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Honours quest achaeans

He has served the Achaean community faithfully since 2002. Dear Achaea, as I mentioned elsewhere, Asara has finally left the realms to meet the old triton kings. So my mapping business is similarly over. Thank you very much for being part of your adventures over the years and I'm glad to hear that you helped like them. I'm honored by all your kind words. I'm going to miss you all so much. Originally in 2002, my maps were created in frustration that I could not find any accurate and updated Achaean maps. A few months and calls later, my maps were hosted online to be shared with all. These aren't exactly the most beautiful things, but you get what you want: the accuracy and efficiency of simplicity, and designed more for practicality than artistic mood. But even if you're not entirely professional looking, the timing and accuracy of the maps is the advantage: they are usually one of the first to be posted on the same day or two after the new sites have arrived, and you will find them updated so often that they become the most accurate and reliablemaps ever. (Thanks to you folks who tell me about my mistakes and area changes!) Today, mapping has obviously become fashionable and you can find other great maps through links (Kudos is my friend cartologist!) I am amhumbled as always that people continue to find my work and website useful despite my very limited computer capability, and am happy to be of service. My mapping policy consists of maps that are not yet mapped. (Unless you want one. *Indicates the map you want.) If there's something that's not here, it's probably already happened. These .gif format and I'm a Java/Nexus user. I do not use a specific mapping program; only Microsoft paint. Each square is piqued separately, and each line is made boringly, all from scratch, with a lot of love and time placed on those maps. That's why I have no idea how ZMud mapper works, unfortunately, and I'm not able to answer such questions because I make my maps manually. If you have map errors, please message me about them so I can fix them. They are updated in real time, ASAP! My number one priority is to be accurate. Make sure you always view updated map versions: try right-clicking on each page and refresh/reload the page/frame from there. Why the Maps of Sara? Please don't take anything on my site without contacting me first. This especially includes maps and attempts to copy and paste my featurettes. I would ask you to ask permission before. Thank you. CREATED: August 6, 2005 UPDATED: August 2, 2009 RETIRED: August 2, 2009 UPDATED: LAST REAL-TIME updates from June 5, 2004: Asara was a visitor. ----- find your destiny. Achaea's world awaits. Go play it now. Now! Special thanks: UNWIN, RAKOT, FIREY, CIRDAN, RAHUM, KRYPTON, VELDRIN, YAVIMAYA ATRUM, KUNAMA, DEMETRIOS, and KASED in order to make the site the best it can be! Thanks again! Do you need to send an email to map requests, comments, fixes, or anything else? asaraeslofe@gmail.com Please note: Despite many requests for me to list missions, I don't think it was created just for us to take advantage. There are for us to enjoy the challenges of the process, as well as the rewards at the end. As a result, I would never implement such a page. Please try your best to figure out things like others can. For those of you who have been for everyone detailed walkthroughs of honors missions... SHAME ON YOU!!! ©1997-2009 Achaea, Dreams of Divine Lands All Rights ReservedAchaea, all Achaeans logos, Divine created character names, and distinctive likenesses of their trademarks ©2009 Iron Realms Entertainment LLC cough phases of the moon after the decoction of revitalization is complete, you have to wait at midnight starting with the correct phase of the moon to begin the ceremony. Use the time command to define the current phase. Help time shows that an Achaeans month is 25 hours irl. An Achaeans month must go through the lunar phases. The phases seem to progress from half to six Achaeans days (1 rl hours per Achaeans day), with midnight starting with the new lunar phase. I think there are some calendars out there, but I haven't found them. Before you start your mission, take a shovel! You're going to need it to dig up the ground. The nearest town to Northreach Forest is Hashan. Hashan's Bazaar has a shovel that's being sell to 750 GPs. See the external link for an image that describes the cycle of the moon's phases listed below. Waxing Crescent First Quarter Waxing Gibbous Full Moon Waning Quiet Last Quarter Waning Crescent New Moon Mission requires that the decoction be given to chieftess of Aran'roid at midnight