

Explorer's gimmick Guide

Still comparing for correctness of info I have from korean sources bcz some stuff might have lost in translation or wrongly translated. This guide as of now is still incomplete and contains lots of unconfirmed stuff/incorrect stuff.

Parts confirmed to be correct:

Dexter's collection, Coast collection, Narvas collection, Fantasy library collection, Lanko collection.

The riddle in **red** are translations from korean texts in images (thanks Qyk). I will remove these riddles as I get confirmed english riddles and their corresponding maps.

The riddle in small font in black are riddles from iToS (kept it small font because actually those who are reading the guide won't necessarily read the riddle again. Its purpose is for searching and nothing else) (Thanks DarkNova, ximi)

Except the ones mentioned above, use the remainder portion assuming that it has wrong info.

Stuff I want to do on this:

1. Add english version of riddles "in text" along with the respective maps names to facilitate easier searching/finding.
2. Remove all pics taken from inven forums which has more or less no use.
3. Find how to actually trigger sage master collection dialogue as unable to get the needed to exchange the ripped pieces for sage master collection.

[Last Updated- 29/03/2018 (updating as i am doing)]

Google translated from:[Inven forums](#) and [Inven forums 2](#)

Can only do this once per day per char [Resets at 0000 hrs server].

1. Meet Adventurer Anastazija in Fedimian.



2. Read the riddle given by her.
3. Go to riddle place and get an [Explorer's Token](#) .
4. Return back and give the token to her and get your rewards.

5. You will get torn pages and collection box as rewards.
6. Small ore pieces are needed for collection- exploration, You get them on **nth** completion along with the Token itself. Torn pages are needed for collection-sage master. (Guides are after Explorer's gimmick).

A. Complete Explorer's Gimmick 20 times for



B. Complete Explorer's Gimmick 40 times for



Locations

(HiddenTrigger4)

(Till now 50 confirmed locations)

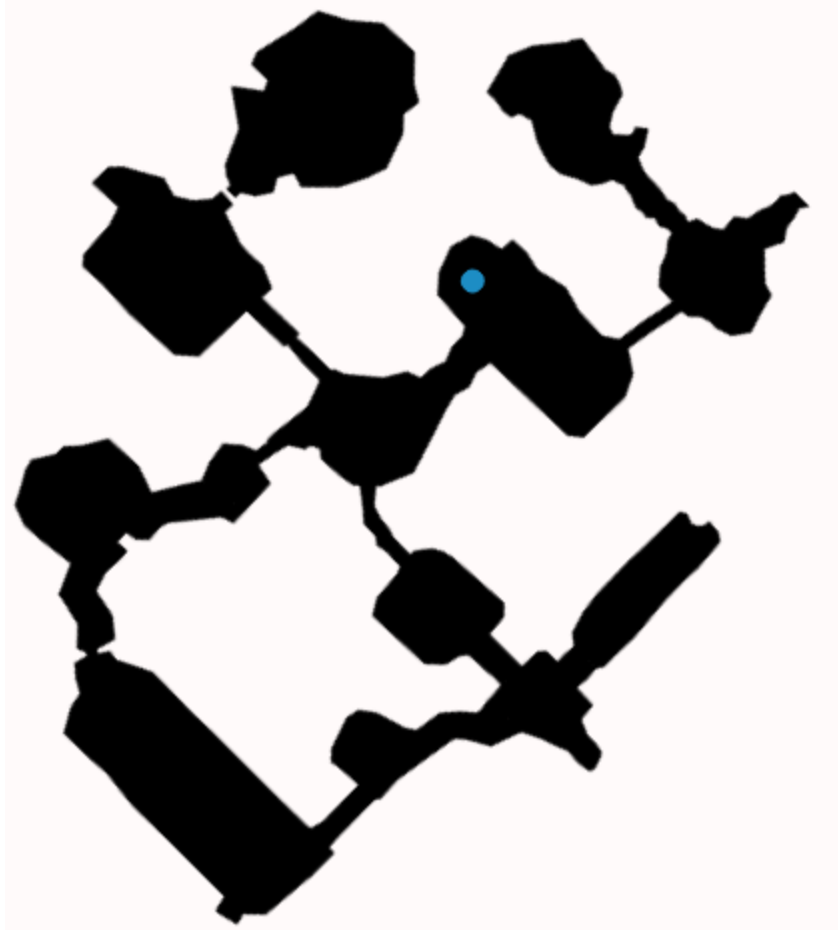
1. Novaha Institute

The annex of a monastery now covered in giant bracken. Follow the path leading from the hall to the garden. Find the bronze statue opposite the fountain.



