

How to complete quests for beginners



POTL has more than 40 quests for players to participate in. The way to spot an NPC with a quest is that the head is green, which means that the player has the level (or certain conditions) that meet the NPC's requirements.



If you click on it and it says "A prior quest has not been completed!" it means that this quest is a continuation of some quests. We will have to manage to complete those necessary quests first. To be able to receive and complete this quest. But some quest we don't know what the previous quest of this quest is. Which quest is it? The system doesn't tell you either!



Players can press the [T] button to bring up the quest window, view the details, and click on the globe icon. to view the coordinates or objectives of the mission at any time.

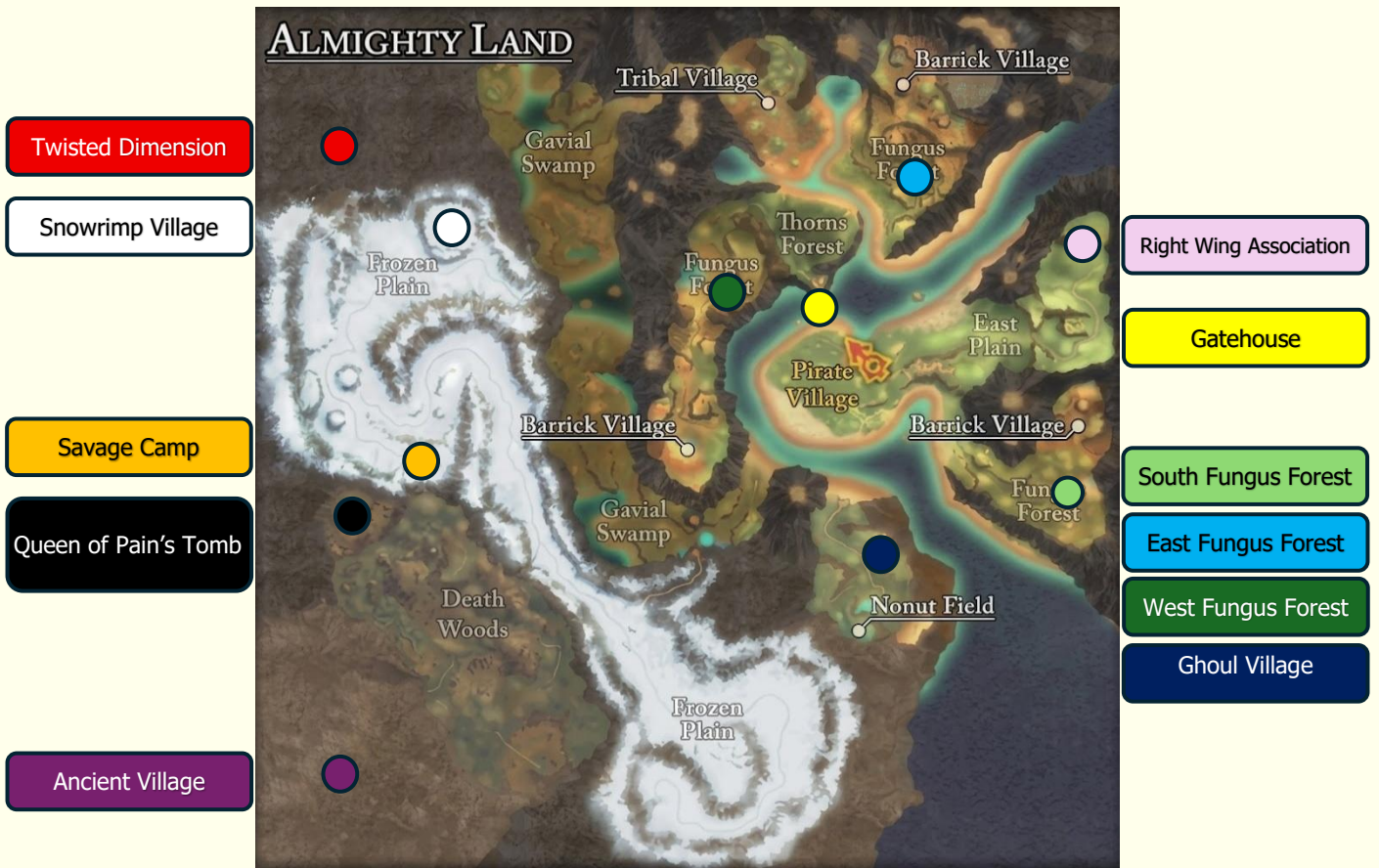
General Quest: One time per character

The quest table of a typical NPC (at the green head) can only be completed once per character.

