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"Enter the cave and fight Keel, Jasper Redhor, Lars Lightfoot, and Narvi Kell. When you play rogue, take all the poisons and toxins from the cave. Take the cave as soon as you find the foot. Go to the other side of the sewage system where the old tunnels are and enter. Take the main road and turn left onto the first side. At the end of the bridge is a body with loot. Go back to the main path and stay on it until you reach the old crypt. Another body with loot in front of the crypt. He enters the old crypt and talks to the spirit of Queen Dinero. Leave the crypt and go down the first side path on the left (it's on your right whst looking at the crypt and is the second side path from the entrance). Fight itVampire. A Leave the old tunnels using the protective ring. A Exchange your prey in the owners of West Callaheim for gold or weapons. Travel to East Callaheim and conclude Gathering Disrupted (Knights). Missing Component (Order). Plan (Gorak) and Bear Hunt (Guardians). A You get new quests from members in every guild. A accept the "manor house" (500 gold, 7500 experience) from the knights (Ekar). In the Order of Magic, Darcy gives you the Deathweb Quest (5000 EP) and Yggdrin from the guards gives you Dark Dwarf Raiders (400 gold, 3000 EP and your choice between blood ply, air clamp, durable chain gloves or quality healing). A You can now leave the guild to complete these quests. If you have just enough sapphires and amethyst, you can take the challenge of Finneus Goldrings in the bank. If not, you will probably get enough gemstones after the guild quests to complete the quests. See Darius in his house in West Callaheim-he will give you the next part of the plan-after you have researched (1000 experience), this is part of the main quest, so you have to complete it. Return to East Calenheim and learn more about the Azra temple and the Hammar staff by completing the research requested by Darius. While you are in the library, you will find a book about great magic potions that gives you enchantment for high -quality potions for health, energy and regeneration. Return to West Callaheim and speak to Luther Argall to get the key to the manor house. A To get the key, you must accept the Quest A Deal Gone Sour or use the pickpocketing ability. Go to Lord Telmon's house and talk to him. A You can also buy and loot gold out of your chest. You still have to receive Sours request to get the Quest a Reversal of Fortune from him. A You can only leave the sour quest after you have accepted the inversion quest. Run back to Luther and kill him. A The Mansion Key is part of the prey you receive. Return to Lord Telmon's house and end the coup mission. At this point I will kill Lord Telmon. A It is a friendly goal and will have good weapons and prey. Enter the villa and complete the quests of the "to the Mansion" quest. A You have to recover seven chests with prey and gold. A Return to West Callaheim with the protective ring and sell prey that you don't need. A If you have enough sapphires and amethyst, take Finney's search for the east.Bank. Travel from Callaheim to the Northern Kingdom via West Callaheim. If you left Callaheim, turn right and follow the grass until you follow the path behind the cold sands. You will see two black gnomes on the left side of this path. Fight these dwarves and follow them up the hill to Darkskin Cave. There are three chests in the cave as well as gnomes that can help you level up and complete Dark Gnome Raiders quests. Once you've finished the cave, return to the West Kalheim entrance. From the West Callaheim entrance, head to the valley where the giant spider queen resides and fight giant spiders to collect silk for deadly web exploration. Before casting the building, select "Skyblooms" in the factory on the side of the cliff tunnel. Enter the spider queen's lair and defeat her. Climb to the other side of his web and pull the thief out of the corpse cave. Go back to the other side (similar to this, see above) and lower the lyre. Pick more "Skyblooms" and leave the valley, picking up a small hill in front of the path that goes up. At the top of the hill leading out of the Valley of the Giant Spiders, you will see the Western Mountain Crossing and the tents surrounding it. Go to the middle tent and get a strong health potion from Harlo Windsin, then kill him. Windsin is level 30 and isn't easy to kill, but it's worth defeating him because he'll level up quickly. Once you're done in the middle tent, go to the other tents and kill the rest of the merchants. By the time you leave this little hilly area, you'll be there at least twice, if not three times. We go down the small hill where the tents are (right). A There will be a coven of witches on every side of the road. After you defeat the witches, go to the grass in front of the damaged house. "There is a Skybloom plant. Go around the lake fighting the dwarves until the black dwarves pass. To the left of the house is another Skybloom at the top of the hill. "Remove the plants and return to the caves and enter. If you enter the caves, fight the black gnomes and pick up the thief in six chests. Exit the caves and return to the Skybloom factory. Take the flowers. Go