2. Delmore Manor

This garden was owned by an alchemist lord who lost his reputation. Where does the railroad coming from the hill lead to?



3. Bellai Rainforest

The ferrets of this forest are causing a lot of trouble to locals. Look for the small wooden watchtower placed on the way between the cliff and the workshop.



4. West Siauliai Woods

Western forest of the city guarded by a knight, the one who assembled the troops. Past the crossroads, behind a deserted field inhabited by two scarecrows.



5. Seir Rainforest

Out of all the forests inhabited by ferrets, this one is closest to Fedimian. From the wooden sign on the path to the cliff you can see a beautiful waterfall.



6. Septyni Glen

This is the valley where a great shrine exists for the Goddess of the Sun. Look under the praying Goddess Statue with the broken wings.



7. Sirdgela Forest

This forest appears at the end of a route filled with thorns. Somewhere in the forest is a large pillar of thorns. Look under it.



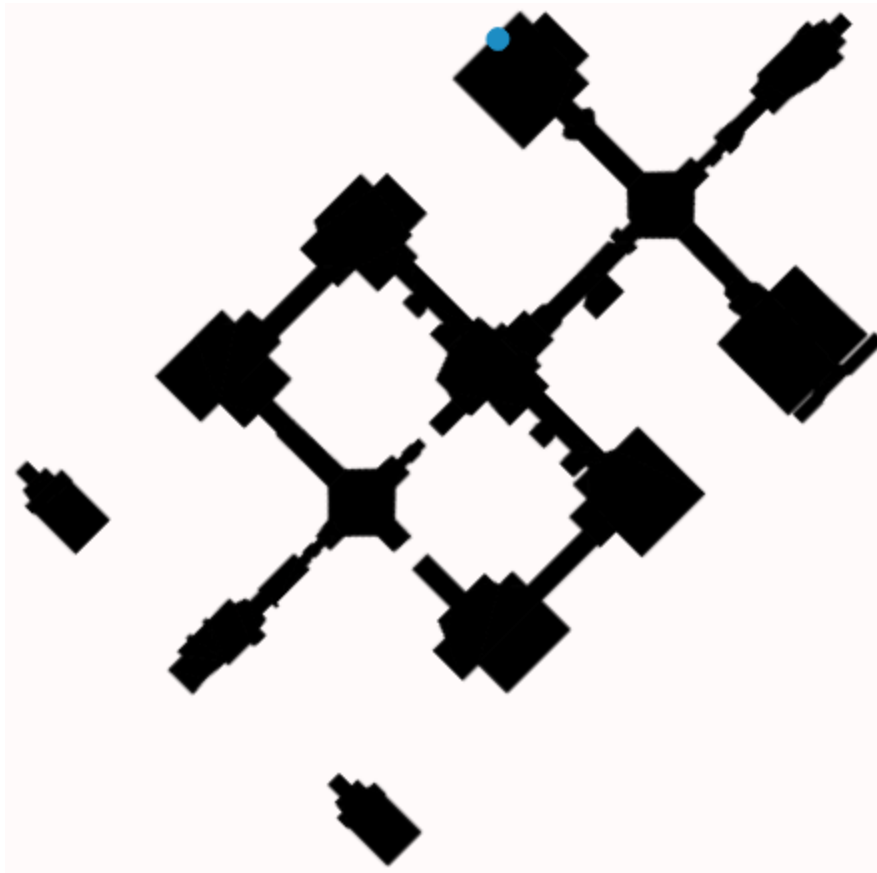
8. Akmens Ridge

The canyon belt of never-ending thunder, lightning and rain. An isolated cabin. The lights are on, but no one is around.



