

AVEYOND 2: EAN'S QUEST

WALKTHROUGH

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GAME BACKGROUND

Aveyond II: Ean's Quest is, strangely enough, the sequel to Aveyond I: Rhen's Quest. Three generations after Rhen and her party defeated the dark lord Ahriman, and she began ruling in Thais, we focus our attention on Ean, a young elf who lives near the Oldwoods (familiar to Aveyond I fans).

Ean's best friend Iya suddenly disappears, and his family and friends have no recollection of her existence. To find her, Ean must leave his secluded Vale and journey to the dangerous Land of Man in search of Ishtar, the Snow Queen. When he arrives, he learns of the Snow Queen's plot to take over all the kingdoms and turn the world to ice, and her plan to take Iya's magical abilities as her own by sacrificing her at the imminent Ice Ball. Iya, under the spell of the Snow Queen and happy to forget her previous failures, refuses to believe him.

Ean realises to save his friend, he needs to stop the Ice Ball, and to warn all the rulers about the Snow Queen's plan. But being spared a sacrificial death is not enough to save Iya. Her spirit has been almost completely drained, and to restore it and live, she must seek out, and receive blessings from, the Six Nymphs who weave spirit into every living being.

Thus Ean and Iya embark on a dual mission to obtain the six blessings, and to help foil the Snow Queen's evil plans by joining the resistance movement against her. Along the way they form friendships and alliances with people who are willing to join and fight with them, and they also recruit one or two not-so-willing accomplices. They earn the gratitude of many people they meet along the way, and get ample opportunity to brush up on their physical and magical battle skills.

Aveyond II (hereafter referred to as Aveyond) has a darker, more serious theme than its prequel. There are some occasions where the player may choose to do things in a different order to that listed in this walkthrough, as well as a good number of side quests (that are mentioned here, but not fully explained) to provide a chance for greater exploration and challenges, and some amusement for the player. Team dynamics can make for interesting observation, and once again, multiple endings are available for greater player satisfaction, whether you have a passion for adventure, or your heart yearns for a more romantic finale.

IMPORTANT CHARACTERS

The following characters can join your party...

EAN OKHO, the Shapeling

Ean, a young elf who is learning how to become a forager in Elfwood, is small and thinks he isn't strong. His best friend, Iya, whom he has known all his life, disagrees. When Iya disappears, he must brave entering the Land of Man to search for her.

IYA TIKI, the Singer

Iya, Ean's best friend, is a young elf interested in forest magic. She greatly desires to become a famous singer in the Vale, carrying on her grandmother's and mother's heritage. In previous attempts, she hasn't been able to pass the test, and when she falters on the test again, she is distraught and considers herself a complete failure. That night something wondrous yet strange happens, and Iya disappears.

RYE ZOYLE, the Ranger

Rye, a quiet lad with a good hand for a bow, spends most of his time in the forest. He feels more comfortable there with the forest animals than with the villagers in Ryva. He has recently grown tired of Ryva and wants to leave and explore the world. He will be the first to join Ean after Iya disappears.

NICOLAS PENDRAGON, the White Mage

Nicolas, the younger brother of Prince Uthar, is a young man caught up in his looks and titles. He is a powerful but arrogant healer, who willingly uses his skills to help nobility, but scoffs at helping dirty peasants. He absolutely detests witches, and refuses to be in any group containing one. He is the great-grandson of Rhen Pendragon (and, one assumes, Dameon Maurva, which may explain his remarkable healing talents).

GAVIN MOREN, the Warlock

Gavin, a warlock, is very good at magic. In his village of Bogwood, all of the witches are in love with him, which he finds quite funny. He has a wicked sense of humor and he is a little diabolical. Gavin dislikes nobility.

EMMA WILLOW, the Fighter

Emma, who has been a servant for several years in the city of Candar, loves sword fighting and desperately wants to attend the College of War and Magic. A brave and determined girl, she likes to perfect everything that she learns.

JACK, the Thief

Jack, a street urchin who thinks everyone is a fool, is a thief with a quick tongue and fast fingers. Not having the best of luck, he is always getting in trouble. However, he can pick almost any lock, which is a valuable ability.

AVA ONE EYE, the Pirate

Ava One Eye, whose allegiance is to Uthar Pendragon, is an agent for Thais. Having spent her life on a ship, she is an experienced captain. Being very smart, little impresses her. She has a hard hand and doesn't care for the weak of mind. Uthar calls her Rip when she is spying for him.

The following characters will not join your party, but each plays an important role in the game...

UTHAR PENDRAGON, the Prince of Thais

Uthar, the older, more level-headed brother of Nicolas and heir to the throne of Thais, must remain behind to look after Thais Castle when the king and queen leave for the Ice Ball. After the Snow Queen puts her evil plan into action, Prince Uthar takes charge of the situation and leads the rebellion in its fight against her. His many contacts, as well as his extensive knowledge of the history of Thais and of the adventures of Rhen Pendragon, his great-grandmother, make him invaluable in providing direction for the elves.

His interest in Princess Ella IV of Candar is more than just political.

THE SIX NYMPHS OF SPIRIT

HEPTITUS, the Nymph of Wickedness, lives in Bogwood on the Mainland. True to her nature, she will not give her blessing willingly.

CERI, the Nymph of Love, lives in the Secret Garden behind Candar Castle, on the Mainland.

SERENDIPITY, the Nymph of Luck, lives in Stardale Glen, on the island called the Wildlands.

AISSLING, the Nymph of Hope, lives in Fairytale Forest, on Storybook Island.

NUHA, the Nymph of Wisdom, lives in Eredar, on the Land of the Lost.

ISHTAR, the Nymph of Compassion, lives in Shaenlir Castle, on the Mainland. If the name sounds familiar, it may be with good reason. Ishtar is the Snow Queen, and is the one responsible for Iya's situation. Needless to say, her blessing will not be easy to obtain, and she will make every attempt to see that Iya cannot receive any other blessings either!

Note: When you arrive in a new village or city, talk to everyone and read everything. Some quests may only be triggered or progressed if you speak to a certain person or read a certain sign or note. You can learn things that can make you less reliant on the walkthrough, making the game more interesting and satisfying. You can also meet people who will become more important later in the game, and you'll need to remember where they are.

THE BEGINNING - ELFWOOD

The game begins by introducing you to the protagonist, Ean, an elfling who lives on a secluded island called the Vale. His (your) friend Iya has taken a test to see if she can become a magical singer for the village. You promised to meet her in the forest when she finished the test.

Finding Iya

The other two people in your house are Mom and Dad. Speak to Mom, and she will tell you she is out of honeycomb, and will ask you to find Iya and bring her back some honeycomb. Iya is probably at the Elder Oak. Leave the house and take a wander around your village. Go into the buildings and talk with the people you meet. Use this as an opportunity to familiarize yourself with the game controls, whether you are using the keyboard or the mouse, or a combination of the two. You will find a chest with some coins, and be able to go and buy some leather boots and bread from the general store.

When you are ready, leave Elfwood by taking the path that runs along the side of Ean's house. This will bring you out into the Vale. Take the entrance directly ahead, into Oldwoods. Follow the path right to the end, and you will come to a small clearing where you'll find the Elder Oak and your friend Iya. Though depressed because she failed her test once again, Iya will agree to come with you and get honeycomb for your Mom.

Getting the Honeycomb - Battle Tutorial

Search around the Oldwoods, and you will find some chests containing a weapon and a shield. Have Ean equip these and the boots you bought earlier (Iya is best without any equipment for now - you will soon see why). Go as far to the south and west as you can to find another exit to the Vale. In front of you will be the bee hive. Save your game first, and save regularly (and in multiple slots) before battling monsters. Early in the game your health and resources are low, and later in the game you never know what an enemy is going to throw at you. Regularly saving in multiple slots ensures you will not have too much to repeat should you - er - not make it.

