest Rewards: Lesser healing potions x 3

- Promise the strange old man (29, 279) of Gion to do him a favor; he will give you an apple.
- Bring the apple to the strange old woman (54, 47) outside of Gion to finish the quest.

Ghost Town

Quest Requirement: None

Related NPC: Vins (10, 30) of Vin's House, Nurse Cori (13, 90) of The Healer of Gion

Locations: The Healer of Gion (71, 195), Vin's House (55, 41) of Northern Grassland

Quest Rewards: An old map

- Meet Vins (10, 30) in Vin's House. While you talk to him, there will be three options shows up. You can acquire an old map by chose option two and option three.
- We suggest you to choose option three - "Nothing! Just say hi," so that Vins will ask you to go to the Healer of Gion and get the medicine from nurse to heal his knees. If you have enough money and you want to finish this quest directly, you can choose option two. If you do so, Vins will tell you something about the ghost town near the Sleepy Lake. Vins says that he has an old map drawn by himself when he is young. Now you can buy this map to end this quest. The old map can take you to the village near Sleepy Lake directly.
- If you chose option three, you have to go to the Healer of Gion (71, 195), and find Nurse Cori (13, 90) to take the medicine for Vins.
- Bring the medicine to Vins so that he will give you the old map.

Notice: You can click the old map to enter to Sleepy Lake directly once you come to Sleepy Town.

What's Troubling Deeca?

Quest Requirement: 50 points of reputation

Related NPC: Deeca (11, 37) of the Tavern of Gion, Seth (62, 241) of Gion, Agnes (69, 283) of Gion, Cloudie (8, 27) of Cloudie's House

Locations: Tavern of Gion (42, 143), Cloudie's House (43, 107) of Gion

Quest Rewards: 1000 coins or Lesser healing potio ns x 15

- You meet Deeca (11, 37) who is worrying about something in the Tavern of Gion. Here comes the different instruction according to the gender of your character. For female characters, Deeca will tell you that only male can realize the trouble he has. You have to find the other male NPC to ask them about the trouble of Deeca. For male characters, Deeca will tell you actually he is worrying that his hair becomes fewer and fewer day after day. Deeca is afraid that his two lovers may leave him away.
- For female players, you have to talk to Seth (62, 241), the good friend of Deeca. Then you will understand Deeca is worrying about his bald hair and the two lovers.
- Find Agnes (69, 283) and Cloudie (8, 27) to tell them the problem happened with Deeca. Then you will soon realized the reason of Deeca's trouble was for these two women
- Tell Deeca the whole truth then your will get the rewards from him.

A Peach for an apple

Quest Requirement: None

Related NPC: Angie (48, 275) of Gion, Mark (46, 167) of Gion

Quest Rewards: 300 experiences, 10 points of reputation

- You come across Angie (48, 275) who is crying for her apple robbed by Mark. You promise Angie to bring her apple back.
- Mark (46, 167) tells you he has eaten the apple; he will give you a Delicious Peach as substitution.
- Bring the Delicious Peach to Angie; she will be very glad to have this.

Al's Bull

Quest Requirement: Level 3

Related NPC: Al (48, 187) of Gion

Quest Rewards: Rewards may differ by the consequence of battle.

- Al (48, 187) tells you he has saw a fierce Wild bull in northern of Gion. However, nobody believes him.
- You promise Al to find the Wild bull in northern of Gion and to prove the existence of this fierce animal.
- Defeat the Wild bull in the north-west of Gion. You can end this request from Al no matter what the result of the battle with the Wild bull is.

The Gloves

Quest Requirement:

1.) Human only

2.) Level 5

3.) Quest No.1 "Defend Gion" and No. 4 "The Mysterious Red Apple" completed

Related NPC: Village head Jeff (13, 35) of Town Center , Vins (10, 30) of Vins's House

Location: Town Center (35, 194) of Gion, Vins's House (55, 41) of Northern Grassland

Quest Rewards: A pair of Bronze Gauntlet

- Village head Jeff (13, 35) of Town Center tells you he has a friend who lives in north-west of Northern Grassland. Jeff asks you to bring a pair of gauntlet to him.
- Bring the pair of gauntlet to Vins (10, 30) of Vins's House in north-west of Northern Grassland. Vins will tell you he has already bought the same one. So Vins gives you the pair of gauntlet and he also let you to tell the village head Jeff about this.
- Report to Jeff and the quest will be completed.

Bern's Granddaughter

Quest Requirement:

- 1) Human only
- 2) Quest No. 30 "The Gloves" completed

Related NPC: Sepp (30, 259) of Gion, Mage Hillary (65, 77) of Southern Grassland

Quest Rewards: 2500 coins

- Sepp (30, 259) of Gion missing his girlfriend so he asks you to send a letter to her to Temple of fire.
- Bring the letter wrote by Sepp to Mage Hillary (65, 77) of Southern Grassland. She will ask you to bring her letter to Sepp as well.
- Talk to Sepp and give him the letter wrote by Hillary.

Letter from Family in Gion

Quest requirement: None

Related NPC: Claire (65, 195) of Gion, Cleric Nicky (30, 115) of Northern Grassland

Quest Rewards: 1000 experiences, 30 points of reputation

- Claire (65, 195) works in the bakery of Gion. However, she is so busy for her work that she can't celebrate the birthday for her sister –Nicky. Claire asks you to send the birthday present and the letter to Nicky. Bring the letter and birthday present sent from Claire to Nicky near the temple of Northern Grassland to complete the quest.

Bobo the Puppy

Quest requirement: None

Related NPC: Bobo (74, 225) of Gion, Melanie (69, 257) of Gion, Wevan (27, 47) of Tavern of Rainbow City, Wett (21, 36) of Tavern of Rainbow City

Location: Tavern (171, 344) of Rainbow City

Quest Rewards: 2000 experiences and 30 points of reputation

- You come across Bobo the puppy (74, 225) in Gion. You will find it looks sad after you stroke his head.
- Ask Melanie (69, 257) of Gion about Bobo. She tells you that Wevan, the master of Bobo has gone to Tavern of Rainbow City and he didn't come back for a long time. Melanie hopes you can tell Wevan the situation of Bobo.
- Find the waiter Wevan (27, 47) of Tavern of Rainbow City and ask him the reason for he didn't come home. Wevan tells you he broke the wine of the owner of the Tavern of Rainbow City so that he has to work until he can recoup the debt.
- If you have 8000 coins, you can help Wevan to pay his debt to the owner Wett directly and to complete to quest.
- If you don't have 8000 coins, Wevan will indicate you to ask the owner Wett if there is another way or not.
- Tell Wett the purpose of your visiting and the situation of Bobo. Wett says you can just indemnify for 6 bottles of white wines to him.
- Return 6 bottles of white wines to Wett and then tell Wevan the good news so that Wevan can go back to see Bobo. The quest also is ended.

To the City of Rainbow

Quest requirement: None

Related NPC: Moore (18, 48) of Gion

Quest Rewards: You can be teleported to the Rainbow City. For the player upper than level 10, you have to pay for teleport.

- You have to collect all the items as Moore (18, 48) of Gion asks for so that you can be teleported to the Rainbow City.

Notice: You may have to search for apple, bamboo, chicken or fish.

The Old Tree

Quest requirement: None

Related NPC: The Old Tree (16, 25) outside Gion, Village head Jeff (13, 35) of Town Center, Garbon (16, 25) of Town Center, Sandy (23, 45) of Sandy's House, Joeli (27, 51) of Calira's House

Location: Town Center (17, 196) of Gion, Sandy's House (306, 486) of Rainbow City, Calira's House (88, 507) of Rainbow City

Quest Rewards: 2000 experiences, 500 points of reputation

- There is a sighing tree beside Gion. Talk to it and then ask Village head Jeff (13, 35) of Town Center about the tree.
- Jeff tells you actually he doesn't know much about the tree. You can ask the erudite professor Garbon about the sighing tree.
- Find Garbon (16, 25) of Town Center, he tells you the only way to know what the tree is sighing for is to sing the song "Tree Wife" to it. He directs you to ask Sandy in Rainbow City to teach you the song "Tree Wife".
- Find Sandy (23, 45) of Sandy's House in Rainbow City and pay 500 coins to her to learn the song.
- Go back to find the old tree and sing the song "Tree Wife" to it honestly. You will know the reason old tree sighs for after a while.
- Tell Village head Jeff the trouble of the old tree. The girl the old tree missed was named Joeli. Joeli has moved out Gion and settled down with her families in Rainbow City several years ago.
- Find Joeli (27, 51) of Calira's House and tell her the wish of the old tree. Joeli will also ask you to tell the old tree about her missing.
- Convey the missing of Joeli to the old tree to complete the quest.

Special Bread

Quest requirement: Level 5

Related NPC: Fro (48, 213) of Gion, Old Woman (9, 23) of the Deli

Location: The Deli (63, 194) of Gion

Quest Rewards: Assorted Bun x 5

- Fro (48, 213) of Gion ordered the special bread from Old Woman (9, 23) of the Deli. However, Fro is busy chatting and he asks you to bring the special bread to him.
- Go to the Deli (63, 194) of Gion and get the special bread from Old Woman.
- Bring it to Fro to complete the quest.

Bamboo Rice

Quest requirement: None

Related NPC: Katz (67, 190) of Gion, Lars (15, 27) outside Gion

Quest Rewards: 500 experiences, 100 coins

- Katz (67, 190) of Gion tells you he has a grandson named Lars. Lars always stays outside and doesn't eat dinner. Katz hopes you can bring the bamboo rice to Lars.
- Bring the bamboo rice to Lars and report to Katz to complete the quest.

Amy's Request

Quest requirement: Level 5

Related NPC: Amy (52, 108) of Gion

Quest Rewards: 2000 experiences, 50 points of reputation

- Amy (52, 108) of Gion just learned a new way to make the mask. She asks you to collect materials for making mask.
- Collect 2 gingers, 1 shell herb and 1 honey to Amy to complete the quest.

Meat Burger

Quest requirement: 30 points of reputation

Related NPC: Ken (32, 103) of Gion

Quest Rewards: 1000 coins, 50 points of reputation

- Ken (32, 103) of Gion wants to make meat burger by himself. He hopes you can help him to collect all the materials.
- Collect two meats and one assorted bun to Ken and then finish the quest .

Reward for Honesty

Quest requirement: 50 points of reputation

Related NPC: Sepp (30, 259) of Gion, Kirk (35, 375) outside Gion

Quest Rewards: 700 experiences, 30 points of reputation

- Sepp (30, 259) of Gion confuses for the purse he found. He requests you to ask if there is any person in town lost his purse.
- Ask residents in town; finally you will meet Kirk (35, 375) outside Gion who lost his purse.
- Report to Sepp that you have found the owner to complete the quest.

Mother's Request

Quest requirement: Level 4

Related NPC: Linda (42, 103) of Gion, Roos (88, 23) of Northern Grassland

Quest Rewards: 2000 experiences, 500 coins

- Linda (42, 103) of Gion wants to send the clothes to her son Roos in Northern Grassland due to the cold weather. She asks you to send the clothes to Roos because she is too old to travel alone in such a long distance.
- Bring the clothes to Roos (88, 23) of Northern Grassland. Roos will also ask you to give his regards to his mother Linda.
- Report to Linda that you have already sent the clothes to Roos. The quest is completed.

Amy and Roy

Quest requirement:

1) Level 25

2) Quest No. 74 "Amy's Request" and No. 87 "Absentminded" must be completed.

Related NPC: Amy (52, 108) of Gion, Roy (48, 184) of Greenville, Evil Vulture King (28, 88) of West Grassland

Quest Rewards: 2000 experiences, 2000 coins and 100 points of reputation

- Meet Amy (52, 108) who looks angry in Gion. She tells you her fiancé Roy gave her shit as her birthday present. She requests you to find Roy to talk about this annoying birthday present.
- Talk to Roy (48, 184) of Greenville about the birthday present. Roy tells you that actually this is not shit but the rare Seaweed Paste in Swan Lake.
- Tell Amy about the explanation of Roy. Amy regrets her misunderstood for Roy. However, Amy has already thrown the Seaweed Paste away near the Temple of Light in West Grassland. You can find the white Evil Vulture King to ask about this.
- Come to West Grassland and you have to defeat Evil Vulture King to get the Seaweed Paste back.
- Bring the Seaweed Paste back to Amy and report the good news to Roy to end the quest.

Bamboo Shoot

Quest requirement: Work Skill of Farming level 40

Related NPC: Bernard (40, 137) of Gion

Quest Rewards: 2000 experiences, 50 points of reputation

- Bernard (40, 137) of Gion would like you to collect 5 Bamboo shoots for him to make an appetizer.
- Bring 5 Bamboo shoots to Bernard to end the quest.

The Treasure Chest

Quest requirement:

- 1) Level 16
- 2) Quest No. 91 "Bamboo Shoot" completed

Related NPC: Bernard (40, 137) of Gion, Guard (119, 220) of Frog Swamp, Frog Soul (69, 274) of Mysterious Cave

Quest Rewards: The treasure in eight boxes may be different according to your "luck"

- Bernard (40, 137) of Gion tells you that there are many treasures in the Mysterious Cave of Frog Swamp. You can go there to find the treasure.
- Talk to the Guard (119, 220) of Frog Swamp. He said the village head commends him to guard for the Mysterious Cave. There is no one allowed to enter to the cave. Nevertheless, if you can bring the Meat Rice to the Guard, he will consider letting you pass.
- Walk into the deep of the cave and then you will meet Frog Soul (69, 274) who guards in front of the door of Treasure Chamber. Defeat Frog Soul to get the key.
- Use the key to enter in the Treasure Chamber. Open eight boxes to get the treasures and to end the quest.

Fried Chicken

Quest requirement: 30 points of reputation

Related NPC: Fanny (56, 186) of Gion, Rob (49, 53) outside Gion

Quest Rewards: 500 experiences, assorted bun x 3

- Fanny (56, 186) of Gion made the fried chicken for her grandson Rob. Rob forgot to take the fried chicken so Fanny asks you to bring it to Rob.
- Bring the fried chicken to Rob (49, 53) outside Gion to get 500 experiences.
- Report to Fanny to complete the quest.

Why Can't We be Friends?

Quest requirement: None

Related NPC: Stein (35, 198) of Gion, Kirk (35, 375) of Gion

Quest Rewards:

- Stein (35, 198) of Gion had a quarrel with his best friend Kirk. Now Stein regrets to his fault so he asks you to pass his message of sorry to Kirk.
- Talk to Kirk (35, 375) of Gion. He will also tell you he would like to reconcile with Stein. Kirk promises you he will keep the appointment with Stein.
- Report to Stein to complete the quest.

Power

Quest requirement:

- 1) Quest No. 73 "Bamboo Rice" and No.97 "Fried Chicken" completed
- 2) 3000 points of reputation

Related NPC: Fanny (56, 186) of Gion, Katz (67, 190) of Gion, Lars (15, 27) of Gion, Rob (49, 53) of Gion

Quest Rewards: Capsule Level 1 x 1, 100 points of reputation

- Talk to Fanny (56, 186) of Gion and then she will tell you her grandson Rob had a quarrel with Lars, the grandson of Katz. Fanny asks you to say sorry for her to Katz.
- Find Katz and pass on the apology for Fanny. Katz will ask you to collect ten rattans for him to make two kids reconciled.
- Bring ten rattans to Katz and talk to him later. After a while, you have to ask Lars (15, 27) of Gion to snap the rattan in two.
- Besides, Katz wants you to find Fanny and tell her this plan. You have to ask Rob (49, 53) of Gion to snap the rattan in two. Later, you can report to Fanny and Katz.
- Katz asks you how many rattans remain now. After answered him the question. You have to bring the remnant six rattans to Lars and Rob. Finally, the two kids realize the power of unite. Katz will award you a capsule level 1 and 100 points of reputation.

Greenville

Who's afraid of the Big Bad Wolf?

Quest requirement: Elf only

Related NPC: Red Ridinghood Mille (43, 135) of Greenville, Mille's Grannie (9, 28) of Granny's House

Location: Granny's House (31, 357) of Greenville

Quest Rewards: Lesser healing potions x 3

- A girl named Mille (43, 135) in Greenville tells you that she is going to send foods to her granny outside Greenville. Mille ask you to substitute for her because she's afraid that there will be wolves pop up on the way.
- You agree to help Mille and she will give you the bread. Bring the bread to Mille's Grannie (9, 28) of Granny's House.

Return of the Big Bad Wolf

Quest requirement: Quest No.5 "Who's afraid of the Big Bad Wolf?" completed

Related NPC: Red Ridinghood Mille (43, 135) of Greenville, Mille's Grannie (9, 28) of Granny's House

Location: Granny's House (31, 357) of Greenville

Quest Rewards: Assorted Bun x 10 and 1000 coins

- This time Red Ridinghood Mille (43, 135) tells you that her mother made a cake for her granny. She hopes you can help her to send the cake to Granny's House.
- You will get the item delicious cake as you promised to do this favor for Red Ridinghood Mille.
- Come to Granny's House (31, 357) of Greenville and talk to Mille's Grannie (9, 28). You will find Big Bad Wolf disguised itself as Mille's Grannie! Then start the battle with Big Bad Wolf.
- Defeat Big Bad Wolf to save the real granny and then give her the delicious cake made by Mille's mother. Mille's Grannie will give you 1000 coins because her poor sight made her supposed you are the granddaughter Mille.
- Talk to Red Ridinghood Mille (43, 135) of Greenville to complete the quest.

Vulture and Stones

Quest Requirement: None

Related NPC: Thirsty Vulture (70, 62) of Greenville

Quest Rewards: An Amethyst Necklace

- There is a Thirsty Vulture (70, 62) outside the Greenville. It wants to drink the water inside the bottle in front of itself. It still can't drink the water inside the bottle after tried and tried again. It asks you to think a good way to get the water.
- Now you can choose option three then the vulture will ask you to defeat the monsters nearby and to collect 10 stones from the monsters.
- You can get stones by defeat the Black Sheep. As you got 10 stones and give them to the Vulture, the quest will be finished.

Clever Werewolf

Quest Requirement: None

Related NPC: Hilda (9, 35) of Hilda's House, Dessa (53, 98) of Smiling Forest, Healer

Ricky (26, 30) of The Healer

Locations: Hilda's House (17, 154) of Redhood, The Healer (27, 189) of Greenville

Quest Rewards: Sweet Kiss x 2, 2000 coins, 100 points of fame

- The chemist Hilda (9, 35) of Hilda's House requests you to find the Smiling Peach, a rare ingredient of The Smile of Angel to treat for melancholia.
- You come to Smiling Forest and meet Dessa (53, 98). He will sell you the Smiling Peach for 1000 coins.
- As you bring the Smiling Peach to Hilda, she will give you 2000 coins as rewards. She will ask you to bring the special medicine to the Healer Ricky (26, 30) of The Healer in Greenville.
- If you accept the request from Hilda, you have to come back to Hilda after one day so that she can mix the medicine named "The smile of Angel" successfully.
- Bring the medicine made by Hilda to Healer Ricky (26, 30) of The Healer in Greenville to complete the request.

Fresh Mutton

Quest Requirement: None

Related NPC: Betty (10, 33) of Betty's House

Location: Betty's House (65, 226) of Greenville

Quest Rewards: 300 coins

- Betty (10, 33) of Betty's House tells you that she needs fresh mutton to cook. She asks you to hunt for her, and then you also agree to take this request.
- Betty reminds you to bring only "fresh mutton" to her. She won't cook the mutton bought from players or shops. The only way to get fresh mutton is to defeat the Black Sheep outside the Greenville.
- As you get the fresh mutton, bring it back to Betty to end the mission.

Norma's Silver Cup

Quest Requirement: 30 points of reputation

Related NPC: Norma (13, 38) of Jason's House, Barkeeper Jelly (8, 26) of the Tavern of Greenville, Edda (7, 31) of the Tavern of Greenville, Fish hawker Dex (15, 36) of Fish Shop of Greenville

Location: Jason's House (60, 257) of Greenville, Tavern of Greenville (89, 204) of Greenville, Fish Shop (70, 234) of Greenville

Quest Rewards: Amethyst x 1

- Norma (13, 38) of Jason's House asks you to take her Silver Glass back from Barkeeper Jelly (8, 26) of the Tavern of Greenville.
- You come to the Tavern of Greenville and find Barkeeper Jelly to tell him the purpose of your visiting. He will instruct you to ask the barmaid about the Silver Glass.
- You ask the Barmaid Edda (7, 31) beside, she tells you the last person who has used the Silver Glass is Fish hawker Dex. Maybe the Silver Glass was brought to his home.
- Find Fish hawker Dex (15, 36) of Fish Shop in Greenville. He will start to confess that he has actually brought the Silver Glass to home when he was drunk. Dex gives you the Silver Glass and four bass ordered by Jason, the husband of Norma.
- Bring the Silver Glass and four bass back to Norma to complete the request.

Warm Hat

Quest requirement:

- 1) Elf only
- 2) Quest No. 2 “Hope of Greenville” and No. 5 “Who's afraid of the Big Bad Wolf?” completed.

Related NPC: Pra (7, 37) of Town Center, Luki (51, 202) of Smiling Forest

Location: Town Center (65, 166) of Greenville

Quest Rewards: Working Cap x 1

- The village head Pra (7, 37) of Town Center asks you to bring a working cap to his old friend Luki in Smiling Forest.
- As you accept the request from Pra, you will get a warm cap.
- Find Luki (51, 202) of Smiling Forest and give him the cap. Luki will give you an old cap he has wearing to you.
- Tell the village head Pra of Town Center that you have completed his request.

Tony's Test

Quest requirement: Quest No. 39 “Warm Hat” completed

Related NPC: Tony (69, 230) of Greenville

Quest Rewards: The reward you get will be different according to your answer

- Tony (69, 230) of Greenville tells you that he was employed by a guild. Besides, the guild is processing an investigation. Tony asks you if you have already learned a working skill or not.
- If you have already learned a working skill, you can complete the quest after his question. If you don't know any working skills so far, you have to learn one and then report what you learned to Tony.

Eve's Revenge

Quest requirement: For elf, Quest No. 40 "Tony's Test" must be completed

Related NPC: Eve (38, 197) of Greenville, Connor (21, 59) of Pea Lake, Elizabeth (27, 57) of Redhood

Quest Rewards: 2500 coins

- Eve (38, 197) of Greenville had a date with a boy in the fountain before two months ago. Unfortunately, Eve didn't meet the boy in the end. Eve asks you to find the boy named Connor in Pea Lake.
- You find Connor in Pea Lake. He tells you that he has already falling in love with the other girl. Connor asks you to send a message to Eve that she doesn't have to wait him anymore.
- Tell Eve the truth and then Eve will decide to do something evil to Connor. Eve asks you to send a letter to her sister Elizabeth in Redhood.
- Bring the letter to Elizabeth in Redhood.
- Tell Eve you have finished her request.

Around the Block

Quest requirement: None

Related NPC: Billy (20, 120) of Greenville

Quest Rewards: You can be teleported to Bluebird. For the player upper than level 10, you have to pay for teleport.

- You have to collect all the items as Billy (20, 120) of Greenville asks for so that you can be teleported to Bluebird.

Absentminded

Quest requirement: 30 points of fame

Related NPC: Roy (48, 184) of Greenville, Wilbur (49, 277) of Greenville

Quest Rewards: Assorted Bun x 3

- Roy (48, 184) of Greenville and Wilbur (49, 277) appointed to meet each other in the fountain of Greenville. However, Wilbur didn't show up so Roy asks you to find Wilbur.
- Talk to Wilbur (49, 277) of Greenville then he will tell you he got the wrong place. Wilbur will also promise you to meet Roy afterward.
- Report to Roy and to complete the quest.

Carp Soup

Quest requirement: Level 5

Related NPC: Thoma (62, 168) of Greenville

Quest Rewards: 1000 coins, 20 points of fame

- Thoma (62, 168) of Greenville would like to cook the delicious carp soup by himself. However, he doesn't have time to fish the carp so he asks you to gather three carps for him.
- Bring three carps to Thoma to finish the quest.

Glass Necklace

Quest requirement: None

Related NPC: Derrick (67, 171) of Greenville

Quest Rewards: Fried Chicken x 3, 500 coins

- Derrick (67, 171) of Greenville lost the glass necklace which his girlfriend gave him. He supposes that it might be picked up by the beast outside the town.
- Promise Derrick to look for the glass necklace. Defeat beasts outside the Greenville to get the glass necklace in random .
- Bring the glass necklace back to Derrick to complete the quest.

Ted's Request

Quest requirement: Level 5

Related NPC: Ted (54, 244) of Greenville, Sam (52, 327) outside Gion

Quest Rewards: 2000 experiences, 500 coins, 20 points of fame

- Ted (54, 244) of Greenville would like to send a gift to his good friend Sam. Ted asks you if you could send the gift for him or not.
- Promise Ted to get the gift.
- Find Sam (52, 327) outside Gion and then give him the gift from Ted.
- Report to Ted to end this quest.