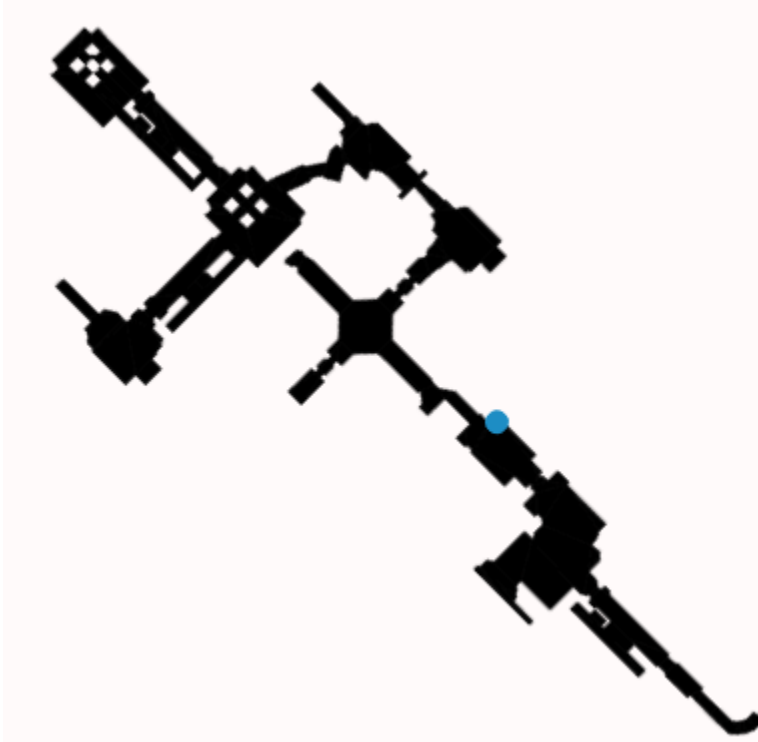
9. Royal Mausoleum 1F

First floor of the deep chamber where Great King Zachariel rests. An ancient mural can be seen between the large piles of cubes.



10. Royal Mausoleum 3F

Third floor of the deep chamber where Great King Zachriel rests. Pass the iron gate and follow the corridor to the metal trap resembling a broken hammer.



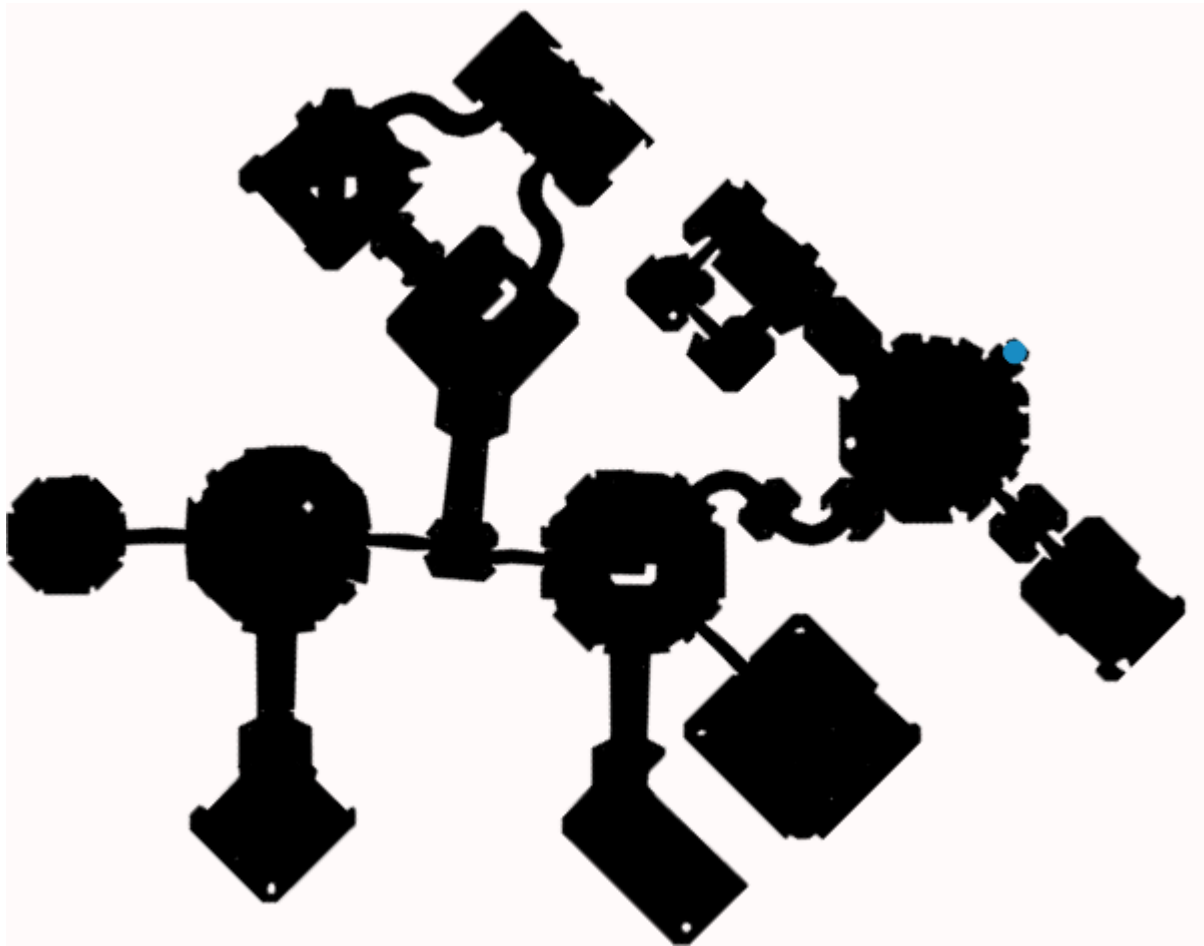
11. Zeraha

In this forest, among the verdant trees is the largest statue of the Goddess of Destiny. Follow the water from the hill next to the statue until you see the start of the stream.