Note: except for the "bosses", the monsters are "smart", meaning all monsters on a map will try to get to you as soon as you enter a map. Some may be prevented by being on the other side of a forest, etc, but they will keep trying. On SOME maps, you can stand close to where you entered (especially if you have just left a city or a town where supplies are handy), and if you don't mind waiting for them to reach you, can battle most of them in that spot. This can be an advantage if you're in a difficult area and aren't sure you can survive long. Otherwise, when you're running to escape too-tough monsters further on in the map, you could run right into others coming to where you are. Monsters do not re-spawn until you leave the map or enter a cave. Also try to carry a good supply of restorative items (you have bread now, but later you will have more effective items available) - these can be used before, during and after battles if your strength or skills are growing weak.

Step into the bee hive and walk up to a bee. You can initiate a battle by walking into an enemy, clicking on it, or pressing space or enter when you are next to it. Or you can just let it come to you. The battle screen will open, and you will be presented with four options - each option uses a "turn" for your battler. Attack deals a physical attack to a single enemy, using the weapon you currently have equipped. Skills allow you to use magical spells or skills, sometimes to cause damage to the enemy, other times to heal or protect your allies; some skills affect the whole party while others only apply to an individual. Shield allows you to defend for a turn, taking less damage from the

enemy. Items allows you to use something from your inventory - a scroll or other item to cast a spell, a food item to restore health or mana, used when casting spells, or a number of other items with different purposes. Some items you can only use in the heat of battle.

For now, just have Ean and Iya attack the bees. If either starts to get very low on HP (health), have Iya choose a loaf of bread from Items, and use it on the person whose health is falling, by moving the arrow that appears over that person. Keep Ean attacking, as his weapon (a hunting knife, if you found it) causes more damage than Iya's (a wooden stick).

The bees will die after a few hits, and you will return to the main game screen facing what remains of your foes. In Aveyond, you don't automatically get money and items by killing monsters - you have to loot the corpses! So remember, after every battle, to walk up to the remains of any monsters and press space or enter, or click on it with your mouse, to see what you can obtain.

And on with the bees. You will have a few more to get through before you face the Queen Bee and her two drones. She is a "boss", so you will need to initiate the battle with her, rather than wait for her to come to you. Fight them just like you did with the others. Sometimes it is better to target the strongest members of an enemy group first (in this case the Queen Bee) because they do much more damage than the others. On the downside, the strongest members are usually the most difficult to beat.

Once you defeat the Queen Bee, she and her drones will be scared away, so there will be no corpses to inspect. Walk up and "touch" the mound of honeycomb she was guarding, to pick some up. Now that you have your honeycomb, return to Elfwood and give it to Ma. It will now be late in the day and time for Iya to return to her home, and for Ean to get some sleep. Click on your bed or walk up to it and press space or enter, and answer "Yes" to the "Sleep?" question. Sleeping restores full health (HP) to everyone in your active party, and mana points (MP) to those who use spells or skills.

Snow in the Vale - Iya Disappears

Ean's sleep will be restless. He will dream of wind and cold, and a strange, white substance - frozen rain? What is this? Ean will wake, feeling like he didn't sleep at all. Only Mom is in the house. Go and talk to her, and she will tell Ean that something amazing has happened. For the first time, it has snowed in the Vale! Ean's mother will tell him to go outside and enjoy it while it lasts, and will give him a honey-butter biscuit to take along. Ean will ask if he can have one for Iya too, but, strangely, Mom won't seem to know who Iya is!

Leave the house and explore around the village - how different it looks covered in snow! As you go, talk to some of the villagers - none of them will have any memories of Iya! Make your way to Iya's house, southeast of Ean's, and speak to her mother, sister and grandmother. If you have met enough villagers who don't remember Iya, Ean will now ask himself how it is that nobody remembers her (if he doesn't, you will need to go and talk to some more villagers). It will occur to Ean to search Iya's room for any clues to her disappearance. Walk into the bedroom with the small bed, and Ean will automatically go to Iya's secret hiding spot, and find a ribbon he gave to her. This proves Iya existed, and Ean will realise the snow and Iya's disappearance are signs that something terrible has happened!

FINDING IYA

Journey to the Land of Man

Ean will not be able to solve this puzzle on his own, so will need to talk to the village elders about it. Leave Iya's house and follow the path to the west and down to the clearing in the trees. There you will find Elder Leyr, who will advise Ean to take his important matter to the Elder Oak (sit back a while and listen to the beautiful music during this conversation). Ean will point out that only singers can speak to the Elder Oak, and will be reminded that the old tree will awake for an elf with great need. It is time to visit the Elder Oak once more (where you found Iya originally), but there are a few things you should do before you leave the village, as you won't be able to come back again once you leave the Oldwoods.

Walk through the village and find the statue of the goddess. If you choose to donate, you will need 10 gold coins (you should have found some in a chest in Oldwoods, and taken some from the bees). I strongly suggest you do leave a donation here - of all the donation boxes, this is the only one that you will not be able to return to later if you change your mind.

Stock up on bread and/or other items. You will not have access to another store until you have fought through a few monsters, which can be difficult for low level players. You can return to the Hive and fight bees until you have enough money to get several loaves of bread. This will also allow you to level up a bit which will help in coming battles. Afterwards, sleep to repair any damage you may have taken (it will often cost less to sleep, than to buy food to provide the same "top-up" in health). Or you can just choose to leave now and take your chances - the monsters can be dodged, but some groups are difficult to get by at times.

Now return to the Elder Oak. Walk up to the tree and press space/enter or click on it. After the tree awakes, you will receive instruction to find a castle carved from ice, in mountains covered in snow, where you will find Iya. The ancient tree will provide passage for you through to the Land of Man. Walk into the tree and you will be transported to The Crossing, and it will become clear that from this point, there is no turning back.

Finding Transportation

Leave the Crossing and you will find yourself on the World Map, surrounded by trees, mountains, the ocean and a river. At this point there is only one place you have access to - across the bridge and into the forest. This would be a good time to save your game. Enter the forest, Shadow Woods, and for now stick to the path until you reach the other end. Along the way you will find a chest with some useful supplies, and also a few enemies to battle. You should have full HP at the moment, but if you see it getting low during the course of a battle, choose something from your Items as a top-up (checking stats before entering a battle is a good idea, because doing it during battle uses up a turn). Don't forget to save when you enter a new area, and when you are about to fight.

You will come across a little cave near the end of the path - go inside. This is the Magic Express - a means of traveling quickly between locations on the mainland. You can only travel between two stations that have been activated, so for now, go and flip that switch on the back wall, in case you need to return here later in the game. Each time you find one of these stations, you should turn the switch on. Then leave the cave and follow the path to the end. Once again you will be on the world map, but now near a village that you can visit - Ravenwood.

Inside the village, below the entrance, you will find a man walking by the stream. He will tell you a woodsman who lives in the Shadow Woods has a canoe that he uses to travel to Ryva, and may be able to take you there. Talk to people, explore around - outside, and in houses - you can often find some nice things in villages and cities. There is an inn where you can sleep for 20 gold coins and be restored or refreshed. It is cheaper to stay at the inn than to buy food items to replenish health, especially when you start gaining a few levels and additional party members. You should be picking up gold from monsters you defeat along the way, and if you still don't have quite enough, in Ravenwood and the next town you visit, there will be a chest upstairs in the inn, containing the exact amount of gold you need to spend the night there. Convenient!

You can also visit the general store and buy more items to restore HP during battle or when you're not near a village, as well as better armor and weapons (make sure you equip them!) A good tactic is to refresh in the village, then go into the forest battling to collect more and more gold, returning to the village to sleep and buy better equipment as you are able. This will make it easier for you to last longer and venture further from the village as you explore the rest of Shadow Woods.