Alvin's Doubt

Quest requirement: Level 8

Related NPC: Alvin (60, 202) of Greenville, Georgina (33, 185) of Smiling Forest

Quest Rewards: Mind Soothe *3, 50 points of fame

- Alvin (60, 202) of Greenville has some problem about the wood element magic. He would like you to bring the letter to ask wood herald Georgina about the magic.
- Bring the letter to Georgina (33, 185) outside the wood temple of Smiling Forest. She will ask you to talk to her later.
- Talk to Georgiana after a while and get the letter to Alvin. Bring the letter to Alvin to complete the quest.

Return to the Abandoned Village

Quest requirement: Quest No. 13 "Sleeping Sophia" completed

Related NPC: Pra (7, 37) in Town Center of Greenville, Blind Old Man (62, 189) of Greenville, Thomas (26, 49) of Sleepy Town

Location: Town Center (65, 166) of Greenville

Quest Rewards:

- Pra (7, 37) in Town Center of Greenville requests you to ask Blind Old Man, the new member of Greenville if he has any problem or not.
- Blind Old Man (62, 189) of Greenville tells you he's just moves to Greenville from Sleepy Town. Blind Old Man hopes you can show his regard to Thomas in Sleepy town.
- Pass on the message from Blind Old Man to Thomas (26, 49) of Sleepy Town. Then, go back to find Blind Old Man and tell him Thomas is fine as well.
- Blind Old Man will tell you the story of Sleepy Town for appreciate your kindly help.
- Report to Village Head Pra of Town Center to complete the quest.

Illium Village

More Digging

Quest requirement: Dwarf only

Related NPC: Yarr (40, 183) of Ilium, Raile (74, 162) outside of Ilium

Quest Rewards: Lesser healing potions x 3

- Yarr's brother Raile lost his pickaxe so Yarr decide to give him a new one, he ask you to bring the pickaxe to his brother Raile (74, 162).
- Find Raile (74, 162) outside Ilium and get three bottles of lesser healing potions.

Thumbelina

Quest requirement: 100 points of fame

Related NPC: Holiday (23, 103) of Ilium, Will (11, 28) of the Tavern of Goldberg, Jefka (25, 25) of Ilium, Lira (64, 33) of Genie Desert

Location: The Tavern of Goldberg (57, 294)

Awards: Capsule level 2 x 1

- Holiday (23, 103) of Ilium tells you she would like a little tiny baby for a long time. Jefka (25, 25) knows the way to have one. However, it may cost Holiday a large amount to know the secret from Jefka.
- If you are willing to help Holiday, she will tell you Jefka is addicted to drinking. You can find the most famous mixer Will (11, 28) in town to get his special wine to exchange for the secret of little tiny from Jefka.
- Come to the Tavern of Goldberg (57, 294) and spend 200 coins to buy the special wine from Will (11, 28). Go back to talk to Holiday (23, 103) of Ilium.
- Holiday instructs you to bring the bottle of wine and give it to Jefka (25, 25) for exchanging the secret to have Thumbelina.
- Find Jefka (25, 25) outside the town and give him the wine to know the way to have Thumbelina. However, Jefka didn't know much about Thumbelina. He tells you to find the magical witch beside the oasis of Genie Desert to hear more about Thumbelina.
- Find Lira (64, 33) beside the oasis of Genie Desert and buy the odd barleycorn for 2000 coins from her.
- Give the odd barleycorn back to Holiday (23, 103) of Ilium to complete the mission. Holiday will reward you a Capsule level 2.

The Shoes

Quest requirement:

- 1.) Dwarf only
- 2.) Quest No. 6 "More Digging" completed

Related NPC: Village head Mulin (13, 31) of Town Center, Catol (23, 381) of Valley of Fear

Location: Town Center (37, 185) of Ilium

Quest Rewards: A pair of soft leather shoes

- Village head Mulin (13, 31) of Town Center tells you that he wants to give a pair of shoes to his son Catol. Mulin can't come to his son personally because he has lots of business to do.
- You promise Mulin to bring the pair of shoes to Catol in Valley of Fear. Find Catol who digs for mineral in Valley of Fear. Give Carol the pair of shoes sent from Mulin and then he will give you the unsuitable shoes he wears originally.
- Go back to tell Mulin you have already send the shoes to Catol to complete the quest.

Working Yarr

Quest requirement:

- 1.) Dwarf only
- 2.) Quest No. 43 "The Shoes" completed

Related NPC: Yarr (40, 183) of Ilium

Quest Rewards: The reward you get will be different according to your answer

- Yarr (40, 183) of Ilium is now working in a guild. Besides, the guild is processing an investigation. Yarr asks you if you have already learned a working skill or not.
- If you have already learned a working skill, you can complete the quest after his question. If you don't know any working skills so far, you have to learn one and then report what you learned to Yarr.

Kaffany Needs Help

Quest requirement: For Human, quest No. 44 "Working Yarr" must be completed

Related NPC: Kaffany (42, 141) of Ilium

Quest Rewards: 2500 coins

- Kaffany (42, 141) of Ilium lost her blue crystal accidentally in Puppet Hill. She asks you to find her lovely blue crystal.
- Come to Puppet Hill to defeat puppets to get blue crystal in random.
- Return the blue crystal to Kaffany and then finish the quest.

Challenge Jonessy

Quest requirement: Level 15

Related NPC: Jonessy (6, 292) of Ilium

Quest Rewards: 2000 coins and 100 points of fame

- Jonessy (6, 292) of Ilium always wants to challenge with someone strong. He asks you to fight with him.
- Win the battle with Jonessy to get your rewards.

Help Fengshui

Quest requirement: None

Related NPC: Fengshui (41, 99) of Ilium

Quest Rewards: You can be teleported to Goldberg. For the player upper than level 10, you have to pay for teleport.

- You have to collect all the items as Fengshui (41, 99) of Ilium asks for so that you can be teleported to Goldberg.

Note: items you have to collect will be selected from apple, bamboo, chicken and fish.

Animal's Home

Quest requirement: Level 13

Related NPC: Toast the Dog (26, 51) of Puppet Hill, Healer Nore (26, 37) of the Healer of Ilium, Hilda (9, 35) of Hilda's House, Will (20, 49) of Hermit's House, Evil Puppet King (27, 24) of Puppet King's Chamber

Location: The Healer (27, 254) of Ilium, Hilda's House (17, 154) of Redhood, Hermit's House (30, 38) of Smiling Forest

Quest Rewards: Silver Shield x 1, 1200 points of fame

- Blackie the cat, toast the dog, flash the cock and Willy the bull were abandoned by their masters in Puppet Hill. They all injured so toast the dog asks you to take the medicine from Healer Nore (26, 37) of the Healer of Ilium.
- Talk to Healer Nore of the Healer of Ilium, he tells you the medicine for animals is totally different from people. You have to go ask Hilda, an erudite pharmacist in Redhood to know the information of the medicine for animals.
- Ask Hilda (9, 35) of Hilda's House in Redhood about the way to make the medicine for animals. She will ask you to collect ten peppermints for make the medicine for animals.
- Give all the materials you collected to Hilda. Then, Hilda instructs you to wait for one day for her to make the medicine for animals.
- After a day, bring the medicine to toast the dog. It also asks you to chase all the evil puppets away from the northern cave in Puppet Hill. Toast the dog would likes to make the cave become a new home for all the stray animals.
- Answered the request from toast the dog. You have to find Will in Smiling Forest to help you to break the circle of protection around the cave.
- Find Will (20, 49) of Hermit's House in Smiling Forest. The condition for his assistance is to get the Magic Crab Shell from Wood Crab in Rosen Lake.
- Defeat Wood Crab in Rosen Lake to get the item Magic Crab Shell in random.
- Bring the Magic Crab Shell to Will and then he will keep the promise to give you a Scroll of Dispel to break the circle of protection around the cave.
- After you take the Scroll of Dispel and talk to toast the dog, you will be sent to the entrance of the cave in north. Use the Scroll of Dispel to break the circle of protection around the cave.
- Walk into the deep of the cave and defeat Evil Puppet King. Report to toast the dog to complete the quest.

Notice: You can enter to northern cave of Puppet Hill freely as you finished the quest.

So Far From Home

Quest requirement: Level 27

Related NPC: Freddy (8, 228) of Goldberg Suburbia, Coya (13, 45) of Coya's House, Halburg (80, 18) of Puppet Hill, Yuri the Bandit (10, 32) of The Bandit's House, Vira (9, 22) of The Bandit's House

Location: Coya's House (46, 61) of Ilium, The Bandit's House (16, 222) of Genie Desert

Quest Rewards: Capsule Level 2 x 1, 500 points of fame

- Freddy (8, 228) of Goldberg Suburbia tells you his wife Vira was left his house because of a quarrel. However, his son Calvin was also sick so that he can't go far away from home. Freddy asks you to find his wife Vira and convince her to come home.
- Promise Freddy to find Vira. He will ask you to go to Coya's House.
- Talk to Coya in Coya's House in Ilium. She tells you that Vira went to Puppet Hill last night. You can go to Puppet Hill to find her.
- Meet Halburg (80, 18) of Puppet Hill and ask him about Vira. After talked to him, you will know Vira who has red hair and wears blue clothes was caught by Yuri the Bandit and his subordinates.
- Find Vira and Yuri the Bandit (10, 32) of The Bandit's House in Genie Dessert. The battle with Yuri will be started after you talk to him.
- Defeat Yuri and his subordinates and then talk to Vira. Report to Freddy and to complete the quest.

The Brothers

Quest requirement: 30 points of fame

Related NPC: Guard Dederá (43, 37) of Ilium, Guard Kairade (40, 292) of Ilium

Quest Rewards: 500 coins, 20 points of fame

- Guard Dederá (43, 37) of Ilium didn't see his brother Guard Kairade for many days. He asks you to find his brother and to see if he is good or not.
- Find Guard Kairade (40, 292) in South area of Ilium and to convey the regards of his brother Dederá. Kairade reports to you that he is good and he also wants to you send the message to Dederá.
- Report to Dederá to complete the quest.

Lovers

Quest requirement: None

Related NPC: Randa (8, 55) of the Tavern

Location: Tavern (47, 254) of Ilium

Quest Rewards: 1000 experience, 20 points of fame

- Randa (8, 55) of the Tavern wants to weave a sweater to the boy she loves as birthday present. However, she still lacks three sheep's' wool to weave the sweater.
- Bring three sheep's wool to Randa to complete the quest.

Mulin's Request

Quest requirement:

1) Dwarf only

2) Quest No. 6 "More Digging" completed

Related NPC: Luke (9, 29) of Town Center, Kaitra (14, 47) of the Healer of Ilium

Location: Town Center (37, 185) of Ilium, the Healer (27, 254) of Ilium

Quest Rewards: 500 experiences, lesser healing potion x 5

- Luke (9, 29) of Town Center asks you to bring an important box to his grand-daughter who works in Town Center.
- Bring the important box to Kaitra (14, 47) of the Healer of Ilium to finish the quest.

The Apology

Quest requirement:

- 1) Dwarf only
- 2) Quest No. 6 "More Digging" completed

Related NPC: Erwin (9, 42) of Town Center, Becona (13, 48) of Becona's House

Location: Town Center (37, 185) of Ilium, Becona's House (24, 105) of Ilium

Quest Rewards: Small Round Helm x 1

- Erwin (9, 42) of Town Center tells you that his girlfriend was angry about he forgets her birthday. Erwin requests you to see if Becona is still angry or not.
- Talk to Becona (13, 48) of Becona's House and tell her the reason of your visiting. Becona tells you actually she is not so angry now, but she also hopes Erwin can come to apology to her in person.
- Report to Erwin to complete the quest.

Magic Gem

Quest requirement: None

Related NPC: Kendia (11, 46) of Kendia's House, Liom (9, 28) of the Jeweler

Location: Kendia's House (58, 193) of Ilium, The Jeweler (21, 217) of Ilium

Quest Rewards: 500 experiences, 50points of fame

- You meet Kendia (11, 46) who seems get trouble of Kendia's House. He tells you that he ordered a magic gem from Liom, the owner of the Jeweler in Ilium. He doesn't have time to take the magic gem so he hopes you can do him a favor to bring the magic gem to him.
- Talk to Liom (9, 28) of the Jeweler and then he promise you the magic gem will be sent to Kendia's House directly as it was perfectly ground.
- Report to Kendia to complete the quest.

Missing Writer

Quest requirement:

1. Level 16
2. 3000 points of fame

Related NPC: Jeeb (52, 186) of Ilium, Beham (14, 48) of the Tavern of Ilium, Yoo (44, 328) of Bluebird, Greson (16, 37) of the Tavern of Rainbow City

Location: The Tavern of Ilium (47, 252), The Tavern of Rainbow City (171, 344)

Quest Rewards:

- 1) Go find both Beham and Yoo → Get 200 points of fame and a bottle of Sweet Kiss.
- 2) Do not find Beham or Yoo → Get 120 points of fame and a bottle of Summer Breeze.

- You can get the hint of this quest by talk to Guard Dederera of Ilium and Ruca. However, you also can take the quest by talk to Jeeb (52, 186) of Ilium directly.
- First, Jeeb requests you to ask Beham (14, 48) of the Tavern of Ilium about the track of teacher Greson.
- Secondly, talk to Beham and then he will ask you to find Boiled Bass to exchange for the tack of Greson.
- Give the Boiled Bass to Beham. He will tell you to ask Yoo (44, 328) of Bluebird. After you talked to Yoo, you will know the track of teacher Greson.
- Now you can chose to find teacher Greson (16, 37) of the Tavern of Rainbow City directly. However, the reward of the quest will be different if you didn't follow the complete steps.
- Talk to Greson and ask him the reason of his disappears. Report to Jeeb to finish the quest.

Insomnolence Nore

Quest requirement:

- 1) Level 23
- 2) 5000 points of fame

Related NPC: Maur (21, 28) of Border Barracks, Healer Nore (26, 37) of the Healer

Location: The Healer (27, 254) of the Healer

Quest Rewards: Capsule Level 2 x 1, 100 points of fame

- Maur (21, 28) of Border Barracks dozes off recently while he is on guarding. He asks you to find doctor Nore to know if there is any cure for his catnap.
- Talk to Healer Nore (26, 37) of The Healer and tell him the situation of Maur. Then, Nore will ask you to collect materials for make the cure. The materials are peppermint, honey, and the forgotten plant.
- Defeat beasts in Sleeping Lake to get forgotten plant and bring it to Healer Nore. Talk to Nore later and get the pill.
- Now Healer Nore will still ask you to collect 7 life herbs to make the pill works.
- Give the sleeping pill and seven life herbs to Maur to complete the quest.

The Limited Edition

Quest requirement: Quest No. 116 "Missing Writer" completed

Related NPC: Xiaoco (36, 253) of Ilium, Abdula (7, 335) of Valley of Fear, Jeeb (52, 186) of Ilium, Greson (16, 37) of the Tavern of Rainbow City

Location: The Tavern of Rainbow City (171, 344) of Rainbow City

Quest Rewards: Perfect Opal x 1, 50 points of fame

- Xiaoco (36, 253) of Ilium would like to read Fairy Tales. However, her grandfather has gone, so you can choose to find her grandfather Abdula first or the editor Jeeb instead.
- No matter you talk to Abdula or Jeeb first, both of them will tell you the publication of Fairy Tales has long ceased. Besides, you can get the manuscript of Fairy Tales by exchanging the ink of rose or three bottles of red wines to Greson (16, 37) of the Tavern of Rainbow City.
- Bring the ink of rose or three bottles of red wines to Greson. He will give you the manuscript of Fairy Tales to you after seven days.
- Go back to find Greson after seven days. You can get the manuscript after a small quiz. Report the Abdula or Jeeb to get 50 points of fame and give the manuscript to Xiaoco to get a perfect Opal.

Denni Needs a Pet

Quest requirement:

1) Level 25

2) 10000 points of fame

Related NPC: Denni (10, 28) of Denni's House

Location: Denni's House (15, 90) of Ilium

Quest Rewards: Capsule Level 2 x 1, 800 points of fame

- Denni (10, 28) of Denni's House tells you she needs a pet to accompany with her. You have to catch the beast which she assigned.
- You can choose to buy or catch the beast. However, you have to bring the sealed beast to her.

Veggie

Thach's Request

Quest requirement: Level 20

Related NPC: Eugene (33, 118) of Veggie, Mick (34, 120) of Veggie, Archy (33, 121) of Veggie, (8, 31), Professor of Veggie (8, 31) of The Professor's House, Thach (12, 30) of Thach's House

Locations: The Professor's House (23, 36) of Veggie, Thach's House (14, 162) of Veggie

Quest Rewards: 1000 points of reputation

- Repeat talk to Eugene (33, 118), Mick (34, 120), and Archy (33, 121) of Veggie. You will hear that something happened to Mr. Hoho recently. People gathered are wondering if Professor, the best friend of Mr. Hoho, has already known this or not.
- Come to the Professor's House (23, 36) to find the Professor (8, 31). Ask the Professor about Mr. Hoho, the Professor will tell you Thach is Mr. Hoho. Thach is disconsolate at something happened to him recently. If you want to know more, just go straight to ask Thach.
- Find Thach (12, 30) of Thach's House and tell him how residents worried about him. Then Thach begins to say that someone discovered the tracks of the legendary flying horse in the woods of the Secret Plain. For such a horse dealer like him, he extremely wants to see the legendary flying horse with his own eyes. However, monsters in the woods were too strong so that he almost died. Thach hopes you can find the flying horse and bring a proof to demonstrate the existence of flying horse for him.
- Walk through the North of village and enter to the Secret Plain. Search the legendary flying horse in the North of Secret Plain. Defeat the flying horse and you will get the shoes of flying horse.
- Bring the shoes of flying horse back to Thach and tell him what you saw in the Secret Plain. For you proved the existence of flying horse, you will be rewarded for 1000 points of reputation.

Saving Miss Veggie

Quest requirement: 3000 points of reputation

Related NPC: Croix's wife (14, 37) of Croix's House, Croix (13, 37) of Croix's House, Mika (31, 52) of The Secret Plain, Tanrana (10, 36) of Tanra na Maze

Locations: Croix's House (34, 34) of Veggie, A Mysterious House (36, 56) of The Secret Plain

Quest Rewards: 1000 points of reputation

- You found Croix's wife (14, 37) of Croix's House is sad over something. If you want to know what's happened, she will tell you to ask her husband Croix (13, 37).
- Talk to Croix (13, 37) then he begins to tell you the story about the girl Veggie. Before 20 years ago, couple Croix ate the lettuces plant by the witch for greed. Unfortunately, the witch has found them and took their only daughter Veggie away. Couple Croix ask you to find their lovely daughter Veggie.
- After you promised the request of Croix, he will tell you their daughter Veggie is now imprisoning in a house of the Secret Plain by the witch.
- Come to the Secret Plain, you will meet Mika (31, 52). Mika tells you there is a wicked witch lives in a dilapidated house. Mike also heard that the wicked witch has caught a little girl. Probably the girl is Veggie.
- Walk into a Mysterious House (36, 56) and enter to Tanrana Maze by the teleport point. You will meet Tanrana (10, 36) inside the Tanrana Maze. Ask Tanrana about the girl Veggie. She will tell you she has already sent Veggie away for a long time.
- Go back to tell couple Croix what you have heard from witch Tanrana and let them know Veggie is not imprisoning by witch Tanrana now. As soon as you complete the quest, couple Croix will reward you a Capsule level 3 and 200 points of reputation.

Donkey's Ears

Quest requirement: 1000 points of reputation

Related NPC: Zerd (13, 99) of Veggie, Kahn (22, 211) of Veggie, Mick (34, 120) of Veggie

Quest Rewards: 500 points of reputation

- Rumor has it that the richest peddler Zerd (13, 99) of the town has strange donkey ears. Zerd is annoying with his donkey ears. The only one person who has seen his ears is the barber Kahn (22, 211). Zerd requests you to ask if Kahn disclosed his secret or not.
- You find Kahn (22, 211) of Veggie and ask him about this. Kahn strongly clarified that he didn't let the cat out of the bag. Kahn wants you to ask the other residents in town to prove his innocence.
- Talk to Mick (34, 120) of Veggie and then he will tell you the wind has blown the secret of Zerd when he just rested on the grassland of The Secret Plain .
- Tell Zerd what you have heard from Mick. However, Zerd will request you to ask Kahn again because Kahn is the most suspicious person in town.
- Go back to ask Kahn again. Kahn said he didn't tell anyone about the secret of Zerd; all he has done is to dig a hole in The Secret Plain and shouted out the secret toward the hole. Kahn also tells you he will apologize to Zerd in person if Zerd is still confused about this.
- Tell Zerd what you have heard from Kahn, and then Zerd will be no more care about this secret.

Hen That Lays Golden Eggs

Quest requirement: None

Related NPC: Loch (47, 114) of Veggie, Mira (62, 148) of the Secret Plain

Quest Rewards: Golden egg for 1500 coins and 100 points of reputation

- Loch (47, 114) of Veggie tells you he has a secret hen that lays golden eggs. However, it didn't lay golden eggs for a long time. Loch hopes you can ask the witch Mira in Secret Plain about this.
- Find the witch Mira (62, 148) of the Secret Plain and ask her about the hen. Now the witch may be curious about who has told you about the golden egg. Tell her you just heard from Loch honestly. Then Mira will ask you to collect the materials to make the special brew. If all the materials were well-prepared, she will tell you the secret of the hen and the golden egg.
- Promise Mira to collect all the materials such as Unicorn's Horn, the Golden Lion's Whiskers, the Werewolf's Fang, and the Puppet's Nose.
- Defeat Unicorns at the Swan Lake to get Unicorn's Horn. Defeat Golden Lions in the Secret Plain to get the Golden Lion's Whiskers. Defeat Werewolves to get the Werewolf's Fang at Northern Grassland. Defeat Metal Puppet at the Candy Mountain to get the Puppet's Nose.
- Bring them to Mira as you collected all the materials. Finally, Mira tells you the secret to make the hen always lay golden eggs is the owner must keep his mind in content.
- Pass on the advice of Mira to Loch to complete the quest.

Veggie Murder Case

Quest requirement: 1000 points of reputation

Related NPC: Cansy (9, 30) of a House, Village head of Veggie (8, 24) of Village Head's Office, Mira (62, 148) of the Secret Plain, Mord (7, 215) of Veggie

Location: A House (18, 160) of Veggie, Village Head's Office (21, 215) of Veggie

Quest Rewards:

- 1) If you chose to forgive Mord → Get 500 coins and 100 points of reputation
 - 2) If you chose to tell the Village head of Veggie the truth → Get 1000 experiences and 200 points of reputation
-
- You find Cansy (9, 30) and a corpse lay in a House. After you inquire to Cansy, he tells you there is a horrible murder on the town. If you want to go to the bottom of the case, you can ask the Village head about this.
 - Ask the Village head of Veggie about the murder, he tells you the dead body was poisoned by seven steps herbs. The only one person who knows the way to plant seven step herbs is the witch Mira in Secret Plain. May be you can ask Mira about the murder.
 - Tell Mira (62, 148) of the Secret Plain about the murder. She tells you there is someone stolen several seven step herbs in the garden at one night. However, the thief has left his shoe accidentally. The suspect shoe is a male shoe, so the thief must be a man.
 - Get the shoe of the murderer from Mira and discuss the next step with Village head.
 - If you chose to let all the people in town try on the shoe one by one. Finally you will find Mord (7, 215) is the murderer. Now it comes two options for you, you can complete the quest by chose either of them.

The Peach

Quest requirement: Level 30

Related NPC: Sik (13, 37) of A House, Kawana (12, 17) of Western Grassland, Robber Ruan (44, 195) of Genie Dessert, Drunk Dragon (75, 218) of Genie Dessert

Location: A House (46, 148) of Veggie

Quest Rewards: 30000 experiences, 1000 points of reputation,

- Talk to Sik (13, 37) of A House in Veggie. He will start to tell you a long story. His wife and he found a large peach in the river of Western Grassland. However, there may have a huge baby inside the peach. On the way they bring the peach to find the witch in Genie Dessert, the peach was robbed by the robber accidentally. His wife stands in front of the river day after day to wait for the peach show up again.
- You promise Sik to comfort his wife and talk to his wife Kawana (12, 17) of Western Grassland. Kawana requests you to get the peach back from the robber in Genie Dessert.
- Talk to Robber Ruan (44, 195) of Genie Dessert and tell him the purpose of your visiting. However, he tells you the only way to get the peach back is to defeat him.
- After you defeat Robber Ruan, he tells you actually he doesn't have the peach now. In fact, it was robbed by the Drunk Dragon which lives in the East area.
- You meet Drunk Dragon in East area. You are not allowed to enter to the Dragon Cavern unless you give him the Vintage Shaoxing and Fried Meat. You have to wait until he was fully satisfied and sleep then you can enter to the Dragon Cavern.
- The Dragon Cavern is a complicated maze. You can meet three Guard Dragons as you enter to the right teleport. Defeat three Guard Dragons and then talk to the Hungry Dragon inside the cave. Now you have to bring the vanilla ice cream from Water Owls in Dragon Cavern to Hungry Dragon so that he will allow you to pass.
- You will see a locked gate in Dragon Cavern B2. The only way to open the locked door is to defeat beasts in Dragon Cavern B2 and to get the key.
- You opened the gate and enter to Dragon Cavern B3. Defeat King Dragon to take the large peach back.
- Bring the large peach and report to Kawana in Western Grassland to end the quest.