These quests are not very difficult and the process is not complicated.

Quest	Lv.	NPC	Location	Reward	Detail
Merchants of Pirate Village	1	Sunny	Pirate Village	Exp 10K, Gold 10K	Deliver items to NPCs.
Basic Hunting	1	Roy	Pirate Village	Exp 30K, Gold 10K	Defeat monsters
Jeny's Help I, II, III	1	Jeny	Pirate Village	Exp 30K, Gold 10K	Follow Jeny's instructions.
National Registration	10	Louee	Pirate Village	Exp 100K, Gold 30K	Submit documents to Apex
Skill Usage	10	Beckhem	Pirate Village	Exp 20K, Gold 10K	Learn the skill window
Beginner	10	Event	Pirate Village	Exp 50M, Bag Pack S	Quest for Beginner (Recommended)
Team Work	20	Zira	Pirate Village	Exp 20K, Gold 10K	Defeat monsters
The Usage of Gems	30	Apex	Pirate Village	Medal 100, Fame 500	Collect Small Gems
The Usage of Upgrade Stone	50			Medal 200, Fame 500	Collect Yiterni Stone
Durability of Equipment	50			Medal 500	Collect Awaken Core
Power and Influence I	70			Medal 500	Gain fame to 2000
Power and Influence II	80			Exp 5%, Medal 500	Gain fame to 5000
About Guild	30	Louee	Pirate Village	Exp 1M, Gold 20K	Send an invitation to Mulligan
Learning the Art of Potion Making	40	Ray	Little Island	Exp 30M, Gold 200K	Learn how to mix Potion
Gems Hunt	50	Roy	Pirate Village	Exp 300M, Gold 50K	Defeat monsters
The Dangerous Gavial Swamp	50	Justin	South Gavial Swamp	Exp 500M, Gold 50K	Defeat monsters
Asida Request	60	Asida	Gatehouse	Exp 500M, Gold 100K	Make a medicine for Asida.
Powder of Oblivion	60	Cojan	Thorns Forest	Exp 500M, Gold 40K	Defeat monsters, Stone of Oblivion
Guard Camp Manager	70	Asida	Gatehouse	Exp 2B, Gold 100K	Defeat monsters
Burce and Omar	70	Bruce	Nonut Field	Exp 2B, Gold 300K	Defeat monsters, Find target
Omar's Friend	70	Omar	Tribal Village	Exp 2B, Gold 400K	Defeat monsters
The Purify Soul	70	Ruan	Gavial Swamp	Exp 1B, Gold 200K	Defeat monsters
Lost Pipe	70	Astidia	North Gavial Samp	Exp 500M, Gold 100K	Defeat monsters, Find target
The Swamp Founder	70	Michael	Pirate Village	Exp 1B, Gold 100K	Defeat monsters, Find target
Little Rascal Tour Guide	70	Cyi	Pirate Village	Exp 300M, Gold 50K	Give 100 Bacon to NPC
The Mystery of Gavial Swamp	70	GionGion	North Gavial Swamp	Exp 2B, Gold 200K	Defeat monsters
Snowy Cow Hunting	70	Zira	Pirate Village	Exp 500M, Gold 100K	Defeat monsters
Rhinoc Hunt	80	Kertin	Port of Pirate Village	Exp 2B, Gold 400K	Defeat monsters
Asida's Scar	80	Asida	Gatehouse	Exp 2B, Gold 400K	Defeat monsters
Alteran Warrior Huny	80	Omar	Tribal Village	Exp 2B, Gold 400K	Defeat monsters
The Frozen King	80	Thomas	Savage Camp	Exp 2B, Gold 200K	Defeat monsters
The Dagger of Ice	80	Zira	Pirate Village	Exp 2B, Gold 100K	Defeat monsters, Find target
Slay the Frozen King	80		South Frozen Plain	Exp 2B, Gold 200K	Defeat monsters
Hydra's Egg	80	Kertin	Pirate Village	Exp 2B, Gold 100K	Defeat monsters, Find target
The Dream of Forest	80	Latra	Snowrimp Village	Exp 2B, Gold 100K	Defeat monsters
Tea Tree	80	Latra	Snowrimp Village	Exp 2B, Gold 100K	Fruit picking
Difficult Peace	90	Romarine	Grand Pole (Map2)	Exp 3B, Gold 200K	Defeat monsters
Evil Plant	100	Kertin	Pirate Village	Exp 5%, Gold 300K	Collect the Evil Plant (Caernarvon)
Wilting of Evil Plant	100	Kertin	Pirate Village	Exp 5%, Gold 100K	Heal the Evil Plant

Quest Marker in Almighty Land



Location of the Evil Plant, Ore and Venomous Phibios in the Caernarvon map




The New Legend

Conditions: Can be obtained for free at NPC Events

Quest Type: Solo, Do it alone.