As you make your way further into the dense forest, you will find a small cottage. Go inside and talk to the woodsman there. He will tell you about a beast in the woods that has been killing villagers, and that he is going to set a trap and kill the beast. Then he will leave, allowing you to find your own way out.

At this point, you will have a new quest, which you can see by going into the menu (press Escape) and selecting Journal, or simply press S to open your journal. If you are ever stuck through the game and don't know what to do, you can look at your journal to see what you should be working towards, or if there are any quests that you can progress or complete.

Continue further into Shadow Woods, exploring to see what you can find as you go, and eventually you will arrive at the lair of the beast. The warning that you are about to enter a dangerous cave, and "do you want to save your game?" is a good sign that you're close. You REALLY want to save your game! Remember not to save in the same slot all the time (you could save in a place that's really difficult to get out of, so best to have a few options to go back to).

Once inside, you will find the woodsman, lying on the ground injured. Refusing assistance, he will tell Ean to lure the beast into the trap he has prepared. THIS is a little tricky... walk up the first set of steps, across the bridge, and up the next set of steps. Walk into the boulder on that top level to push it off the edge. It will fall and smash the lower boulder that previously blocked the beast. Save your game again now, in a new slot. Walk back down the steps. You will have to go down a little, to make the beast follow you, and when he does, you need to QUICKLY run back across the bridge and stand facing the switch. If you were quick enough that the beast isn't too close, save your game again, in case you need several attempts to get the timing of flipping the switch right. The beast will chase you across, and as soon as he is in the middle of the bridge, over the cage, flip the switch to release the trap. If your timing is good you will now have a trapped beast. If your timing is bad, the beast will get you and you'll end up worse off than the woodsman. Or the beast will be stuck on the other side of the bridge and you'll have to reset the trap and trigger it again when he's in the right spot.

After you have trapped the beast (which may require restoring the saved game a couple of times), go and have a look at it. Ean will decide to return to Ravenwood and tell the villagers about it. Before he leaves the woodsman will urge him to go further into the Lair and get the "relic". Reset the bridge trap and continue on into the Lair. You will find a wooden statuette on the table. When you "look at" it (touch it), the injured woodsman will come into the room and order Ean to take the transfigurine. When he touches it again, WHOA! Ean's appearance suddenly changes into that of

the beast, and back into his elf form again! The woodsman will advise that becoming the "Beast" may be the only thing to protect Ean, and that he should take the transfigurine. Do as he says, then leave.

On the way back to Ravenwood you will find an Elf transfigurine. Now Ean is a Shapeling, and can switch between different forms by selecting the appropriate transfigurine from the Items list. Each form that he takes on gives him a special ability under Skills. These abilities use mana, so now in addition to HP restorers, you also need to consider having an adequate supply of MP restorers, or you may suddenly find yourself without enough mana to use a skill in battle.

Test the transfigurine out on the way back to Ravenwood. Transform Ean into the beast (you will now see him walking around in this form). Ean's "Beast" skill is "Claw" - this allows you to attack the entire enemy party with one blow. By now, this is probably enough to dispose of an entire group of dragonflies. You will only have enough mana to use the skill a few times until you return to Ravenwood and "top up". When you run out of mana, simply rely on a plain Attack again.

In Ravenwood, cross both small bridges and enter the house. Talk to Hector, who will take another villager back to the Lair. Buy any new weapons, equipment or items you need (Covey Balm restores mana, so you should start getting a good supply of it), then meet them back in the Beast Lair. After talking to them again, leave, and stop in at the woodsman's cottage on the way back. There will be a little something there that you will have a use for, and in his current condition, the woodsman likely won't miss it.

Finding the Snow Queen

Return to the world map, and there will be a canoe waiting for you on the river. Climb in, and take a little tour of the river. The nearest location you can stop at is the Underworld Entrance, which you cannot go through without a certain item (much later in the game). If you go as far north as possible, you will find your way is blocked by a large boulder. That leaves only one place to go - The Woodlands. Change into the Beast form, if you haven't already - the black crows and wild chickens here are hard to defeat, and they come in groups. Again, when you arrive, save your game, and stick closely to the path and head west until you come to a sign. Read it, and follow its directions to reach Ryva, stopping on the way to activate the Magic Express.

In Ryva, you will meet Rye, who is more than helpful in directing you to Shaenlir, where the Snow Queen Ishtar lives. He will offer to take you to Thais, which is a more welcoming city. You will take him up on his offer - later. For now, upgrade your equipment and stock up on restoratives, use the inn if necessary (there are enough coins upstairs in the inn to cover your stay for one night, but this is the last time such a provision will be made). The only other things to do in Ryva for now are to talk to villagers and get to know a few people - you'll be coming back here several times in the game, and will need to know who the people are. Then spend some time going between Ryva and the Woodlands fighting monsters and exploring, to get yourself some more loot and gold, and gain a bit of experience before heading to Shaenlir.

SIDE QUEST: If you meet Aidan, he will tell you he is looking for his lost novel. One of the villagers will say he saw him reading it by the waterfall that morning. The novel is still by the waterfall - you will likely find it as you explore the Woodlands thoroughly. Aidan will pay you for returning his novel, and if you're running very low on funds, this will be useful.

When you feel you're ready for a greater challenge, take the road from Ryva and follow it all the way to the north. You will return to the world map, which connects you to Spire Mountains. The Snow Frogs and Ice Birds here take quite a bit of beating and deal a lot of damage, so the Claw skill will again be useful.

When you reach Shaenlir, again visit around, see what you can find in the city, upgrade your equipment and buy up on restoratives. When you have seen the sights, make your way to the castle in the northeast corner. When you try to go inside you will be turned away - only castle servants are allowed to enter, and only through the side door. If you searched through houses, you may have found a chest with servant clothing (it is the house to the left of the inn, if you need to go back and look for it). Select the clothing from your Items list so Ean changes into them, and then you will be allowed to pass. Note, if Ean is in his beast form at this point, he will be changed back to an elf, so when you leave the castle and return to Spire Mountain, you will need to make him a beast again.

Inside the castle, have a look around if you like, but there isn't much to see or do. Ishtar, the Snow Queen, is here, but she has little time for a servant. Search through the rooms until you find Iya. When you talk to her, Ean will try to convince her to leave with him, but Iya has only the vaguest memories of her past life, and knowing she was a failure, prefers not to remember. She refuses to leave. As you walk away from her room, you will hear voices from the hallway. The Snow Queen and her Master of Arms are planning an Ice Ball, at which all the rulers of the kingdoms will be turned to ice. Iya is to be sacrificed so the Snow Queen can absorb her powers! Ean's friend is under the Queen's spell and her spirit is being drained away! Ean will warn Iya, but unfortunately she will refuse to listen and choose to stay with the Snow Queen. Ean will realize the only way to save Iya is to stop the Ice Ball and stall the Snow Queen's plans. He must warn the kings and queens about the plot, and hopefully one of them will help him free Iya in return.

SIDE QUEST: In the house in the southeast of Shaenlir, you will encounter Dora, a young girl who has lost her music box. Her mother will tell you what happened to it. If you retrieve it, Dora will give you all her allowance in return (it isn't much, but you will likely be low on funds at this point, so it will make a difference - you might want to do this before you spend money on other things in Shaenlir).

SAVING IYA

Warning the Kingdoms

It is time to return to Ryva, and talk to Rye again. He has not left yet for Thais, but will tell you there is a castle in that city. Now you can have him join the party and travel to Thais together. Make sure you buy weapons and equipment for him as well (those in Shaenlir are better than those in Ryva, so you may want to get some before leaving that city). Go back through the eastern entrance to The Woodlands, board your canoe, and follow the river north and east. Rye will have something to take care of the boulder blocking the way. Go to the eastern end of the lake and leave your boat on the southern shore. Take the nearby entrance and make your way through Green Weed Plains to get to Thais - follow the road from the west right through to the east, ignoring the detours and avoiding the monsters until you can get better equipment. On the world map, in addition to the city of Thais, there are two entrances in the caves and trees - if you explore either, you will discover you can't get very far. The city is the way to go now.