around the lake towards the CovenYou already fought. Choose more and fir. Fight the Kovensky witch until you enter the night nurse's cave. Please note that you haven't received this quest yet, but you can complete your quests before avoiding another trip to the North Country to complete this summons. Battle the Nastic Witches' sisters Anaya, Esmereld and Faby. You will receive Wolf Gora from Anaya. Return to Callaheim using the safe ring. You must do this before the quest in HQ or Finnaeus, you will always be hostile to yourself and cannot complete these challenges. It's time to knight Aralon, Aralon's magical order and protector, and finally search the mansion, the deadly web, the night sisters, and the Dark Gnome Raiders. In Knights of Aralon you will get Slicer Killer Vanael Quest from Ecar and also Border Wars (1000 exp.) from Narvi Kell. You'll get a quest with Warrek (2000 Exp.) by Arad Quickdraw at The Guardians HQ. Leave Kalallahim in the east of the northern kingdom and head to the cold sands. After reaching the cold sands, talk to Captain Fargus and complete the Frontier Warrior quest. Accept Captain Fargus' Orc War Call. If you haven't already, take the gold and move from the three chests to the cold sand. After releasing "Hold", talk to the choke operator. Collect as many empty bottles as you need to craft high-quality potions. If you are planning to buy Sunclaw as a soothing ointment, you can also buy excellent health from it. "If you need any other materials, it's time to buy them, or if you want to sell real estate, you can do that too." Grab and enter the first Outland. You enter a valley. In front of you, at the other end of the valley, information about Lair's Sunclaw. Turn right and go straight until you reach the beach. Fight the smugglers until they reach the smuggling bays. While standing in front of the bay, look to the left and the hill next to the bay. There is a small hole in the rocks leading to a small area with four smugglers and a chest. After defeating the smugglers, you will return to the bay and kill Vanael Slicer. Two chests in the bay, no casualties from Vanael but anotherRide on the ship where Vanael is and get off the ship. The best way to deal with this is to wear Helga's ring or use a gray flower. Exit the bay and head north to the beach. When you encounter Carrion Drake, take the broken woman. As you approach Karna, remove a few soft seeds (see the production section above for fruit spots). Visit Katami and tell you about Drake's body. Visit Vierna and tell you to call SunPaws. Buy whatever product you want from Hawth merchandise and return to Lail's Sunclaw. During this journey, collect soft seeds. Transportation to Drake Island - You don't need to fill up fuel from Sunclaw to travel to Drake Island. When you get to Karna just swim from the beach and find the island after a very long swim. I decided to find a challenge because I will find the balm recipe and get more alignment points. Sunclaw and Bhnek Ad, you will discuss his broken tooth. As a result, I will give you a task. I will bring you an ointment (1000 Exp.). Leave your home and return to Kardu. During this journey, collect as many soft seeds as you can. See Vierne in Card, it will give you a soothing ointment recipe. Make a balm and any elixir you want. If you need more juna seeds, go back to the desert and collect them. When you finish making potions and ointments, return Sunclaw to Lair. To speed up driving, usually climb uphill uphill. When you arrive on the island, take Drake's egg from the nest and take the Emerald into the urn. The emerald is the key to the temple of Azra (passing through the temple is part of the main objectives, so you need to get the emerald) and the egg gives you Drake Mountain, a great journey. Once you've got Mount Kay and the Emerald, head back to where Sunclaw left you and take him back to the Temple of Azra's entrance. How to walk, look up - tasks) ends by killing the ancient lich and taking Hammar's wand. Return to Kallaheim using the safety ring. Go to traders and replace your mining with whatever you want. Travel to Darius' home in West Callaheim and complete the Temple of Azri Quest. He will tell you to use the wandMerificus (this is part of the main task - you must fulfill it to complete the game; 10,000 exp.). Once you used the Merificus scepter, go to the Knights of Aralon and complete the main task "Kill Vanael The Slasin". Travel around the sea or go to Redrock Bay in the western kingdom. Count the Word's words with Warrek by talking to him (rainbow!). It will give you Quest King Minotaur (1500 gold, 50,000 experience). Leave your house and talk to the shed that will give you a shameless brother (50,000 exp. From there you will enter high quality armor and shields and take gold and prey from the chest to the right of the counter. Through stones protruding from the sea behind the pier. Swimming at the bottom of the seabed behind the rocks and the sunken treasure get prey. And Vator. King Minotaur. On the way of Warrens choose Fera pods on the left and right of the road (pods are not right next to the street - in the grass and collect prey. You from the royal minotaur when you want to replace your prey with the material if you