Reward: Exp 15% Lv. lower 90, 12% Lv.90-100, 9% Lv.101-110, 6% Lv.111-120, 3% Lv.121-130, 1M Gold

Mission: Explore Find and defeat monsters at different points in Almighty Land. Players can view the coordinates of the monsters on the quest map by pressing the [T] button and clicking on the globe button

 to display the coordinates of the quest.


The Caernarvon

Conditions: Only for players with quest scroll (available on the webshop)

Quest type: Party, Can be done with the party.

Reward: Exp 9% Lv.100-110, 6% Lv.111-120, 3% Lv.121-130, 1M Gold, 5xLucky Box,50xTear of Blacksmith

Mission: Explore Find and defeat monsters in different locations in Caernavon. Players can view the coordinates of the monster groups to be eliminated on the quest map by pressing [T] and clicking on the

globe button  to display the coordinates of the monster groups.

Monster Hunter

Conditions: Only for players with quest scroll (available on the webshop)

Quest type: Solo, Do it alone

Reward: Exp 9% Lv.100-110, 6% Lv.111-120, 3% Lv.121-130, 1M Gold, Fame 1K, Medal 1K, 100xYiterni Stone, Capsule Box, Buff Dmg +50, Def +50, Magic Power +50, HP +500, MP +500

Mission: Explore Find and defeat mini-bosses at different points in Almighty Land and Caernavon. Players can view the coordinates of the mini-boss on the quest map by pressing [T] and clicking on the globe button

 to display the coordinates of the mini-boss.


Hero of The Legend

Conditions: Only for players with quest scroll (available on the webshop)

Quest type: Solo, Do it alone

Reward: Exp 9% Lv.100-110, 6% Lv.111-120, 3% Lv.121-130, 1M Gold, Fame 1K, Medal 1K, 3xLapis Stone

Mission: Talk to NPCs at various points as required by the quest. Find and defeat monsters in Almighty Land and Caernavon. Players can view the coordinates on the quest map by pressing [T] and clicking on the globe

button  to display the coordinates of the quest.

Almighty Land – Part I

Conditions: 1 character can only be completed once, Party type quests, characters must be at least level 60.

MainQ 1: Almighty Land – Part I

- Talk to Alun Laker, who is near the warp gate in the middle of the city, to take on challenging missions.
- Then walk up to the tallest house to meet a leader of the Pirate Village—Michael.
- If the player has a Class Change Certificate, you can start the mission immediately, but if you don't, you must go back and talk to your class trainer first.
- Once we talked, Michael would give the first mission to you, The Spy Letter.

Sub MQ1: The Spy Letter

- Travel to the East Plain to talk to Teluwan and talk to Bache (one of the three Right Wing Association's guard).
- Bache will have you go and defeat the Blood Wolf to prove yourself worthy of the mission.
- After defeating, return the items dropped from the Blood Wolf to Bache.
- Bache will give you a Certificate then bring it to Teluwan.
- Teluwan then gives you the Spy's Letter for take back to Michael.
- When Michael had read the letter, He will let you take the letter back to Teluwan again.
- During the conversation, Bache tries to cut the script so that we can talk to him instead for next mission.

Sub MQ1: Join the Association

- Back to Bache and ask about joining the Association, He will introduce you to meet the leader of Right Wing Association.
- Traveled up north of the East Plain to talk to Mulligan, the leader of the Right Wing Association.
- Mulligan recommends that in order to join the Association, you must first prove yourself by obtaining the Membership's Pass of his guards.
- Return to Bache, the first guard of the Association. He will let you go get rid of the Wolf Attacker and bring back its teeth to him.
- Once done, Bache will give you his Membership's Pass.
- Travel to the next drunken guard, Doldo, He would let you go and get him some wine from the General Store.
- Back to town and talk to Sunny, the owner of the general store. He would give you some wine and also reminded you that before you went back to Doldo, don't forget to find him a treat.
- Travel to defeat the Hell Spider and bring its legs as a pawn for Doldo.
- Give wine and spider's legs to Doldo, he'll give you a Membership's Pass.
- Travel to an area not too far from the spot to talk to another guard – Une.
- Une will give you a mission by going to get rid of the Giant Beetle and bringing its shell back to him.
- Then he will let you to defeat the Wolf to get the pelt. When it's done, he will give you a Membership's Pass.
- Now you have 3 Membership's Pass. Give it to Mulligan.
- Mulligan will give you a Test Medal as confirmation of participation in the Association.
- Give the Test Medal to Teluwan when he receives it. He will let you go back to talk to Mulligan again.
- Mulligan would write a secret letter, and then he would have you pass this to Michael.
- Return to town to deliver a secret letter from Mulligan to Michael.
- When Michael reads the letter, it shows a worried expression, because our next task will be more intense...