In Thais, once again explore the city, indoors and out, talk to people, upgrade equipment, rest, and buy more restorative items. When you are ready, head to the castle in the southwest corner. Meet Prince Uthar, who is staying to rule Thais while the king and queen go to the Ice Ball. Then talk to the king and queen. Ean will warn them about the Snow Queen's plans, but they will regard the warning as foolishness. At this point, there is little you will be able to do to convince them, so explore the castle a little if you wish (some of the people and places here will be of interest a little further into the game). Then leave.

When you come back to the castle, Prince Uthar will be alone - his parents have departed for the Ice Ball. Ean will be devastated - the King and Queen of Thais were his only hope of saving Iya, and now it is too late! But Rye will have other ideas. He will urge Ean to return to Shaenlir and save Iya, and even announces he will come along to help. Either use the Magic Express at the edge of Green Weed Plains for a quick journey to The Woodlands, or take advantage of your new equipment to gain a few levels and explore Green Weed Plains a little more. If you have found some of the recent battles difficult, you should spend time in Green Weed Plains fighting the snakes and bears to gain some levels - there are difficult times ahead, and here you can take advantage of many shops and the inn, which will not be available later.

SIDE QUEST: If you explore the sewer you will find a statue of a boy with a mischievous grin. This is Jack, who crossed the thieves several generations earlier, and was turned to stone by a witch. You will have an opportunity later to help Jack, and if you like, you can have him join your party - he will be useful for his pickpocket and lock picking abilities, but is an optional member.

SIDE QUEST: In the large house at the water's edge lives Raquel, who will need help finding the deed to her deceased father's house. Look around in the house - there is a broken clock and a key in the room upstairs. If you help Raquel, she will give you a reward that will be very useful if Gavin joins the party later.

Escaping with Iya

Go back to Shaenlir, and stop at the inn if you need to top up your health and mana (serious stuff coming - take advantage of this opportunity now!). Buy HP and MP restorers if you are running low. Enter the Castle (remember your servant clothing), and on your way to Iya's room, notice there is something lying on the floor in the Snow Queen's room. A magic mirror! After looking into it, take the mirror to Iya and show her what is happening. With a little persuasion, Iya will relent and join the party. Follow her directions for an escape route, which will take you into the sewers below Shaenlir.

Before you leave, Iya will learn a "song" which she can use in battle against enemies. While Ean's "skills" in battle come from the various transfigurines he collects, Iya's skills come from "spheres" she equips as shields. Every few levels she gains, she will either learn a new song, or an existing song will be upgraded. Throughout the game, Iya can obtain up to three spheres, giving her a maximum of 15 songs or spells at any one time.

In the sewers, explore around to find a weapon and some armor for Iya. Cross the bridges around to the west and south, then follow the wall back along to the east where you will find a switch. Flip this, then go back to the southwest, where a door will have opened for you. Make sure Iya is well equipped, use whatever restoratives you need, and save your game before you go through. Transform Ean back into the beast if you haven't already done so.

Once outside, you are in Ice Wyvern territory - these guys pack a punch! Thankfully you will only have to face one or two of them at a time. The chest at the entrance refreshes the party, but only once, so you may want to take on an Ice Wyvern or two before opening it up.

After making it past the Ice Wyverns you will arrive at a little forest cottage, where Iya's strength gives out. Taking her inside, you meet a Hedge Witch who revives her, but warns that Iya's spirit has been drained, and unless she can regain what she has lost, she will die. Iya needs to find the six nymphs who control the balance of spirit: Luck, Wisdom, Hope, Love, Wickedness and Compassion, and gather a blessing from each to make her spirit whole again.

THE WICKEDNESS BLESSING

With the Snow Queen behind you, return to Thais and let Prince Uthar know what has happened. When he invites you to join the Resistance against the Snow Queen, accept his offer. He will ask you to deliver a letter to Princess Ella IV in Candar, and while you help the Resistance, you will also be searching for the six nymphs. I suggest you do the "Raquel" side quest previously mentioned now. It is not essential to the plot, but her reward will help you make it to Candar and beyond.

Now that Iya is in your party to stay, you can consider having her join a guild. There are four guilds available, but Iya can only join one. The first guild, if you wish her to join one straight away, is in Thais. Look through the houses until you find a fellow who apparently "looks familiar" (*cough* Ahriman *cough*). Iya can fight him and become a Chaos Mage. Be warned - for Aveyond 2 guilds, Iya fights alone, so you may want to level her up and make sure her HP and MP are full before she faces anyone, and definitely save beforehand.

The bridge leading to Candar will be repaired by now, but enemies you encounter on the way will be a little tough to beat, so instead go east into the mountains, to Graystone Pass and Graystone Caves. The rocks will still be blocking the entrance, but you picked something up during the Shaenlir escape that will take care of that. Explore, fight monsters, and level up a bit. Serpent amulets will be handy inside the caves.

You will likely encounter a Rare Magic Dealer, who you will want to visit if Prince Nicolas joins your party later, a nest with either a giant egg or giant chicken sitting on it (fancy that!), and a Cyclops, from whom Ean can obtain his next transfigurine (the chest you pass just before reaching him is there for good reason - you may want to leave this guy until after you get Iya's first blessing - if you do, remember where he is, so you can come back later). Return to Thais and rest in the inn, and replenish your supplies whenever you are getting low.

Once you're done in this area and are ready to move on, go back to the area where you initially came in and blew up those rocks - just below the Rare Magic Dealer's cave. From here, go south between the cliffs. Along the cliffs at the bottom you will see an exit (you may have missed it when exploring - it's not obvious). This will bring you out onto the World Map again, to a marshy area with lots of little streams and bridges. Go through the only entrance available to you, into Toadstump Marsh.

To reach Bogwood as quickly as possible, head to the east and cross the first bridge you reach. Follow the first path to the south, and continue in that direction until the path wraps around to the east again. Activate the Magic express on your way, then go a little further east to get back to the World Map. The Swamp Slimes here are not too difficult to handle, but if the Flying Toads use their Frog Song spell, they can make the whole party sleep their way to a peaceful death! Best to get some assistance from Bogwood before taking them on and exploring the marshes.

The first house you will come to in Bogwood belongs to Heptitus, the Nymph of Wickedness. Read the sign in front of her home before you enter. Heptitus will refuse to give her blessing to Iya, but may reconsider if you find her a casting agent. Leave her house and go to the large building in the southeast of Bogwood. Here you will find an inn if you need to rest, a casting agent, who you should talk to, and Gavin, a warlock, who is tired of all the attention the witches are giving him. Allow him to join your party - he will be quite useful for a little while (use the item you got from Raquel at this point, if you completed that side quest - this will give Gavin a rather powerful spell to use).

The casting agent will work for Heptitus if she has an actors' guild card. Check with Heptitus, and you will find she doesn't have one, so you need to obtain one for her. Talk with some of the Bogwood folk, and you will hear about a famous child actor, who is only allowed to act because she gets good grades. However Gretel, in the northeast region of Bogwood, will claim Mimpsey Mara stole her report card! Go to Mimpsey Mara's house (above Heptitus') and look at the report card on the table. Then return and talk to Gretel. The nearby building is the Bogwood School of Witchcraft, where Professor Drake teaches Charms. He will agree to tell Mimpsey Mara's mother that she stole her report card if you bring him some swamp slime. If you didn't get any on your way through, return now to Toadstump Marsh (with Gavin in tow, and maybe pick up some spells for him from the merchant on your way), and bring some swamp slime back for the Professor (fight the Swamp Slime monsters and some of them will drop some for you to pick up). Save regularly if you choose to battle the Flying Toads.