want, go to the mountain (I go to drake) to the entrance to the Valemarsian fortress. Okay and asked him to get to Shadowspire and finish the main Part of this plan. Collect Quest Icefang Oath (25,000 EXP) by Gorak. Return to West Callaheim and talk to Darius to complete part of the Gorak rescue plan. "Darius will give you a trip to Shadowspire (50,000 exp. E to the first world of Shar and go to the Cave of the Orcs and the Fortress. Kill as many orcs as possible, including the exhalation. But you can still perform tasks so you need to go on a trip to the desert.Gold, 25,000 experience) Conversation with Captain Fargus. Get ready to enter the second outside world with arrows, poisons/toxins, useful mixtures, armor and weapons. Go through the first surface (I go to the kite or wolf) to Mountain Pass. A with exit from the transition in the second midfielder. Go to the lap of the ice channel and carry out the task "Fang Ice Eid". I agree to search for stolen eggs (50,000 experiences). Return the lower hiding place and back to the top of the valley. From there, go to the bow in front of you and fight with terrible birds. Shortly before the first arc, turn left and go straight until you get to the terrorist socks. Take the egg from the nest to get a bird terrorist bird shelf. Go to the hiding place of the Queen ice cream elements and defeat them. In their hiding place there are four chests that do not contain all precious stones that they receive from them and all egg elements. Tie the hiding place and go to the one cave. Fight with not-tan and get a meditation coat. A loyal snow -covered part of the second surface and sinks into the cave of the king of the fiery elementary. There is only one chest in this cave, but everything is worth it. Together with the boxes on the Sumpflanden, the best victim has in the game. Armor and weapon are better than themselves that can be found in cold sand. Go to the mine and work for Eshmor, a kite that stole the Ledocclyk egg. Defeat Eshmor and lift an ice cream head. Note: Do not try to defeat Shebu before winning ESTHMOR, because the only way to get out of Shebs String is to teleport somewhere. So if you go to Saba's loaf, you have to go to a copy of the canon in front of the Ei -Kopf -Ei at least out of the ice to maintain it. Performance in front of the entrance. Imagine the entrance, go to the extreme left point and with the help of the Helga ring or Gulash from Greens fins that rise at this point. Carefully watch you sail until you come to the Saba and go in. Fight with Saba and hit her. You will probably get a fiery coat. As soon as you are done, teleport on the swamp land and get an ax with a paddling brother quest (a detailed description of how to find ax, see above). Also collect red ferns and pull out two chests in the swamps; ANDBetter than in the game (for example, if you play a warrior or paladin, he will have several pieces of steel armor, swords and ruby wounds). Television in Kalkham and a journey through the mountains or by sea to the Western Kingdom. Talk to Cologne and complete the Cheeky Brother quest. Return to another country by land or teleport there. Give his egg to the Ledoclyka. Note: you do not need to end this quest to enter the shadow arrow. If you are at the entrance to the shafts of the shadow arrow, you can use the Helga ring or stems of green fins to levite to the entrance to the shaft of the shadow arrow. However, it is much easier to just roll off the ice fang. If you need a call, you can fight an ice fang. It is 50th level, higher than that of the merificus (40) and Sheba (45), so a lot of talent is required to defeat it. This can be done if you want. In addition, if you end the quest on the stolen egg, even if you defeat it, it will always wait until you leave your lair to Shadowspire. As soon as you get to the shadow entrance, enter and fight the buildings and shadow. Spiders, until you get to the room where the merificus is located. Overtaking the merific: the merifier is a little difficult to kill, because it can stun you if you do not learn to effectively block this maneuver. With the exception of Snape, each class has protection, such as air armor (magician) or a shield of faith (paladin) that they can use to block Stanmer Meritan. You must activate your protection before Merificus begins its dizzying technique, and stay where it can come to stun you. Another way to keep him from stunning is to allow him to stun. Another way to quickly defeat the merificus is to save the game immediately after entering the room. Let him kill. Once, when you return to your last backup, go through the bridge that you just crossed. Merificus will follow you, but the bridge will collapse and kill it. As soon as the merificus is killed, you will automatically return to the throne room of the Kallahim palace. Talk to Darius and complete the quest (this should lead you to the level of the 50th level, if you have not yet done this). Darius will give you the last quest, a farewell gift that will allow you to talk with your father's ghost from the grave behind your house in Timber-Bend. Return to Timbers Bend and talk to your father. Use the safety ring to teleport to Callahim and talk with Darius.Is this guide helpful? useful?