Notice: The three Guard Dragons will relive again if you didn't defeat them in limited time. You must defeat them to so that you can talk to the Hungry Dragon.

3.2 Bosses Quests Mystery

3.2.1 Mystery Areas

Bosses Quest

Mobs with special skills we called Boss in FAIRYLAND. Let's make a brief introduce for Bosses and Title Boss in FAIRYLAND as below.

Title Boss

There are some Bosses for players to challenge repeatedly. As players defeat the Boss, they can get a special title in random.

Boss Title List

Boss	Title	Condition
Little Rat King	Rodentsbane	No
King Rat	Mousetrap	No
Super Slime	Snot Free	No
Blue Kitty	Meaner than Blue Kitty	No
White Kitty	Cat Lover	No
Sky Slug	X-terminator	No
Salongba Lion	"Dragonslayer	No
Marigold Elf	Flora's Bane	No
Heart Queen	Heartbreaker	Quest "The Royal Escape" must be completed
Captain Poker	Poker Master	Quest "The Royal Escape" must be completed

1) Rat Cavern Maze : Enter to the maze by a concave landform on the left side of Valley of Fear.

【 Little Rat King 】	Level	Location	Drop item
	25	Rat Cavern B2 (21,64) (14,106)	Healing potion
	Attribution	Feature	
	Random	Physical attack	Skill
	HP	Level restriction	Spell attack
	3600	No	
【 King Rat 】	Level	Location	Drop item
	36	Rat Cavern B3 (39,152)	Ore, jewel, and ring
	Attribution	Feature	
	Random	Physical attack	Skill
	HP	Level restriction	Spell attack
	4800	No	

3) Slime Maze : Enter to the maze by a concave landform on the back side of Temple of Earth in Northern Grassland.

【 Super Slime 】	Level	Location	Drop item
	30	Slime Maze 3(42,112)	Ore, jewel
	Attribution	Feature	
	Random	Physical attack	Skill
	HP	Level restriction	Spell attack
	4800	No	

4) Blue Kitty Maze : Enter to the maze by the concave landform in the west of Pineapple Hill. Use delicious pudding in front of the Bulletin Board at the end of the maze then teleport to Blue Kitty Island. Players defeat Blue Kitty once then they will meet ultimate powerful Blue Kitty in the second time.

【Blue Kitty】 (First challenge)	Level	Location	Drop item
	70	Blue Kitty Island (21,49)	Healing potions, ore, jewel, ring, necklace and the mirror to break the the circle of protection
	Attribution	Feature	
	Random	High defense and attack	Skill
	HP	Level restriction	Spell attack
	10000	Level 25	
【Blue Kitty】 (Challenge again)	Level	Location	Drop item
	70	Blue Kitty Island (21,49)	Healing Potion
	Attribution	Feature	
	Random	High defense and attack	Skill
	HP	Level restriction	Smashing Fist 60% Slashing Blade 30%
	10000	Level 25	

4) Palace Dungeon of Rainbow City : Investigate the big chest (190,547) of Rainbow City at daytime then you can get inside.

【White Kitty】	Level	Location	Drop item
	50	Palace Dungeon of Rainbow City (89,30)	Potions, ore, chest unable to open, Transformation Potion of White Kitty, and seal stone
	Attribution	Feature	
	Random	High defense and attack	Skill
	HP	Level restriction	Smashing Fist 60% Slashing Blade 10%
	6000	No	

- 5) Palace Dungeon of Bluebird : Investigate the big chest (113,342) of Bluebird at daytime then you can get inside.

【Skywalker slug】	Level	Location	Drop item
	50	Palace Dungeon of Bluebird (43,196)	Potions, ore, chest unable to open, legendary card book, and seal stone
	Attribution	Feature	
	Random	Super high physical defense	Skill
	HP	Level restriction	Spell attack
	6000	No	

- 6) Palace Dungeon of Goldburg : Investigate the big chest (73,310) of Goldburg at daytime then you can get inside.

【Salongba Lion】	Level	Location	Drop item
	50	Palace Dungeon of Goldburg (55,376)	Potions, ore, chest unable to open, legendary card book, and seal stone
	Attribution	Feature	
	Random	High physical attack	Skill
	HP	Level restriction	Fury 50% as the attack goes down Charge 75%
	6000	No	

- 7) Garden of Live Flowers : Use Chocolate Pie on Rabbit Playground (11, 386) and Northern Kitty Forest (62, 16) to get inside the garden.

【Marigold Elf】	Level	Location	Drop item
	70	Garden of Live Flowers (51,344)	Badge of Golden Daisy, seal stone, magical chest, and Golden Daisy Doll
	Attribution	Feature	
	Fire	High attack	Skill
	HP	Level restriction	Spell attack
	95000	No	

8) Palace of Hearts : Quest “The Royal Escape” must be completed. Then talk to Diamond 2 (32, 168) of Garden of Cards in Server 3 to teleport to Palace of Hearts.

【Heart Queen】	Level	Location	Drop item
	90	Palace of Hearts (32,38)	
	Attribution	Feature	
	Random	High defense and attack	Skill
	HP	Level restriction	Wrath of the Land, Flame Hail, Miracle, and Spiritual Lance
	100000	No	

9) Barracks : As you defeat Heart Queen and then you will be teleport to Barracks.

【Poker Guard Captain】	Level	Location	Drop item
	95	Barracks (6,16)	Capsule, Attribute Tuner, seed of Gold and Diamond, Life Doll, MagicDoll
	Attribution	Feature	
	Random	High defense and attack	Skill
	HP	Level restriction	Spiritual Lance, Pine GroveX, Ice Dragon, Vulcan, Rock Demon
	120000	No	

Quest Bosses

1) Old Lion: For the quest “Clever Werewolf.”

【Old Lion】	Level	Location	Drop item
	20	Slime Maze1 (8,35)	The beard of the old lion (quest item)
	Attribution	Feature	
	Light	Normal	Skill
	HP	Level restriction	Light spell attack 100%
	1200	No	

2) Evil Puppet King : For the quest “Animal’s Home.” You will see t he Evil Puppet King as you broke the circle of protection and entered to the Puppet King’s Chamber.

	Level	Location	Drop item
【Evil Puppet King】	30	Puppet King’s Chamber (27,24)	No
	Attribution	Feature	
	Random	Super high physical defense	Skill
	HP	Level restriction	Spell attack
	2400	No	

3) Frog Soul : You have to complete the quest “Bamboo Shoot” and then take the quest “The Treasure Chest” so you will meet Frog Soul in the Mysterious Cave.

	Level	Location	Drop item
【Frog Soul】	35	Mysterious Cave (69,274)	Key of frog (quest item)
	Attribution	Feature	
	Random	Low accuracy but high damage	Skill
	HP	Level restriction	Spell attack
	1800	No	

4) Gold Spirit Attendant, Silver Evil Subordinate, and Silver Evil Chieftain : For the quest “The Curse”.

【Silver Evil Subordinate】	Level	Location	Drop item
	35	Rat Cavern B1(9,70)	No
	Attribution	Feature	
	Random	Normal	Skill
	HP	Level restriction	Smashing Fist, Slashing Blade, Charge 100%
	3500	No	
【Gold Spirit Attendant】	Level	Location	Drop item
	37	Slime Maze1 (41,142)	No
	Attribution	Feature	
	Random	Normal	Skill
	HP	Level restriction	Smashing Fist, Slashing Blade, Charge 100%
	3700	No	

【Silver Evil Chieftain】	Level	Location	Drop item
	60	Rat Cavern B1(7,68)	No
	Attribution	Feature	
	Dark	High magic skill, magic attack is invalid	Skill
	HP	Level restriction	Dark Spell attack 100%
	8000	No	

5) Evil Vulture King : For the quest “Amy and Roy”.

【Evil Vulture King】	Level	Location	Drop item
	40	Western Grassland (28,88)	No
	Attribution	Feature	
	Dark	High physical defense	Skill
	HP	Level restriction	Dark Spell attack 50%
	3000	No	

6) Rock Monster : For the quest “Sleeping Sophia”.

【Rock Monster】	Level	Location	Drop item
	40	Underground Maze (47,204)	No
	Attribution	Feature	
	Random	High physical defense	Skill
	HP	Level restriction	No
	471	Level 20	

7) Wolf Leader : For the quest “Lambs in Distress”.

【Wolf Leader】	Level	Location	Drop item
	42	Big Bad Wolf's Lair (11,124)	No
	Attribution	Feature	
	Dark	High physical attack	Skill
	HP	Level restriction	Dark spell attack
	2400	No	

8) Big Bad Boss Octopus Demon : Take the quest “Sea Demon” then you have to go to Bath Catacombs B1 to meet the Boss in random.

【Octopus Demon】	Level	Location	Drop item
	45	Bath Catacombs B1	No
	Attribution	Feature	
	Random	High attack	Skill
	HP	Level restriction	Spell attack
	6000	No	
【Octopus Demon】 (Transformer)	Level	Location	Drop item
	50	Bath Catacombs B1	No
	Attribution	Feature	
	Random	High attack	Skill
	HP	Level restriction	Spell attack
	7000	No	

9) Blackie, Snowie, and Holy Beast Idreus : For the serial quest of “Mysterious Room”. You have to defeat Blackie and Snowie first. Then , to defeat Holy Beast Idreus for the quest “Treasures of Goddess Shiria”.

【Blackie】	Level	Location	Drop item
	50	Mysterious Room (20,24)	No
	Attribution	Feature	
	Dark	High magical attack. Magical attack is invalid	Skill
	HP	Level restriction	Dark element of spell attack 100%
	5000	No	
【Whitey】	Level	Location	Drop item
	50	Mysterious Room (20,24)	No
	Attribution	Feature	
	Light	High magical attack. Magical attack is invalid	Skill
	HP	Level restriction	Light element of spell attack 100%
	4500	No	
【Holy Beast Idreus】	Level	Location	Drop item
	70	Goddess' Treasury (20,22)	Healing potions
	Attribution	Feature	
	Random	High magical and physical attack. Magical attack is invalid	Skill
	HP	Level restriction	Spell attack 50%
	15000	No	

10) Guard Dragon and King Dragon : Take the quest “The Peach” to defeat three Guard Dragons and King Dragon.

【 Guard Dragon 】	Level	Location	Drop item
	60	Dragon Cavern B1(20,58)	No
	Attribution	Feature	
	Random	High attack	Skill
	HP	Level restriction	Fury 50% as the attack
	12000	No	less down
【 Guard Dragon 】	Level	Location	Drop item
	60	Dragon Cavern B1(21,58)	No
	Attribution	Feature	
	Random	High defense	Skill
	HP	Level restriction	Greater Healing Force
	16000	No	50% as HP < 3000
【 Guard Dragon 】	Level	Location	Drop item
	60	Dragon Cavern B1(22,58)	No
	Attribution	Feature	
	Random	High attack , be aware of being hit to faint	Skill
	HP	Level restriction	Charge 50%
	9000	No	
【 King Dragon 】	Level	Location	Drop item
	70	Dragon CavernB3(23,46)	No
	Attribution	Feature	
	Random	High physical attack and defense	Skill
	HP	Level restriction	Greater Healing Force
	18000	No	50% as HP < 3000, Fury 50% as attack less down, and Charge 75%

11) The guy : Take the quest Pandora's Box then meet The guy in the last floor of the Nameless Maze.

【The guy】	Level	Location	Drop item
	70	Nameless Maze (9,24)	No
	Attribution	Feature	
	Dark	High magical attack. Magical attack is invalid	Skill
	HP	Level restriction	Dark element spell attack
	15000	No	100%

12) Evil Spirit : Take the quest of Mysterious Girl to defeat the Evil Spirit.

【Evil Spirit】	Level	Location	Drop item
	70	Dark Cave (9,24)	Two piece of strange clothes(quest item)
	Attribution	Feature	
	Dark	High physical and magical attack	Skill
	HP	Level restriction	Dark element spell attack
	10000	No	50%

13) Kinesso : For the quest "Lieutenant of the Golden God".

【Kinesso】	Level	Location	Drop item
	60	Slime Maze 3 (40,109)	Golden ball
	Attribution	Feature	
	Metal	King of Slime with high dodge	Skill
	HP	Level restriction	Recovery
	15000	No	

14) A Duchess and Arrogant chef : For the quest “The Duchess”.

【Arrogant chef】	Level	Location	Drop item
	50	House of the White Rabbit	No
	Attribution	Feature	
	Fire	High attack and HP	Skill
	HP	Level restriction	Smashing Fist
	105000	No	
【A Duchess】	Level	Location	Drop item
	70	House of the White Rabbit (14,70)	No
	Attribution	Feature	
	Random	High attack	Skill
	HP	Level restriction	Spell stack
	15000	No	

15) Prince Mahjong and Heart Queen : For the quest “The Royal Escape ”. As you came into the Palace of Hearts and asked Heart Queen to release Alice, you will be attacked by Prince Mahjong and Hearts Queen.

【Prince Mahjong】	Level	Location	Drop item
	65	Palace of Hearts (33,40)	No
	Attribution	Feature	
	Random	Equally attack and defense ability	Skill
	HP	Level restriction	Spell attack
	8000	No	
【Heart Queen】	Level	Location	Drop item
	70	Palace of Hearts (32,38)	No
	Attribution	Feature	
	Random	High attack and defense	Skill
	HP	Level restriction	Spell attack
	15000	No	

16) Thieves' Head : Challenge Thieves' Head in Chieftain Room.

【Thieves' Head】	Level	Location	Drop item
	50	Chieftain Room (37,106) of Thief Lair B2	No
	Attribution	Feature	
	Random	High attack	Skill
	HP	Level restriction	Spell attack, Pine GroveX, Revive, and all kinds of Blade Skill
	12500	No	

17) Genie Spirit : For the quest “Aladdin and Little Princess Sheba”.

【Genie Spirit】	Level	Location	Drop item
	55	Secret Tomb B3 (40,152)	No
	Attribution	Feature	
	Random	High physical defense but low magical defense	Skill
	HP	Level restriction	FistBust, Rocky Spike, Holy Blast, and Blood Boil
	8450	No	

18) Sinbad : Talk to Sinbad as you collected beast dolls of the queen, princess, and little prince to start the battle.

【Sinbad】	Level	Location	Drop item
	75	Zharpie Island (68,50)	No
	Attribution	Feature	
	Random	High physical defense but low magical defense	Skill
	HP	Level restriction	Charge, Triple Combo, Flying Sword, Flying Sword, Pine GroveX, Spiritual Lance, Ice Dragon, Wrath of the Land, and Holy Light
	45500	No	

19) Fake King : Defeat Sinbad who was controlled by evil witch then you will meet the Fake King in Zharpie Island.

	Level	Location	Drop item
【Fake King】	82	Zharpie Island	No
	Attribution	Feature	
	Random	High magical defense but low physical defense	Skill
	HP	Level restriction	Spell attack
	76500	No	

20) Goalg : Defeat the Fake King in Sinbad's quest then you will be teleport to Evil Dark Space.

	Level	Location	Drop item
【Galg】	90	Evil Dark Space (24,21)	No
	Attribution	Feature	
	Random	High physical defense but low magical defense	Skill
	HP	Level restriction	Rush, Morale, Fury, Advanced spell attack
	115500	No	

3.3 Divine Quests

Temple Quest

Temple quest is set for the players to gain more faith point of their Temple. Players can complete the quest for several times.

NPC responsible for Temple Quest :

Attribute	NPC	Coordinates
Metal	Metal Sage	12,19
Wood	Wood Sage	27,29
Water	Water Sage	27,28
Fire	Fire Sage	26,25
Earth	Earth Sage	27,32
Light	Light Sage	26,36
Dark	Dark Sage	20,26

Way to start the quest:

First, players must talk to the Sage of the Temple. Second, choose the option to take the quest, and then the Sage will give you a scroll to show your quest. The difficulty and the content of your quest are according to your character's level.

However, some temple quest have time limit. The quest will be failed if players didn't complete the quest on time. Items relative to the quest will also disappear as you failed the quest.

Quest Types:

1. Delivery quest: To bring a letter to the specific destination within the time limit.
2. Battle quest: To defeat specific amount of beasts within the time limit.
3. Specific area: To defeat 10 beasts in a specific area within the time limit. You can defeat any species of the beast in that area.
4. Collection quest: To collect the items from specific beasts.
5. Fame quest: To raise your points of fame within the time limit.
6. Experience quest: To raise your experiences with the time limit.

Level	Delivery	Battle	Collection	Specific area	Fame	Experiences
1~5	Wood, Earth	Mud Slime, Wood Rat, Water Spider, Red Beetle, Slug	same as left field	Gion, Greenville	30 points	1500 points
6~10	Same as above	Golden Hamster, Dark Beetle, Yellow Butterfly, Golden Spider, Tree Snake, Flame Sheep, Light Mouse, Black Bull, Earth Lion, Werewolf, Night Monkey, Woodhog, Fire Slug, Angel Butterfly	same as left field	Northern Grassland, Smiling Forest, Valley of Fear	50 points	2250 points
11~15	Wood, Earth, Light, Fire, Water	Earth Poli, Leaf Butterfly, Puppet, Water Beetle, Fire Slime, Fire Rat, Mud Eagle, Earth Slug, Dread Ram, Fire Crab, Light Spider, Cash Hog, Black Snake, Woodie, Wooden Poli, Water Monkey, Red Puppet	same as left field	Southern Grassland, Pea Lake, Puppet Hill	70 points	3000 points
16~20	Same as above	Earth Goat, Gopher, Treefrog, Water Slug, Light Beetle, Metal Slime, Evil Vulture, Black Bear, Yellow Bull, Rock Monster, Wood	same as left field	Western Grassland, Rosen Lake, Dwarf Hill	90 points	3750 points

		Crab, Frog, Sheep, Golden Poli, Golden Butterfly, Metal Phantom, Evil Slime, Night Eagle				
21~25	Wood, Earth, Fire, Water, Light, Dark, Metal	Earth Spider, Wood Beetle, Water Rat, Fire Bear, Light Slime, Warfrog, Light Snake, Golden Sheep, Black Lizard, Evil Tiger, Wood Eagle, Slime, Flaming Pegasus, Light Hedgehog, Golden Lion, Black Widow, Evil Frog	same as left field	The Secret Plain, Snow White Forest, Genie Desert	110 points	4500 points
26~30	Same as above	Phantom, Water Skeleton, Fire Monkey, Golden Rock, Fire Spider, Wood Lizard, Water Serpent, Cheering Poli, Golden Crawler	same as left field	Sleepy Lake, Snow White Forest, Goldburg Lake	130 points	5250 points
31~35	Same as above	Bear, Floating Stone, Vulture, Blood Skeleton, Light Wolf, Pegasus, Golden Frog, Golden Cloud, The Haunt, Black Butterfly, Earth Skeleton, Ice Hedgehog, Fire	same as left field	Sleepy Town, Swan Lake, Crystal Mountain	150 points	6000 points

		Ghost, Light Puppet, Unicorn, Mining Lizard, Dark Halddragon, Nightmare				
36~40	Same as above	Earth Wolf, Fire Aibo, Gem Crawler, Golden Monkey, Poison Skeleton, Draconian, Pie Aibo, Flame Wolf, White Snowman, Metal Puppet, Black Kong	same as left field	Pineapple Hill, Candy Mountain, Moonglow	170 points	6750 points
41~45	Same as above	Earth Wolf, Fire Aibo, Gem Crawler, Golden Monkey, Poison Skeleton, Draconian, Pie Aibo, Flame Wolf, White Snowman, Metal Puppet, Black Kong	same as left field	Pineapple Hill, Candy Mountain, Moonglow	190 points	7500 points
46~50	Same as above	Earth Wolf, Fire Aibo, Gem Crawler, Golden Monkey, Poison Skeleton, Draconian, Pie Aibo, Flame Wolf, White Snowman, Metal Puppet, Black Kong	same as left field	Pineapple Hill, Candy Mountain, Moonglow	210 points	8250 points

Faith Points Calculation

Delivery quest

Temple of destination	Faith Points Calculation
Wood, Earth	30+lv+luk
Fire, Water, Light	50+lv+luk
Metal, Dark	70+lv+luk

Battle, specific area, and experience quest

Player's level	Faith Points Calculation
1~5	50+lv+luk
6~10	60+lv+luk
11~15	70+lv+luk
16~20	80+lv+luk
21~25	90+lv+luk
26~30	100+lv+luk
31~35	110+lv+luk
36~40	120+lv+luk
41~45	130+lv+luk
46~50	140+lv+luk

Collection and fame quest

Player's level	Faith Points Calculation
1~5	90+lv+luk
6~10	100+lv+luk
11~15	110+lv+luk
16~20	120+lv+luk
21~25	130+lv+luk
26~30	140+lv+luk
31~35	150+lv+luk
36~40	160+lv+luk
41~45	170+lv+luk
46~50	180+lv+luk

3.4 Class Skill Quests

3.4.1 Advanced Class Quests: Blade Master

1) Skill name: AirBlade

Quest restriction:

1. For advanced class occupation "Blade Master".
2. For the player who's level reaches to 65.
3. Each game character can complete the quest for once.

2) Skill name: Phoenix

Quest restriction:

1. For advanced class occupation "Blade Master".
2. For the player who has already learned the skill Air Blade.
3. For the player who's level reaches to 65.
4. Each game character can complete the quest for once.

Related NPC:

Ciberlos (7, 34) of Soldiers Guild

Willson (26, 61) of Guru Island

Location: Soldiers Guild (47, 257) of Goldberg

Quest steps:

1. Learn the skill "Air Blade" from c (7, 34) of Soldiers Guild. He will teach the skill for the player whose level ≥ 65 directly.
2. For the player whose level ≥ 70 ; Ciberlos may ask you to raise your attribution of dexterity.
3. As you raised your attribution of dexterity as Ciberlos requests, he may ask you to defeat his apprentice Willson to learn the skill.
4. Find Willson (26, 61) of Guru Island and defeat him one by one. Then Willson will give up to be the apprentice of Ciberlos.
5. Report to Ciberlos that you have defeat Willson in the battle.
6. Ciberlos tells you the skill Phoenix is based on the model of the wings of phoenix. You have to go back to Guru Island and learn the skill from Wood Phoenix. To prove that you have already learned the skill and fight with Wood Phoenix, you have to bring 10 Phoenix Feather to Ciberlos.
7. You can collect 10 Phoenix Feather by defeat Wood Phoenix in the battle. Or, you can also collect 5 Phoenix Feather and then purchase the other Phoenix Feather from Willson at the price 3000 coins for 1 Phoenix Feather.
8. Bring all the Phoenix Feather that Ciberlos requested to him then he will teach you the skill "Phoenix".

3.4.2 Advanced Class Quests: Sword Sage

1) Skill name: Air Sword

Quest restriction:

1. For advanced class occupation "Sword Sage".
2. For the player who's level reaches to 65.
3. Each game character can complete the quest for once.

2) Skill name: Draco

Quest restriction:

1. For advanced class occupation "Sword Sage".
2. For the player who has already learned the skill "Air Sword".
3. For the player who's level reaches to 70.
4. Each game character can complete the quest for once.

Related NPC:

Ticklesy (6, 50) of Soldiers Guild

Pania (40, 128) of Coconut Island

Little Penn (41, 128) of Coconut Island

Location:

Soldiers Guild (47, 257) of Goldberg

Quest steps:

1. You can learn the skill Air Sword from Ticklesy (6, 50) of Soldiers Guild. For the player whose level ≥ 65 , you can learn the skill Air Swrd from Ciberlos.
2. For the player whose level ≥ 70 , you can challenge Ticklesy for three battles. As you win for 2 battles, you will be qualified to learn the skill "Draco".
3. As you defeat Ticklesy, he may ask you to find a Obsidian Sword so that he can start to teach you the skill.
4. Bring the Obsidian Sword to Ticklesy. He will request you to take the final test. You have to find Pania and Little Penn who went to Coconut Island for kill dragons there.
5. Find Pania (40, 128) and Little Penn (41, 128) who was so frightened by the dragon to lose his gall in Coconut Island. Little Penn tells you the way to cure Pania is to defeat the dragon and get dragon's gell.
6. Defeat Karla Dragon in Coconut Island to get dragon's gall. Bring the dragon's gall to Pania.
7. As Pania swallowed the dragon's gall, he finds there is a dragon stone in his stomach. Pania asks you to bring the dragon stone to Ticklesy.
8. Report to Ticklesy and then he will tell you actualy the dragon stone is called dragon ball. Dragon ball is the essence of dragon. You can swallow the dragon ball then learn the skill ""Draco.

3.4.3 Advanced Class Quests : Berserker

1) Skill name: AxeFlash

Quest restriction:

1. For advanced class occupation "Berserker".
2. For the player who's level reaches to 65.
3. Each game character can complete the quest for once.

2) Skill name: Haymaker

Quest restriction:

1. For advanced class occupation "Berserker".
2. For the player who has already learned the skill "AxeFlash".
3. For the player who's level reaches to 65.
4. Each game character can complete the quest for once.