MainQ 2: Madcat Free Company

- Talk to Michael, and he'll give us a letter to take to Mulligan.

Sub MQ2: Mulligan in Trouble

- Bring a letter from Michael to Mulligan, when he read it, he suggested you go back to talk to Bache again.
- Talking to Bache, you will know that the Madcat Free Company is causing chaos in the South Fungus Forest!
- Dealing with them is not easy. You need to be trained by the three guards first.
- Bache will let you go get rid of the Poison Spider and bring back its poison sac to him.
- Once this is done, you will receive a Training Certificate from Bache and then travel to Une.
- Une will let you go get rid of the Blood Wolf Attacker and bring his teeth back to him.
- Une will then have us travel to get rid of the Kelpy Pincers and bring back its pincers.
- Once done, you'll receive a Training Certificate from Une, then travel to Doldo, a drunken guard.
- Doldo will let you go get rid of the Gallop Demon Jr. and bring its meat back to him.
- Once this is done, you will receive a Training Certificate from Doldo.
- Give Mulligan the Training Certificates from the three guards.
- Mulligan will let you test to break the box on the side of the campsite.
- Then he would have you sneak into the Madcat's camp in the south of Fungus Forest to find something.
- Travel to the Southern Fungus Forest and destroy the boxes to find the items Mulligan wants.
- Bring it back to Mulligan and he'll find that it's not what he wants. He thinks that thing should be with their leader.
- Travel back to defeat the Dark Spirit Mage, the leader of the Madcat Free Company.
- After getting rid of it, we will get one thing. Give it to Mulligan, he will be so glad to finally find it.
- Receive a letter from Mulligan and deliver it to Michael.



MainQ 3: Michael's Doubt

- Talk to Michael, he will tell you that he once sent a professor to research medicine, and he ended up missing.
- He will let you find this professor. His name is Wignor, you must go to the Southern Fungus Forest.

Sub MQ3: The Missing Professor

- Travel to talk to Pilu in the southern fungus forest, to find the professor's clues.
- He recommends you to a small pond because he had heard the mushrooms talking about the humans who had entered this forest.
- Now go to the little swamp and talk to Wignor, and he's shocked that he's been here so long that Michael thinks he's missing.
- He would tell you that it was not easy to research medicines, and he would ask you to help him find the ingredients to make medicines for him.
- He will give you a bag and have you get rid of Coronal Fungus Jr. to put its spores in the bag.
- Bring back the spore bag to Wignor and he will let you pick up the White Mushroom that grows near the edge of the swamp not far from here.
- Bring back the bag of white mushroom spores to Wignor, and he will have you talk to Pilu for more ingredients.
- Talk to Pilu, and he'll let you get rid of the Hell Jellyfish and bring back its tentacles to him.



- Bring the tentacles back to Pilu and back to talk to Wignor again.
- Wignor will let you get him Mushroom Antidote, which you can buy in Pilu's store.
- Once the Mushroom Antidote is given to Wignor, he will give you a letter delivered to Michael.
- Return to town to give Michael a letter from Wignor .

MainQ 4: Wignor's Notebook

- Return to Wignor and ask about the vestige of Ancient Man.
- Wignor told you that during the trip, He had heard someone talk about them and he taken some notes.
- But the notebook was lost during his trip to Nonut Field, so he suggested you talk to Bruce at Nonut Field.
- Talk to Bruce at the entrance of Nonut Field, and he'll say he's heard Ghoul is talking about this notebook.
- He will ask you to help him deal with something first. is to get rid of the Cow and bring its skin back to him.
- Once done, he will guide you to the Ghoul Village, just above the cottage, is not far from him.
- Talk to Funai. He would tell you that he had seen the notebook, but you must do some job for him first.
- Defeat the Wild Tiger and bring its teeth back to him. He needs it to repair the Bruce's leather suit.
- He then suggested that you try to find traces of a notebook in an abandoned village on a hill full of Cyclops.
- Travel to the abandoned village according to the quest map. When you reach the specified point, a message will appear that you can't find the notebook, go back and ask Funai again.
- Funai itself is dark, but he can think that the Cyclops like to eat everything. Maybe one of them ate this notebook.
- Return to defeat Cyclop until you found the notebook.
- When you found the notebook then come back to Funai, he will let you help him with another task, which is to get rid of the Cow King and bring back their oil to him.
- When it's done, he would have you take the repaired leather suit and send it back to Bruce.
- When bringing the leather suit to Bruce, he would be very happy and give you a certain amount of compensation. Then take the notebook back to Wignor.
- When Wignor opened it, he felt something was different. There were some points that he didn't understand, but it was recorded in his notebook!.
- He asked you to take the notebook back to Michael he maybe knows something what the record says.
- Return to the town and give the notebook to Michael, when he reads it, he will urge you to talk to Ramir urgently!.



