

<p>Chests (C = Chest, R = Red Chest, B = Blue Chest):</p> <p>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</p> <p>Brimstone Underpass <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> B1 <input type="checkbox"/> B2 <input type="checkbox"/> B3 <input type="checkbox"/> B4</p> <p>Brimstone Village <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Candar <input type="checkbox"/> C1 <input type="checkbox"/> C2</p> <p>Candar Castle <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4</p> <p>Casket Hill <input type="checkbox"/> R1</p> <p>Crossing, The <input type="checkbox"/> C1</p> <p>Cursed Woods <input type="checkbox"/> C1 <input type="checkbox"/> B1</p> <p>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</p> <p>Elfwood <input type="checkbox"/> C1</p> <p>Eredar <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Fairytale Forest <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Forest Cottage <input type="checkbox"/> C1</p> <p>Graystone Caves <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1</p> <p>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</p> <p>Green Weed Plains <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4 <input type="checkbox"/> C5</p> <p>Happily Ever After <input type="checkbox"/> C1</p> <p>Ice Cavern <input type="checkbox"/> C1 <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Jewel (Dwarf) Mines <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> B1</p> <p>Land of the Dead <input type="checkbox"/> C1</p> <p>Littlerock Plains <input type="checkbox"/> C1 <input type="checkbox"/> C2</p> <p>Lost Library <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Mini-Dwarf Lair <input type="checkbox"/> C1</p> <p>Mirror Mansion <input type="checkbox"/> C1 <input type="checkbox"/> B1 <input type="checkbox"/> B2</p> <p>Mists, The <input type="checkbox"/> B1</p> <p>Mount Siren <input type="checkbox"/> R1 <input type="checkbox"/> R2 <input type="checkbox"/> R3 <input type="checkbox"/> R4</p> <p>Old Ways <input type="checkbox"/> R1 <input type="checkbox"/> R2</p> <p>Oldwoods <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3</p> <p>Pirates Cave <input type="checkbox"/> B1</p> <p>Ravenwood <input type="checkbox"/> C1 <input type="checkbox"/> C2</p> <p>Ryva <input type="checkbox"/> C1</p> <p>Seri <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2</p> <p>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</p> <p>Shadow Woods <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3</p> <p>Shaenlir <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3</p> <p>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</p> <p>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</p> <p>Spire Mountains <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4</p> <p>Squirrel Hideout <input type="checkbox"/> C1</p> <p>Thais <input type="checkbox"/> C1</p> <p>Toadstump Marsh <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3</p> <p>Two Moons Plain <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> B1 <input type="checkbox"/> B2</p> <p>Verashema <input type="checkbox"/> C1 <input type="checkbox"/> B1</p> <p>White Pass <input type="checkbox"/> C1 <input type="checkbox"/> R1</p> <p>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</p> <p>Wyvern Pass <input type="checkbox"/> C1 <input type="checkbox"/> C2</p> <p>WORLD MAP <input type="checkbox"/> C1 <input type="checkbox"/> C2 <input type="checkbox"/> C3 <input type="checkbox"/> C4</p>	<p>Transfigurines:</p> <p><input type="checkbox"/> Beast (Shadow Woods) <input type="checkbox"/> Griffin (Shivendale Woods)</p> <p><input type="checkbox"/> Elf (Shadow Woods) <input type="checkbox"/> Behemoth (Brimstone Und.)</p> <p><input type="checkbox"/> Cyclops (Graystone Pass) <input type="checkbox"/> Dragar (Littlerock Plains)</p> <p><input type="checkbox"/> Chicken (Grim's Farm) <input type="checkbox"/> Vampire (Cursed Woods)</p>	<p>Donations:</p> <p><input type="checkbox"/> Elfwood <input type="checkbox"/> Candar</p> <p><input type="checkbox"/> Shaenlir <input type="checkbox"/> Seri</p> <p><input type="checkbox"/> Ryva <input type="checkbox"/> Verashema</p> <p><input type="checkbox"/> Ravenwood <input type="checkbox"/> Happily Ever After</p> <p><input type="checkbox"/> Thais <input type="checkbox"/> Eredar</p>	
	<p>Magic Mirror Express:</p> <p><input type="checkbox"/> Woodlands</p> <p><input type="checkbox"/> Shadow Woods</p> <p><input type="checkbox"/> Green Weed Plains</p> <p><input type="checkbox"/> Brightwood Forest</p> <p><input type="checkbox"/> Toadstump Marsh</p> <p><input type="checkbox"/> Seri Desert</p>	<p>Nymphs:</p> <p><input type="checkbox"/> Heptitus (Bogwood)</p> <p><input type="checkbox"/> Ceri (Candar)</p> <p><input type="checkbox"/> Serendipity (Stardale Glen)</p> <p><input type="checkbox"/> Aisling (Fairytale Forest)</p> <p><input type="checkbox"/> Nuha (Erendar)</p> <p><input type="checkbox"/> Ishtar (Shaenlir)</p>	<p>Goodie Caves:</p> <p><input type="checkbox"/> Spire Mountains (Weapons)</p> <p><input type="checkbox"/> Woodlands (Armor)</p> <p><input type="checkbox"/> Green Weed Plains (Level)</p> <p><input type="checkbox"/> Seri Desert (Gold)</p> <p><input type="checkbox"/> Snowy Island (Merchant)</p>