Related NPC:

Antiloack (17, 33) of Soldiers Guild
Themistocles (76, 335) of Goldburg
Beyales (15, 159) of Port Pebbles
Robin (68, 118) of Swan Lake
Derel (7, 158) of Veggie
Willis (10, 53) of A House

Location:

Soldiers Guild (47, 257) of Goldburg
A House (102, 128) of Goldburg

Quest Steps:

1. You can learn the skill "AxeFlash" from Antiloack (17, 33) of Soldiers Guild. For the player whose level ≥ 65 , you can learn the skill AxeFlash from Ciberlos.
2. For the player whose level ≥ 70 , Antiloack may request you to ask Themistocles in Goldburg about a burglary.
3. Talk to Themistocles (76, 335) of Goldburg, and then he tells you Beyales, Robin, and Derel are all suspicious for the burglary. However, there is no evidence so that Themistocles can't report his speculation to Antiloack.
4. You have to talk to Beyales (15, 159) of Port Pebbles, Robin (68, 118) of Swan Lake, and Derel (7, 158) of Veggie separately. Then tell Themistocles what you have heard from Beyales, Robin, and Derel. Some of them told you they went to Valley of Fear on that day so both of them could not be the suspect.
5. There are two suspects remained now. Themistocles asks you to investigate from the two suspects.
6. Talk to the two suspects. They tell you they just chatted with the Display Rack Dealer of Goldburg on that day. One said the cover of the lost -book is red. The other said probably the cover is blue.
7. Report to Themistocles the response of the two suspects. Themistocles tells you he didn't let anyone read the treasure book. Only the thief knows the color of the book.

8. Now you have to defeat the thief. The thief will tell you the book he has already sold to Willis in Goldberg.
9. Find Willis (10, 53) of A House and ask him to return the book. Willis will request you to find the goo of Light Slug in Poppy Maze B2.
10. Defeat Light Slug to get the goo and bring it to Willis. Willis drops the goo into the secret book and found the book is just a diary .
11. Ask Antiloack about the diary. He will tell you actually there is no secret book. He lied to you because he wants to find his diary back. Finally, Antiloack still teaches you the skill Haymaker as he promised to you.

3.4.4 Advanced Class Quests: Kungfu Master

1) Skill name: FistWave

Quest restriction:

1. For advanced class occupation "Kungfu Master".
2. For the player who's level reaches to 63.
3. Each game character can complete the quest for once.

2) Skill name: Qi Heal

Quest restriction:

- 1 For advanced class occupation "Kungfu Master".
2. For the player who's level reaches to 65.
3. For the player who has already learned the skill "FistWave".
4. Each game character can complete the quest for once.

3) Skill name: Qi Fist

Quest restriction:

- 1 For advanced class occupation "Kungfu Master".
2. For the player who's level reaches to 68.
3. For the player who has already learned the skill "Qi Heal".
4. Each game character can complete the quest for once.

Related NPC:

Alex (22, 35) of The Journeyman Guild

Yaki (37, 124) of Swan Lake

Laviz (81, 145) of Swan Lake

Edlyn (7, 58) of Swan Lake

Doyale (8, 56) of Swan Lake

Fred (90, 583) of Bluebird

Location:

The Journeyman Guild (242, 573) of Rainbow City

Quest Steps:

1. Learn the skill "Fist Wave" from Alex (22, 35) of The Journeyman Guild. For the player whose level ≥ 63 , you can learn the skill "Fist Wave" from Ciberlos.
2. Ciberlos can teach the skill "Qi Heal" for the player whose level ≥ 65 .
3. For the player whose level ≥ 68 ; Ciberlos will ask you to find Alex's sister who got lost in Swan Lake.
4. Ask Yaki (37, 124), Laviz (81, 145), and Edlyn (7, 58) of Swan Lake about the sister of Alex. They told you that they have saw Alex's sister around the lake. You have to keep ask Doyale (8, 56) of Swan Lake and then Doyale told you the girl was probably caught by the lake monster.
5. Hear the legend of the lake monster from Laviz. Laviz said that you can know more details from Fred in Bluebird.
6. Talk to Fred (90, 583) of Bluebird. Fred told you he has read the legend of the lake monster from the diary of his father. You have to prepare 3 pieces of Tiger Skin and 5 Cotton Yarn to repair the diary of adventure.
7. Fred will give the diary to you and then you have to bring it to Laviz (81, 145) of Swan Lake to interpret the content.
8. Laviz read the diary and tell you the lake monster always feast during 16:00 P.M to 04:00 A.M. Yellow Eel is the favorite food of the lake monster. You can prepare 100 Yellow Eel to appeal the lake monster. Yellow Eel always shows around the lakeshore in a shape of goose's head.

9. As you collect 100 Yellow Eel, you can walk around the lakeshore in a shape of goose's head to meet the lake monster during 16:00 P.M to 04:00 A.M.
10. Defeat the lake monster. Then the lake monster tells you actually he didn't catch the girl you are researching for.
11. Report to Alex (22, 35) of The Journeyman Guild. Then you will find that Alex 's sister was already come home. However, Alex will keep his promise to teach you the skill "Qi Fist".

4) Skill name: Morale

Quest restriction:

- 1 For advanced class occupation "Kungfu Master".
2. For the player who's level reaches to 70.
3. For the player who has already learned the skill "Qi Fist".
4. Each game character can complete the quest for once.

Related NPC:

Alex (22, 35) of The Journeyman Guild
Guard Captain (205, 514) of Rainbow City
Guard Gend (202, 501) of Rainbow City
Guard Pollack (199, 506) of Rainbow City
Guard Haj (225, 545) of Rainbow City
Guard Tok (225, 553) of Rainbow City
Bell (27, 19) of The Deli
Cleric Nancy (12, 26) of Temple of Light

Location:

The Journeyman Guild (242, 573) of Rainbow City
The Deli (224, 647) of Rainbow City
Temple of Light (9, 92) of Western Grassland

Quest Steps:

1. As you have already learned the skill "Qi Fist" and your character's level ≥ 70 . Alex (22, 35) of The Journeyman Guild will ask you to find his sister again if you want to learn the skill "Morale".
2. Ask Guard Captain (205, 514) of Rainbow City about Alex's lost sister. Guard Captain instructs you to ask the other guards in front of the gate.
3. Guard Tok (225, 553) of Rainbow City checked the shift arrangement table. He told you Bell may purchase for breads in The Deli after every two days.
4. You can ask Bell (27, 19) of The Deli about the sister of Alex. Then Bell told you he suggested the girl to defeat beasts in Bath Catacombs.
5. Find Alex's sister who was cursed by Evil Puppet in Bath Catacombs B2. As you defeat her, she may request you to find her brother to save her in random.
6. Go back to report to Alex, and then he requests you to find Cleric Nancy in Temple of Light.
7. Ask Cleric Nancy (12, 26) of Temple of Light the way to save Alex's sister. Nancy will request you to prepare 9 Blue Cat, 7 Greater Stimulant, 5 Life Herb, and 3 Herb Digger to make the recover potion.

8. Bring the recover potion to Alex's sister in Bath Catacombs B2 and defeat her again. However, there is no any change for the appearance of Alex's sister as she drank the recover potion.
9. You have to defeat Evil Puppet King in Catacombs B3 to get a bottle for soul-gathering.
10. Bring the soul-gathering bottle to Alex's sister and to defeat her aga in. Then she finally recovers her appearance and becomes normal.
11. Report to Alex so he will keep his promise to teach you the skill "Morale".

3.4.5 Advanced Class Quests: Beast Lord

1) Skill name: Spur

Quest restriction:

1. For advanced class occupation "Beast Lord"
2. For the player who's level reaches to 63.
3. Each game character can complete the quest for once.

2) Skill name: Primal

Quest restriction:

1. For advanced class occupation "Beast Lord"
2. For the player who's level reaches to 65.
3. For the player who has already learned the skill "Spur".
4. Each game character can complete the quest for once.

3) Skill name: Merge

Quest restriction:

1. For advanced class occupation "Beast Lord"
2. For the player who's level reaches to 68.
3. For the player who has already learned the skill "Primal".
4. For the player whose skill of "Animal Training" reaches to LV30.
5. For the player whose skill of "Beast Lore" reaches to LV30.
6. Each game character can complete the quest for once.

Related NPC:

Buliloya (22, 56) of The Journeyman Guild

Location:

The Journeyman Guild (242, 573) of Rainbow City

Quest Steps:

1. Learn the skill "Spur" from Buliloya (22, 56) of The Journeyman Guild. For the player whose level ≥ 63 , Buliloya will teach you the skill "Spur".
2. For the player whose level ≥ 65 , Buliloya will teach you the skill "Primal".
3. For the player whose level ≥ 68 , Buliloya may ask you to increase the attribution of charm.
4. Buliloya may ask you 10 questions as you increased the attribution of charm as he requested. You have to answer at least 8 questions and then Buliloya may give you a letter in which records the quest for you.
5. The quest for you is to seal a specific beast within the time limit. Bring the sealed pet to Buliloya and then challenge him to prove your ability. Defeat Buliloya then you will learn the skill "Merge".

4) Skill name: Unleash

Quest restriction:

1. For advanced class occupation "Beast Lord"
2. For the player who's level reaches to 70.
3. For the player who has already learned the skill "Merge".
4. For the player whose skill of "Animal Training" reaches to LV40.
5. For the player whose skill of "Beast Lore" reaches to LV40.
6. Each game character can complete the quest for once.

Related NPC:

- Buliloya (22, 56) of The Journeyman Guild
- Lopez (35, 147) of Candy Mountain
- Affleck (93, 117) of Coconut Island

Quest Steps:

1. Learn the skill "Unleash" from Buliloya (22, 56) of The Journeyman Guild. Buliloya may ask you to answer the name and area of beasts in random. Besides, you also have to defeat those beasts to pass.
2. Buliloya may ask you to find two special beasts. Ask Lopez (35, 147) of Candy Mountain the skill to catch the beasts.
3. You have to find the beast in Candy Mountain and bring it to Buliloya. Buliloya may request you to ask Affleck the skill to catch the other beast in Coconut Island.
4. Talk to Affleck (93, 117) of Coconut Island and then he will instruct you to bring 20 Majestic Rice and 2 Diamond to appeal to the beast.
5. As you sealed the other beast and bring it to Buliloya, he will keep his promise to teach you the skill "Unleash". Finally, you have to defeat Buliloya to learn the skill "Unleash".

3.4.6 Advanced Class Quests : Priest

1) Nature Rage

Quest restriction:

1. For advanced class occupation "Priest".
2. For the player who has already learned the skill "TimbrStrikeX" of Divine Guardianship.
3. Each game character can complete the quest for once.

Related NPC:

Wood Sage (27, 29) of Temple of Wood
Halley (16, 253) of Smiling Forest
Pecy (154, 147) of Bluebird
Muly (17, 32) of Muly's House
Elizabeth (27, 57) of Redhood

Location:

Temple of Wood (36, 174) of Smiling Forest

Quest Steps:

1. Learn the skill "Nature Rage" from Wood Sage (27, 29) of Temple of Wood. The first condition that Wood Sage requested to you is to find his lost apprentice back.
2. Ask Halley (16, 253) of Smiling Forest about the lost apprentice of Wood Sage. Halley tells you that Pecy has invited the apprentice of Wood Sage to be her guest in Bluebird few days ago.
3. Talk to Pecy (154, 147) of Bluebird and then she tells you that the apprentice of Wood Sage was faint because he just fallen down from the tree. Pecy asks you to bring a letter to Wood Sage.
4. After Wood Sage has read the letter, he may requests you to ask Muly the way to recover his apprentice from faint.
5. Talk to Muly (17, 32) of Muly's House and then she will tell you to ask her master Elizabeth in Redhood.
6. Talk to Elizabeth (27, 57) of Redhood and then follow her instruction to collect 9 diamonds. Kinds of diamond may be selected from the list below:
Emerald 20%
Cat's-eye 20%
Malachite 20%
7. Collect the items as Elizabeth requested and then bring them to her. Elizabeth will still ask you to collect 11 Life Herb, 9 Rhino Horn, and 7 Angel's Prayer to make the potion.

8. Bring all the ingredients to Elizabeth and wait for 3 days to get the potion.
9. Bring the potion made by Elizabeth and report to Wood Sage in Temple of Wood.
10. To appreciate your help, Wood Sage may cast a spell on you. Now you have to defeat Gazer Bear to pass the final examination and learn the skill "Nature Rage".

3.4.7 Advanced Class Quests: ArchMage

1) Summon Mars

Quest restriction:

1. For advanced class occupation "ArchMage".
2. For the player who has already learned the skill "Blade Crush" of Element Control.
3. Each game character can complete the quest for once.

Related NPC:

Metal Sage (12, 19) of Temple of Metal

Bud (77, 180) of Goldburg

Sanfer (38, 248) of Pineapple Hill

Fire Aibo (11, 333) of Pineapple Hill

Pie Aibo (10, 337) of Pineapple Hill

Briza (16, 146) of Mysterious Cave

Location:

Temple of Metal (55, 109) of Goldburg Lake

Quest Steps:

1. Metal Sage (12, 19) of Temple of Metal tells you the crystal ball for learning a new spell was stolen. Metal Sage has requested Bud in Goldburg to find the crystal back. However, Bud commanded his three sons to find the crystal. The elder son was transformed into an eagle, the second son was transformed into a whale, and the little son was frightened to flee away.
2. Ask Bud (77, 180) of Goldburg about the crystal. Bud tells you that the crystal might be with his little son together in the Mysterious Cave of Pineapple Hill.
3. Talk to the little son Sanfer (38, 248) of Pineapple Hill. Actually he is thinking about to get the key to enter to Mysterious Cave from two evil Aibos.
4. Defeat Fire Aibo (11, 333) and Pie Aibo (10, 337) of Pineapple Hill to get the key to Mysterious Cave.
5. Fire Aibo and Pie Aibo tells you that you can use the key anywhere anytime in Pineapple Hill then you will be teleported to Mysterious Cave right away.
6. Use the key to enter to Mysterious Cave. Briza (16, 146) of Mysterious Cave tells you she was the inheritor of Temple of Metal. However, the inheritor can not be a woman so Briza decided to steal the crystal ball away.
7. Briza requests you to ask Metal Sage to give her the book records the spell of Metal or the sons of Bud will not be recovered anymore.
8. Metal Sage may give you a fake book because you should learn new spell from the real magic book.

9. Bring the fake book to Briza (16, 146). Unfortunately, Briza found Metal Sage faked the book and she start to attack you. Defeat Briza to ge t the crystal ball.
10. Bring the crystal ball and then report to Metal Sage to learn the skill "Summon Mars".

2) Vulcan

Quest restriction:

1. For advanced class occupation "ArchMage".
2. For the player who has already learned the skill "Blood Boil" of Element Control.
3. Each game character can complete the quest for once.

Related NPC:

- Fire Sage (26, 25) of Temple of Fire
- Secret Old Man (80, 211) of The Secret Plain
- Bobbie (77, 198) of Hearsay Island

Location:

- Temple of Fire (63, 69) of Southern Grassland

Quest Steps:

1. Ask Fire Sage (26, 25) of Temple of Fire to learn the new spell. Fire Sage tells you that there is a thief destroyed the temple few days ago. Fire Sage may ask you to defeat Burning Rock in Hearsay Island to collect 10 stones of Burning Rock for repairing the stove of temple.
2. As you collected 10 stones of Burning Rock and bring them to Fire Sage, he may ask you to keep finding the thief. Fire Sage hints you can ask Secret Old Man about the thief.
3. Find Secret Old Man (80, 211) of The Secret Plain, and then he will ask you to drink water for a little test. Your HP will be less down as you drank the water. After you passed the test, Secret Old Man will tell you the destroyer is called Bobbie who is just a young guy of the thief-family. Beside, Secret Old Man has already asked Bobbie to find the materials to repair the stove of Temple of Fire.
4. Tell Secret Old Man that you have collected stones of Burning Rock and brought them to Fire Sage. Secret Old Man may ask you to tell Bobbie in Hearsay Island that he doesn't have to collect stones of Burning Rock.
5. Talk to Bobbie (77, 198) of Hearsay Island and then report to Secret Old Man.
6. Secret Old Man may promise to you that the thief -family will no longer destroy the Temple of Fire again. Now you can report to Fire Sage and learn the new spell from him. The list of the final test of Fire Sage were as below:

Species	Special Skill	Spell	Level	Probability
Fire Spirit	Acceleration	Fire	58	15%
Fire Thief	Illusion	Fire	60	35%
Ruby	Mirage	Fire	62	35%
Barbecue	Invisibility	Fire	64	15%
Octopus				

7. You should learn the skill “Vulcan” as you passed the final test.

3) Rock Demon

Quest restriction:

1. For advanced class occupation “ArchMage”.
2. For the player who has already learned the skill “Rocky Spike” of Element Control.
3. Each game character can complete the quest for once.

Related NPC:

Earth Sage (26, 25) of Temple of Earth

Opler (45,67), (9,47), (8,184), (52,202), (52,126) of Veggie

Disco (11, 84) of Sleepy Lake

Location:

Temple of Earth (26, 115) of Northern Grassland

Quest Steps:

1. Earth Sage (26, 25) of Temple of Earth said to you that only the person with talent was qualified to learn the new skill. You have to prove your talent of magic spell to Opler of Veggie.
2. As you meet Opler in Veggie, he may request you to bring some drinks for him. The item could be selected from as below:
Golden Moon, Fairy Brew, or Blue Cat. The amount could be 5 to 20 of each.
3. Bring the assigned item to Opler. Now, the second test for you is to find Disco who should be fishing around the lake.
4. Find Disco (11, 84) of Sleepy Lake and then he may ask you to bring 20 Turtle for him.
5. Bring 20 Turtle to Disco and then report to Opler.
6. Now you have to answer the question from Opler. No matter what the answer is, you will be qualified to learn the skill.
7. Report to Earth Sage of Temple of Earth and accept the final test.
8. Defeat beasts to learn the skill “Rock Demon”.

4) Ice Dragon

Quest restriction:

1. For advanced class occupation "ArchMage".
2. For the player who has already learned the skill "Rocky Spike" of Element Control.
3. Each game character can complete the quest for once.

Related NPC:

Water Sage (26, 25) of Temple of Water
Labondal (22, 331) of Candy Mountain
Magical Tree (28, 167) of Candy Mountain
Bazin (33, 162) of Mystery Hall
Melody (30, 122) of Mystery Hall

Location:

Temple of Water (62, 54) of Rosen Lake

Quest Steps:

1. Water Sage (26, 25) of Temple of Water tells you that his father was sick. He requests you to find life water in Candy Mountain to save his father.
2. Meet Labondal (22, 331) of Candy Mountain and give him 21000 coins. Labondal will tell you to bring 50 Yellow Fish Soup to the lion Bazin and bring a can to knock Magical Tree for three times in Candy Mountain.
3. Find Magical Tree (28, 167) of Candy Mountain and knock it by the can for three times. Then you will be teleported to Mysterious Hall. Find Bazin (33, 162) of Mysterious Hall. You can choose to defeat Bazin or to give him 50 Yellow Fish Soup.
4. As you defeat Bazin and come to meet Melody (30, 122) of Mysterious Hall. Melody may ask you three questions.
5. After you answered three questions, Melody will teleport you to Snow White Forest and gives the life water to you.
6. Bring the life water and report to Water Sage. To appreciate your help, Water Sage will teach you the skill "Ice Dragon".

3.4.8 Advanced Class Quests : Architech of Light

1) Divine Star

Quest restriction:

1. For advanced class occupation “Architect of Light”.
2. For the player who has already learned the skill “Group Bless” of Light Spell.
3. Each game character can complete the quest for once.

Related NPC:

Light Sage (26, 36) of Temple of Light
Budami (29, 25) of Temporary Abode
Kagi (20, 31) of Temporary Abode

Location:

Temple of Light (9, 92) of Western Grassland
Temporary Abode (10, 31) of Moonglow
Temporary Abode (43, 71) of Moonglow

Quest Steps:

1. Light Sage (26, 36) of Temple of Light hints you to find the power of light in Moonglow.
2. Find Budami (29, 25) of Temporary Abode in Moonglow. Budami may tell you to bring 20 Opal Ore to him.
3. Collect all the Opal Ore as Budami requested and bring them to him. Budami may tell you a strange legend. Budami suggested you to ask Kagi about more details of the strange legend.
4. Find Kagi (20, 31) of Temporary Abode. He tells you that there were four pieces of jades separated from different areas. You can find the pieces of jades from Light beasts in Hachoo Island, Tulip Island, Rose Island, and Hearsay Island.
5. Defeat Light beasts to get 4 pieces of jades and report to Light Sage.
6. As you completed the quest, Light Sage will teach you the skill “Divine Star”.

2) Angels

Quest restriction:

1. For advanced class occupation "Architect of Light".
2. For the player who has already completed the divine quest of "Divine Star".
3. Each game character can complete the quest for once.

Related NPC:

Light Sage (26, 36) of Temple of Light
Carl (20, 52) of Carl's House
Maya (13, 156) of The Repair Shop
Elleyno (13, 156) of The Repair Shop
Seanes (13, 156) of The Repair Shop

Location:

Temple of Light (9, 92) of Western Grassland
Carl's House (162, 538) of Bluebird
The Repair Shop (264, 568) of Rainbow City
The Repair Shop (264, 568) of Goldberg
The Repair Shop (264, 568) of Bluebird

Quest Steps:

1. Ask Light Sage (26, 36) of Temple of Light about the light spell book. Light Sage may tell you he only has the half part of the book. You can ask Carl in Bluebird about the other part.
2. Talk to Carl (20, 52) of Carl's House and tell him the purpose of your visiting. Carl may ask you to repair his important robe so that he can give you the remaining book.
3. Bring Carl's robe to three tailors and ask them to repair it. However, there are just one of them can repair the robe for you. The probability were as below:
Maya 40% Elleyno 40% Seanes 20%
4. As you found the right tailor, he or she may ask you to bring 9 Silk Cloth, 3 Platinum Ingot, 6 Silk Yarn and also the charge for repair.
5. Bring all the materials to the tailor and then bring the repaired robe to Carl.
6. Carl may keep requesting you to find an Archmage and a Sword Sage accompany with you to defeat the brown lion king in Northern Grassland.
7. As you defeat the brown lion king in Northern Grassland, you have to ask Carl about the remaining magic book again. However, Carl tells you actually there is no remaining magic book. You can collect the 4 pieces of jades into a complete jade to read the spell written on it.

8. Report to Light Sage and then you will learn the skill “Angels”.

Notice: The player who takes the quest must be the leader of the team.

3.4.9 Advanced Class Quests : Schemer of Darkness

1) Enfeeble

Quest restriction:

1. For advanced class occupation “Schemer of Darkness”.
2. For the player who has already learned the skill “PoisonCloud” of Dark Spell.
3. Each game character can complete the quest for once.

Related NPC:

Dark Sage (26, 25) of Temple of Darkness
Hamini the Wise (71, 169) of Goldberg Lake

Location:

Temple of Darkness (66, 200) of Genie Desert

Quest Steps:

1. Ask Dark Sage (26, 25) of Temple of Darkness for learning a new spell. Dark Sage may warn you that the dark spell is dangerous and mysterious. The master of Dark Sage was infected a special disease in his journey to visit Hamini the Wise in Goldberg Lake. The ring which records the spell of dark was stolen by Golden Vulture.
2. Find Guru Magician in the east-south area of Goldberg Lake. Guru Magician can teleport you to Guru Island. Defeat Golden Vulture in Guru Island to get the ring.
3. Bring the ring to Hamini the Wise (71, 169) of Goldberg Lake. However, due to the ring is too dirty to read the spell written on it. Hamini the Wise requests you to find a Fine Woolen Cloth and 2 Vintage Sorghum for him to clear the ring.
4. Bring all the items to Hamini the Wise, and then wait for 3 days to let him translate the spell for you.
5. After three days, Hamini the Wise may tell you he has already translated part of the spell. You can bring the ring and ask Dark Sage about more details.
6. Tell Dark Sage what you have heard from Hamini the Wise. After your explanation, Dark Sage will ask you to wipe the ring again in the temple. As you wiped the ring, there will be a ghost king show up in the temple. You have to defeat the ghost king to complete the final test.
7. Defeat the ghost king to learn the spell skill “Enfeeble”.

2) Gate of Chaos

Quest restriction:

1. For the player whose Dark Spell level 15.
2. Each game character can complete the quest f or once.

Related NPC:

Blackcolby (15, 22) of Temple of Darkness

Location:

Temple of Darkness (66, 200) of Genie Desert

Quest Steps:

1. Blackcolby (15, 22) of Temple of Darkness is researching for a way to make an entrance to different areas. Now, he needs 10 beasts to make the teleport entrance.
2. Bring 10 sealed beasts to Blackcolby and then he will teach you the spell skill "Gate of Chaos".