After giving the swamp slime to the Professor, return to Mimpsey Mara's house and talk to Gretel, the Professor, and Mimpsey's mother. You can get Mimpsey's actors' guild card to take back to Heptitus, who, true to her nature, will refuse to give the blessing and promptly leave. Look through the house and you will find the blessing without her assistance. Return to Thais.

SIDE QUEST: Helga, walking around a little north of Heptitus' cottage, will need your help to get her warts back in time for the Ugliest Witch pageant. Find her a frog (in the north-east area of Toadstump Marsh) and she will give you a softening cream in return. You can use that cream to save young Jack back in the Thais sewer. If you wish to have him in your party (he is the only way you will be able to open blue chests), find him - in the Thais jail, and pay to have him released.

SIDE QUEST: Hilda, wandering near the acting stage, would love to get her hands on Calliope's Wand, in order to put a love spell on that hunk Gavin! If you help her (the wand is in Toadstump Marsh - go back almost to the entrance on the Thais side, then travel south as far as you can, and east again) you get to witness a humorous little scene (Gavin is so cheeky!) and gain an attraction point between Ean and Iya, which is necessary if you're aiming for that romantic ending.

THE LOVE BLESSING

By now you should have high enough levels to handle what awaits in Brightwood Forest, so head into the trees north of Thais. As Uthar warned, you will not be able to follow the main road to Candar as it is being guarded by Shaenlir soldiers. Instead, follow the road northeast until it disappears between the trees, but instead of going east, continue north away from the path. Climb steps in the cliff and head directly west to another set of steps going down. Continue in the only direction available to you, stop by the Magic Express to activate it on the way, and when you reach the road again follow it north, bypassing the soldiers. There is more exploring to be done here if you feel up to the challenge, including a visit to Grimm's Farm, where you can complete a side quest later in the game and even buy the farm! You may see a lovely golden sphere that slips out of your hands when you reach for it. This is the Phoenix Sphere, the ultimate shield for Iya, which allows her to learn her most powerful spells. It is guarded by karma, and unless you have 10 karma points, you will not be able to obtain it. At the moment you will have 5 karma points at the most, so remember where this is, and come back later. For now, continue on into Candar.

Once again, walk around and talk to people. There are a number of side quests you can pick up here. You can buy Iya a golden ring if you would like to increase the attraction between her and Ean. In a house in the northwest of Candar you will meet a young maid named Emma, who is weary of her duties and wishes to go to the School of War and Magic in Thais and become a sword mistress. If you pay for her schooling, she will be able to join you on your quest when you are ready to leave the mainland. Note that Rye is the one who shows the most interest in her ambitions...

Make your way to the castle and give Princess Ella IV the letter from Uthar. She will give you a response to take back to him. Before you leave, go to the back of the castle and to the gardens. Try the door in the back wall, then speak to the groundsman, Ulric. He will tell you it is a secret garden, but will not let you in. Speak to Annie, the woman in the garden, and you will learn that Ulric is partial to poetry, especially sonnets. Talk to Ulric again, and he says he will consider letting you see his secret garden if you can find him an amazing sonnet. Once you have this quest and have completed your other business in Candar, return to Thais and deliver Princess Ella's letter to Uthar.

SIDE QUEST: The romance writer Ivanna will need help to find her missing manuscript. She believes Beatrice, the other romance writer in Candar, has something to do with it. Go to Beatrice's house, in the northeast corner of the city, and take note of a manuscript on one of the tables. After you leave Candar, return to find Beatrice out in public signing her newest book. With her out of the house, you are free to go and collect Ivanna's manuscript.

SIDE QUEST: The jeweler Rothwell cannot work as his tools have grown old and are of no use. He needs a new toolkit, which you can pick up in your travels. If you speak to one of the people near his house, you will learn that the best gems come from across the sea, in a place called The Wildlands. Save that thought away for later.

SIDE QUEST: Further into the game, Lenora the dressmaker will be needing silk, which you can get from across the sea. For now, keep it in mind and check back on her each time you return to Candar.

The letter from Princess Ella makes mention of a great weapon of power in the Land of the Lost, that can be used to defeat the Snow Queen. According to the maps, the Land of the Lost is located to the east of the mainland, and is home to a powerful empire, Eredar. Uthar will send you on a mission to locate his agent, Rip, in Seri, who will be able to procure a ship.

At this point Uthar will tell you to talk to his brother Nicolas who has talents that may be of use to you. Nicolas is an optional party member, and you can find him in one of the castle rooms. Note though, Nicolas and Gavin refuse to travel together, neither one being able to stand the other. So you will need to choose who you want to take along. Gavin's skills (dark magic) are good for offence, and Nicolas' skills (white magic) are good for defense and healing. You can swap them around at any time simply by returning to Thais to collect Nicolas, or to Bogwood to collect Gavin. The other one will return to their home and be available if you need them later.

To go to Seri, return to Graystone Pass. Go into the cave near the waterfall and stream, and follow the cave up and to the left. In the next cave, go down and to the left – through several groups of Cave Rats and Poison Snakes – and when you are out in the open, head east – it may look like the map ends but you will arrive back on the world map, with the Seri Desert and Seri in view. In Seri Desert, follow the path and try to avoid any encounters, stopping to activate the Magic Express as you near Seri. You can come back later and explore, after upgrading your equipment.

In the south of Seri, there will be a Mage guild which Iya can join (if she hasn't already become a Chaos Mage), as well as a tavern, where Uthar's agent Rip (whose real name is Ava One Eye) can be found. She will tell you to meet her in a cove south of the city. Find the Seri Markets and buy better weapons and equipment before venturing into the desert again. At this point you can explore the desert a little more (save often and have LOTS of restoratives – these guys are TOUGH but you're well rewarded if you can live through the ordeal).

You will find a hermit's cave in the northeast. Inside is an old woman looking for salamander eggs. If you bring her one (from the salamander nesting ground in the south of the desert), you can come back later and see what hatches out. You may get a pet salamander for Grimm's Farm, if you buy it before the trip back, or you may be lucky enough to buy some gold salamander armor from her.

Find Ava (Rip) in a cave in the southeast of the desert, and she will request an anchor, sails and a stick of dynamite for the ship she is repairing. The anchor can be found in a chest directly south of the cave, the dynamite in a chest in the building next to the Seri inn, and the sails can be purchased from the markets – whether you choose imperial or pirate sails is irrelevant to the plot.

While you're back in Seri, look around the city a little more. In the Palace, the Sultan will be making plans to marry Simini. However, she loves another, and will ask you to persuade the Sultan to call off the wedding. He will agree to let her go if you can find him something more exotic – an unusual gift. Hmm... didn't we see something rather unusual in Graystone Pass not too long ago? For now, buy a rope from the market, collect what you need for the ship and go back to Ava. Getting to places will be easier on ship than on foot, and there is a lot of traveling to be done now.

SIDE QUEST: Not really a quest, but if you see someone about to be creamed north of the markets and you help him, he will give you a bag of magic beans in return. These can be exchanged later for an animal to keep on Grimm's Farm (AV1 fans, there's no climbing of beanstalks this time around).

When the ship is ready, have Ava join your party. After all, there won't be much more to explore unless you have a ship and its captain. Back on the world map, climb into the boat (face it and click on it or press the space or enter keys), and following Uthar's instruction, look for an island to the east of the mainland – the Land of the Lost. You can land your boat anywhere you see an accessible piece of land. On the Land of the Lost, this is at the south-most point. You will find the only way in is via a sheer cliff – there is nowhere else to land on the island. It will be necessary to return to Uthar and see if he has more information. So climb back into the boat and sail back to the mainland, disembarking as close to the open area east of Thais as possible.

While you are in this area, you can return to Graystone Pass to find the giant chicken has left her nest. Use the rope to climb down and collect the egg – this is the “exotic something” the Sultan will be interested in.