MainQ 5: Ramir's Concern

- Walk down the hill to talk to Ramir, and he'll know what the notebook means.
- Ramir will tell you that Rotale is the supreme spiritual leader who brought humans to this land to escape the demon war from another dimension.
- Rotale's power has now regressed considerably from sealing the dimension to prevent the demons from entering this dimension.
- Ramir will recommend you to meet Ruan, a life priest. He lives on a small island in the middle of a Gavial Swamp to practice himself.
- Talk to Ruan, he will ask you to help him defeat the Nereids Queen, who often sends pensioners to disrupt his cultivation.
- Go to defeat the Nereids Queen in the Gavial Swamp, then return to talk to Ruan.



- Ruan will ask you to find the Spirit Pipe, which he will need for his cultivation.
- Travels to the south of Gavial Swamp and talk to Justin. He will ask you to collect some Gavial Plants for him.
- When it's done, Justin will arrange this plants and have you give it to Atsidia at the north side of this swamp.
- Astidia will pick up some plants and ask you to go and collect a blood of Maggot Jr..
- Retrieve a Empty Vial from Astidia and travel to eliminate Maggot Jr. and bring their blood back to Astidia.
- Astidia will give you a Spirit Pipe. Now you can bring it back to Ruan.
- Bring the pipe to Ruan, but he will say that this device will only work if you get the spirit of the Vicro.
- Travel to defeat Vicro and collect its soul into the Spirit Pipe, then bring it back to Ruan.
- Ruan suggestions you to visit Snowrump Village for information about Rotale.

MainQ 6: Rotale's Situation

- Travel to Snowrump Village, this village will not appear on the map, you have to find the way to enter there.
- Talk to Latra , he will only help you if you gain the trust of the villagers. By dealing with the problems of the villagers first.

Sub MQ6: Gain the Villager's Trust

- Talking to Inuar, he will ask you to find and bring food to his grandson, Rodin who lost while playing Hide and Seek.
- Talk to Rodin's friend, Dulolo, who plays hide and seek together, but he advised to ask his best Rodin's friend, Fhen.
- Talk to Fhen and you will know that during the game of hide and seek, they like to sneak into tree hole.
- Travel to find Rodin, who is supposedly hiding in a tree hole in the northern of Frozen Plain.
- When you met Rodin, He didn't dare to go outside. He asked you to help get rid of the Snowy Cardian Wolf.
- Then talk to Rodin, he will take the food and write a letter to give it to Inuar on some of the reasons.
- Bring the letter to Inuar, he will be very happy, and he will ask you to help another of his friends, Kreydelant.
- Talk to Kreydelant and you'll find out that he has a strange illness. What will cure him is Papio flowers.



- Papio flowers grow in the central of Frozen Plain near Savage Camp.
- Head to Savage Camp and talk to Thomas, the leader of the camp, to ask for directions to pick Papio flowers.
- Thomas would tell you to pick it by yourself, and the Papio flowers grew next to the camp nearby.
- Once the flowers have been collected, quickly return to Kreydelant, he will give you the Snowrump's Amulet.
- Give the Snowrump's Amulet to the Inuar for a confirmation stamp.
- Then bring the Snowrump's Amulet back to Latra to prove that you have earned the trust of the villagers.



- Latra will ask you to do one thing for him: to eliminate the conflict between him and Thomas.
- Let's go to Savage Camp and talk to Thomas about the root cause of the conflict.
- Thomas tells you that there was a group of babarians who once lived with him. Ever since their return from the Death Woods, these guys have become increasingly ruthless... They once killed people from the Snowrump Village who wanders into this land, making Latra understand that I am the mastermind of this, which is not true at all, and that they are still thinking of taking over the camp. We must force them the traitors out of the camp, hearing that they were camping in the southern of Frozen Plain to build up their forces...