12. Carlyle's Mausoleum

In this tomb lies the deputy who was once in charge of the Kingdoms territory. Behind it is a door blocked by iron bars.



13. Cobalt Forest

This is the forest of Andale Village and the fallen Statues. One of them is by the stream that flows through the forest.



14. Knidos Jungle

On the path to the Sage Master's monastery is a forest with a small village. Behind the village, a downhill road and a small abandoned house.



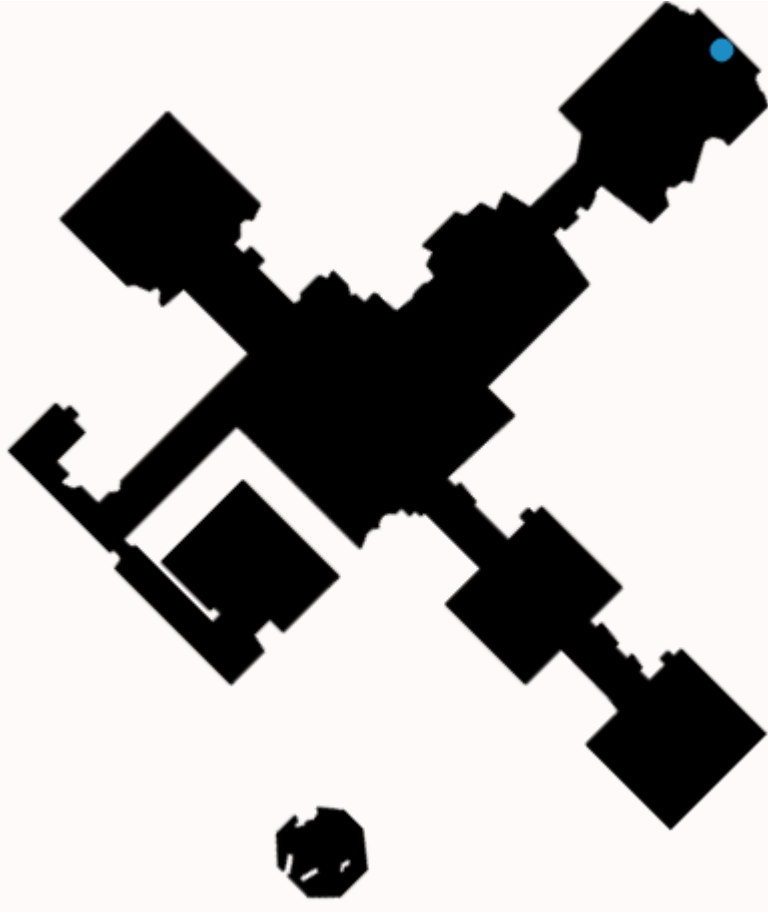
15. Kvilas Forest

Within the forest of thorns is a group of owl sculptures. Find the spot where they gather and look for the statues' blueprints.