that occur between waning crescent and new moon. Achaea.info have a good walk on your quest. Some of the changes are as follows: This mains we help to make eternal life, not the priestess. The gypsy is located in 2w, nw, w, sw, and n a Before the bridge delos. Cast Cast Denizen NameLocationQuest Action O'isingA little hutSay moonstone to vial to the Genji shaman. Give him moonstone, feathers, soil and holy water and catch him the decoction of revitalization. atavian shamanHut the shaman in the Genjigive jar of the shaman, get moonstone old gypsy woman The grasses off the prelatorian Highwaygive 200 golden gypsy, get pouches of A'urnirA small hutgive pouch of A'urnir and get a pen A'deneTemple udvarmond holy water, go to O'inead get candles, give candles to A'dene to receive holy water O'ineadO'inead's Trading Postsay candle and get candles. With Oracle A'leesssay soil, A'leess will do a ritual, go to the intersection and use the shovel to dig the clay-laden soil. is it safe to say that quest information on sites like and outdated? I've followed a few of the missions listed and rarely does i get the result as outlined in the guide[s], for example, i did the moghedu mission with the crossbow and instead of receiving 300 gold as pay, i only received 150, which was a big disappointment. Sure, it all adds up in the end, but still.. are there updated quest sites? I'm guessing the site i listed were abandoned, although i might try getting in contact with the administrator just to clarify. i would really enjoy up-to-date quest help, even if i have to create a guide site myself. Peak says, I'm worried. 0 These mission guides are for information only. It's more fun to find out how to do your quest, but sometimes you need a hand! Many of these are almost impossible to discover unless you've done it before - so we'll help you find the secret. It took a lot of work to gather this information and a little magic. We hope you appreciate our work and please play fair! Contributes! If you complete more than six missions with Achaea using this website, you absolutely need to contribute. I'm not using any technical means to put you on it, but I trust you to keep that obligation. Here's how you can help (choose one each time you complete six missions with our help): Add a quest to a new area that doesn't cover, or give us information about the mission that we're missing. (For example, Mission X gives a reward of 100 Gold). Correct our mistakes. (For example, X quest gives you experience just now, no gold). Contribute \$1 through PayPal. Send PayPal contributions or any fixes/updates/suggestions: thebest43 (ah!) gmail (doht) com Remember to include Achaea somewhere in the message or consent note! External links Due to the length of the Honors missions, they are placed on a separate page each. Use the links below to complete each mission. As for the murder medals... If you have to ask if you're strong enough, you're not. Summon Taug and Sh'Fah - Call Taug or Sh'Fah through the planes and bring them back to ours. Once here, you may have to control the awesome power they hold. Returning to Song Bopalopia – When Eris sneezed in the Black Forest, strange mushrooms appeared that bring you to a strange land when you ate. the land must return to the beautiful ... Well... Interesting princess. Renewing the priestess of the Aran'roid – Every so often, the priestess of the Aran'roid needs help from her shaman to bring her back to youth. Youth. is pretty busy though, and could use your help. In order to continue to enjoy our site, we ask you to confirm your identity as a human. Thank you so much for your cooperation. Missions Ashtan-Clay Quest - Find three pieces of clay in rovers and swamps. Take them to the starving artist at the de Vermis gallery in Ashtan, northeast. (I haven't completed this mission, so I'm not sure it can be) Panpicks Quest - Kill the mountain giant on the lower level of Azdun (the northeastern forest) and get the pan flute. Go to the Unicorn Bridge on the same level and give Faun the pan pipes. (I haven't completed this mission, so I'm not sure it can be) Parchment Quest - Find a piece of parchment under Azdun, and it gives you the recipe for a supposedly powerful elixir (I haven't completed this mission today, so I'm not sure it is) The Great Rock- Bug Quest - Collect Corpses of Spiders (found in the eastern part of Azdun) and pass it on to Arinas, an entomologist. (I haven't completed this mission, so I'm not sure it can be) Maiden Quest - Greet Lotach (on the highway just outside the rock) and he enter the Chalk of beasts, which he gave Bearnath to Great Rock. Bearnath summons the Beastmaster to the Cup. Kill the Beastmaster and