3.5 Patch Quest

3.5.1 Little Mermaid

Port Pebbles

Precious Comb

Quest requirement: You can only challenge the quest once

Related NPC: Zinger (19, 35) of Sinclair's House, Monica (18, 95) of Port Pebbles, Tiac (16, 24) of Deack's House, Witch Peilin (25, 49) of Snow White Forest

Location: Sinclair's House (15, 158) of Port Pebbles

Quest Rewards:

- Talk to Zinger (19, 35) of Sinclair's House to know his sister Monica lost her precious comb when she came across a big storm during her sailing. The precious comb might have been eaten by Golden Seahorse in the sea.
- Defeat Golden Seahorse in Skywalker Sea to get the precious comb. Report to Zinger and then take the precious comb to his sister Monica.
- Find Monica (18, 95) of Port Pebbles and give her the comb. However, Monica said the comb is a fake. You can ask Tiac (16, 24) of Deack's House if he recognizes the fake comb or not.
- Tiac tells you the comb belongs to his sister. Unfortunately, his sister was pushed to the deep sea by Monica. The only hope Tiac has is to make his sister come back home.
- Find Witch Peilin (25, 49) of Snow White Forest and ask her for the Memory Potion. You have to have a Celestin Wand (+3 charms) to Witch Peilin to get the Memory Potion.
- Bring the Memory Potion to Tiac. Tiac appreciates your help. Now you can bring the precious comb to Monica.
- However, Monica becomes bald after she used the precious comb to comb her hair. Report to Zinger about this and warn him not to bully Tiac and his sister.

Secret Base

The Playful Little Mermaid

Quest requirement: 7000 points of reputation

Related NPC: Little Mermaid (26, 66) of Secret Base, Witch (14, 92) of Witch's House

Location: Secret Base (7, 359) of Skywalker Sea, Witch's House (93, 370) of Skywalker's Sea

Quest Rewards: 500 points of reputation

- You came across Little Mermaid (26, 66) of Secret Base who seems confusing about something. She tells you that she always eager for walking and playing on land. Little Mermaid requests you to get special potion from Witch so that she can walk and play on the ground.
- Tell Witch (14, 92) of Witch's House the desire of Little Mermaid. Witch asks you to collect the eyebrow of seashell and the butterfly ribbon of seahorse for her to make the special potion.
- Defeat Golden Seahorse in Skywalker Sea to get butterfly ribbon, and to defeat Wood Baby in Nicholas Steppe to get the eyebrow of seashell. Bring them to Witch under the sea to get the special potion.
- Take the special potion to Little Mermaid to complete the quest.

Lovesick

Quest requirement: Quest No. 131 "The Playful Little Mermaid" completed after a while

Related NPC: Little Mermaid (26, 66) of Secret Base, Peter (91, 191) of Port Pebbles

Location: Secret Base (7, 359) of Skywalker Sea

Quest Rewards: 119 points of reputation

- Due to your help, Little Mermaid (26, 66) of Secret Base can walk and play on the ground. However, she falls in love with a boy Peter accidentally. Little Mermaid asks you to bring her photo to Peter.
- Take the photo of Little Mermaid to Peter (91, 191) of Port Pebbles and tell Peter the feeling of Little Mermaid to complete the quest.

A Lover Needs to Know

Quest requirements: Quest No.132 "Lovesick" completed

Related NPC: Little mermaid (26, 66) of Secret Base, Peter (91, 191) of Port Pebbles

Location: Secret Base (7, 359) of Skywalker Sea

Quest rewards: 210 points of reputation

- This time Little Mermaid (26, 66) of Secret Base requests you to ask Peter what his favorite fruit is. Notice: Don't let Peter know who let you ask these questions, or the points of reputation may be deducted.
- Go to Port Pebbles to ask Peter about his favorite fruit. Bring the answer "Durian" and then go back to find Little Mermaid. Little Mermaid will keep asks you which color Peter likes. You have to go to ask Peter (91, 191) of Port Pebbles this question and get the answer. Tell Little Mermaid that Peter prefers blue color.
- The final question is - to ask Peter which Beasts he likes. Go to Port Pebbles to find Peter again, and then tell Little Mermaid the answer is "Black Hog."
- As you answered three questions, Little Mermaid will give you 210 points of reputation to show her appreciation.

Elixir of Love

Quest requirement: Quest No. 133 "A Lover Needs to Know" completed after a while

Related NPC: Little mermaid (26, 66) of Secret Base, Peter (91, 191) of Port Pebbles, Witch (14, 92) of Witch's House

Location: Secret Base (97, 359) of Skywalker Sea, Witch's House (93, 370) of Skywalker Sea

Quest Rewards: 10000 experiences

- Little mermaid (26, 66) of Secret Base confuses about the feeling of Peter. She asks you to bring her love letter to Peter to see what he will say.
- Bring the lover letter to Peter (91, 191) of Port Pebbles. Peter tells you that it's hard to become couple between human being and mermaid. Peter hopes you can tell Little Mermaid the truth tactfully.
- Tell Little Mermaid the feeling of Peter. However, Little Mermaid still asks you to find Witch to make magical love potion so that Peter will soon fall in love with her.
- Come to find Witch (14, 92) of Witch's House and tell her the request of Little Mermaid. Now you have to do correct facial expression assigned by Witch for three times. Then Witch will ask you to collect Angel's prayer, Blonde demon and Blue cat for making the magical love potion.
- Bring the materials for Witch to make love potion and then find Peter to let him drink it up.
- Nevertheless, love potion seems didn't work to Peter. As Peter drank the potion, he got stomach-ache after a while. Now Little Mermaid got trouble because Peter supposes that she meant to monkey around him.
- Explain what happened to Peter to Little Mermaid. Now Little Mermaid will tell you actually she has already knew the Witch refined the wrong potion for her. However, the mistake has already made. Little Mermaid still appreciates for your help and reward you 10000 experiences.

A Mermaid Does Not Give Up

Quest requirement: Quest No. 134 "Elixir of Love" completed after a while

Related NPC: Little mermaid (26, 66) of Secret Base, Peter (91, 191) of Port Pebbles

Location: Secret Base (97, 359) of Skywalker Sea

Quest Rewards: 30000 experiences, 70 points of reputation

- Little mermaid (26, 66) of Secret Base would like to show her regret to Peter so she requests you to catch a real Black Hog for Peter.
- Take Black Hog to Peter (91, 191) of Port Pebbles and apologize for the mistake which Little Mermaid made last time. Peter hopes you can tell Little Mermaid the truth that he doesn't love her at all.
- Tell Little Mermaid the feeling of Peter. However, Little Mermaid still doesn't give up. She requests you to send a Blue gem to Peter. Bring the Blue gem to Peter and then he tells you that he can't swim. Peter promises you to consider accepting the love of Little Mermaid.
- Tell Little Mermaid the good news. She looks very glad about the response of Peter. You will also be awarded 30000 experiences and 70 points of reputation.

But He Can't Swim

Quest requirement: Quest No. 135 "A Mermaid Does Not Give Up" completed after a while

Related NPC: Little mermaid (26, 66) of Secret Base, Walldros (19, 66) of the Tavern of Port Pebbles, Clair (15, 30) of Clair's House

Location: Secret Base (97, 359) of Skywalker Sea, The Tavern (25, 278) of Port Pebbles, Clair's House (41, 202) of Port Pebbles

Quest Rewards: 300 points of reputation

- The condition between Little mermaid and Peter seems getting better day after day. However, Little Mermaid still get confuses about Peter can 't swim with her together in the sea. Little Mermaid requests you to ask Walldros (19, 66) of the Tavern of Port Pebbles the reason of Peter's unsable to swim.
- Find Walldros (19, 66) of the Tavern of Port Pebbles and ask him about Peter. Walldros asks you to bring a bottle of Vintage Shaoxing for him so that he will tell you the secret.
- Bring a bottle of Vintage Shaoxing to Walldros and then he will tell you something happened to Peter as he's just a child. Walldros hints you can find Claire Dence and ask her the way to help Peter swim again.
- Tell Clair (15, 30) of Clair's House the purpose of your visiting. Now you have to play the finger-guessing game with Clair. She will give you a swim ring. You can bring the swim ring to Little Mermaid to let her convin ce Peter to swim again.
- Report to Little Mermaid to complete the quest.

The Final Solution

Quest requirement: Quest No. 136 "But He Can't Swim" completed after a while

Related NPC: Mermaid King (29, 109) of Secret Undersea Cave, Mermaid Queen (9, 72) of Secret Undersea Cave, Little Mermaid (26, 66) of Secret Base, Witch (14, 92) of Witch's House, Peter (91, 191) of Pebbles

Location: Secret Base (97, 359) of Skywalker Sea, Witch's House (93, 370) of Skywalker Sea, Secret Undersea Cave (6, 90) of Skywalker Sea

Quest Rewards: 700 points of reputation

- Little Mermaid (26, 66) of Secret Base tells you that her father Mermaid King does not allow them to fall in love with each other due to the different race. Little Mermaid asks you to convince Mermaid King (29, 109) of Secret Undersea Cave to let them be together.
- Tell to Mermaid King (29, 109) of Secret Undersea Cave the purpose of your visiting. However, Mermaid King still denies letting them be with each other. Now you can ask Mermaid Queen (9, 72) of Secret Undersea Cave about her opinion.
- After your explanation, Mermaid Queen finally allowed your request for Little Mermaid and Peter. However, there is one condition, i.e., you have to ask Witch to make the transformation potion for Peter.
- Find Witch (14, 92) of Witch's House and ask her for the transformation potion. Witch requests you to collect fire crab transformation potion to make the mermaid transformation potion. Bring the fire crab transformation potion to Witch to get the mermaid transformation potion. Find Peter in Port of Pebbles and let him drink the mermaid transformation potion up.
- Tell Peter the consequence of drink the transformation potion, i.e. he will lose his voice. Peter still decides to drink the mermaid transformation potion. Report to Mermaid Queen to complete the quest.

The Sea Demon

Quest requirement: Quest No. 137 "The Final Solution" completed after a while

Related NPC: Little Mermaid (26, 66) of Secret Base, Mermaid King (29, 109) of Secret Undersea Cave, Peter (91, 191) of Port Pebbles

Location: Secret Base (97, 359) of Skywalker Sea, Secret Undersea Cave (6, 90) of Skywalker Sea

Quest Rewards: 30000 experiences

- Little Mermaid (26, 66) of Secret Base tells you her father commands her to marry someone else. Little Mermaid requests you to ask Mermaid King who is going to be the one she marry to.
- Ask Mermaid King about this and then he will tell you his daughter Little Mermaid will be marry to Big Bad Boss who has greatest power in Skywalker Sea. Mermaid King requests you to find Peter and to see if he has good idea to defeat Big Bad Boss or not.
- Peter (91, 191) of Port of Pebbles says that he has no idea with Big Bad Boss. Peter also asks you to defeat the Big Bad Boss in Bath Catacombs B1.
- Come to Bath Catacombs B1 through Mithra Island. Find Big Bad Boss and defeat it twice.
- Report to Peter in Port Pebbles to complete the quest.

Sea Blue

Quest requirement: Quest No. 138 "Sea Demon" completed after a while

Related NPC: Little Mermaid (26, 66) of Secret Base, Peter (91, 191) of Port Pebbles, Witch (14, 92) of Witch's House

Location: Secret Base (97, 359) of Skywalker Sea, Witch's House (93, 370) of Skywalker Sea

Quest Rewards: 10000 experiences

- Little Mermaid (26, 66) of Secret Base asks you to see the situation of Peter, who have drank the transformation potion. Find Peter and then you find he didn't transform to mermaid but just makes his whole body itches. Peter instructs you to ask Witch the reason of his itch.
- Tell Witch (14, 92) of Witch's House what happened to Peter. Witch explains to you that the physique of Peter makes him unable to become mermaid. You can tell Little Mermaid the truth and to know her decision.
- Find Little Mermaid and then she tells you that actually she doesn't like Peter anymore now. Little Mermaid hopes you to can tell Peter her decision.
- Report to Peter of Port Pebbles. Now Peter tells you he will wait for Little Mermaid to change her mind. Here to end the final quest for series of Little Mermaid.

3.5.2 Alice in the Wonderland

Garden of Dreams

The Hole on the Tree

Quest requirement:

- 1) Level 5
- 2) You can only finish the quest once for one character

Related NPC: Pink Bunny (12, 276) of Garden of Dreams

Quest Rewards: You can walk through the hole on the tree to Chamber of Doors

- You come across Pink Bunny (12, 276) of Garden of Dreams. It reveals you can walk through the hole on the tree beside him to a secret place. If you want to walk through the hole, you have to bring 10 apples and 5 peaches to him .
- Bring 10 apples and 5 peaches to Pink Bunny then you can choose to walk through the hole directly or talk to Pink Bunny to get 500 coins.
- You can enter to the hole on the tree directly hereafter as you complete the quest.

Find Alice

Quest requirement:

- 1) You can only finish the quest once
- 2) Level 15 and above
- 3) 300 points of reputation

Related NPC: Patricia (29, 223) of Redhood, Duncan (13, 106) of Pea Lake, Earth Burrower Shalu (8, 125) of Pea Lake, Owl Nicole (68, 97) of West of Wood with No Name, Bird Dudu (70, 108) of West of Wood with No Name, Red Crab (64, 103) of West of Wood with No Name, Chipmunk (63, 114) of West of Wood with No Name, Digging Bug Corner (13, 55) in the deep of Garden of Dream

Quest Rewards: Teleport Dust, 100 points of reputation

- Patricia (29, 223) of Redhood worries about her sister Alice who was gone. You have to find Alice out in Pea Lake.
- Duncan (13, 106) of Pea Lake tells you Alice walked toward Garden of Dream. You can ask Earth Burrower Shalu (8, 125) of Pea Lake if he sees Alice or not.
- Earth Burrower Shalu tells you there is a strange guy who shows up recently. The strange guy has walked into West of Wood with No Name.
- You come across Owl Nicole (68, 97) of West of Wood with No Name. You hear from Owl Nicole that the tear of Alice becomes several ponds in the Wood. Now, there is a poor Bird Dudu who drowns in the middle of the pond.
- Find Bird Dudu (70, 108) of West of Wood with No Name. Bird Dudu requests you to take pineapple juice from Digging Bug Corner to make it fly again.
- Talk to Digging Bug Corner (13, 55) in the deep of Garden of Dream. Corner will ask you to bring 5 peaches, 5 peppermints, 4 fruit wines, 2 vinegars for him to make pineapple juice.
- Bring the pineapple juice made by Corner to Bird Dudu.
- Bird Dudu can fly again after he drank the pineapple juice. He appreciates your help so you will be awarded Teleport Dust and 100 points of reputation.

Help the Rabbit

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 191 "Find Alice" must be completed
- 3) Level 20

Related NPC: Rabbit Late (88, 71), (85,212), (86,320), (53,292), (21,293) in West of Wood with No Name, Patricia (29, 223) of Redhood

Quest Rewards: 5000 experiences, 150 points of reputation

- Ask Rabbit Late about Alice. Rabbit Late tells you he is so angry about Alice because she almost destroys his house. Here come two options for you to continue the quest.
- If you choose the option (1) to hear from Rabbit Late. He will tell you Alice fooled with him so he lost his white gloves and the fan. If you choose the option (2) to ignore Rabbit Late. He will ask you to guess how many times of "I want to know" or "I don't want to know" he just said. The correct answer is "6 times" for "I want to know", "7 times" for "I don't want to know".
- For players chose option (1), you have to defeat Golden Daisy in West of Wood with No Name to get the white gloves for Rabbit Late.
- For players chose option (2), you have to defeat Hydrotiger in West of Wood with No Name to get the fan of Rabbit Late.
- Report to Rabbit Late, he tells you Alice seems walks toward East of the Wood because she has good time here.
- Tell what you have heard to Patricia (29, 223) of Redhood. However, Patricia still hopes you can find Alice and convince her to go home. To appreciate your hard effort, Patricia awards you 5000 experience and 500 points of reputation.

The Worm and the Bird

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. "Help the Rabbit" must be completed
- 3) Level 25
- 4) 700 points of reputation

Related NPC: Rabbit Late (88, 71), (85,212), (86,320), (53,292), (21,293) in West of Wood with No Name, Blue Worm KangKang (10, 347) in West of Wood with No Name

Quest Rewards: 5000 experiences, 50 points of reputation

- Ask Rabbit Late about Alice once again. He instructs you to ask Blue Worm KangKang for more details.
- Find Blue Worm KangKang (10, 347) in West of Wood with No Name. Blue Worm KangKang says he almost dead in the flood caused by Alice. For players choose option (1) to ask him more details. Then Blue Worm KangKang will tell you actually he was tricked by the George Birdy. After the dialog, Blue Worm KangKang transformed you into a blue worm to find George Birdy. For players choose option (2), Blue Worm KangKang will transformed you into Golden Daisy as a punishment. If you did not find George Birdy within 10 days, Blue Worm KangKang will transform you into Earth Snake to attract George Birdy again.
- You can be recovered to original appearance as you defeat George Birdy. For players chose option (1) before, you have to collect 14 packages of Rice and 18 Shrimps to him. For players chose option (2), you have to collect 5 Poplars, 7 Golden Herbs and 9 packages of Cotton to him.
- Bring all the materials assigned by George Birdy to him. George Birdy tells you Alice may sneaks into the party held by March Hare in East of Wood with No Name.
- You will be awarded for 5000 experience and 50 points of reputation for the quest.

The Tea Party

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 193 "The Worm and the Bird" must be completed

Related NPC: March Hare (52, 88) in East of Wood with No Name, Hat Dealer (51, 88) in East of Wood with No Name

Quest Rewards: 5 Rainbow Lotus x 5 or Greater Stimulant x 5, the function of teleport from March Hare's House and Garden of Dreams

- You meet March Hare (52, 88) and Hat Dealer (51, 88) holds a tea party in East of Wood with No Name. Inquire the whereabouts of Alice from them. Hat Dealer says you have to find the hat he assigned to recover his memory.
- Bring the hat to Hat Dealer requests for him. Then he hints you to ask March Hare if he needs your help or not.
- After talk to March Hare, he asks you to guess a riddle with him. If you get the right answer within 4 rounds, March Hare will give you 5 Rainbow Lotus as award. If you get the answers with 5 rounds, you will be awarded for 5 Greater Stimulant.
- After you finished the small game, March Hare and Hat Dealer then start to tell you actually they are celebrating for Alice. However, Heart Queen does not allow the celebration so they can't tell you more details about Alice. March Hare and Hat Dealer suggest you to ask the Duchess in Rabbit Playground.
- Moreover, March Hare says you can come to their party through the tunnel inside his bed which connects to the stone stele of Garden of Dream.

Runaway Dormouse

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 194 "The Tea Party" must be completed

Related NPC: March Hare (52, 88) in East of Wood with No Name, Hat Dealer (51, 88) in East of Wood with No Name

Quest Rewards: 10000 experiences and Giri Card Folder

- After you talked to March Hare and Hat Dealer in the former quest, you will know the cushion of Hat Dealer is a soft dormouse. The dormouse left a note with anger and runs away with Alice together.
- March Hare reminds you to find the dormouse in the night of East of Wood with No Name.
- As the night comes, find the dormouse and defeat it. He may tell you that he will never come back to Hat Dealer because he always bullied by Hat Dealer. The dormouse organized an association of people being bullied. The dormouse also hopes you can tell his feelings to Hat Dealer.
- Report the complaint of dormouse to Hat Dealer and March Hare. Hat Dealer will give you a drawing of him and the dormouse. You can bring the drawing to the dormouse to make him back.
- Defeat the dormouse in East of Wood with No Name and give the drawing to him. The dormouse decide to come back to Hat Dealer after he saw the drawing.
- Report to Hat Dealer that the dormouse will come back to him few days later. You will be awarded for 10000 experiences and Giri Card Folder.

The Duchess

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 194 "The Tea Party" must be completed
- 3) Level 40

Related NPC: The Duchess (14, 70) in House of the White Rabbit

Location: House of the White Rabbi (29, 37) of Rabbit Playground

Quest Rewards: 50000 experiences, 35000 coins

- Ask The Duchess (14, 70) in House of the White Rabbit about Alice. The bad temper Duchess will quiz you a small question.
- You will be awarded for 50000 experiences and 35000 coins after answer the question from the Duchess. Then, you have to start the next quest, to find Smiling Kitty of the Duchess.

Smiling Kitty

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 196 "The Duchess" must be completed

Related NPC: The Duchess (14, 70) in House of the White Rabbit, Menial Frog (14, 68) in House of the White Rabbit, Leedle (83, 370) of Rabbit Playground, Smiling Kitty (18, 207) of Southern Kitty Forest

Location: House of the White Rabbit (29, 37) of Rabbit Playground

Quest Rewards: 100000 experiences

- The Duchess (14, 70) in House of the White Rabbit tells you that you must walk through a garden in southern forest. However, the entrance of the garden is not allowed to get into by Heart Queen.
- Menial Frog (14, 68) in House of the White Rabbit tells you that you have to defeat beasts around the Kitty Forest to get the Chocolate Pie. Then eat the Chocolate Pie and walk into the middle of stone steles in the entrance of the garden to get inside the garden.
- Or, you can teleport to Northern Kitty Forest by pay to Leedle (83, 370) of Rabbit Playground. Besides, you also can defeat Golden Daisy to get Golden Daisy Symbol, and then hand in the Symbol to Leedle to teleport for free for once.
- Find Smiling Kitty (18, 207) of Southern Kitty Forest and ask him the reason of disappeared. Smiling Kitty tells you actually he doesn't know how to smile naturally now. Smiling Kitty decide to left his master to find the way to smile again.
- You have to play a little game with Smiling Kitty to let him smile again.
- After played the first game, Smiling Kitty asks you to play second game. Now you have to find the other player to join the game.
- After you pass the game, Smiling Kitty finally smiles again. He promises you to come back to the Duchess. However, he forgets the way home.
- Bring a capsule level 1 to Smiling Kitty to seal himself. Then bring the capsule to the Duchess and ask her about Alice.
- Duchess is so glad of your help. She tells you Alice makes lots of trouble in Poker Kingdom because she is so gluttonous. Heart Queen has decided to decapitate to Alice. Accidently, the Prince of Mahjong falls in love with Alice at the first sight so he would like to marry Alice to be his wife. Now Alice prisons in jail in the palace of Heart Queen.

- Ask the Duchess the way to save Alice from the palace of Heart Queen. The Duchess hints you to ask from Poker Soldier who guards in Rose Garden of Heart Queen.
- After get the reward from the Duchess, you have to keep finding Alice and move toward Rose Garden.

Dye for Roses

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 197 "Smiling Kitty" must be completed

Related NPC: Dick (66, 217) of Rose Garden, Tracy (66, 221) of Rose Garden, Carlor (8, 92) of Southern Kitty Forest, Belga (7, 94) of Southern Kitty Forest, Seak (9, 92) of Southern Kitty Forest

Quest Rewards: 100000 experiences

- You come to Rose Garden according to the hint Duchess gives you. Talk to Dick (66, 217) and Tracy (66, 221) of Rose Garden to know their vexation. They can't achieve the command from Heart Queen to dye all the roses in this Garden into red because the dyes are not sufficient.
- You can buy the dyes from Carlor (8, 92) of Southern Kitty Forest, but you have to buy it through the auction.
- Bring enough coins to participate the auction held by Carlor in the next morning.
- Bid for 20 dyes and then report to Dick (66, 217) and Tracy (66, 221) of Rose Garden. They will be very glad for your kindly help and show you the way toward the palace of Heart Queen. Besides, they also give you a key for the jail.
- You get awards from Dick and Tracy then finish the quest.

The Royal Escape

Quest requirement:

- 1) You can only finish the quest once
- 2) Quest No. 198 "Dye for Roses" must be completed
- 3) Level 50

Related NPC: Diamond 2 (32, 168) of Poker Garden, Alice (26, 27) of Dungeon, Diamond A (28, 50) of Dungeon, Hear Queen (32, 38) of Palace of Hearts, Prince Mahjong (33, 40) of Palace of Hearts, Elder Brother and Young Brother (72, 36) (73, 37) of Chamber of Doors, Patricia (29, 223) of Redhood

Quest Rewards:

- Tell Diamond 2 (32, 168) of Poker Garden that you are a friend of Tracy who requests you to take tools for dye the roses.
- Diamond 2 teleports you to Dungeon and then you will see Alice (26, 27) and Soldier Captain Diamond A (28, 50) sleep on the ground. Alice doesn't want to run away from Dungeon because there are too many delicious foods. You decide to convince Heart Queen directly and move toward Palace of Hearts.
- Defeat Hear Queen (32, 38) and Prince Mahjong (33, 40) of Palace of Hearts to let them release Alice to go.
- Go back to Dungeon and then you find Alice just becomes fool. Argue with Heart Queen then she tells you Alice ate the cake which mixed with fool pill.
- Prince Mahjong asks you to prepare 1 Greater Stimulant, 1 Beer, 1 Bass Rice, 1 Silk Cocoon to make the special recover juice for Alice.
- As you collected all the materials, you have to find Elder Brother and Young Brother (72, 36) (73, 37) of Chamber of Doors and ask them to make the special recover juice. However, the twins tell you there is still one necessary material you didn't get. The material could be the shit of Warrabbit in Northern Kitty Forest or the beard of Wildcat in Southern Kitty Forest.
- Now you have to hand in the last material to the twins in Chamber of Doors to get the special recover juice. Bring the juice to Alice in Dungeon. After Alice drank the juice out, you will find your self standing on the grassland of Redhood.
- Report to Patricia that you have already saved Alice from Heart Queen. Nevertheless, she tells you that she doesn't know what you are talking about. You finally realized all the things happened to you is just a dream.
- After a series of adventures, you will get 200000 experiences as the award.

