


Quests

Name	Tasks	Icon
<b>Twilight Glade</b>  XP 1500 AIR SYMBOL 10 COIN OF AUTUMN 1	Go to Twilight Glade	
	Get a Medium's Amulet	
	Take the reward home	
<b>Haunted House</b>  XP 500 FIRE SALT 10 MATCHES 5	Go to the Haunted House	
	Get a Medium's Amulet	
<b>Haunted House</b>  XP 500 BOOK 3 VITAMIN 4	Go to the Ghostly Grove	
<b>Black Rabbit</b>  XP 700 MIXTURE EMERALD 1 BOOK 7	Read the mail about the update	
	Place the Black Rabbit on your land	
	Fully upgrade the Black Rabbit	

Adventurer Coin tasks






Twilight Glade

Task		
Get Gummy Horror from Sweet Puddles 	Ask the Bunnies about the Haunted House 	Get Shards of Magic from Magical Baubles 
Use the Precious Pumpkin to make a Prophecy 	Tell the residents' fortunes 	Gather Ghostly Matter from Jinxed Bushes 
Make Dark Art on the Alchemy Table 	Cross all the Black Cats' paths 	Examine the Headless Horseman's Stuff 

<div>Put the Headless Horseman's Head back in place</div> <div></div>	<div>Take a Fortune-Telling Card from the Headless Horseman</div> <div></div>	<div>Lend a helping hand</div> <div></div>
<div>Calm the Friendly Ghosts down</div> <div></div>	<div>Move the Zombie to the Wise Books</div> <div></div>	<div>Take a Fortune-Telling Card from the Old-Timer Zombies</div> <div></div>
<div>Read all Vampire's Diaries</div> <div></div>	<div>Restore the Memory Fragments</div> <div></div>	<div>Put the Memory Fragments together (click the Vampire to check the result)</div> <div></div>
<div>Take a Fortune-Telling Card from the Vampire</div> <div></div>	<div>Give the Fortune-Telling Cards to the Fortune Teller</div> <div></div>	<div>Draw a card to learn your future</div> <div></div>
<div>Wave at all the Small Skeletons</div> <div></div>	<div>Find all the Energy trees</div> <div></div>	

Haunted House



<div>Gather Pumpkin Magic from Magic Pumpkins</div> <div></div>	<div>Make Fizzy Potion on the Alchemy Table</div> <div></div>	<div>Restore the Altar of Summoning</div> <div></div>
<div>Activate the Spell Fragments</div> <div></div>	<div>Put the Spell Fragments together (click the Ancient Tome to check the result)</div> <div></div>	<div>Make Spooky Candies in the Cauldrons</div> <div></div>


		
Put the Spooky Candies on the tables	Light the Ritual Candles	Clear the Eye-mpkins
		

### Ghostly Grove



Uncover all the Possessed Dolls	Calm down all the Crazy Bushes	Summon a ghost and make a wish
		
Remove the curse from the Residents	Set all the Mummies free	Play with the Staring Bushes
		
Defeat all the Warlock Dwarves	Catch all the Witches	
		

### Items

Name	Description	Icon
Gummy Horror	Obtained from Sweet Puddles.	



Shards of Magic	Obtained from Magical Baubles.	
Prophecy	Made in the Precious Pumpkin from Shards of Magic and Feathers.	
Ghostly Matter	Obtained from Jinxed Bushes.	
Dark Art	Made on the Alchemy Table from Shards of Magic and Ghostly Matter.	
Luck	Needed to find the Head of the Headless Horseman. Obtained by crossing the Black Cat's path.	
Head	Put it back in place so it won't get lost again.	
Fortune-Telling Card	It was stolen by the evil spirits. Bring it back to the Fortune Teller.	
Pumpkin Magic	Obtained from Magic Pumpkins.	
Fizzy Potion	Made on the Alchemy Table from Pumpkin Magic and Gummy Horror.	
Spooky Candies	Put them out on the Table. Made in the Cauldron.	
Medium's Amulet	Needed to upgrade the Black Rabbit. Obtained by completing tasks in Twilight Glade and the Haunted House.  The more you collect, the better the rewards will be! It can be obtained by completing tasks in Twilight Glade, the Haunted House, and the Ghostly Grove.	