get the key he will drop when he dies and give the key to Kasha (the virgin chains) and he will begin to follow you, so lead him to Lotash. (I haven't completed this mission, but I'm sure you can fill it out) Mushroom Quests - Get mushrooms from the Ophidian caves and feed them to Arinas Beetle. (I've completed this mission) Stirge Egg Quest - Collect the mix eggs and bring them to Sk'tall, the ophidian chieftan. He's going to pay 75 gold coins for every egg. (I've completed this mission) Hashan- Advanced Planar Physics Book Quest - Bring any volumes of advanced plane physics books you can find around Sapience to Teneb's Obelisk of Darkness. (I've completed this mission) Beggar Quest - Go to the little hut and get a bowl of deer stew, enter the beggar. (I've completed this mission) Bard Quest - Butcher Jambiya will give you some gold if you pick up the bard of Smith. According to the Kovacs, the Ripper hasn't picked up his bard yet and it costs 100 gold. Give him 100 gold coins, get the bard and take it to Jambiya. You get experience, with 100 gold back and an extra 100 gold. (I've completed this mission) Twilight Quest - The Aalen Forest is located in a quarterstaff that belongs to Lord Twilight. Get it and take it to twilight in Hashan. (I've completed this mission) Necklace Quest - There is a pearl necklace in a house on the west side Bring her to Kaethryn's House of Pleasure, but be careful when you're a woman. In return, he'll give you Damaris' diary. Find Damaris and give him his diary back. (I haven't completed this mission, so I'm not sure it can be) Rat Quest - Type RATS to start rat and kill rats that plague Shallam. Sell it to Hakhim at the Medina. (I've completed this mission) Snake Quest - Kill snakes in the desert. Give it to the shady man at the Dragon's Tail Inn. He's going to pay 90 gold coins for every snake. (I've completed this mission) Zoo Quest - Alarief, the keeper of the herd, is looking for a new animal to roam the north of Ithmia. If you can catch one and bring it, he'll be happy. (I haven't completed this mission, so I'm not sure it can be) Lodi- Flask Quest - get the flask that you fill in the room above where I found it and take it to Sleff. (I've completed this mission) Crystal Quest - In the secret garden of Crystal, choose a crystal and send it to Deneen. (I haven't completed this mission, but I'm sure it's feasible) Miners Pick Quest - Find the miner picks and take it to Kortine. (I've completed this mission) Ore Crate Quest – In the room where he spent his flash to Sleff, there may be a crate of silver there, which he then make to Sethrin, he is located in front of or on the bridge to Delos. (I've completed this mission) Bat Quest - The whole cave will have bats that will meet, kill the bats and take your man to be located where you fill the flask. I think her name is Deneen. (I've completed this mission) Minia- Butterfly Quest - Go to Vellis at the entrance of Minia, greet her and agree to her request butterflies. Rotate the net and find and catch as many butterflies as you can and then take the net back to Vellis. (I've completed this mission) Imp and Pixie Quest - Kill the Imps and Pixies live in Minia. You can give the bodies of the Imps to the Fairy Queen for gold and experience, and you can give Pixies' corpses to the Imp Lord. (I've completed this mission) Dwarf and Leprechaun Quest - Kill the Pygmies and Leprechauns live in Minia. You can give the corpses of the Poldius to the King Goblin for gold and experience, and you can give goblins' corpses to the dwarf cook. (I've completed this mission) Shaastan- Shaastan Spear Quest - Take the spear from the Imperial Accommodation of Shallam Palace, which is located in the middle of Shallam. Take it to an old guard at shaastan hut. Go to Shanugis and give him the carving the old guard will give you. Take the fish from Shanugis and give it to the old woman who's in a cabin near the old guard. He'll give you a grape you give the fisherman. (I haven't completed this mission, but I'm sure it's feasible) Shallam- Hairbrush Quest - Get the hairbrush just south of Delos. Go to Fish Street in Shallam, then west to southwest until you find a man and a woman. Give the hairbrush to the woman, Camilla. (I've completed this mission) Kite Quest - Get your dragon to hover around North West Shallam. Take it to Timmy, the well-groomed boy at the north end of Vizier Street in Shallam. (I've completed this mission) Orphan Quest - Go to the Chrysalis Basilica in Shallam (North West part of the city) and get the candles. Now comb the city and find the lost children. Take the children back to the basilica choir room and get them booked. Your alignment is getting