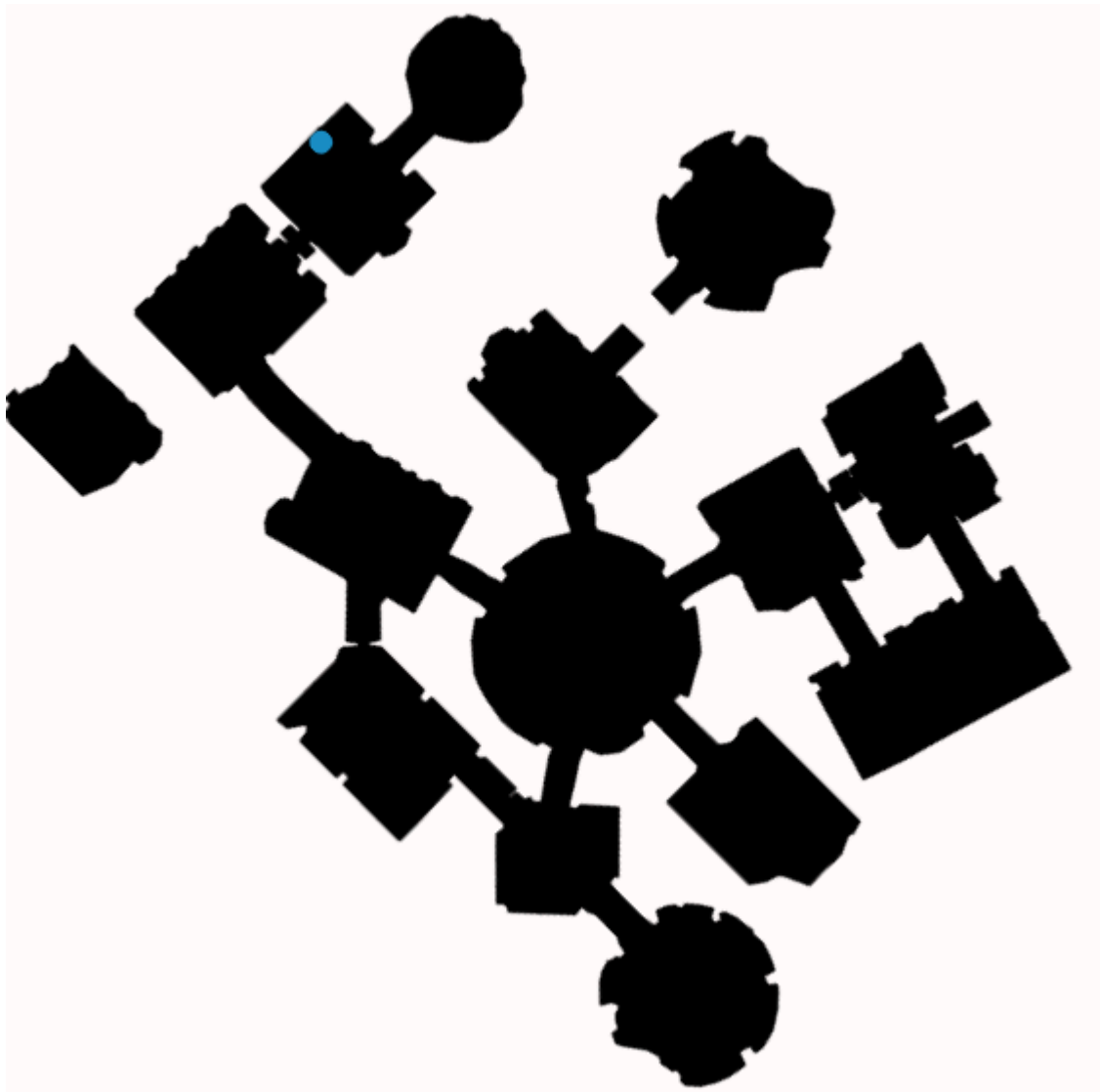
16. Tenet Church 2F

A demon queen came looking for something in this church. The destroyed altar in the top floor is bathed by sunlight. At its end, a pipe organ.



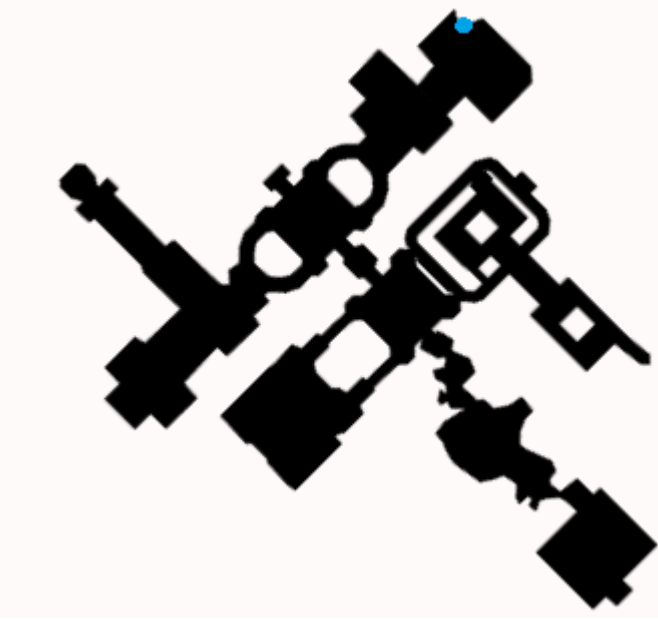
17. Topes Fortress 2F

Upper floor of the fallen alchemist's fortress that is now occupied by the demons. In the room with the portraits there is a desk covered in a pile of grass.



18. Pelke Shrine Ruins

The shrine ruins where the red water flows, contaminated by something that no one knows. Look at the head of the large chapel pillar that has fallen.



19. Gateway of the Great King

In this plateau, a historian and a group of researchers set up camp to investigate the Royal Mausoleum. If you climb the most rugged hill there, you will see the entrance to something unknown, but you will not be able to enter.