3.5.3 1001 Nights

Valley of Fear

Capone the Robber

Quest requirement: Level 10

Related NPC: Captain Ron (13, 251) of Valley of Fear, Thief Robin (11, 318) of Valley of Fear, Zorro the Highwayman (94, 80) of Puppet Hill, Capone (32, 30) of Genie Desert

Quest Rewards: You can get a reward as you return a treasure. Totally for 7000 coins and 200 points of reputation

- Captain Ron (13, 251) of Valley of Fear tells you that there is a horrible gang of robber shows up around Valley of Fear. The leader of the robbers names Capone. They have stolen the statue of the goodness, nameless ring and the super diamond. Captain Ron asks you to wrest all the treasures back.
- Defeat Thief Robin (11, 318) of Valley of Fear to get the statue of the goodness.
- Return the statue of the goodness to Robin and then you will be rewarded for 1000 coins and 50 points of reputation. Take the next quest to find Zorro the Highwayman (94, 80) of Puppet Hill.
- Defeat Zorro the Highwayman in Puppet Hill to get the nameless ring.
- Return the nameless ring to Robin and you will be rewarded for 2000 coins and 50 points of reputation. Now Robin will keep ask you to find Capone (32, 30) in Genie Desert.
- Find Capone (32, 30) of Genie Desert and defeat him to get the last treasure - super diamond.
- Return the super diamond to Captain Robin to complete the quest.

Patrol Misson

Quest requirement: Level 5

Related NPC: Deputy Joe (24, 248) of Valley of Fear, Sevo (23, 25) of Valley of Fear, Abdula (7, 335) of Valley of Fear, Fife (21, 371) of Valley of Fear

Quest Rewards:

To save Abdula from the skeleton - you will get 3500 experiences, 500 coins and 50 points of reputation.

Failed to save Abdula from the skeleton - you will only get 2500 experiences and 25 points of reputation.

- Deputy Joe (24, 248) of Valley of Fear wants a volunteer for patrolling.
- Promise Joe to patrol the streets. He asks you to conversation with the guard of the north and south exits of Valley of Fear for three times separately. Besides, you also have to help the other people in half way.
- Talk to Sevo (23, 25) in the north exit in Valley of Fear first and then talk to Fife (21, 371) in the south exit in Valley of Fear.
- In the half way of patrolling, you will see one old man was attacked by skeleton. You can defeat skeleton to save Abdula. He will give you 500 coins for prize.
- No matter you save Abdula from skeleton or not, you can finish the quest after you talked with Sevo and Fife back and forth for three times.

Black Gem

Quest requirement: Level 4

Related NPC: Mysterious Old Man (33, 60) of Valley of Fear, Raile (74, 162) of Ilium, Greedy Hutch (13, 51) in Hutch's House of Ilium

Location: Hutch's House (64, 205) of Ilium

Quest Rewards: 3000 experiences and 2000 coins

- You meet a mysterious old man (33, 60) in Valley of Fear. He tells you that he lost a black gem, besides, according to the divine, the black gem was picked up by a man with black hair in Ilium. The mysterious old man asks you to find it back to him.
- You find the man with black hair who picked up the black gem is Raile (74, 162) in Ilium. After you talked with him, you will know he had sold the black gem to the most famous rich person -Greedy Hutch at 100 coins.
- Find Greedy Hutch in Hutch's House of Ilium and tell him the purpose of your visiting. Then, Greedy Hutch asks you to exchange the black gem for fine coral.
- Give the fine coral to Greedy Hutch, however, he seems didn't satisfy with the exchange. He still asks you to find the fine amber to him.
- Tell the mysterious old man the request of Greedy Hutch, and then he will give you the fine amber.
- Give the fine amber to Greedy Hutch, he still asks you to find a fine sapphire to him.
- Tell the mysterious old man the request of Greedy Hutch, and then he will give you the fine sapphire as well.
- Give the fine sapphire to Greedy Hutch, he still asks you to find super ruby to him.
- Tell the mysterious old man the request of Greedy Hutch, and then he will give you the super ruby. However, the mysterious old man also warns you that if Greedy Hutch still refuses to return the black gem, he has to return the other precious stones back to him.
- Give the super ruby to Greedy Hutch; you will get the black gem as your wish.
- Return the black gem to the mysterious old man and then you will be rewarded for 3000 experiences and 2000 coins. The mysterious old man will also ask you to visit Hutch if you are available.
- Go back to Hutch's House, you will find all the precious stones of Greedy Hutch all become to common stones for his greed.

Mysterious Room

Quest requirement:

1) Level 20

2) Quest No. 56 "Black Gem" and No. 125 "The Limited Edition" completed

Related NPC: Mysterious Old Man (32, 60) of Valley of Fear

Quest Rewards: Capsule Level 2 x 1, 300 points of reputation

- Bring the perfect Opal from Xiaoco to Mysterious Old Man (32, 60) in Valley of Fear. Mysterious Old Man tells you actually the perfect Opal have magical power. You can use it to enter to a mysterious room.
- You will see two dogs inside the mysterious room. Defeat them and you will know that actually they were sent by God of Mountain, Mysterious Old Man, to guard the treasure boxes. Now you can open two treasure boxes placed on the backward of the room.
- Open two treasure boxes to get the key of dragon bone and the ancient scroll. Talk to dog Blackie and Little White to leave the mysterious room.
- Talk to God of Mountain, Mysterious Old Man and he will tell you the story of the ancient scroll. He asks you to find Will, one of three hermits. You will be awarded a capsule level 2 and 300 points of reputation.

Frog Swamp

The Golden Ball

Quest Requirement: Level 16

Related NPC: Snowy (13, 24) of Frog Swamp

Quest Rewards: 500 points of reputation

- Snowy (13, 24) of Frog Swamp lost her lovely Golden ball in Frog Swamp. She hopes you can help her to find the Golden ball.
- Defeat tree frog in Frog Swamp to get the Golden ball.
- Bring the Golden ball back to Snowy to complete the quest.

Lieutenant of the Golden God

Quest requirement:

1) Quest No. 154 "The Curse" completed

2) You can only finish the quest once

Related NPC: Snowy (13, 24) of Frog Swamp

Quest Rewards: 10000 experiences, 300 points of reputation

- Snowy plans to prevent Lieutenant of Golden God to rule the world of Fairyland and God.
- According to the investigation of Snowy, the legendary Lieutenant of Golden God is just an evil little God Kinesso. Kinesso was sealed by the real Golden God in Golden Ball for a long time due to his awful mistake. Accidentally, Golden Ball falls to Fairyland world because of a powerful earthquake. The innocent Tibet gathered Golden and Silver Balls together to make the power of seal inefficient.
- You invite Snowy to defeat God Kinesso together. However, Snowy's father needs 10 divine herbs to cure his dementia. Bring 10 divine herbs to Snowy. She will give you the powerful sealing Golden Ball to defeat God Kinesso successfully.
- You come to Slime Maze and seal God Kinesso into the Golden Ball. Report to Snowy and play a little game with her to complete the quest.

Rosen Lake

The Mysterious Potion

Quest Requirement: Level 25

Related NPC: Witch Kailin (60, 261) of Rosen Lake

Quest Rewards:

- Witch Kailin (60, 261) of Rosen Lake is mixing for a potion which has special functions. To make the special potion successfully mixed, she still needs three materials.
- Promise Witch Kailin (60, 261) to find those materials for her. She will command you to bring spider's leg in Genie Desert, sky beast's rotor's in Crystal Mountain, and frog's eye in Frog Swamp within one month. Or you will be cursed by Witch Kailin.
- Defeat the Black Widow of Genie Desert, the Golden Cloud of Crystal Mountain, and the Tree frog of Frog Swamp to get spider's leg, sky beast's rotor's, and frog's eye separately.
- As all the items were collected, you have to bring them back to Witch Kailin (60, 261) of Rosen Lake and complete the mission. If you didn't complete the request within one month as Witch Kailin asked, the maximum of life will be reduced to half as a curse. You have to continue the quest to eliminate this horrible curse.

Notice: Witch Kailin can mix the potion to change your skin color as you finished this quest.

Pandora's Box

Quest requirement: Level 30

Related NPC: Mad Old Man (44, 74) of Rosen Lake, The guy (9, 24) of Nameless Maze

Location: (6, 86) of Crystal Mountain

Quest Rewards: A kind of Work Doll in random x 1, 1500 points of reputation

- Mad Old Man (44, 74) of Rosen Lake who found Pandora's Box and was chased by a horrible man. Now the Box was stolen by the horrible man. Mad Old Man asks you to Pandora's Box and to save the world.
- Go to the east-southern area of Crystal Mountain. You will find there's a mysterious power to stop you entering.
- You can use the mirror to break the circle of protection to enter to the Nameless Maze.
- Move into the deep of the Maze to find the guy (9, 24). Defeat the guy to take Pandora's Box back.
- Return Pandora's Box to the Mad Old Man to complete the quest.

Sleepy Town

Sleepy Sophia

Quest requirement: Level 20, 3000 points of reputation

Related NPC: Thomas (26, 49) of Sleepy Town, Rock Monster (47, 204) of Underground Maze, Sophia (45, 192) of Underground Maze

Location: Old House (17, 40) of Sleepy Town

Quest Rewards: A Capsule level 3, 1000 points of reputation

- You meet Thomas (26, 49) of Sleepy Town. Tell him you are coming for find a sleepy girl. You will hear the story about Sophia from Thomas.
- You come into the old house after the dialogue with Thomas. Enter to the Underground Maze by teleport point inside the old house.
- Walk into the deep of Underground Maze then you will see sleepy Sophia (45, 192) who lies on the ground inside the railing and Rock Monster guards outside.
- Defeat Rock Monster and talk to Sophia about what happened these days. However, you are not the Prince so that you can't eliminate the curse from witch. After you got rewards from this quest, Sophia still keeps sleeping...

Heart of Rock

Quest requirement:

- 1) Quest No. 161 "Return to the Abandoned Village" completed
- 2) You must have the map to the town
- 3) Level 30

Related NPC: Thomas (26, 49) of Sleepy Town, Rock Monster (47, 204) of Underground Maze, Lira (64, 33) of Genie Dessert, Metalli (17, 22) of Temple of Metal

Location: Worn-out House (17, 40) of Sleepy Town

Quest Rewards: 500 points of reputation, 1000 coins, Capsule Level 3 x 4

- Tell Thomas (26, 49) of Sleepy Town that you have an idea to dissolve the curse on Sophia. Then come to find Sophia in Underground Maze of Sleepy Town.
- Enter to Underground Maze through Worn-out House (17, 40) of Sleepy Town. You meet Rock Monster (47, 204) of Underground Maze. The poor Rock Monster tells you Sophia and he was cursed by a witch. You can ask Witch in Genie Dessert to dissolve the curse on them.
- Tell Lira (64, 33) of Genie Dessert the request from Rock Monster. Lira says actually the curse was made by the master of her master. Lira can't read the incantation so that she can't help you. Lira hints you can go to Temple of Metal to find the clue.
- Talk to Metalli (17, 22) in Temple of Metal then prepare all the materials she assigned.
- Give Metalli all the materials to learn the incantation. However, the incantation for the magic scroll can be only use once.
- Tell Rock Monster what you have learned from Metalli. Rock Monster decides to let Sophia have the only chance to dissolve the curse.
- Click Sophia to dissolve the curse and tell her the whole things happened to you. As Sophia knows the Rock Monster is her good friend, she decides to wait for the curse been dissolved. Surprisingly, the tear of Sophia is the cure for the curse on Rock Monster. Rock Monster recovers himself to human being. You will be awarded 500 points of reputation, 1000 coins, and 1 Capsule Level 3.

Notice: You can not enter to the town without map. For team players, you can enter to the town as lone as the leader has the map.

Moonglow

Stroo's Ore

Quest requirement: Level 30

Related NPC: Stroo (26, 50) of Temporary Adobe, Budami (29, 25) of Temporary Adobe

Location: Temporary Adobe (26, 30) of Moonglow, Temporary Adobe (10, 30) of Moonglow

Quest Rewards: 10000 experiences, 1000 points of reputation

- Stroo (26, 50) of Temporary Adobe in Moonglow always wants a Fantasy Ore. You promise him to find the fantasy Ore.
- Inquire Budami (29, 25) of Temporary Adobe about the Fantasy Ore. He tells you that you can find the Fantasy Ore in Hachoo Island.
- Defeat beasts in Hachoo Island to get the Fantasy Ore and bring it to Stroo.

The Mystery of Fantasy Ore

Quest requirement: Quest No. 141 "Stroo's Ore" completed after a while

Related NPC: Stroo (26, 50) of Temporary Adobe, Budami (29, 25) of Temporary Adobe, Luya (108, 138) of Bluebird

Location: Temporary Adobe (26, 30) of Moonglow, Temporary Adobe (10, 30) of Moonglow

Quest Rewards: 100 points of reputation

- Stroo (26, 50) of Temporary Adobe confuses about the function of the Fantasy Ore. Stroo hopes you can find Budami to solve the question for him. Tell Budami
- (29, 25) of Temporary Adobe the problem of Stroo and ask him for a help. Budami instructs you to find Luya in Bluebird and ask her the function of Fantasy Ore.
- Luya (108, 138) of Bluebird says actually the Fantasy Ore is an ominous ore. You have to pass on the message from Luya to Stroo as soon as possible.
- Report to Stroo to complete the quest.

Baghdad

Memory-lost Medicine

Quest requirement: You can only finish the quest for once

Related NPC: Iana (25, 34) of a House, Dr. Harma (24, 28) of the Healer, Blizz (35, 57) of Siwa Oasis, Thief Dica (73, 303) of Persian Desert, Thief Salf (75, 308) of Persian Desert

Location: A House (10, 192) of Baghdad, the Healer (63, 148) of Baghdad

Quest Rewards: 2000 coins, 3000 experiences

- You meet Harma (24, 28) in the Healer of Baghdad. Harma asks you to convince his wife Iana for his unfaithful to her.
- Talk to Iana (25, 34) of a House. After hear your words, Iana gets mad then asks you to leave from her house. Report to Harma then he asks you to find the way to lose the memory of Iana.
- Find Blizz (35, 57) of Siwa Oasis, he tells you the forty thieves may have the memory-lost medicine you're looking for. Besides, Harma also teaches you the song of forty thieves.
- You have to sing the song of forty thieves to Thief Dica (73, 303) of Persian Desert, Thief Salf (75, 308) of Persian Desert. They will believe that you are the forty-one member of them. Then they will give you memory -lost medicine.
- Bring memory-lost medicine to Harma to end the quest.

Ali Baba and the Forty Thieves

Quest requirement:

- 1) No level restriction
- 2) You can only finish the quest for once
- 3) Quest No. 200 "Memory-lost Medicine" must be completed

Related NPC: Ali Baba (13, 159) of Baghdad, Adam (64, 51) of Baghdad, Dr. Harma (24, 28) of the Healer, Thief Dica (73, 303) of Persian Desert, Thief Salf (75, 308) of Persian Desert

Location: the Healer (63, 148) of Baghdad

Quest Rewards: 3000 points of reputation, 5000 experiences

- You meet a boy who lost his memory in Baghdad. You promise him to find his memory back. Ask Adam (64, 51) of Baghdad about memory medicine. Adams tells you that he has ate Strong Memory Sugar made by Dr. Harma to make him get 100 grades in the exam.
- Go to find Dr. Harma (24, 28) of the Healer. In fact, he regrets to let lana drank the Memory-lost Medicine because lana even forget himself. Harma promises you to make the Strong Memory Sugar for you, but you have to collect all the materials he assigns first.
- Find Golden Llama's hair in Kars Mountain, Wood Elephant's ivory tusks in the Syrian Plateau, and Camel's tongue in the Canaan Valley and bring them to Harma to make the Strong Memory Sugar.
- Bring Strong Memory Sugar to the boy. Finally, the boy recovers his memory and he tells you his name is Ali Baba. Actually, he forced to drink the memory -lost medicine by thieves. Ali Baba asks you to save his brother from the thieves.
- You promise Ali Baba to save his brother and get 3000 points of reputation, 5000 experiences as reward.

The Door with Tricks

Quest requirement:

- 1) No level restriction
- 2) You can only finish the quest for once
- 3) Quest No. 200 "Memory-lost Medicine" and No. 201 "Ali Baba and the Forty Thieves" completed

Related NPC: Thief Dica (73, 303) of Persian Desert, Thief Salf (75, 308) of Persian Desert, Ali Baba (13, 159) of Baghdad, Thieves' Leader in Chieftain Room

Location: Chieftain Room (74,168) of Thief Lair B2

Quest Rewards: 3000 points of reputation, 8000 experiences

- You promised Ali Baba to save his brother from the thieves so you come to find Thief Dica (73, 303) and Thief Salf (75, 308) of Persian Desert a gain. They ask you to bring Vintage Sorghum for them. However, you decide to add "Memory-lost Medicine" into the Vintage Sorghum then let two thieves drink it.
- As you are going to enter to Thief Lair, you find the password has been changed. The door with tricks asks you to play a little game with it to guess the new password.
- Bring 15 items the door with tricks assigns and guess the right password within 8 rounds. Then you can enter to Thief Lair free.
- Find Thieves' Leader in Chieftain Room and defeat him as well. He will tell you the brother of Ali Baba was dead. Besides, Thieve s' Head also hide the chest of treasure in somewhere. The key to open the chest was also thrown into beasts in lair.
- Report the bad news to Ali Baba then finish the quest.

Aladdin and Little Princess Sheba

Quest requirement:

- 1) No level restriction
- 2) You can only finish the quest for once

Related NPC: Little Princess Sheba (39, 228) of Flying Palace 1F, Aladdin's Mom (25, 54) of Aladdin's House, Amm (18, 19) of the Store, Aladdin (39, 157) of Secret Tomb B3, Genie Spirit (40, 152) of Secret Tomb B3, Trainee Darley (29, 27) of The Blacksmith

Location: Flying Palace 1F (74, 170) of Baghdad, Aladdin's House (71, 213) of Baghdad, The Blacksmith (69, 121) of Baghdad, The Store (48, 25) of Port Basra, Secret Tomb (8, 21) of Kars Mountain

Quest Rewards: another box, 3000 coins, 2000 points of reputation, 5000 experiences

- Little Princess Sheba (39, 228) of Flying Palace 1F waits for boys who register to be her husband.
- If you are male player, Little Princess Sheba may suppose that you are also intending to propose to her. If you are female player, Little Princess Sheba may suppose that you are register to be her maid. To make sure if you are qualified or not, Little Princess Sheba asks you to find her stolen necklace with photos back in palace.
- Defeat beasts in palace to get the stolen necklace with photos and bring it to Little Princess Sheba. However, she begins to cry as she got the necklace. Then, she tells you actually she doesn't want to marry anyone except Aladdin. Little Princess Sheba requests you to ask if Aladdin likes her or not.
- Talk to Aladdin's Mom (25, 54) of Aladdin's House. She says you can ask the good friend of Aladdin, Amm. Find Amm (18, 19) of the Store then he tells you Aladdin went to Secret Tomb for treasure hunt alone.
- Find Aladdin (39, 157) whose half body was transformed to stone in Secret Tomb B3. Talk to Genie Spirit beside Aladdin and defeat him. Then, talk to Aladdin. In fact, Aladdin was punished by Genie Spirit because he used the magic lamp as a toilet. You requests Genie Spirit to find someone make a new magic lamp and forgive Aladdin.
- Bring 1 Topaz and 5 Gold Ingot to Trainee Darley (29, 27) of The Blacksmith and ask him to make a new magic lamp. Bring the new magic lamp to Genie Spirit.
- Genie Spirit sets Aladdin free as he receives the new magic lamp. Ask Aladdin his feeling to Little Princess Sheba then report to Little Princess Sheba.

Sinbad's Adventure

Quest requirement:

- 1) No level restriction
- 2) You can only finish the quest for once
- 3) Quest No. 203 "Aladdin and Little Princess Sheba" must completed

Related NPC: Sinbad (68, 50) of Zharpie Island, Kindheart Enchantress (13, 34) of House 7

Location: House 7 (37, 37) of Syrian Plateau

Quest Rewards: Attribute Tuner x 1 (in random), 4000 points of reputation, 1000000 experiences.

- You meet Sinbad (68, 50) of Zharpie Island who is a royalty of Baghdad. Sinbad tells you an evil wizard transformed the king, queen, princess, little prince, and the other royalties all into beasts. Sinbad requests you to find the queen, prince, and little prince in Boulder Island, Zharpie Island, and Tutu Island. You have to defeat beasts and make them become beast dolls. Kindheart Enchantress can help to recover their appearance if you have beast dolls and magical recovery medicine.
- Defeat Metal Griffin in Boulder Island to find the Queen. Defeat Earth Narwhal in Zharpie Island to find the Princess. Defeat Ice Scorpion in Tutu Island to find Little Prince. Collect all the beast dolls then report to Sinbad. However, you attacked by Sinbad. Defeat Sinbad then he tells you he has been cursed by the evil wizard who pretends himself to Dark Spirit.
- Sinbad and you search for evil wizard in Island of Cannibals separately. You will meet evil wizard who transformed himself into Dark Spirit. First, you have to defeat Dark Spirit. Then he will transform into the King and his real essence. Second, you have to defeat him again to get magical recovery medicine.
- Report to Sinbad then he tells you he has already got the doll of the King. Sinbad also requests you to search for the other royalties. You have to bring the 4 beast dolls to find Kindheart Enchantress.
- Meet Kindheart Enchantress (13, 34) of House 7 in Syrian Plateau. Give the dolls and magical recovery medicine to her. Kindheart Enchantress asks you to collect Solar Smile, Morning Dew, and Summer Breeze 5 for each.
- Bring all the materials Kindheart Enchantress assigns then report to her to complete the quest.

3.5.4 King's New Clothes

Rainbow City

The king on diet

Quest requirement: None

Related NPC: Old Minister (196, 514) of Rainbow City, Doctor Hard (12, 27) of the Healer in Rainbow City, Ms. Clown (8, 117) of Garden of Dreams, Granny Mayflower (12, 33) of a House in Rosen Lake

Location: The Healer (207, 685) of Rainbow City, A House (33, 258) of Rosen Lake

Quest Rewards: 10000 experiences, 10000 coins, Antidote x 5

- Talk to Old Minister (196, 514) of Rainbow City and then he requests you to ask Doctor Hard the way to diet in a short time for the King of Rainbow City.
- Doctor Hard (12, 27) of the Healer in Rainbow City asks you to find his medical box back from a thief in Garden of Dreams.
- You meet Ms. Clown (8, 117) of Garden of Dreams and request her to return the medical box back to Doctor Hard. Then, Ms. Clown summons her pet Miss Ugly and starts the battle with you. Defeat Miss Ugly to get the medical box and then return it to Doctor Hard. Doctor Hard may instruct you to ask a granny about the fast way of diet in Rosen Lake.
- Ask Granny Mayflower (12, 33) of a House in Rosen Lake about the fast way of diet. She may ask you to collect 5 different colors of flags of Metal, Earth, Wood, Water, and Fire Poli.
- As you collected all the five different flags from Poli, Granny Mayflower will give you a special medicine for diet.
- Report to Old Minister to complete the quest.

Prepare for the ball

Quest requirement: Quest No. 205 "The king on diet" must be completed.

Related NPC: Royal Tailor (15, 49) of The Tailor, Master Stone (14, 27) of The Tailor

Location: The Tailor (249, 590) of Rainbow City, The Tailor (146, 141) of Bluebird

Quest Rewards: 10000 coins, 10000 experiences

- Talk to Royal Tailor (15, 49) of The Tailor in Rainbow City. He begs you to ask Master Stone for designing new clothes for the King.
- Master Stone (14, 27) of The Tailor in Bluebird may ask you to collect Copper Ingot, Iron Ingot, Cedar, Teak, Deer Skin, and Sable Fur for him to make the clothes.
- Bring all the materials to Master Stone and then he will give you a package.
- Report to Royal Tailor and show him the package. Then you will find there is a letter for you in the package. Follow the instructions written on the letter. Royal Tailor may keep asking you to collect Silk Cloth, Fine Woolen Cloth, Tiger Skin, Cat's-eye, and Yellow Eel Soup for him.
- Bring all the materials to Royal Tailor as he requested to complete the quest.

King's New Clothes

Quest requirement:

- 1) Quest No. 206 "Prepare for the ball" must be completed.
- 2) After you finished the quest "Prepare for the ball" for 10 days.

Related NPC: Royal Tailor (15, 49) of The Tailor, Old Minister (196, 514) of Rainbow City, Guard Huss (7, 102) of Rainbow Palace, Daniel the chief chef (50, 241) of Rosen Lake, (18, 18) of Northern Grassland, (23, 157) of Redhood, (27, 34) of Dwarf Hill, The King (21, 30) of Rainbow Palace

Location: Rainbow Palace

Quest Rewards: Rewards may be different according to your mix and match for the clothes.

