

Chests: Brightwood Forest <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C7 <input type="checkbox"/> C8 Brimstone Underpass <input type="checkbox"/> R1 <input type="checkbox"/> B1 <input type="checkbox"/> B2 <input type="checkbox"/> B3 <input type="checkbox"/> B4 Brimstone Village <input type="checkbox"/> R1 <input type="checkbox"/> R2 Crossing <input type="checkbox"/> C1 Cursed Woods <input type="checkbox"/> C1 <input type="checkbox"/> B1 Dogwort Plains <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> R1 <input type="checkbox"/> R2 Elfwood <input type="checkbox"/> C1 Eredar <input type="checkbox"/> R1 <input type="checkbox"/> R2 Fairytale Forest <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> R1 <input type="checkbox"/> R2 Graystone Caves <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 Graystone Pass <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 Green Weed Plains <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 Happily Ever After <input type="checkbox"/> C1 Ice Cavern <input type="checkbox"/> C1 <input type="checkbox"/> R1 <input type="checkbox"/> R2 Jewel (Dwarf) Mines <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> B1 Land of the Dead <input type="checkbox"/> C1 Littlerock Plains <input type="checkbox"/> C1 <input type="checkbox"/> C2 Mini-Dwarf Lair <input type="checkbox"/> C1 Mists <input type="checkbox"/> B1 Mount Siren <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> R3 <input type="checkbox"/> R4 Old Ways <input type="checkbox"/> R1 <input type="checkbox"/> R2 Oldwoods <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 Pirates Cave <input type="checkbox"/> B1 Ravenwood <input type="checkbox"/> C1 Seri Desert <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2 <input type="checkbox"/> B3 Shadow Woods <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 Shaenlir Sewers <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C7 <input type="checkbox"/> C8 Shivendale Woods <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 Spire Mountains <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 Squirrel Hideout <input type="checkbox"/> C1 Toadstump Marsh <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 Two Moons Plain <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2 White Pass <input type="checkbox"/> C1 <input type="checkbox"/> R1 Woodlands <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C7 <input type="checkbox"/> C8 Wyvern Pass <input type="checkbox"/> C1 <input type="checkbox"/> C2 WORLD MAP <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4	Magic Mirror Express: <input type="checkbox"/> Shadow Woods <input type="checkbox"/> Woodlands <input type="checkbox"/> Green Weed Plains <input type="checkbox"/> Brightwood Forest <input type="checkbox"/> Toadstump Marsh <input type="checkbox"/> Seri Desert	Nymphs: <input type="checkbox"/> Heptitus (Bogwood) <input type="checkbox"/> Ceri (Candar) <input type="checkbox"/> Serendipity (Stardale Glen) <input type="checkbox"/> Aisling (Fairytale Forest) <input type="checkbox"/> Nuha (Erendar) <input type="checkbox"/> Ishtar (Shaenlir)	Goodie Caves: <input type="checkbox"/> Spire Mountains (Weapons) <input type="checkbox"/> Woodlands (Armor) <input type="checkbox"/> Green Weed Plains (Level) <input type="checkbox"/> Seri Desert (Gold) <input type="checkbox"/> Snowy Island (Merchant)
<input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C1 <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> B1 <input type="checkbox"/> C1 <input type="checkbox"/> C2	Attraction Points: <input type="checkbox"/> Give Iya a kitten (Candar, Renna) <input type="checkbox"/> Give Iya a ribbon (Candar, Lorena) <input type="checkbox"/> Fairy love spell (Happily Ever After) <input type="checkbox"/> Witch's spell (Bogwood, Hilda) <input type="checkbox"/> Give Iya a gold ring (Candar, ring seller)	Donations: <input type="checkbox"/> Elfwood <input type="checkbox"/> Candar <input type="checkbox"/> Ravenwoods <input type="checkbox"/> Seri <input type="checkbox"/> Ryva <input type="checkbox"/> Verashema <input type="checkbox"/> Shaenlir <input type="checkbox"/> Happily Ever After <input type="checkbox"/> Thais <input type="checkbox"/> Eredar	
<input type="checkbox"/> C1 <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> B1 <input type="checkbox"/> C1 <input type="checkbox"/> C2	Transfigurines: <input type="checkbox"/> Elf (Shadow Woods) <input type="checkbox"/> Cyclops (Graystone Pass) <input type="checkbox"/> Beast (Shadow Woods) <input type="checkbox"/> Behemoth (Brimstone Und.) <input type="checkbox"/> Chicken (Grim's Farm) <input type="checkbox"/> Dragar (Littlerock Plains) <input type="checkbox"/> Griffin (Shivendale Woods) <input type="checkbox"/> Vampire (Cursed Woods)		Dynamite: <input type="checkbox"/> Rye have some <input type="checkbox"/> Chest (Sewers/Woodman) <input type="checkbox"/> Chest (storeroom in Seri)
<input type="checkbox"/> C1	Other: <input type="checkbox"/> Buy Grim's Farm <input type="checkbox"/> Red Salamander <input type="checkbox"/> _____ <input type="checkbox"/> _____		
<input type="checkbox"/> B1 <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> R3 <input type="checkbox"/> R4 <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> C1 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2 <input type="checkbox"/> B3 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C7 <input type="checkbox"/> C8 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C1 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2 <input type="checkbox"/> C1 <input type="checkbox"/> R1 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5 <input type="checkbox"/> C6 <input type="checkbox"/> C7 <input type="checkbox"/> C8 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4	Sidequests: <input type="checkbox"/> <input type="checkbox"/> Get Row's teddy bear from Nisa <input type="checkbox"/> <input type="checkbox"/> Find Dora's music box <input type="checkbox"/> <input type="checkbox"/> Find Aidan's novel <input type="checkbox"/> <input type="checkbox"/> Save Jack from the thief in Thais <input type="checkbox"/> <input type="checkbox"/> Find the deed to Raquel's house <input type="checkbox"/> <input type="checkbox"/> Find Ivanna's lost manuscript <input type="checkbox"/> <input type="checkbox"/> Find a jeweler's toolkit for Rothwell <input type="checkbox"/> <input type="checkbox"/> Convince Ulric to unlock the secret garden <input type="checkbox"/> <input type="checkbox"/> Find a frog for Helga <input type="checkbox"/> <input type="checkbox"/> Bring Calliopes Wand to Hilda <input type="checkbox"/> <input type="checkbox"/> Stop the sultan from marrying Simini <input type="checkbox"/> <input type="checkbox"/> Bring Sabriyya a salamander egg <input type="checkbox"/> <input type="checkbox"/> Bring silk to Lenora in Candar <input type="checkbox"/> <input type="checkbox"/> Help the warthog find a wife <input type="checkbox"/> <input type="checkbox"/> Find Doyle's missing tailor kit <input type="checkbox"/> <input type="checkbox"/> Bring glow moths to spider <input type="checkbox"/> <input type="checkbox"/> Find Gulliver and return his cloak <input type="checkbox"/> <input type="checkbox"/> Bring North Wind to the wind lab <input type="checkbox"/> <input type="checkbox"/> Find Haliburt's love letter for Grandma Nora <input type="checkbox"/> <input type="checkbox"/> Collect money for the debt <input type="checkbox"/> <input type="checkbox"/> A picture for Hilda		

C = chest R = red chest B = blue chest