	<p>AP Iya and Ean:</p> <p><input type="checkbox"/> Gold Ring (Candar, Ring Seller)</p> <p><input type="checkbox"/> Witch's Spell (Bogwood, Hilda)</p> <p><input type="checkbox"/> Kitten (Candar, Renna)</p> <p><input type="checkbox"/> Ribbon (Candar, Lorena)</p> <p><input type="checkbox"/> Fairy Love Spell (Happily Ever After)</p>	<p>AP Nicolas:</p> <p><input type="checkbox"/> Uthar (Thais)</p> <p><input type="checkbox"/> Beggar (Thais)</p> <p><input type="checkbox"/> Cheese (Thais)</p> <p><input type="checkbox"/> Mirror (Witch's House)</p> <p><input type="checkbox"/> Dredel's Present</p>	<p>AP Ava and Gavin:</p> <p><input type="checkbox"/> Talk to Gavin with Ava</p> <p><input type="checkbox"/> Dredel's Present</p> <p><input type="checkbox"/> Mushroom Farmer</p> <p><input type="checkbox"/> Hilda (Happily Ever After)</p> <p><input type="checkbox"/> Human Parts Lab</p>
	<p>AP Emma and Rye (Won) (Lost):</p> <p><input type="checkbox"/> Tila (Bogwood) <input type="checkbox"/> The thug (Seri)</p> <p><input type="checkbox"/> Woodman's Cottage <input type="checkbox"/> Desert Pass (Seri)</p> <p><input type="checkbox"/> Cyclops Dung (Graystone Pass) <input type="checkbox"/> Red Salamander (Grim's Farm)</p> <p><input type="checkbox"/> Red Salamander (Grim's Farm) <input type="checkbox"/> Talk to Rye with Emma</p> <p><input type="checkbox"/> Talk to Emma with Rye <input type="checkbox"/> Singing Girl (Candar)</p>	<p>Stuff:</p> <p><input type="checkbox"/> Dynamite (Woodman's)</p> <p><input type="checkbox"/> Dynamite (Storeroom, Seri)</p> <p><input type="checkbox"/> Toolkit (Dwarf Mines)</p> <p><input type="checkbox"/> Magic Picklock</p> <p><input type="checkbox"/> Silver Key (Eredar)</p> <p><input type="checkbox"/> Buy Grim's Farm</p> <p><input type="checkbox"/> Hatch Salamander</p> <p><input type="checkbox"/> Buy Kitten</p> <p><input type="checkbox"/> Buy Goat</p> <p><input type="checkbox"/> Buy Chickens</p> <p><input type="checkbox"/> Buy Cow</p> <p><input type="checkbox"/> Buy Evil Ox</p>	
	<p>Sidequests:</p> <p><input type="checkbox"/> <input type="checkbox"/> Get Row's teddy bear from Nisa <i>Elfwood</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find Dora's music box <i>Shaenlir</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find Aidan's novel <i>Ryva</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find the deed to Raquel's house <i>Thais</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Save Jack from the thief in Thais</p> <p><input type="checkbox"/> <input type="checkbox"/> Convince Ulric to unlock the secret garden <i>Candar</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find Ivanna's lost manuscript</p> <p><input type="checkbox"/> <input type="checkbox"/> Find a jeweler's toolkit for Rothwell</p> <p><input type="checkbox"/> <input type="checkbox"/> Bring silk to Lenora in Candar</p> <p><input type="checkbox"/> <input type="checkbox"/> Find a frog for Helga <i>Bogwood</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Bring Calliopes Wand to Hilda</p> <p><input type="checkbox"/> <input type="checkbox"/> A picture for Hilda</p> <p><input type="checkbox"/> <input type="checkbox"/> Bring Sabriyya a salamander egg <i>Seri Desert</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Collect money for the debt <i>Seri</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Stop the sultan from marrying Simini</p> <p><input type="checkbox"/> <input type="checkbox"/> Find Gulliver and return his cloak <i>Verashema</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Help the warthog find a wife <i>Happily Ever After</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find Doyle's missing tailor kit</p> <p><input type="checkbox"/> <input type="checkbox"/> Bring glow moths to spider <i>Fairytale Forest</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Turn Herbert back into a man <i>Ravenwood</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Bring North Wind to the wind lab <i>Wind Lab</i></p> <p><input type="checkbox"/> <input type="checkbox"/> Find Haliburt's love letter for Grandma Nora <i>Casket Hill</i></p>	<p>Spells:</p> <p><input type="checkbox"/> <input type="checkbox"/> Lightning Bolt Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Thunderstorm Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Healing Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Decompose Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Nightmare Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Revive Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Cleanse Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Mudslide Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Tsunami Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Frost Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Lightning Storm Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Sunshine Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Meteor Shower Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> North Wind Spell</p> <p><input type="checkbox"/> <input type="checkbox"/> Darkness Spell</p>	