You can now return to Thais Castle and find Emma in the training room in the basement and she will offer to join your party. At this point you can also go back to Grimm's Farm and it will be for sale. This is an opportunity for you to start collecting animals for your farm - a cow and chickens from Ryva, possibly a salamander from Seri Desert, and others you will find along the way. Buying Grimm's Farm is not required to finish the game, but is necessary if you seek the romantic ending.

Talk to Uthar, and he will tell you to seek out Aveyond and the Oracle, whom his great-grandmother Rhen Pendragon wrote about, and who may be able to help you reach the Land of the Lost.

Return to Seri and deliver the giant chicken egg to the Sultan, who will allow Simini to leave. Simini will give you a poem she wrote for her true love – an amazing sonnet. You may recall the gardener in Candar Castle would be interested in this.

Once you have Emma in the party, she can enroll in fighting tournaments in Seri Castle to earn bands that increase her agility. If she wins 5 rounds, she will be promoted to Sword Master and earn the respect and admiration of all those around her. Rounds are 45 minutes apart, so after each one you will need to go and find something else to do for 45 minutes (a good opportunity to advance the plot and help Emma level up in the process - she will need it!) Make sure you save before each round, as Emma will not be allowed to advance if she loses to any of her opponents.

Return to Candar and deliver the sonnet to Ulric, and he will give you entry to the secret garden, where you will find Ceri, the nymph of love. While in Candar, you can also visit Lenora the dressmaker if you wish to pick up her side quest (finding a bolt of silk). Back in your ship, you can stop off at Grimm's Farm between Candar and Thais. So THIS is where that giant chicken got to! Fancy another transfigurine?

THE LUCK BLESSING

Now it's time to search for Aveyond and the Oracle. With little in the way of direction, there are several islands remaining to be explored. Three are crucial to the game: One small one with a volcano; a second, larger one further south covered in forest; and a third, even larger one, closer to the mainland. You will actually have to go back and forth between the two larger of these islands to complete some quests and find the Oracle, so let's start with the one closest to the mainland (which you will find is The Wildlands), and the northernmost forest cave (just below Bogwood).

You will arrive in a small glen, empty apart from a sign, which you should read. This is the home of Serendipity, the nymph of luck, but she is missing. You will hear laughter coming from your backpack – in the magic mirror you will see the Snow Queen, aware of all your plans and keeping one step ahead of you. She has hidden the remaining nymphs so that Iya may not receive their blessings! Ean will smash the mirror, ridding the party of the Snow Queen for now.

On the southern side of the island there is a small town that you can reach straight from the ship. Perhaps someone there can help you find Serendipity. In Verashema, you will find a man named Gulliver who collects magical artifacts and beasts, and a sad, quiet girl who will not speak to you. You will need to come back here later, so remember the house. Buy equipment, weapons and restoratives from the general store and sleep at the inn if you need to, then head out into Shivendale Woods (through the exit behind the store) and fight the beasts there to level up, coming back to use the inn as you have the need.

In Shivendale Woods, you will find a Griffin in the southwest, which will provide another transfigurine for Ean, and jewel mines just above the entrance to the woods, where you can buy more spells and items, and pick up a jeweler's toolkit for Rothwell in Candar. In the northwest area you will find Serendipity, guarded by trolls. When you rescue her, she will tell you to meet her back in Stardale Glen. Stay around to level up some more if you like, then head back around to the other side of the island to get Serendipity's blessing of luck for Iya.

THE HOPE BLESSING

It is now time to move onto the next island, Storybook Island. Start with the western cave. This quiet place, The Mists, gives Iya an uneasy feeling – all is not right here. Look around and you will find a cloak with the name Gulliver inside, a Magic Picklock (only if Jack has joined you, as it is inside a locked chest), some glow moths, which will come in handy shortly, and a moon rose, which you should pick (just to save time).

There is a sign, 'Aveyond Temple', in front of a cave blocked by boulders, but no way of getting in. There is little else here to see, so go to the southern side of the island now, and when you enter Dogwart Plains, follow the path all the way to the east, avoiding encounters where possible, until you reach Happily Ever After on the other side and can once again upgrade your equipment.

Look around the village and you will find a chest containing nectar that will be needed for a quest later. You will also learn that Gulliver was here recently looking for things to add to his collection.

Continue into Fairytale Forest and you will find a little pond with a sign. This is the home of Aisling, the nymph of hope, but she isn't here. The Snow Queen, true to her word, has hidden her away somewhere.

After upgrading your equipment and stocking up on supplies, venture out into one of the nature areas. In the northwest of Fairytale Forest you will find a small cottage but the witch inside will only tell you to leave. In the northern part of Dogwart Plains you will find Mirror Mansion. At the moment it is locked, so you will need to find a key before you can see what's inside.

Spend some time battling in these areas to level up – the monsters here drop a lot of money, and items that can be sold for quite a price, so you can take advantage of this to gradually improve all your party's equipment and weapons if you cannot afford them all straight away.

During your battles with the spoon monsters, some of them will drop spoons. If you sell them, make sure to hold onto one, as it will be needed later.

In Happily Ever After, you can buy a love spell that can be used on Ean and Iya to increase their attraction points (needed for romantic ending). The Enchanters' Guild is also here, and Iya has the opportunity to join if she did not join either the Chaos Mage (Thais) or Mage (Seri) guilds earlier. It is the building below the magic shop and the girl with the pet goat – follow the path down as there is no “front” door. (If you bought Grimm's Farm and have the magic beans from Rasmien, you can exchange them for the goat).

SIDE QUEST: The warthog will ask for your help finding a wife. All the girls in Happily Ever After are only interested in handsome princes. You need to find someone who would be interested in a hairy, ugly husband. The name Bogwood springs to mind...

SIDE QUEST: Doyle, the tailor, will be missing his tailor's kit. It is in Dogwart Plains, being guarded by a rather stubborn troll. Later in the game you will be able to catch the North Wind, which will be strong enough to move the troll. If you return the kit to Doyle, he will give you magic shoes, which increase Ean's resistance to magic, or smelly shoes, which disgust monsters and drive them away (similar to the cloak of invisibility in AVI).

SIDE QUEST: In Fairytale Forest you will find a black widow spider looking for glow moths to light her cave. You have already seen the glow moths (in The Mists), but you will need something to put them in. The warthog will be able to help you out here. Once you get the glow moths for the spider, she will give you a bolt of silk that you can take back to Lenora in Candar.

When you are done exploring Dogwart Plains and Fairytale Forest, get in your ship and go back across to Verashema. You may remember meeting Gulliver here earlier, and as you found his cloak in The Mists, he may have an idea of what's going on. When you talk to Gulliver, he will claim that he knows nothing about any guide in The Mists. If you then talk to Phoebe, the quiet girl, she will tell you Gulliver captured her and turned her into a human, and she has lost all her powers. She will help you find the guide to Aveyond, but first she needs to be changed back into her original form.

You will need a Moon Rose, a drop of Nectar, and a Silver Spoon. You should have collected all of these things by now – if any are missing, return and get them (Moon Rose from The Mists, Nectar from a chest in Happily Ever After, and Silver Spoon from one of the spoon monsters in Dogwart Plains). When you have all the ingredients Phoebe will tell you to go upstairs into Gulliver's lab and mix them together for her. However Gulliver will stop you from going upstairs, so you need a way to get him out of the house. Iya will suggest Gulliver may be interested in seeing the “magical beast” Ean captured in Shadow Woods. You will need to find a flyer advertising the beast (there are some in Ravenwood, but you can also get them from many other towns). Bring it back and give it to Gulliver, and he will leave the house. Now you can go into his workshop and mix up the potion. Bring it to Phoebe, and she will turn back into her original form – a UNICORN! When you speak to her, she will tell you she IS the guide, or guardian, from The Mists, and will instruct you to meet her there.