- Thomas will ask you to travel to get rid of these traitors and bring them evidence.
- Travel to south of Frozen Plain and defeat the Snowy Barbarian Traitor and bring their heads back to Thomas.
- Back to Thomas, he will write a letter of clarification and have you deliver it to Latra.
- Bring the letter to Latra. Upon reading it, he understood the situation, and the conflict has now been cleared.
- Trara advises you to travel to the Ancient Village for more information about Rotale.

MainQ 7: The Old Life

- Travel to the Ancient Village by passing through the Death Woods to speak with Shadows
- Shadow will tell you about the peaceful conditions of this village because of his leader, Baleiwa.
- Find and talk to Baleiwa, he'll tell you about Rotale's situation but you have to do one mission for him first.
- Find and defeat Gear Wolf in Death Woods and back to continue hearing the story from Baleiwa.
- Baleiwa start to tells.... "When Rotale brought humans fleeing the demon war to this land through a portal of dimension. Suddenly, the Eter was chasing after him, and Rotale tried to use all her power to seal the portal, but she couldn't do much. Some demons escaped, some escaped to other lands. Some of them still roam in this land. To make the dimension completely sealed, we need a Dimensional Key, which is not easy to create. It takes a well-equipped brave person (like you) to find the materials scattered in this land to create the Dimensional Key..."
- Now Baleiwa will assign you 3 missions at the same time: Find Star Fragment, Dimensional Soul, and Soul Metal.



[At this point, you can complete the quests in any order.]

Sub MQ7: The Star Fragment

- Talk to Eden Wales, a member of the Ancient Village, to request a Star Fragment to create a Dimensional Key.
- In fact, he has it, but it's not quite complete. He suggested that you get rid of Big Eye and retrieve its hides.
- When you got the Big Eye's hides give it to Eden Wales He will strengthened the Star Fragment and give it to you.

Sub MQ7: The Dimensional Souls

- Talked to Astidia why you wanted Spirit Pipe, when she listen... she gave you a Spirit Pipe immediately!.
- She will have you eliminate Clinzer in the Death Woods and implant its soul into the Spirit Pipe.
- Once Clinzer is defeated and its souls are contained, the item will transform into Dimensional Souls!

Sub MQ7: The Soul Metal

- Go and talk to Jayce at the Pirate Village harbor and ask him for Soul Metal.
- Jayce will say that he has used it all, and now the only person left to own it, Kertin, try asking him for it.
- Talk to Kertin on the ship and ask him for Soul Metal.
- Kertin seems to know the situation right now. So he gave you Soul Metal without hesitation.
- Once you have obtained the three materials, give them to Baleiwa for create a Dimensional Key.
- Once he has successfully, he will give it to you.

MainQ 8: A Terrible Situation

- Travel to the Death Woods and find Queen of Pain's Tomb to use the key to Pandora's Box to disconnect from the other dimension.

[Something happened, it seems something from another dimension has fallen out of the Pandora box.]

- The situation has changed for the worse. Let hurry back and report to Baleiwa urgently!
- Baleiwa became anxious because it seemed that the Eter was using its power to twist the dimension to widen the rift. This makes the use of keys ineffective!.
- He suggested you report this back to Elder Ramir at Pirate Village.
- Talking to Ramir, he expressed this concern as well because the power of the Eter was too much to handle right now, but one thing that worried him the most was the rumors from the Caernarvon about the Arcane Wizard who might be behind all of this. If you can, go on a journey to find out the clues of this wizard so that you can find out the truth and find a way to deal with it. Ramir left something for you - Rami's Warning Letter you must keep it well!.

[Almighty Land Part I, has Ended]

To be continued...



Almighty Land – Part II: The Arcane Wizard

Conditions: 1 character can completed once, Party type quest, Almighty Land I must be done first, Lv. 100 characters

MainQ 1: The Arcane Wizard

- Travel to the Caernarvon and talk to Noumanwoth at the Roche Camp, for the clues of the Arcane Wizard.
- He advise you to go to Clauzhuz, a village in the north, to ask Alan about this.
- Talking to Alan, he seemed a little upset and gave us something, then went back to talk to Noumanwoth.
- Back to talk to Noumanwoth, he understands what happened to Alan and lets us talk to GGSim nearby instead.

MainQ 2: Meaningful Task

- Before talking to GGSim, You must give Alan's item to him first, and then he tells you about his job is to protect the camp with all his life.
- He will let you take down the Giant Wild Boar Hunter not far from the camp and back to him when you done.
- GGSim tells about an unusual incident where some of monsters start mutating.
- He let you talk to Anmuseth at Clauzhuz, and give you a Minotuar's Horn and bring it to Anmuseth.
- Go to Clauzhuz to talk to Anmuseth, he will let you go get rid of Skelsketon to prove some anomaly.
- Bring the blood of Skelsketon to Anmu, He was shocked and told you to show it to Nomanwoth as well..
- Return to talk to Nomanwoth at the camp. He seems very worried about the monsters' blood crystallizing like this, So he suggested you talk to Narcy, who was nearby, who should know better than what was going on.