better. (I've completed this mission) Peanut Quest - There are peanuts lying to Shallam. Find them and give one to Simbata the elephant. He's going to follow me. Lead him to a big rock on the ground, say his name, and he'll pick it up. Lead him to Cazin on the city wall, which is on the upper level of the shallam or bastion. He'll thank you for the rock with the experience. (I've completed this mission) Rat Quest - Type RATS to turn on rats and kill rats that plague Shallam. Sell it to Hakhim at the Medina. (I've completed this mission) Ribbon / Ring Quest - There are blue ribbons floating shallam. Put one on and give it to a bird of paradise. The bird drops something, or a golden thread, or a ring. If it's the ring, bring it to Rudolpho, who is camilla (the Hairbrush Quest) at Ishtar Park. He'll give you a crystal ball, but no one knows what to do with it. If it's a thread, bring winfredreaa kadely near Medina. Either you pay or you give me a dress. Then give the dress to Deneen the aristocrat near the entrance to Shallam with experience and gold. (I've completed this mission, but I've never gotten a ring from the paradise bird) Scarecrow Quest - Find the scarecrow in the park near the Medina and take the coat out of it and enter the beggar. The beggar may not give you a little green gem... or something like that, the gem of the jeweler near the arena. (I've completed this mission) Tasur'Ke- Lost Locket Quest - Go to the Inn, and on the second floor of the north room, you will see a lovely young woman crying. He's going to tell me about a medal he lost and his father. Go to the pub west of the central fountain, greet the tramp and ask for a flag. Go to the pub and buy a flag and give it to him. In return, he'll give you the lost medal. Give the medallion to the woman, and she'll give you a message. After you get the note, go to the shrine east of the Central Fountain. Enter the no man there. (I haven't completed this mission yet) Pearl Quest - Kill oysters that are found either in the ocean or in the pool. Some of them leave pears. Give these pearls to Constantine, the jeweler. He is located in just 2 North East of the Fountain. (I haven't completed this mission, but I'm sure it's feasible) Slaughtered Girls/Women – Kill the girls/women around Tasur'Ke and take their bodies with the guy on the outskirts of town. I think he pays with experience and gold. (I've completed this mission) Thera- Chicken/Egg Quest - Go to poultry farmer Thera and get the big eggs from here. Now that the egg is Cyrene (I can't remember where, exactly, though) or Shallam (the basilica has a hatchery somewhere out there). After the egg hatched, take the chicken from the logger Thera. (I've completed this mission) Hemp Quest - Get the hemp in the peace chamber of the Oneiros Temple (east of Shaastan). Give it to the ropemaker in Thera. Take the rope he gives the Thera blacksmith. (I've completed this mission) Tomacula Village-Etarni Fox Quest - Kill the foxes in the desert or Aalen Forest. Take them to Etarni, Tomacula Village. (I haven't completed this mission yet) Jaguar Skull Quest - Get your little rune covered with a jaguar skull on the plains in the north-west of the Mohjave desert. Take him to Elegnem, Tomacula village. (I haven't completed this mission, but last I heard this mission was raised in the lost city of Kasmarkin and is currently disabled) Savannah Cow Quest - Go to the village and kill the Savannah cows. Take the cows to the Mhun cook in Moghedu. (I haven't completed this mission yet) Spear Quest - Find the spear on the edge of the lakes near the Savannah. Take him to Etarni from tomacula village. (I haven't completed this mission yet) Tso'l'aa-Axe Quest - Get the axe in the Aalen Forest. Either give it to the lumberjack or the Tso'l'aa Druid. (I finished this mission, but be careful, there is a basilisk in the same room as the axe, and they are fast) Tso'l'aa Nobles Quest - Kill all nobles in the village of Tso'l'aa and give their bodies to the tailor of the village of Tso'l'aa. (I haven't completed this mission yet) Tso'l'aa Tailor Rabbit Quest - Kill the rabbits in the Aalen Forest and give their bodies to the tailor of the village of Tso'l'aa. The tailor gives 50 or 25 gold at rabbit, I'm not sure which.. (I have completed this mission its fairly easy) Ulangi- Pheasant Quest - In the forests, you will find beautiful pheasant walking. Kill the pheasants and enter the Horkval Queen that resides in the center of underground caves in the hallway. Each pheasant is worth 200 gold sovereigns. (I haven't completed this mission yet) Lost Flask Quest - There is a flask in the Cloud Forest near Totem Landmark. Take the flask and take it