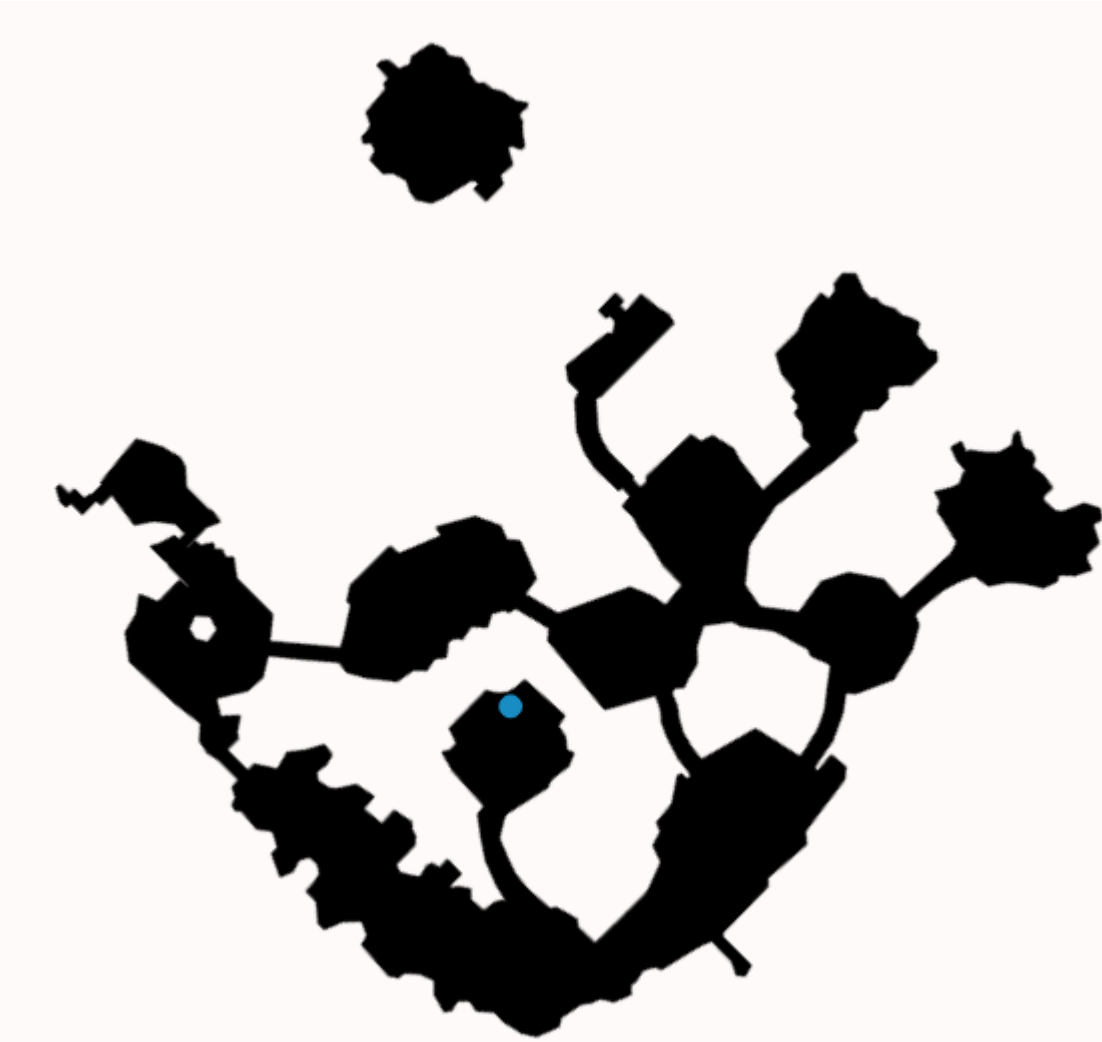
20. Woods of the Linked Bridges

Agents and chasers are busy investigating traces in the forest next to the fallen city. Follow the forest trail to the right and you will see a small wooden tower.