- Talk to Royal Tailor (15, 49) of The Tailor. He tells you the King of Rainbow City seems not satisfied with the new clothes made by Royal Tailor. You promised Royal Tailor to ask the King about the reason directly.
- Find Old Minister (196, 514) of Rainbow City and then he will give you a permit for Rainbow Palace. However, Guard Huss (7, 102) of Rainbow Palace is sleeping and you have no idea to wake him up. The person who knows the way to wake the guard up is Daniel the chief chef.
- Find Daniel the chief chef in every lakeshore where Bass appears around. He asks you to bring 10 Yellow Fish for exchanging the way to wake Guard Huss up.
- Return to Rainbow Palace and follow the instruction of Daniel the chief chef to wake Guard Huss up successfully. Walk into the Palace and find the King (21, 30) in front of the mirror. Ask the King about his problem with the clothes and then King will tell you his perfect idea for the design.
- Report to Royal Tailor and help him to collect the materials for making new clothes. You have to wait for three days for making the new clothes.
- Bring the new clothes to the King. However, the Queen forbids the King wearing the new clothes. You can suggest the King to wear the clothes that he already has. Then you will be awarded for 30000 experiences, 30000 coins and 3000 points of reputation.
- Or you can choose to mix and match clothes for the King. If your grade of mix and match is 80 points or above, you have to find the clothes from Earth Succubus and Vintage Sorghum for Royal Tailor. If your grade of mix and match is 80 points or below, you have to find Fire Succubus and Vintage Shaoxing for Royal Tailor.

- Bring the clothes from Succubus and the Vintage Sorghum or Shaoxing to Royal Tailor to get the new clothes.
- Bring the new clothes to the King to complete the quest and get your award as well.

3.5.5 Wizard of OZ

Secret Plain

Treasure of Goddess Shiria

Quest requirement: Quest No. 10 "Saving Miss Veggie" and No. 127 "The Shirira Mysteries" completed

Related NPC: Tanrana (10, 36) of Tanrana Maze, Holy Beast (20, 22) of Goddess Treasury

Location: A Mysterious House (36, 56) of Secret Plain, Entrance of Goddess Treasury (36, 92) of Secret Plain

Quest Rewards: As you open the treasure box, you will get coins, points of reputation, sweet kiss x 10, boiled bass x 10, transformation potion (in random) x 1, health card x N, Beast card and beast doll (in random) x 1.

- Come to A Mysterious House (36, 56) of Secret Plain and enter to Tanrana Maze to find the witch Tanrana (10, 36). She asks you do you believe that she is the legendary evil witch or not. If you select "No", you have to defeat the minion of Holy Beast.
- Talk to witch Tanrana to start the battle with Holy Beast. She will give you the scroll of treasure location to you as you win the battle. Besides, you have to solve the hint of treasure location printed in the scroll. You can also ask Hamini the Wise in Goldberg Lake to find out the answer.
- Go to the entrance of Goddess Treasury and use the key of dragon bone to open it. Walk into the deep of Goddess Treasury and then you will see the Holy Beast. You can challenge it by a team with 3 members.
- As you defeat Holy Beast, you can open eight treasure boxes to complete the quest.

Bouquet Village

Colorful Farmland Light Scarecrow in Dreamland

Quest requirement: None

Related NPC: Good Witch of the North (30, 155) of Bouquet Village, Light Scarecrow (66, 96) of Colorful Farmland, Grandpa Duncan (45, 240) of Colorful Farmland

Quest Rewards: 10000 experiences

- Talk to Good Witch of the North (30, 155) of Bouquet Village. She will tell you the story of Dorothy.
- You meet Light Scarecrow (66, 96) of Colorful Farmland. Light Scarecrow was bullied to lose his most straws.
- You discussed the way to save Light Scarecrow with Grandpa Duncan (45, 240) of Colorful Farmland. Grandpa Duncan suggested you to defeat the Green Crow in the farm and collect 20 Ebony for him to exchange straws.
- Bring the straws to Light Scarecrow and report to Grandpa Duncan right away then you can get 12,000 experiences as bonus.
- Help Light Scarecrow to fill in the straws into his body. Light Scarecrow may tell you another story about Dorothy and Witch Wiki.
- Finally, Light Scarecrow requests you to find Silver Robot who was defeated by force of wing monkeys of Witch Wiki.

Silver Robot Disjointed

Quest requirement: Quest No. 220 "Colorful Farmland Light Scarecrow in Dreamland" must be completed.

Related NPC: Silver Robot (25, 100) of somewhere deep inside the Sunshine Forest, Grandpa Argo (13, 36) of The Repair Shop in Emerald City, Oil Pot (27, 42) of A Log Cabin

Quest Rewards:

- 1) To repair the separated parts of Silver Robot by yourself →20000 experiences and 2000 points of reputation.
- 2) To ask Grandpa Argo to repair the separated parts of Silver Robot →15000 experiences and 1500 points of reputation.

- You meet Silver Robot (25, 100) who has lost his body and just a head remained in Sunshine Forest. Silver Robot tells you that all the other parts of his body were taken by the wing monkey.
- Defeat Golden Wing Monkey to collect all the separated parts of Silver Robot's body.
- Due to all the parts were destroyed, you have to repair the parts of Silver Robot by yourself or ask someone for help. If your skill of Armor Making ≥50, you can repair the parts by yourself. If your skill of Armor Making <50, you have to request Grandpa Argo (13, 36) of The Repair Shop in Emerald City to repair the parts of Silver Robot.
- Bring the repaired body to Silver Robot. You have tried your best to connect the body and the head of Silver Robot together. However, you still need to find an oil pot to smooth the joints of Silver Robot.
- Find Oil Pot (27, 42) of A Log Cabin and bring the Oil Pot to Silver Robot. After you helped the Silver Robot to connect his body, he may request you to save Dorothy and Timid Lion from danger in West Mystery Wonderland.
- You will be awarded as you completed the quest.

Rescue Timid Lion

Quest requirement: Quest No. 220 "Colorful Farmland Light Scarecrow in Dreamland" and No. 221 "Sliver Robot Disjointed" must be completed

Related NPC: Cute Little Kitty (39, 87) of Wiki's Maze B2, Dorothy (23, 64) of Wiki's Nexus, Toto the dog (24, 64) of Wiki's Nexus, Sissy Lion cursed by Dummy Spell (10, 328) of Wiki's Nexus

Quest Rewards: 30000 experiences

- As you come to the Witch Wiki's Mansion, you will meet a Cute Little Kitty (39, 87) of Wiki's Maze B2. However, you annoyed the little cat so it transformed to a leopard.
- Defeat the leopard and then it will tell you there is an invisible door (65, 16) in Wiki's Maze B2. You have to face to North and push the door then you will be teleported into Wiki's Nexus.
- Find Dorothy (23, 64) and Toto the dog (24, 64) of Wiki's Nexus. Dorothy tells you the Timid Lion was cursed by Witch Wiki to be her puppet. Dorothy requests you to save Timid Lion from Witch Wiki in Wiki's Nexus. As you promised to help Dorothy and Timid Lion, Dorothy will tell you the way to eliminate the curse of Timid Lion.
- You meet Sissy Lion cursed by Dummy Spell (10, 328) of Wiki's Nexus and talk to it to start the battle.
- Defeat Sissy Lion to save it from the curse of Dummy Spell. Bring the sealed Sissy Lion to Dorothy. Dorothy may ask you to do her a last favor. Now you have to help Dorothy for researching King Oz in Emerald City and tell him the whole story.
- To appreciate your help, Dorothy will give you 4 keys to open the chests in Witch Wiki's Mansion.

Defeat Witch Wiki

Quest requirement: Quest No. 222 "Rescue Timid Lion" must be completed.

Related NPC: Guard Richard (35, 220) of Emerald Palace, King Oz (36, 148) of Emerald Palace, 2F, Guard Shiraz (60, 141) of Emerald Palace, Guard Poor (37, 220) of Emerald Palace, Guard Walder (16, 141) of Emerald Palace, Good Witch of the North (30, 155) of Bouquet Village, Witch Tanlin (14, 120) of Witch Tanlin's Abode

Quest Rewards: Dorothy Doll x 1, Title of constellations, 300000 experiences, 3000 points of reputation

- You are going to meet King Oz in Emerald Palace. However, Guard Richard of Emerald Palace requests you to bring Lily Beef, Dragon Breath, and Silk Cloth to for him. Bring all the materials to Guard Richard and then you will be sent to Emerald Palace, 2F.
- You meet King Oz (36, 148) of Emerald Palace, 2F and found he is a rock monster. King Oz tells you he can change himself to anything he wants. You asked King Oz for helping Dorothy but he seems doesn't care about what you asked for. You decide to investigate the King because he is so weird and dubious.
- Talk to Guard Shiraz (60, 141) of Emerald Palace then he will tell you that Guard Walder found a strange shadow in Emerald Palace B1.
- Talk to Guard Walder (16, 141) of Emerald Palace then he told you he has picked a mysterious key up in Emerald Palace B1 last week. You can buy the mysterious key from Guard Walder by 1000 coins.
- Use the key to open the gate to Emerald Palace B1. Walk through the tunnel and finally you will meet the real King Oz (28, 31) of Emerald Palace, 2F. King Oz tells you he is just a guy who loves balloon tricks and oesophageal spee ch. Actually King Oz has no magic power, he suggests you to find a person who has real magic power.
- You decide to ask Good Witch of the North (30, 155) of Bouquet Village for help. However, Good Witch of the North suggests you to find Witch Tanlin and ask her for help. Good Witch of the North will give you a Blessed Kiss for enter to Witch Tanlin's Abode.

- Find Witch Tanlin (14, 120) of Witch Tanlin's Abode and ask her for helping Dorothy. Witch Tanlin tells you that Witch Wiki has stolen the last half volume of her magic book and made an evil curse that all the witches will be no longer allowed to enter to West Mystery Wonderland. However, Witch Tanlin can make a transform potion for you to change your appearance into Dorothy. The effect of the transform potion can last for 3 hours (real time). You have to defeat Witch Wiki within 3 hours as you use the Dorothy transform potion.
- You have to collect Rainbow Wood, Silver Ore, Rhino Horn, Divine Herb, Pearl, Flower, Vinegar, Fine Woolen Cloth, Emerald, Cat's-eye, and any type of transform potion for Witch Tanlin to make Dorothy transform potion.
- As you get the transform potion, go back to Wiki's Nexus to meet Witch Wiki. Witch Wiki recognizes that you are not Dorothy so she starts to fight with you. Defeat Witch Wiki and then open two chests behind her to get silver boots and the last half volume of magic book. Click the Last Teleport Stele and then you will be recovered to yourself and left Wiki's Nexus.
- Bring the silver boots to Dorothy and the last half volume of magic book to Witch Tanlin.
- Witch Tanlin will take the Blessed Kiss back and give you a Horoscope Stone.
- Click the Horoscope Stone and answer the question to get the special title of constellations.

3.5.6 Thumbelina

Pea Lake

The Sea Demon

Quest requirement: None

Related NPC: Irene (44, 59) of Pea Lake, Tony (48, 42) of Pea Lake, Wilbur (19, 29) of Wilbur's Resort, Martha (11, 31) of Duncan's House, Duncan (13, 106) of Pea Lake, Nichole (20, 59) of Pea Lake, Edmond (65, 56) of Pea Lake, Miranda (10, 330) of Edmond's House

Location: Wilbur's Resort (46, 42) of Pea Lake, Duncan's House (66, 111) of Pea Lake, Edmond's House (13, 45) of Pea Lake

Quest Rewards: Get 10 points of reputation as you have asked one person. You can totally get 70 points of reputation for seven people.

- The rich girl Irene (44, 59) of Pea Lake is falling in love with Duncan, the son of a hunter. However, Irene can't make up her mind to continue their relationship or not because she might be separated from Duncan.
- Ask people around Pea Lake and to hear their opinions about the love between Irene and Duncan. You have to tell Irene what you have heard from the other people and tell Irene your own opinion as well.

Romantic Consultant II

Quest requirement:

- 1.) Level 15
- 2.) No. 38 "The Sea Demon" completed

Related NPC: Rand (32, 75) of Pea Lake

Quest Rewards: Sliver Gauntlets x 1, 50 points of reputation

- Rand (32, 75) of Pea Lake wants to become an apprentice of three hermits in Smiling Forest for pursuing Irene. However, Master Will asks Rand to collect Poli's water from the snowman at Goldburg Lake of Moonglow so that he can make clothes to defeat the snowman.
- Defeat Cheering Poli at Goldburg Lake of Moonglow to get the Poli's water.
- Give Rand Poli's water to complete the quest.

Axe of Gold and Silver

Quest requirement: None

Related NPC: Wurfley (49, 126) of Pea Lake, Lake Deity (24, 134) of Pea Lake

Quest Rewards:

- 1.) You will get Copper Axe and 30 points of reputation for tell Wurfley about the three axes honestly.
 - 2.) You will be deducted for 30 points of reputation for you concealed what you got from Lake Deity.
- Wurfley (49, 126) of Pea Lake tells you that he just lost his axe into the lake accidentally. According to Wurfley, Lake Deity sometimes appears from Pea Lake at night. Maybe you can ask Lake Deity to find the axe of Wurfley and give it back to him.
 - You can meet Lake Deity (24, 134) of Pea Lake at night. If you answered three questions from Lake Deity honestly, you will be rewarded for three kinds of axes.
 - Tell Wurfley about what you have got from Lake Deity honestly and then Wurfley will tell you actually he is the Lake Deity. Wurfley rewards you for your good faith and the quest will be completed. In contrast, Wurfley will confiscate the three axes if you didn't tell him the truth. Besides, 30 point of reputation will be deducted.

Notice: If you cheat Lake Deity when he asks you the question, you will be punished by Thunder and Lightening then sent to The Healer.

Girl's Arena

Quest requirement: Level 10

Related NPC: Nichole (20, 59) of Pea Lake

Quest Rewards: Peaked Cap x 1, 20 points of reputation

- Nichole (20, 59) of Pea Lake would like to challenge you.
- Accept the request from Nichole and then start the battle. You can get reward as you win the battle. No matter win or lost, you still can finish the quest.

Puppet Hill

Thumbelina's Disappearance

Quest requirement:

- 1) Quest No. 8 "Thumberlina" must be completed and after "24 hours" for real time.
- 2) Level 25

Related NPC: Holiday (23, 103) of Ilium, Self-complacent Frog (76, 60) of B2, Tin Can Tunnel, Strong Rhinoceros Beetle (77, 60) of B2, Tin Can Tunnel

Quest Rewards: 5000 coins, 300 points of reputation

- Holiday (23, 103) of Ilium is so anxious because Thumbelina was gone.
- Holiday tells you there is a frog who took Thumberlina away and moved forward to Puppet Hill.
- You have to buy a special item from Mikefar Witch in Puppet Hill Foot to make yourself become smaller so that you can walk through the entrance of Tin Can Tunnel.
- You meet Self-complacent Frog (76, 60) and Strong Rhinoceros Beetle (77, 60) disputed about something in B2, Tin Can Tunnel. Actually they are arguing about who is the most beautiful person of them. They ask you to bring their picture to Blackie the Cat, Flash the Cock, and Willy the Bull about their opinion.
- After inquired from Blackie the Cat, Flash the Cock, and Willy the Bull, you have to report to Self-complacent Frog and Strong Rhinoceros Beetle that they are totally different creatures so they are both beautiful.
- As Self-complacent Frog and Strong Rhinoceros Beetle heard your answer, they finally reconciled. They tell you Thumberlina was caught by someone who came from Lotus Land.
- Report to Holiday that Thumberlina was safe in Lotus Land to complete the quest.

3.5.7 Beauty and the Beast

Pineapple Hill

The Lost Ball

Quest requirement:

- 1) Quest No. 33 "The Golden Ball" completed
- 2) Level 30

Related NPC: Tibet (20, 217) of Pineapple Hill

Quest Rewards: A hundred-year divine herb, 50 points of reputation

- Tibet (20, 217) of Pineapple Hill lost his silver ball while he harvested the divine herb and attacked by Fire Aibo. Tibet asks you to find the silver ball back to him.
- Defeat Fire Aibo to get the silver ball. Return the ball to Tibet to complete the quest.

The Protectors

Quest requirement:

- 1) Quest No. 152 "The Lost Ball" completed
- 2) 10000 points of reputation

Related NPC: Snowy (13, 24) of Frog Swamp, Tibet (20, 217) of Pineapple Hill, Village Head Jeff (13, 35) of Town Center of Gion

Location: Town Center (37, 196) of Gion

Quest Rewards: 10000 experiences, 4000 coins, 200 points of reputation

- Collect Divine Herb, 3 Muntjac Meat, 3 Old Ginger, 10 Moon Herb and 5 Sorghum to Snowy (13, 24) of Frog Swamp within a month.
- As you bring all the materials to Snowy, you will be awarded for 50 points of reputation. After a while, Snowy tells you the Divine Herb you gave to her is not efficient enough. Snowy requests you to bring the hundred year divine herb from Tibet to mix all the materials.
- Tell Tibet (20, 217) of Pineapple Hill the request from Snowy. Tibet says you can use the Golden Ball from Snowy to exchange for the hundred -year divine herb.
- Tell Snowy the condition of Tibet and then Snowy will start to tell you the story of The Protects and Golden, Silber Ball. Snowy doesn't know how to do and ask you for you opinion. Tell Snowy the situation of her father is important and urgent. Then Snowy will give you Golden Ball to continue the quest.
- Bring Golden Ball to Tibet in Pineapple Hill to exchange for hundred -year divine herb.
- Go back to find Snowy in Frog Swamp and give the divine herb to her. Now she can bring the divine herb to doctor to make the cure for her father.

The Curse

Quest requirement: Quest No. 153 "The Protectors" completed

Related NPC: Snowy (13, 24) of Frog Swamp, Tibet (20, 217) of Pineapple Hill, Jefka (25, 25) of Ilium, Gold Spirit Attendant (41, 142) of Slime Maze B1, Silver Evil Subordinate (9, 70) of Rat Cavern B1, Silver Evil Chieftain (7, 68) of Rat Cavern B1

Location: Entrance of Slime Maze (7, 97) of Northern Grassland, Entrance of Rat Cavern (8, 71) of Valley of Fear

Quest Rewards: 40000 experiences, 500 points of reputation, hundred-year divine herb x 10

- Talk to Snowy (13, 24) of Frog Swamp, she will attack you right away. Defeat Snowy to get a Golden Scroll.
- Click the Golden Scroll then you will be cursed soon. Find Tibet (20, 217) of Pineapple Hill and ask him what's happened to you.
- Tibet was just used you to get the Golden and Silber balls. Tibet himself also cursed to loses his force. You can ask Jefka, the brother of Village Head Jeff of Gion the way to clear the evil curse.
- Tell Jefka (25, 25) of Ilium the request from Tibet. Jefka will ask you to give him 10000 coins to exchanger for the information. After you give him 10000 coins, Jefka instructs you to ask Tibet again about the curse.
- Jefka tells you actually he has a strange scroll in which writes there must be some to be the sacrificial offering in Slime Maze. You have to go to Slime Maze to solve the riddle.
- Find Gold Spirit Attendant (41, 142) of Slime Maze B1 and defe at him to know the scheme of Silver Evil Chieftain and Silver Evil Subordinate.
- Talk to Silver Evil Subordinate (9, 70) of Rat Cavern B1 then start the battle. Defeat him and Silver Evil Chieftain to dissolve the curse on you, Snowy and Tibet.
- Report to Snowy to get you reward. Go to find Tibet, he will give you the hundred-year divine herbs to help the other people in the world.

Sheep Horn Village

Bobo the Rat

Quest requirement:

Related NPC: Arche (67, 91) of Sheep Horn Village, Bobo (69, 89) of Sheep Horn Village, Penny (8, 37) in the Healer of Sheep Horn Village, Healer Shavana (9, 23) in the Healer of Veggie

Quest Rewards: 25000 experiences, 1000 points of reputations, and 10000 coins.

- You meet a boy named Arche (67, 91) of Sheep Horn Village. You saw a wounded rat beside Arche.
- Arche tells you the rat named Bobo was saved from the woods. There is no one in town would like to save the poor rat except him.
- You looked at the moribund rat and then told Arche the rat is almost dead. However, Arche cried loudly so you decide to help him to save the poor rat.
- Arche requests you to ask Healer Shavana in Sheep Horn Village but you have to remember don't mention Arche and the rat.
- Penny (8, 37) in the Healer of Sheep Horn Village tells you that Healer Shavana was went on a vacation. Penny gives you 4 bottles of Angel's Prayer to save the rat.
- You found the Angel's Prayer does not work on the rat so you come to ask Penny again. Penny tells you Healer Shavana is vacationing in Veggie.
- Come to Veggie and find Healer Shavana (9, 23) there and tell him the purpose of your visiting.
- However, Healer Shavana doesn't want to help you because Arche always releases the captured animals from hunters. Those animals were captured because they used to steal the medicine from the Healer.
- Report to Arche the reason Healer Shavana refused to save the rat. Arche requests you to find a Pearl Ring and give it to Healer Shavana for saving the rat from death.
- Defeat Shining Crow in Sheep Horn Village to gather 10 Pearl Rings and bring them to Healer Shavana.
- Healer Shavana promises to cure the rat for you and Arche as you give him the rings. However, you still have to collect 10 Summer Breeze for him to make the special medicine.
- Bring the ingredients to Healer Shavana and then you will get 2 different potions.

- Report to Arche and let the rat drink the potions. Finally, the rat will be alive again.
- You will be awarded for 25000 experiences, 1000 points of reputations, and 10000 coins. Arche reminds you to find him another day because he may ask you for help again.

Finding Movis

Quest requirement: Quest No. 240 "Bobo the Rat" must be completed

Related NPC: Arche (67, 91) of Sheep Horn Village, Jaston (10, 20) of Jaston's House, Penny (8, 37) in the Healer of Sheep Horn Village, Natalie (94, 167) of Forgotten Forest, Healer Shavana (9, 23) in the Healer of Veggie, Perro (19, 74) of Sheep Horn Village, Elf of the Pool (13, 315) of Castle B2

Quest Rewards: 20000 coins, 100000 experiences, 5000 points of reputation

- Arche (67, 91) of Sheep Horn Village requests you to find Movis and to investigate the reason of his missing.
- Ask Jaston (10, 20) of Jaston's House about Movis. Jaston seems unhappy about your question so he kicked you off.
- You decide to keep finding Movis in Forgotten Forest. However, you found a nameless girl in Forgotten Forest. The girl has lost her memory but she seems to know Jaston.
- You ask Jaston and tell him what you have found and heard in Forgotten Forest. Jaston was upset about your words and he starts a battle with you suddenly. Defeat Jaston so he will start to tell you the truth.
- Jaston admitted that he beat down Movis and left him alone in Forgotten Forest. Movis probably still strays in Forgotten Forest.
- You walk into Forgotten Forest again and find the nameless girl still confused about her lost memory. You decide to help the girl to find her memory back so you come to ask Penny (8, 37) in the Healer of Sheep Horn Village.
- Penny suggests you to ask Healer Shavana in Veggie about the memory-recover medicine because there is no any cure for lost-memory in the Healer.
- Come to find Healer Shavana (9, 23) in the Healer of Veggie and ask him for help. Healer Shavana may request you to collect 15 Rootless Lotus for the ingredient of memory-recover medicine.
- Bring the materials to Healer Shavana and give him 1000 coins for the charge fee.

- Bring the memory recover potion to the nameless girl in Forgotten Forest and let her drink it. However, the potions didn't work but the girl starts to talk nonsense. You decide to go back to find Healer Shavana and ask him about the potion.
- Healer Shavana tells you he has no idea with the nameless girl and the potion. Finally, you decide to tell all the things to Arche. Arche tells you there is an old man called Perro. Perro is a newcomer visitor in Sheep Horn Village and he has told a story about a girl who lost her memory.
- You inquired to Perro (19, 74) of Sheep Horn Village. Perro said you have to prepare a Transformation Potion and ask Arche for an item from nobles. Then bring the two items to Elf of the Pool in Castle B2 of Castle Pernot and ask her the way to save the memory-lost girl.
- You received a silver pan of Prince from Arche and then bring the pan and Transformation Potion to Elf of the Pool (13, 315) in Castle B2. Elf of the Pool gives you a Crystal Stone of Wish and teaches you a spell to eliminate the curse of nameless girl.
- Show the Crystal Stone of Wish to nameless girl in Forgotten Forest and cast a spell on her. Finally, the girl recovered her memory. Actually her name is Natalie and she is also a witch. To appreciate your help, you will be awarded for 15000 coins and 15000 experiences.

The Amnesiac Witch

Quest requirement: Quest No. 241 "Finding Movis" must be completed.

Related NPC: Natalie (94, 167) of Forgotten Forest, Cogsworth (12, 49) of Living Room, Prince Proctor (14, 33) of Master Bedroom, Belle (10, 38) of Guest Room, Perro (19, 74) of Sheep Horn Village, Elf of the Pool (13, 315) of Castle B2, Arche (67, 91) of Sheep Horn Village

Location: Living Room (99, 284) of Castle Pernot, Master Bedroom (67, 32) of Castle Pernot, Guest Room (51, 32) of Castle Pernot

- Inquire Movis from Natalie (94, 167) of Forgotten Forest. Natalie said she have seen Movis and Jaston in Forgotten Wood. She needs more time to recall her memory. Besides, Natalie also asks you to find the Prince who cursed by her and transformed his appearance to a beast in Castle Pernot. Natalie would like to know whether the Prince has become normal or not.
- You come to Castle Pernot and meet Cogsworth (12, 49) of Living Room. Cogsworth gives you a key for enter to the room of the Prince.
- You come to find Prince Proctor (14, 33) of Master Bedroom. Suddenly, Prince Proctor starts to attack you. You defeat Prince Proctor and ask him the reason of attacking you.
- Actually, Prince Proctor assumed that you are a partner of witch Natalie. He starts to tell you a long story. After you heard the whole story, you realized this is totally different from what you have heard from Natalie.
- Prince Proctor requests you to pass his message to Belle that its' no hope for him to become human again.
- You find Belle (10, 38) of Guest Room in Castle Pernot and persuade her for leave. Belle refused to leave because she wants to stay with the Prince. Belle also asks you to find Movis back and to find a way to recover the appearance of Prince Proctor.
- Go back to find witch Natalie in Forgotten Forest. She admits that she was meant to curse on Prince Proctor. However, Natalie didn't tell you the reason so you decide to ask consult Arche.
- Tell Arche the whole things you have heard from Natalie and Prince Proctor. Arche suggests you to ask Perro whether he has any idea about this or not.