back to the Grook Hunter in their village on the northeast side of the corridor. As a reward, you'll get 500 gold sovereigns. (I've completed this mission) Bopalopia- Connie quest - The bopalopia in the lower right corner will be duckling, Gosling's, Chickadee's, for the sake of purpose you can classify these Chicken and goose. Then all types will have mothers. They are somewhat difficult, but you will have no problem to take them out. Kill these things and bring them to Connie the Lion (1 north of Bopalopia intersection). You get about 10 gold coins on a corpse. (I finished this mission, but I'm not sure it's the only thing I turn to.) Witch's Quest - The one looking for 3 items so she can get rid of the princess once and for all. These items include: The hair of a lion (the lion is located in the same room as Connie, in fact the lion Connie kill him to the hair), the heart of a Pig (The pig found in the Laughing Valley is pretty sure by the name of Sir Piggy, he's a hard pig too he attacks quickly, and the hammer tattoo. Be careful when fighting him.) and the Eye of a Frog (I'm not quite sure where the frog is located, I do know that he's located somewhere in the lake of Happy Hunting) I'll give you 150 pieces of gold per item you've given in. (I finished this mission, but couldn't find the frog from which to get the eye.) Bringing Back the Song to Bopalopia - This mission will be difficult, but worth it. There are three parts to this mission. The first thing you need to do is go to the cows and greet them, you can ask a mathematical question, which you can answer in a very short time. If you answer correctly, you will get 1 out of 4 things; a bottle of milk (I've heard it used to heal, but it doesn't work and I have no idea where it goes.), 20 Gold, a wooden token, or bellows. You need to have about 5 tokens and bellows before you start. The bellows are one of the three things the princess needs. The chips go to the castle machine. The machine will give you candy (NOT EAT.) give the candy to a mushroom man or woman, you can drop the spore, get as many spores as you can with the candy. Next take the spores at the hookah which are walking around. Have spices ready cause the Hookah can paralyze and/or confuse. If you find the Hookah you need to put SPORE on hookah. The Hookah will follow you. It is necessary to take the Hookah of Ramma Lamma, he is a mushroom man located in the upper northwest corner of the mushroom village. He'll give you the 2. The next part's going to be hard. You have to find the crank of the mushroom village, the pile of wood in the laughing valley, and the roll, which is located in some of where the lake. Give these things to Q-ball, the beaver. He makes the catapult and take it to the edge of the mushroom village and start flying squirrels. Before he does the catapult, he's going to give you the spring, which is the 3rd. Then go to Connie's shop and buy 2 T-Bone Steaks, then a lower meal. Bring this to Mr. Piggy in laughing valley, give him a t-bone steak. he will be to follow you. Bring the piece of blue candy which is in the castle. He's going to start eating from candy. When she stops eating, give her the other T-Bone Steak and she will continue to eat away the candy. When he stops, give him the last food you've got. She finishes eating away the candy so she frees the princess. Enter all 3 items of the princess and she will start following you. Bring the witch and wait as she finishes the mission. To do this, get some gold and exp along with the title (this means if someone honors you will tell you his managed to bring the song back to Bopalopia. Congrats you deserve! (I have completed this mission, it is a hard mission but it is well worth it) Moghedu- Crossbow Quest - In the first level you will find a crossbow, you must be just east of the 9 mhun guards. Take this crossbow to the well west, south, find the crossbow. I think he's captain of the Mhun Guard. You'll get 300 gold coins after you finish. (I've completed this mission) Key Quest – I'm not sure if this is a mission, but I noticed that if you kill the captain of the Guard you dropped the key, there is a locked door on level 3 I think it is. Take the key there and we'll see what happens. (I haven't completed this mission yet) Plan Quest – Some of the anests around Moghedu are in perspective, you can take the mhun architect. I don't know what you're going to get when you finish this mission. (I haven't completed this mission yet) If you have any additions please contact me by clicking [HERE](#). Or visit the contact page. Skills | Root causes | 100000 | 100000 | Missions | Contact me

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