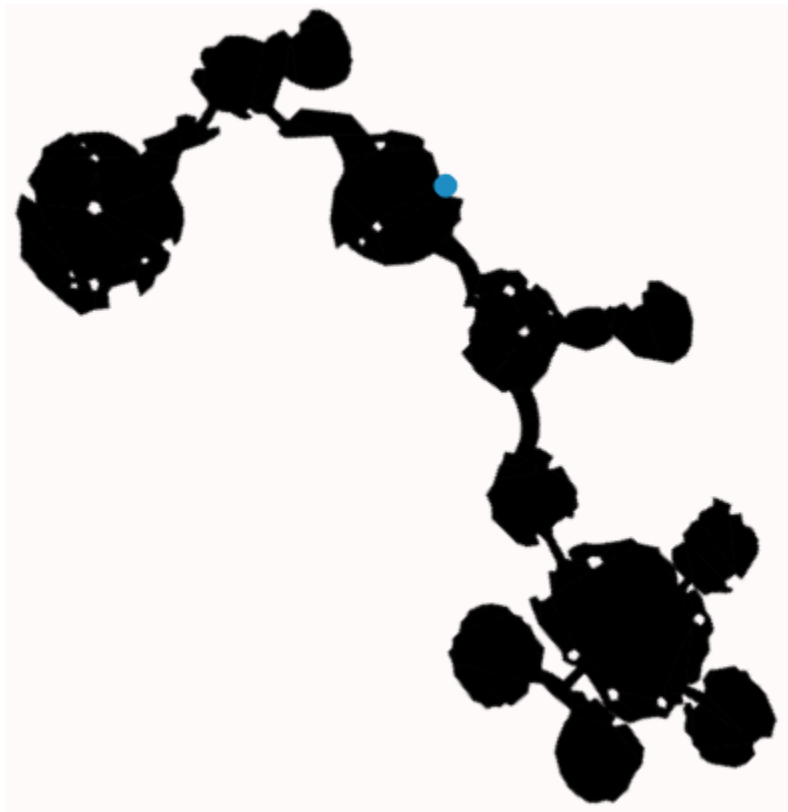
21. Delmore Hamlet

This small village was ruled by an alchemist lord who lost his reputation. In the village is a place where those who passed are at rest.