MainQ 3: Ingredient Listed

- Talk to Narcy , who seems to know what happened and maybe know who is the Arcane Wizard.
- Narcy lets you find the ingredients he needs in exchange for this secret.
- She will let you go get rid of monsters to collect rare ingredients such as Minotaur's Horn, Kwen Claw, and Headless Knight Blood.
- The first order travels to defeat the Minotaur, then the Troll, and then the Headless Warrior.
- Once you have all the ingredients, bring them to Narcy, she will tell you the secret of who the Arcane Wizard is!

MainQ 4: The True Sacrifice

- Travel to the top of the cliff beside Roche Camp to talk to the Arcane Wizard—Mormankai
- He told you that the Eter had used their power to twist the dimension apart to hunt down Rotale, but it was he who used all power to seal the rift again after Rotale began to run out of power, and now his power has also begun to decline, and he knows that the Dimensional Key that Baleiwa created is not complete enough. He had a blueprint for creating an Enhance Dimensional Key, but he lost it on his way to the Lion Island, he will let you find that blueprint back.
- Travel to Lion Island and talk to the island's warden, Batou.
- Batou recommends that if you want to find the lost item, you must first pass his Pension Stage by eliminating the Lion King on this island.
- Once eliminated, the blueprint will be found. Bring it back to Mormankai.



- He said the method of making the Enhance Dimensional Key is not much different, but it uses different and more dangerous materials!.
- He gave you a Soul Jar to collect special materials such as Final Soul Metal, Underworld Soul, and Star Fragment.
- Travel to various points to collect Ore (coordinates can be found on the map in this quest guide).
- After collecting the Ore, you will extract it into Final Soul Metal and put it in the Soul Jar.
- Then, travel to defeat the Bruiser to collect the Underworld Soul in the Soul Jar.
- Travel to defeat the Primus Thonian and collect the Star Fragment in the Soul Jar.
- When the ingredients are complete, take them to Mormankai. He will then have you take all of these materials to Baleiwa to create the Enhance Dimensional Key instead of him because his power is insufficient.

MainQ 5: Enhance Dimensional Key

- Bring all the ingredients and the blueprints to the Baleiwa.
- Once the key is successfully created, He will let you go to Twisted Dimension area.
- And there, you'll find the main culprits, Eter and Rotale, in a state of exhaustion, She will ask you to slay the Eter with all of your power!.
- After the Eter slain, returned to talk to Rotale. He would appreciate it and tell you to go back and report to Baleiwa.
- Talk to Baleiwa, he will appreciate you, than back to talk to Ramir.
- Talk to Ramir at the town, he is aware of your great mission.
- Talk to Michael and tell him the whole story. He admired you very much for bravery, but he left the conclusion, the Eter you had slain was only part of their army. If they can come to this land in full, We are all dead!!



[Almighty Land Part II has Ended]