Return to The Mists and search for the unicorn, who will reveal the entrance to the Aveyond Temple. Inside, you will again meet the Hedge Witch who revived Iya when she was first rescued from the Snow Queen. It will be revealed that the Hedge Witch IS the Oracle! She will tell you the only way to reach the Land of the Lost is to find a dragon, and will hand you an ancient tablet that you can use to gain access to Fire Rock, the volcanic isle where the dragons live. Look at the book on the floor, and talk to the Oracle again, before you leave.

Make one more trip back to Happily Ever After before starting your search for a dragon. By now the witch in Fairytale Forest will have left her house, and you can look around inside. Break the mirror (that may have zapped you if you looked at it earlier), and you will find a mirror key. Return to Dogwart Plains and find the house with all the mirrors again. The mirror key will let you inside. Here, you must battle your way through a maze of rooms (just remember “left” - if there are two mirrors to go through, choose the one on your left; if there are more than two mirrors, follow the path around to YOUR left – not the character's left – as far as you can go and use that mirror; of course if there are stairs use those instead). When you reach the end you will find Aisling being held prisoner. Once you save her, she will tell you to meet her back in Fairytale Forest, where Iya will receive her hope blessing.

THE WISDOM BLESSING

It is now time to begin your hunt for a dragon. There is not much searching involved here, just battling your way through. Take your ship to Fire Rock, the volcanic island, and use the ancient tablet you received from the Oracle to open up a passage inside. Once inside Brimstone Underpass, battle your way through (here you can fight a Behemoth and pick up another transfigurine for Ean) until you reach Brimstone Village. This is where the dragons live. Search through the area first for chests, then choose a dragon for yourself and take the option to capture it. You will be returned to the World Map at Fire Rock, and your dragon will be there waiting for you.

To ride your dragon, simply stand underneath and press the space bar or enter key, or click on it with the mouse. Enjoy the beautiful music while you are flying! You can land your dragon anywhere, as long as there is a bare patch of grass, sand or snow underneath, by pressing the space bar, or clicking just under the dragon (this could be a little fiddly to start with, until you get used to it).

Fly back to the Land of the Lost, and “park” your dragon in the grassy area south of the city. To reach Eredar, take the entrance to the north, into Mount Siren, and step on the “transportation pads” to be lifted and lowered to different levels. You can reach Eredar by going all the way to the top of Mount Siren, then walking right, as if to go off the map.

When you reach the city, explore around the ruins. You will find a key that will be used a little later, and a book lying on the ground with empty pages. You will hear a voice calling for help – Nuha, the nymph of wisdom, has been trapped in the book by the Snow Queen. To be set free, she needs someone to fill the pages of the book with her story.

Take the book in your backpack, return to your dragon, and fly to Thais. In one of the houses there lives the historian, Ru, who will be able to help.

At this point, you will need to leave him to write Nuha's story, so in your spare time, you might like to return to Candar and deliver quest items (a bolt of silk for Lenora - in return she will give you a ribbon, and if Ean gives it to Iya they will gain one more attraction point; if you have already given the jeweler's toolkit to Rothwell, he will have something for you). If you purchased Grimm's Farm you can also go to the woman with the litter of kittens, and they will now be old enough to leave their mother - Ean can give one to Iya for yet another attraction point. Visit the church (over the bridge just past the entrance to Candar) and see what eventuates while you're here.

You might also like to stop in at Grimm's Farm if you purchased it, and check on your “pets” - the cows will give milk, the chickens eggs.

If you have been making donations in all the boxes, you should have 10 karma points by now, and will be able to go into Brightwood Forest (between Candar, Thais and Grimm's Farm) and take the Phoenix Sphere, which is Iya's most powerful 'weapon'. Make sure you equip it for her, so she starts learning and upgrading spells as soon as possible.

Return to Thais to retrieve Nuha's completed book from Ru. Read the book, and Nuha will be set free. She will tell you to come to her shrine, in Eredar, to receive the wisdom blessing.

SIDE QUEST: If you land the dragon above Eredar and go through the entrance there, you will arrive on the other side of Mount Siren. At the top is the Wind Observatory, where Obert keeps an eye out for damaging winds and captures them before they cause any harm. The particularly nasty North Wind has escaped from its bottle, and he would like your help to re-acquire it. You will need a bottle to capture the North Wind (if you helped the warthog in Happily Ever After you will have a bottle, even if you used it to bring glow moths to the black widow). If you return the North Wind to Obert he will give you a "crazy-powerful" spell for Gavin. The North Wind can be found in White Pass, which you may be bold enough to go to now, or leave for a bit later. The monsters there are quite strong, but the North Wind and some chests are the only reasons you need to go there, and the spell for Gavin may be of use during the final stages of your quest. Note – when you capture the North Wind, you will need to decide what to do with it – give it to Obert and get the spell in return, or use it to blow away the troll in Dogwart Plains, retrieve Doyle's tailor's kit and get a pair of VERY useful shoes in return. Only one of these side quests can be completed. If you don't have, or intend to have Gavin in your party, then helping Doyle is the better choice, but if you have Gavin, you will need to consider your decision carefully.

THE COMPASSION BLESSING

Only the final blessing remains to be obtained – the one that must be given by Ishtar herself. To gain entrance to Shaenlir, you will need to destroy the shield surrounding the city, and for this you will need 'the Secret Weapon'. Fly your dragon to the southern part of Land of the Lost, and go through the entrance into the woods. You will now be in Littlerock Plains, where you can obtain a Dragar transfigurine for Ean.

Go through the cave entrance in the south, and make your way through to an old, heavy door. The silver key you picked up in Eredar will allow you to unlock this, and give you access to the Lost Library. There is no longer any secret weapon in Eredar, but on the table in the library will be a set of blueprints. Take them with you and return to Prince Uthar in Thais. Rayad, the Prince's battle engineer, will cast his eye over the blueprints. He can build the weapon, but there is a problem – according to the plans, the weapon can only be operated by a squirrel! (HA – you KNEW they'd turn up sooner or later, didn't you?) As it turns out, the citizens of Eredar were squirrels!

There are certainly no squirrels in Eredar anymore – if you spoke to Nuha she will have told you they have not come to her in several centuries. This means they moved away to another location, or they all died out. As you have likely, by now, been to every location on the world map and not found them (the squirrels in Shadow Woods do not talk to you, and we already know there is nothing plot-related in White Pass), there is only one place left to go. Remember that cave you saw when Ean first got the rowboat, but you couldn't explore because the specter needed something from you? Yes, it's time to go back and pay him another visit. He will still require something before he will allow you to pass, and what he is looking for is a Death Certificate.

Return to Ryva now, and you will learn that Great Grandma Nora has passed away. Eamon will ask you to find his sister, Linia, and tell her the news. You may have met Linia early in the game, in Ravenwood, where she went to get away from her crazy great grandmother. Go there now, either by dragon or by Magic Express, and talk to Linia.

SIDE QUEST: If you speak to Gulliver, who has come to look at the beast, he will express his disgust at finding the beast is not magical at all. He will explain that the beast can be turned back into a man with Antiwere Salve. You can go to the Alchemist in Happily Ever After, who said she could help you if you ever needed a potion made. For Antiwere Salve, she will require a hair from the beast (you can probably figure out how to get that), and some thistleroot, which can be found in a damp clump of loose earth in The Wildlands, between Ryva and Spire Mountain. Restoring the beast to human form will give you an additional karma point, in case you missed any of the donation boxes (or STOLE from them!).

Go back to Ryva, where Linia and her family will be standing by Great Grandma Nora's grave. In their empty house, you will find a death certificate, which you can hand to the specter at the Underworld Entrance to gain access to the Land of the Dead.