- Perro (19, 74) of Sheep Horn Village requests you to collect 5 Crystal Ore, 3 Amethyst Ore, 1 Cat's-eye Ore, and 2 Mind Soothe. As you collected all the items as Perro requested, bring them to find Elf of the Pool (13, 315) of Castle B2.
- After heard the whole story, Elf of the Pool gives you a Mind Potion. You have to cast a spell on Natalie while sprinkle Mind Potion on Natalie.
- Do the steps as Elf of the Pool taught to you toward Natalie. As a matter of fact, the potion helped Natalie recovered her goodness. Natalie regrets for what she have done so she decide to eliminate the evil curse on Prince Proctor.
- Go back to report to Prince Proctor and get 100000 coins, 3000 points of reputation, and the Title "Count Sheep Horn" as your rewards.

The Prince's Wish

Quest requirement: Quest No. 241 "Finding Movis" and No. 242 "The Amnesiac Witch" must be completed.

Related NPC: Prince Proctor (14, 33) of Master Bedroom, Arche (67, 91) of Sheep Horn Village, Natalie (94, 167) of Forgotten Forest, Bobo (69, 89) of Sheep Horn Village

Location: Master Bedroom (67, 32) of Castle Pernot

- Prince Proctor (14, 33) of Master Bedroom requests you to find Guard Thadd in front of the gate of Castle Pernot. Thadd may know the whereabouts of Movis.
- Thadd tells you that he has saw Movis and Jaston fought against each other in Forgotten Forest. Movis fainted in the ground and witch Natalie who lost her memory casted a spell on Movis so he was transformed into a rat. You reminded the rat Bobo saved by Arche.
- You discussed with Arche and you both assumed that actually the rat Bobo is Movis. You come to Forgotten Forest and ask Natalie (94, 167) for help.
- Natalie teaches you a spell so that you can eliminate the curse on Bobo.
- Find Bobo (69, 89) of Sheep Horn Village and cast a spell that Natalie taught you on Bobo. Finally, Bobo becomes Movis again. To appreciate for your help, you will be awarded for 5000 points of reputation, 100000 experiences, and 20000 coins.

3.5.8 Peach Boy

Momohana Village

Irasimataro's Disappearance

Quest requirement: None

Related NPC: Kojirou (47, 130) of Momohana Village, Mysterious Grandpa (41, 149) of Urasima's House, Big Turtle (45, 361) of Momohana Village, Sinister Jellyfish (45, 358) of Momohana Village, Innocent-looking Jellyfish (44, 357) of Momohana Village, Retinue Hanamaki (17, 63) of Dragon Palace 3F, Princess of the Dragon Palace (41, 74) of Dragon Palace 3F, Tengu (130, 143) of Tora Plane, Oni (15, 123) of Oni Palace B3

Location: Urasima's House (52, 71) of Momohana Village

Quest Rewards: A magic chest, 1500 points of reputation, 100000 experiences

- Kojirou (47, 130) of Momohana Village asks you to investigate the reason for the disappearance of Urashima Taro. He says there is a Mysterious Grandpa in Urasima's House who pretends himself the grandpa of Urashima Taro.
- You decide to ask Mysterious Grandpa (41, 149) of Urasima's House about the disappearance of Urashima Taro. However, Mysterious Grandpa warns you not to be too enthusiastic over strangers and do not come to the shore of Momohana Village.
- For finding Urashima Taro, you still went to the shore of Momohana Village. You see a Big Turtle (45, 361) bullied by Sinister Jellyfish (45, 358) and Innocent-looking Jellyfish (44, 357) in the shore of Momohana Village. You decide to help Big Turtle and defeat the jellyfish brothers. Big Turtle will give you a ticket to Dragon Palace for the reward.
- Thought Mysterious Grandpa has reminded you Dragon Palace is a dangerous place, for finding Urashima Taro so you have to walk through KiriHari Isle and then enter to KiriHari Sea B2. Keep walking through KiriHari Sea B2 and then you will meet a guard of the entrance of Dragon Palace 1F. Walk to Dragon Palace 3F then you will see Retinue Hanamaki (17, 63). Click Retinue Hanamaki then you will meet Princess of the Dragon Palace (41, 74).
- Princess of the Dragon Palace is very childish and self-willed. She asks you to bring her any kind of materials for pet toy.

- Bring the material to her and then she will prison you in Dragon Palace Vault. There is no way out so you talk to Princess of the Dragon Palace again. Now you have to choose a way to please the Princess. However, no matter what you chose, she will not be satisfied for your and you will be punished to be a beast.
- You go back to find Mysterious Grandpa in Urasima's House and tell him what had happened to you. After heard your story, Mysterious Grandpa tells you actually he is Urashima Taro. He may ask you to tell the truth to Kojirou.
- Tell all the things to Kojirou and he will suggest you to ask Tengu for help.
- Find Tengu (130, 143) of Tora Plane but he seems a little wired. In fact, Tengu has no magic power now because the Fan of Tengu was stolen by Oni General in Oni Palace. You have to defeat Oni General and find Fan of Tengu back.
- You shall meet Oni (15, 123) of Oni Palace B3. However, after you talked to him, he will beat you down and send you to the entrance of Oni Palace.
- Report to Kojirou and he will give you a magic chest and your rewards.

Hero Momotaro

Quest requirement: Quest No. 250 "Irasimataro's Disappearance" must be completed.

Related NPC: Yahey (86, 149) of Momohana Village, Starved Monkey (23, 380) of Aoba Hill, Heavy-hearted Chicken (61, 179) of Aoba Hill, Greedy Dog (11, 23) of Aoba Hill, Oni (15, 123) of Oni Palace B3, Tengo (130, 143) of Tora Plane, Oni General (15, 78) of Oni Palace B3

Quest Rewards: 50000 coins, Title "Hero Momotaro", Strength Tuner x 1, Strength Pranker x 1

- Yahey (86, 149) of Momohana Village tells you the big peach tree was polluted so it won't bear any fruits anymore.
- You come to find the big peach tree (89, 148) of Momohana Village but you don't understand the language of tree.
- Go back to ask Yahey about the tree and then he will instruct you to collect 20 Spirit Juniper and use the so Spirit Juniper to make a circle around the tree. Then you will be able to understand the language of the tree.
- The big peach tree requests you to find three Celestial Beasts in Aoba Hill. As you come to Aoba Hill, you will see three poor animals, they are Starved Monkey (23, 380), Heavy-hearted Chicken (61, 179), and Greedy Dog (11, 23). You decide to help them because you are kindhearted. However, the three poor animals are the incarnations of three Celestial Beasts. To appreciate your help, they will give you blesses of three Celestial Beasts.
- Bring blesses of three Celestial Beasts to the big peach tree in Momohana Village to see something may happen.
- Hero Momotaro tells you that you can eat the peach and transformed to his appearance. Nevertheless, the efficiency of transformation will just last for 1 hour.
- You eat the peach for first time but still beat down by Oni (15, 1 23) of Oni Palace B3. Then, you go to find the big peach tree and wait for miracle happens again.
- The tree bears magic peach again then you can eat the peach and challenge Oni successfully.
- Defeat Oni within an hour and then keep defeating Oni General (15, 78) of Oni Palace B3.

- Open the chest to get Fan of Tengu. Bring the fan to Tengu (130, 143) of Tora Plane to eliminate the curse on him. However, the curse on Urashima Taro still remains. Though you can't figure out the reason that Princess of the Dragon Palace hates Urashima Taro so much, you still have to report the good news of defeat Oni General to Yahey in Momohana Village.
- Yahey tells you that he won't punish Oni General but he hopes everyone can get along well in Momohana Village. Due to you have dissolved the crisis of Momohana Village, you will be awarded for 50000 coins and the title of "Hero Momotaro".
- Report to Oni General and get a Strength Tuner and a Strength Pranker to complete the quest.

Princess of the Dragon Palace and Her Love

Quest requirement: Quest No. 251 "Hero Momotaro" must be completed.

Related NPC: Mysterious Grandpa (41, 149) of Urasima's House, Big Turtle (45, 361) of Momohana Village, Retinue Hanamaki (17, 63) of Dragon Palace 3F, Princess of the Dragon Palace (41, 74) of Dragon Palace 3F, Sheik of Carp (40, 74) of Dragon Palace 2F

Location: Urasima's House (52, 71) of Momohana Village

Quest Rewards: 500000 experiences, 3000 points of reputation

- Talk to Mysterious Grandpa (41, 149) of Urasima's House and then you shall realize that Big Turtle in the shore of Momohana Village should know something about the curse upon Urashima Taro.
- Inquire to Big Turtle (45, 361) of Momohana Village and finally it admits that actually it didn't bullied by the jellyfish brothers. All you have seen was just a play. They meant to act a play in order to find someone kindhearted for Princess of the Dragon Palace. They hope the Princess can forget the sad memory and find someone else to love. You decide to ask Princess of the Dragon Palace directly to find out the truth. Big Turtle reminds you to prepare two Lily Beef to bribe with the guard.
- You meet Princess of the Dragon Palace (41, 74) of Dragon Palace 3F. Princess tells you she can tell the whole story between Urashima Taro and her to you. However, you have to prepare a Phoenix Tear for her. You can find someone with high hunting skill to help you.
- Bring the Phoenix Tear to the Princess and then she will tell you actually she cursed upon Urashima Taro because she doesn't want him fall in love with someone else in land.
- Now you shall tell the thought of Princess of the Dragon Palace to Urashima Taro.
- Urashima Taro decide to meet Princess in Dragon Palace to dissolve the mistake. Report to Princess that Urashima Taro is going to visit her. After heard your words, Princess may request you to ask Sheik of Carp (40, 74) of Dragon Palace 2F about his opinion for the arrangement and decoration of the Palace.
- The materials you shall collect may be different according to your selection. Prepare all the items as Sheik of Carp assigned for him and then report to Princess to complete the quest.

Secret of the Ninja

Quest requirement: Quest No. 252 "Princess of the Dragon Palace and Her Love" completed and two days after for real time.

Related NPC: Princess of the Dragon Palace (41, 74) of Dragon Palace 3F, Sheik of Carp (40, 74) of Dragon Palace 2F, Big Turtle (45, 361) of Momohana Village, Low Ninja Suneo (88, 191) of Kirihari Isle, Oni General (15, 78) of Oni Palace B3, Tengu (130, 143) of Tora Plane

Quest Rewards: 20000 coins, 50000 experiences, 5000 points of reputation, a mysterious chest

- You go to find Princess of the Dragon Palace (41, 74) of Dragon Palace 3F and to see the arrangement and decoration of Dragon Palace. Princess tells you Sheik of Carp seems not satisfying with the new arrangement and decoration of Palace.
- Ask Sheik of Carp (40, 74) of Dragon Palace 2F about his opinion for the arrangement. However, Sheik of Carp may request you to find Big Turtle (45, 361) of Momohana Village for his suggestion.
- Big Turtle tells you he have seen a beautiful flower in Kirihari Isle. It suggests you to go to Kirihari Isle.
- You meet Low Ninja Suneo (88, 191) of Kirihari Isle. Defeat Low Ninja Suneo and then he will tell you the hint for the mysterious flower. You decide to ask Oni General about the flower.
- Go to find Oni General (15, 78) of Oni Palace B3 and ask him about the Secret Ninja Scroll. Oni General tells you he can't read the scroll so he gave the scroll to Tengu.
- Find Tengu (130, 143) of Tora Plane and ask him about the scroll. Tengu tells you that you have to defeat him to get the scroll.
- Defeat Tengu and then he will give you the Secret Ninja Scroll. Bring the scroll and report to Low Ninja Suneo.
- Low Ninja Suneo read the scroll and then he instructs you to come back to find him after 3 hours later.
- After 3 hours, you shall receive the special flower from Low Ninja Suneo. Bring the flower to Sheik of Carp and then report to Princess of the Dragon Palace to complete the quest.

3.5.9 Candy House

Candy Mountain

Lambs in Distress

Quest Requirement: None

Related NPC: Mother Sheep (37, 199) of Candy Mountain, Wolf Leader (11, 124) of Big Bad Wolf's Lair

Quest Rewards: Capsule Level 3 x 1, 1500 points of reputation

- There is a Mother Sheep crying sadly in the entrance of Candy Mountain. She is crying for her seven little sheep that were caught by the Bad Big Wolf. Mother Sheep hopes you can take her little sheep back from the Big Bad Wolf's Lair.
- You will come across the Wolf Leader (11, 124) in the deep of Big Bad Wolf's Lair. A battle with the Wolf Leader begins after a simple dialogue.
- As you defeat the Wolf Leader, he will tell you he's sealed the little sheep into the seal stones. Besides, his inferiors keep the seal stones of seven sheep.
- You may get seal stones as you defeat the Werewolf in Big Bad Wolf's Lair.
- Bring the capsule of sealed little sheep back to Mother Sheep (37, 199) of Candy Mountain and complete the quest.

Grasha Village

Venture to the Candy House

Quest requirement: None

Related NPC: Lasushi (147, 135) of Grasha Village, Matricess (18, 35) of A Hose, Doris (19, 162) of Candy Forest, Dorothy (19, 162) of Candy Forest, Low Ninja Suneo (88, 191) of Kirihari Isle, Oni General (15, 78) of Oni Palace B3

Location: A House (170, 262) of Grasha Village

Quest Rewards: 1100000 experiences, 5000 points of reputation

- Lasushi (147, 135) of Grasha Village tells you his children Dagger and Doris were lost when they picnicking with Matricess in the woods.
- Find Matricess (18, 35) of A Hose in Grasha Village and ask her about the lost children. Matricess doesn't want to tell you more about the disappearance of Dagger and Doris. Actually Matricess is the stepmother of the two kids so she seems happy for their disappearance.
- Report to Lasushi for the response of Matricess. Due to Lasushi is so afraid of his wife so he requests you to collect 10 Flour, 5 apples, 5 peaches, 2 Sweet Kiss, 1 Honest Bull Doll to make "Honest Bean Dumpling" .
- As you get Honest Bean Dumpling made by Lasushi, bring it to Matricess and let her drink it. You must ask her questions within 3 minutes and she will tell you the truth for the disappearance of Dagger and Doris. In fact, she has taken the two kids away in the deep of Candy Forest.
- After she said the truth, you walk to Candy Forest to find the two kids. You will meet Dorothy (19, 162) beside a candy house in Candy Forest.
- Dorothy tells you she and her brother were imprisoned in the candy house by Tiger Mama. Tiger Mama commands her to find more foods because she would like to feast Dagger and then eat him someday. You try to enter to the candy house but in vain. Dorothy tells you there is a circle of protection settled by Tiger Mama. You have to collect 5 Shrimp, 5 Bass, and 5 Sea Eel to enter to the candy house by Teleport Stele.
- Finally you enter to the candy house and found Tiger Mama. Tiger Mama is so angry and then starts the battle with you. As you defeat Tiger Mama, Dagger begs you not to kill Tiger Mama because she always feasts them to avoid hungry.
- Tiger Mama was touching by Dragger so she decides to be good to everyone.

- Tiger Mama will give you a Shame Candy Bar and asks you bring it to Matricess.
- Bring the Shame Candy Bar to Matricess. Matricess may tell you all the bad things she had done as she ate the Shame Candy Bar. Matricess was so shame about her behavior so she would like to leave. However, Lasushi asks Matricess for stay so Matricess makes up her mind to be a good mother now and forever.
- You will be awarded for 1100000 experiences and 50 00 points of reputation due to your kindly help for Lasushi family.

3.5.10 Others

Western Grassland

The Milk Maid

Quest Requirement: None

Related NPC: Mika (72, 18) of Western Grassland, Cow (25, 87) of Gion

Quest Rewards:

1. Give Mika 1000 coins → 1000 experiences and 50 points of reputation
 2. Milking for Mika → 2000 experiences and 100 points of reputation
- You will find Mika (72, 18) who is crying beside the river of Western Grassland. Talk to her then you will know she is crying for her mindless of broke the bottle of milk. She will ask you to help her.
 - There will be two options when you promised to help Mika. You can finish this quest by give her 1000 coins right away. Or you can choose the other option, to milk the cow in the farm of Gion.
 - You can find Cow (25, 87) in the farm of Gion, however, your irritated the Cow, and then begins the battle with the Cow. You can get the Milk as you defeated the Cow.
 - Bring Milk back to Mika to complete the quest.

Clever Werewolf

Quest requirement: Level 15

Related NPC: Werewolf (12, 74) of Northern Grassland, Old Lion (8, 35) of Slime Maze 1

Quest Rewards: Malachite x 1, 200 points of reputation

- You find a Werewolf (12, 74) of Northern Grassland stares at the entrance of the cave and looks like thinking about something. Talk to Werewolf to know his problem and promise him to find the Old Lion inside the cave.
- Talk to Old Lion (8, 35) of Slime Maze 1 then you will know his plot to stay in the cave is to attract more animals come into the maze and to be its food.
- Report to Werewolf the plot of Old Lion. Werewolf will ask you to defeat the Old Lion and get its beard as the proof of victory.
- Defeat Old Lion and bring the beard of Old Lion to Werewolf to finish the quest.

Openless Peach

Quest requirement:

- 1) Beast master or Beast Lord, at least 20 points of Beast Lore
- 2) Quest No. 99 "The Peach" completed

Related NPC: Kawana (12, 17) of Western Grassland

Quest Rewards: Beast (in random)

- Kawana (12, 17) of Western Grassland tells you that her husband has asked Professor Garbon about the peach. According to Professor Garbon, the peach might be a beast egg. Kawana asks you, the Beast master (Beast Lord) to identify the mysterious peach for her.
- As your points of Beast Lore more than 20, you can identify the peach as a beast egg.
- Tell Kawana the truth of the peach and then she will give you the beast egg as the reward.

Smiling Forest

Silver Coins

Quest requirement: 50 points of reputation

Related NPC: Poor Man (16, 344) of Smiling Forest, Cold little girl (12, 295) of Smiling Forest, Barefooted old man (6, 263) of Smiling Forest

Location: Mimic (10, 213) of Smiling Forest

Quest Rewards: 5000 coins

- You meet Barefooted old man (6, 263) beside the river of silver coin of Smiling Forest. He begs you for food.
- You can give him any kind of food, and then he will ask you to help Cold little girl (12, 295).
- Find Cold little girl nearby, she will ask you to find a Wool cap to keep warm.
- Bring the Wool cap to this Cold little girl, she will tell you that there is a Barefooted old man who seems got into trouble with something.
- You promised Cold little girl to help the Barefooted old man (6, 263) and to find him. He said that his foot was pricked by the stone. Barefooted old man wishes you could give him a pair of cloth shoes.
- Bring a pair of cloth shoes to the Barefooted old man, he will tell you a secret as a reward for your kindness. There is a mysterious Mimic buried below a tree. You can open the Mimic to get the reward inside.
- Find the tree nearby to get the treasure inside to complete the quest.

The Three Hermits

Quest requirement: Level 15

Related NPC: Halley (16, 253) of Smiling Forest, Troy (43, 250) of Greenville, Ryan (30, 61) of Hermit's House, Laudef (66, 142) of Ilium, Will (20, 49) of Hermit's House

Location: Hermit's House (30, 38) of Smiling Forest

Quest Rewards: Emerald Necklace x 1, 200 points of reputation

- Halley (16, 253) of Smiling Forest asks you to visit Troy (43, 250) of Greenville and to bring the best class of sorghum liquor for him .
- Find Troy (43, 250) of Greenville so he will give you the best class of sorghum liquor.
- Bring the best class of sorghum liquor to the recluse Halley. Halley will tell you his elder brother Ryan also needs your help.
- Find Ryan (30, 61) of Hermit's House in Smiling Forest, and then he will ask you to find a special ingredient to refine the medicine. You have to defeat Slime to get the Slime goo from it.
- Find Woodie in Rosen Lake, and then defeat Woodie to get Slimy glue in random.
- Bring the Slimy glue back to Ryan. He instructs you to see if his eldest brother Will need your help or not.
- You find Will (20, 49) of Hermit's House. Will tells you he is making a magical implement. However, he lacks a fine magical ore to make it. Will hopes you can go to visit Laudef (66, 142) of Ilium and to take the magical ore from him.
- Tell Laudef the purpose of your visiting. He will sell you the magical ore for 1500 coins.
- Buy the magical ore from Laudef and then bring it back to Will to complete the quest.

Flowers for Love

Quest requirement: None

Related NPC: Vincent (75, 303) of Smiling Forest, Goldie (65, 359) of Smiling Forest

Quest Rewards:

- 1.) Tell Goldie the flowers were sent from Vincent → Life Herb x 1, 50 points of reputation
 - 2.) Tell Goldie the flowers were sent from you → Hunter's Delight x 1, 50 points of reputation reduced
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- Vincent (75, 303) of Smiling Forest who wants to know what Goldie likes for he is considering sending her a special gift. Vincent asks you to make inquiry from Goldie of what she likes.
 - Find Goldie (65, 359) of Smiling Forest and then she will tell you she likes flowers.
 - Tell Vincent Goldie likes flowers, and then he asks you to send a tuft of flowers to her.
 - Bring a tuft of flowers to Goldie. She will ask you who intended to send flowers to her. Here come different answers and different rewards you may get. If you admit that Vincent asked to do this for her, you will tell you she won't be together with Vincent. If you lie to her and say the flowers were sent by yourself, you will get Hunter's Delight as reward.
 - No matter what you chose, you still have to tell Vincent what you have said to Goldie. You will get 50 points of reputation if you tell Goldie the flowers were sent by Vincent honestly. Or, you will be deducted 50 points of reputation if you tell Goldie the flowers were sent by yourself.

Statue of Summon

Quest requirement: None

Related NPC: Monkey Bozo (91, 153) of Smiling Forest

Quest Rewards: Monkey Doll, 50 points of reputation

- You meet Monkey Bozo (91, 153) of Smiling Forest who was attacked by two werewolves.
- You promise Monkey Bozo to save him from werewolves and start to fight with two werewolves.
- Defeat werewolves and talk to Monkey Bozo to get your reward. If you lost or escaped from the battle, you will not get any rewards and the quest will also be ended.

Who is killing the forest?

Quest requirement: None

Related NPC: Georgina (33, 185) of Smiling Forest, Dessa (53, 98) of Smiling Forest, Luki (51, 202) of Smiling Forest, Ryan (30, 61) of Hermit's House

Location: Hermit's House (30, 38) of Smiling Forest

Quest Rewards: Single Blade x 1, 1000 coins, 50 points of reputation

- Georgina (33, 185) of Smiling Forest tells you there is someone destroying the woods recently. She needs someone to find the destroyer.
- You promise Georgina to seek for the reason of the destruction of woods and find the destroyer. Georgina instructs you to ask Dessa (53, 98) about the tracks of the destroyer.
- Find Dessa (53, 98) of Smiling Forest and then he will tell you the hunter Luki (51, 202) was hurt by a wild boar recently. Maybe the wild boar relatives to the destruction of woods.
- Find Luki (51, 202) of Smiling Forest and ask him about the wild boar. Luki instructs you to search the wild boar around East-south area.
- Walk around the East-south area of Smiling Forest to find the Hedgehog. Defeat the Hedgehog to get little boar skin.
- Talk to Luki and then he will give you a Single Blade and rewards you 10 points of reputation.
- Find Georgina to get 500 coins and 40 points of reputation. She will tell you Ryan (30, 61) of Hermit's House may need leather; you can sell little boar skin to him.
- Talk to Ryan (30, 61) of Hermit's House. He will buy little boar skin from you at 500 coins.

Apple Pie

Quest requirement: None

Related NPC: Tracy (30, 338) of Smiling Forest, Gins (9, 28) of Hunter's Cabin

Location: Hunter's Cabin (10, 122) of Smiling Forest

Quest Rewards: Apple cider x 1, 20 points of reputation

- Tracy (30, 338) of Smiling Forest wants to make an apple pie. However, the amounts of apple are not enough to make the apple pie. Tracy asks you to collect 10 apples for her.
- Get 10 apples and give them to Tracy so you will be rewarded for 10 points of reputation. Nevertheless, she still needs some nectar of longan. Tracy asks you to borrow some nectar of longan from Gins (9, 28) of Hunter's Cabin.
- Talk to Gins (9, 28) of Hunter's Cabin and then she will give you the nectar of longan as your request.
- Bring the nectar of longan to Tracy to finish the quest.