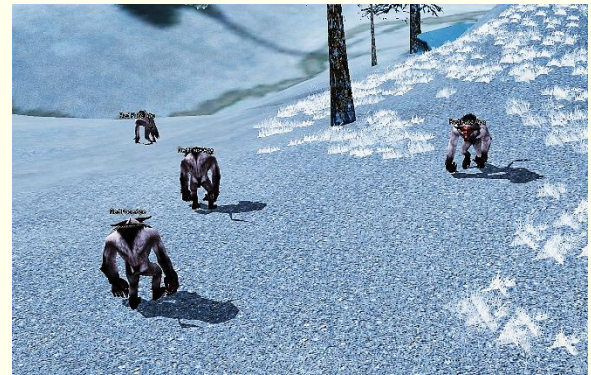


Path of The Legend

Conditions: 1 character can only be done once, Solo Quest, Lv. 100 characters

MainQ 1: Path of the Legend

- Talk to Michael, he'll give you a special mission, traveling to Snowrump Village to talk to Latra.
- Latra will give you a small pot to use in your mission.
- Go to Savage Camp and pick up the flowers near the camp into a small pot.
- Bring a small pot back to Latra and he will give you the Snowrump report.
- Bring this report to Michael, he will let you do some research about snow monsters by giving you a blank scroll.
- Return to Latra again. He will introduce you to the rock-fierce monsters in the Frozen Plain.
- Latra has listed the monsters to defeat, including the Red Face Ape, Snowy Ape, and Snowy Giant Ape.
- Travel to defeat these monsters according to the coordinates on the quest map, and take notes every time you defeat them. Then bring the report back to Michael.
- He will have you talk to Kertin about the Ancient's History Book.
- Talking to Kertin, he will tell you about the events that Rotale brought humans to this land, which was recorded in three of Ancient's History Books .
- Kertin will have you talk to Ken at the Death Woods to get information about the Ancient's History, Volume I.
- Ken will ask you to go in and defeat Gorep and bring back the drops to him.
- Ken will tell you how he came to guard of the Death Woods because he wanted to research the beings from other dimensions that often appear in this forest, and one of the things he needed in his research was the Dimensional Pot, an Ancient's device.
- Travel to the Ancient Village by talking to Shadow to ask for a Dimensional Pot to bring to Ken.
- Shadow listens and immediately hands over the Dimensional Pot, Now take it back to Ken.
- Ken will have you go to defeat Gear Wolf and use the Dimensional Pot to absorb their souls.
- Once done, back to Ken and he will let you back to talk to Ramir.
- Talk to Ramir at Pirate Village, he will give you the Ancient's History, Volume I and he will ask you to help him to do some mission.
- He will give you the Fragment Resove and pass them to Ruan at the Gavial Swamp.
- Find Ruan and give Fragment Resolve and Dimensional Pot to him.
- Ruan will give you the Ancient's History, Volume II, then return to Shadow in the Ancient Village again.
- Ask Shadow about the Ancient's History, Volume III, but he'll let you go find Duncan's Dispel Potion first.
- Return to Ken and ask how to make this special potion. He will let you go into the forest to defeat Big Eye and bring back its heart.
- Once done, back to Ken and he will creating Duncan's Dispel Potion, which will not take long to complete.
- Bring this special potion to Shadow, and he will give you the Ancient's History, Volume III.



- Bring the three Ancient's History books to Kertin. Then he will let you do more special missions.

MainQ 2: Ancient Human Reparations

- Talk to Kertin again. He will give you the Soul Extractor to extract the souls of the monsters from underworld.
- Go into the Death Woods and hunt down the Towers and use their Soul Extractors to them. Some of them can be used, some of them may not be used for them, try it!
- During the mission, the Soul Extractor is damaged, so let's go back to Kertin again.
- Kertin would advise you to take it to Ken to try repairing it and see if it would be successful.

MainQ 3: The Researcher, Ken

- Talk to Ken and he will tell you about the difference between normal monsters and monster from other dimension like underworld. Ordinary Soul Extractors don't work against them, Ruan once asked him to research something that could extract evil spirits from other dimensions, which he still couldn't do.
- So he asked you to collect the blood from these monsters by giving you an Empty Test Tube for the quest.
- Travel to the Death Woods again to collect blood from Gear Wolf, Gorep Demon, Big Eye, and Tower, respectively.
- When you get a full blood to the tube, bring it back to Ken.
- Ken said that these blood can be used to supplement objects that can stop evil from other dimensions. He remembers that while doing research in the Death Woods, He encounters a monster that possesses an object called Dark Krix!



MainQ 4: Crystal Shards

- Talk to Ken, and he'll let you go to defeat Dark Krix and take the Crystal Shards from them.
- Bring the Crystal Shards back to Ken, but he noticed that the crystal was broken.
- Ken try to fix the broken crystal, and he lets you take it and try to defeat Clinzer.
- After defeating Clinzer, Seem that the crystal has broken again, so let's take it back to Ken again.
- Ken suspects its fragility, and he thinks it might need to be melted at temperatures below freezing!
- Ken let you go to see Latra and ask about the item has temperature is below freezing.
- Latra tell the legend story "Long time ago, during the war against the Demon King Boguh, his poisonous blood scorched the land. The city of civilization was destroyed and transformed into a Death Woods, but have one drop of Boguh's blood fell into Frozen Plain, causing the temperature to drop below absolute zero..." Latra believes this could aid Ken's research, then he gives you the Ice Pot."
- Go to the target that marked by Latra to collect Boguh's blood into the Ice Pot and back to Ken.
- It seems that one important item is missing. Ken will let you go and defeat Dark Azrael and bring its Devil Eyes back to him. Then he try to forge a new crystal, upon completion, he gives it to you and pass it to Ruan.
- After Ruan receiving the crystal, He smiled and thought it worked!, Now go to place the key at Pandora's box!
*[Something happened, The crystal began to warm up and it transformed into a **Purification Crystal**]*
- Bring this crystal to Ruan, He said, with this, the demons from other world will no longer be able to disturb us!...



[Path of the Legend has Ended]