The first area you will pass through is the Cursed Woods. In the southwest of this place, you will meet a vampire you can fight for Ean's final transfigurine. Make your way through the woods as quickly as possible – the Vampire Bats are impervious to Iya's spells, and Gavin's spells are little better (at this point you may want to swap around your party a little - Rye and Emma are better against the bats, and Iya and Gavin better against the ghosts - keep in mind if you have that Phoenix Sphere, you need Iya in the active party to increase her levels). Nicolas' healing abilities could be well used here, and his Lullaby spell may be handy too.

When you reach Casket Hill, stay at the inn if necessary and replenish supplies (keep in mind cursed weapons and armor will inflict a cursed status - cutting both your attack and defense in half, so this is one time you may NOT want to upgrade your equipment).

In Casket Hill you will find the final guild that Iya can join, the Necromancers. If you have played Aveyond 1 you will also bump into a famous couple that you might recognize.

SIDE QUEST: The recently deceased Great Grandma Nora will now be in the Land of the Dead, and has found her dear Haliburt. The only problem is, he won't recognize her! She is a bitter old woman, not the young beauty he remembers marrying, and he is forty years younger. In order to prove who she is, Nora requires a love letter Haliburt wrote to her before he died. If you retrieve it from Ryva and give it to her, Nora will be restored to her youth and the two reunited, earning you an additional karma point.

When you are ready, venture out again, this time into Two Moons Plains. Just a little way past the steps you will find a cave entrance. Inside are the militant squirrels – the previous inhabitants of Eredar. Speak with the squirrel commander, and once you get over the lashings (no squirrel encounter is complete without one!) he will ask you to help him get out of the Land of the Dead.

Return to Casket Hill and speak to the Lord of Souls. The Lord of Souls will agree to let you take the squirrel commander if you can find him a memory of his mother. Go back to Two Moons Plains and venture all the way to the south, where you will reach the Cliffs of Remembrance. There you will find a memory rose with a cloth tied to it. This is the Lord of Souls' lost memory of his mother. Take it back to him and he will give you a soul for the squirrel commander. Return to the squirrel commander and in exchange for the soul, he will agree to help you with your quest.

Leave the Land of the Lost and go back to Thais. Prince Uthar will be downstairs in the battle room (where you may have met and possibly recruited Emma), with his battle engineer and the completed secret weapon. The squirrel commander will agree to man the weapon in exchange for passage to Eredar and all the nuts he can eat. With the agreement made, he will take the weapon and destroy the shield around Shaenlir (I will not give any details away – best to see this for yourself). With the shield destroyed, Prince Uthar will lead his forces and leave for Shaenlir to wage battle with the Snow Queen.

Iya will now bid goodbye to Ean, knowing she must face Ishtar and get the blessing of compassion before her soul will be complete. Rye, ever the hero, will refuse to let her go alone, declaring if she goes, they all go.

For the final time, you must make your way to Shaenlir. But go wherever you need to and stock up on stat restorers (you can buy Elixir in Verashema, and Auquifolium Extora in a number of places - Happily Ever After, Thais, Seri, Candar and Casket Hill, to restore 100% HP and MP for a single party member) – you have some serious battles ahead. Once you make your way through the Shaenlir soldiers and into the city, all the shops will be closed due to the events taking place – you will not be able to get supplies or rest until the final battle is over. This time Shaenlir looks and feels MUCH different to the way you remember it! Help the Thais soldiers wherever you can, then make your way to the castle.

Before you enter, top up the HP and MP of every party member. I have found transforming Ean into the Behemoth (PLAGUE) or Dragar (SNORT) work well against the Snow Queen (I have him equip the Ice Claw). Save your game, in a new slot, or maybe even in two new slots, before you enter the castle. The action starts almost as soon as you take a step inside, and after that you have no opportunity to save until after choosing your desired ending (if you wish to go through all three endings, you must go through the final battle each time). Once you're all ready, take a deep breath and step into the castle (this time you can go through the front door).

Walk forward a few steps and the game will take over. I will not go through the discussion in detail - suffice to say you will have to battle the Snow Queen. Even though Ean has the Ice Claw equipped, I have him use his skill every time (using the Ice Claw on the Snow Queen will actually HEAL her! Snow Queen + Ice Claw = good friends). If Iya has the Phoenix Sphere and has the level 3 spells Radiance Song and Siren Song have her use those repeatedly (Siren Song does more damage, but only against one enemy, which is fine in this case).

After the battle is over, the Snow Queen will collapse, Iya will use the love blessing she was given by Ceri on Ishtar, and she will receive the blessing of compassion. At that moment, an unexpected guest will appear, furious that the elves have undone years of hard work! You may remember the Oracle saying Ishtar was a prisoner. Now you meet the real villain. Another battle ensues (you will not have an opportunity to heal after the last one or change your party or equipment - this is why you needed to top up early and equip Ean with something he wasn't going to use during the first battle). This time I had Ean either Attack with the Ice Claw or use PLAGUE or SNORT. Iya again used Siren Song until there was more than one enemy to battle, and then changed to Radiance Song. My other two party members were Rye (who just attacked all the time) and Nicolas (who used Shield Extora and attempted Lullaby) - these two also used restoratives to keep everyone going.

When the final battle is over, the Oracle will appear and remark how unruly her daughters have been of late! You will discover that the Oracle is mother to the six nymphs, and in fact is known by some as the goddess to whom you may have been making donations during the game. She will restore all the rulers of the land who had earlier been turned to ice, take her daughters, and leave.

ENDING AVEYOND II

Now that the Snow Queen's plan has been halted and Iya's spirit restored, the party will disband.

Ava One Eye will take her leave, as she has business in Seri. Emma will return to Thais, as she hears they are hiring swords. Jack, whose debt is paid, will depart with his usual "Later, fools!" Nicolas, if he is in your party, will be eager to return to Thais, getting away from the "filthy commoners". If you have Gavin, he will take his leave to return to Bogwood, wondering how all the poor witches managed to survive without his handsome face.

Now only Ean, Iya and Rye will remain. Rye will decide to return to Thais and see if Uthar has need of him. At this point you will be given three endings to choose between.

Go With Iya

If you choose for Ean to go with Iya, Rye will leave and Iya will rejoin the party. Leave Shaenlir (you may want to stop briefly and talk to Uthar and Ella on the way out). You can return to Elfwood immediately, where the game will finish, or if you desire a romantic ending, go to Candar first. If you have accumulated 5 attraction points between Ean and Iya, you can go to the church in Candar and have them marry. Then return to The Crossing (over the bridge from Shadow Woods), where Iya will sing to the mighty oak tree and a portal to Oldwoods will open. Head back to Elfwood, talk with Ean's parents and then to Iya's mother. Now you will have a chance to watch the REAL wedding, and see Iya in a beautiful wedding dress.

If you don't have 5 attraction points, you may be able to get the missing ones:

- the Calliope's Wand quest in Bogwood
- the reward from Lenora in Candar for bringing her silk
- a love spell purchased from a vendor in Happily Ever After
- a gold ring bought from a street vendor in Candar
- a kitten bought for Iya from Renna in Candar (if you own Grimm's Farm)

Go With Rye

If you choose for Ean to go with Rye, Iya will take her leave and Rye will rejoin the party. Leave Shaenlir and return to Thais. Speak to the king, who will allow Ean and Rye to enlist in his service. For many years they will serve in the City Guard, but eventually will become restless and will be re-employed as scouts for the King. They will travel with the famous sword mistress, Emma Willow, and their adventures will take them across the kingdoms. They will face many dangers, but life will be exciting.

Go Alone

If you choose for Ean to go alone, Rye will escort Iya out of the mountains. Ean will be sad to see Iya go, but with all that he'd experienced he will know he could never return to the Vale. At this point he can wander aimlessly through the lands, perhaps stopping to visit Emma and Rye in Thais to see what has become of them. For the "Go Alone" choice, there is no ending.