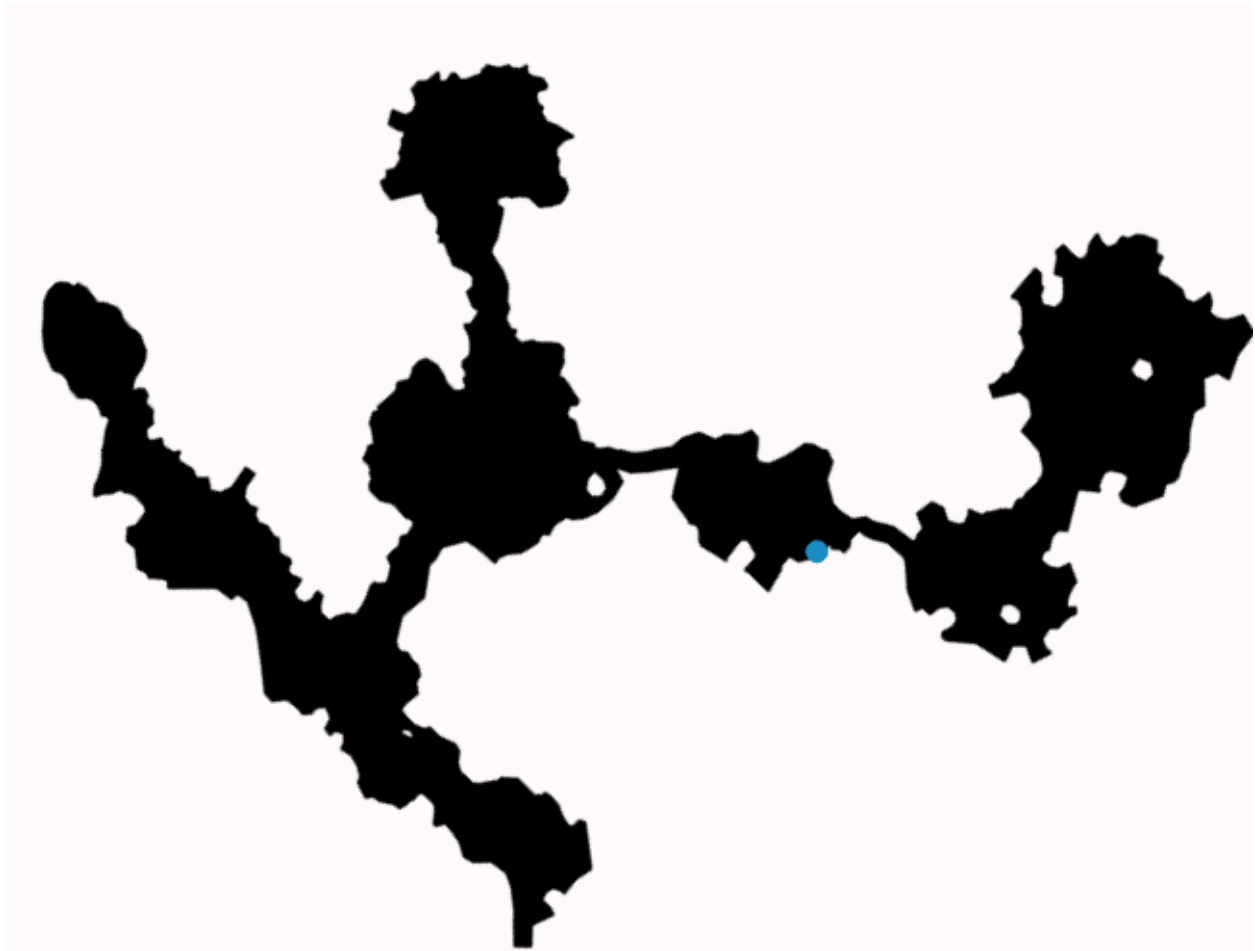
22. Ramstis Ridge

The plateau where the forgers were active among the remains of a fallen sanctuary. The entrance to the ruins is now blocked by stones and protected by two guards.



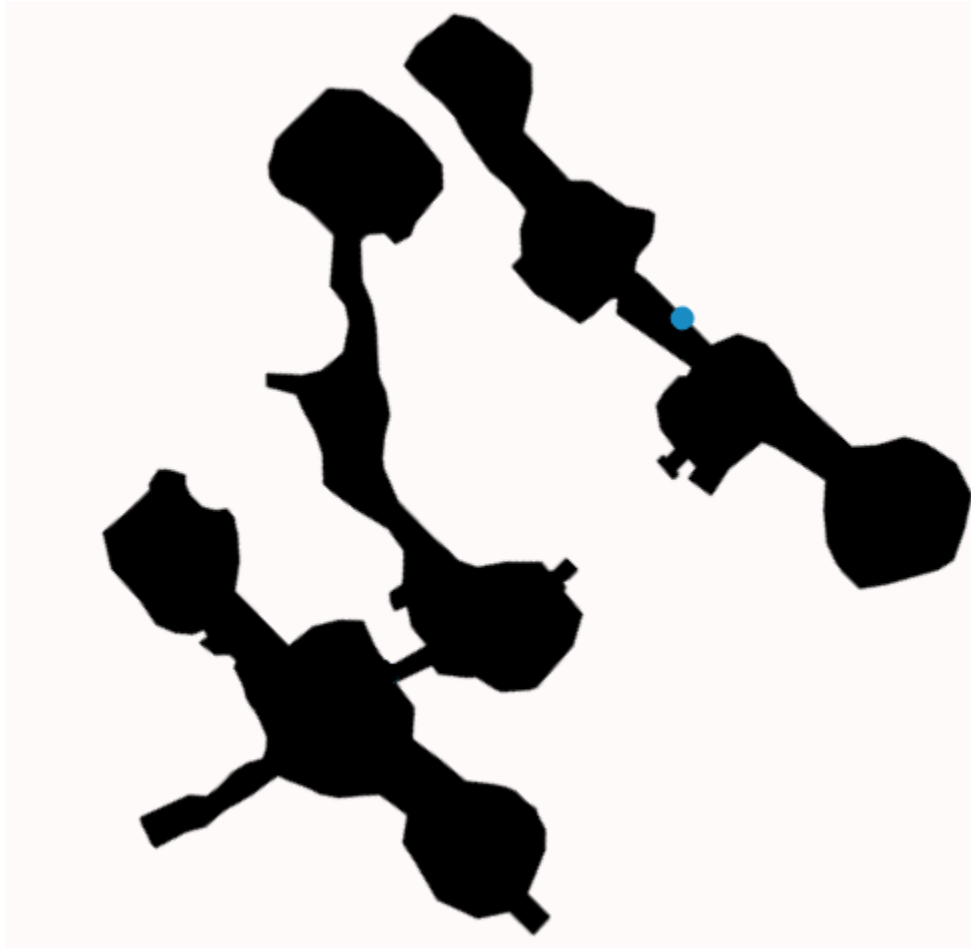
23. Mochia Forest

A Pardoner and a Squire once fought in this forest. In front of the bridge uniting the stream banks stands a lone statue of a pilgrim.



24. Veja Ravine.

To the right of the settlement area is a ravine with a sacred lake. The path up the hill nearby leads to a large Goddess Statue.



25. Vieta Gorge

Above the settlement area is a valley leading to Andale Village. There, amidst the unrecognisable ruins stands a perfect arched gate.



26. Miners' Village

The town nearest to the Crystal Mine that was first attacked by the Vubbes. Inside the base that the Vubbes have build nearby, a large tree displays the Vubbe Tokens.



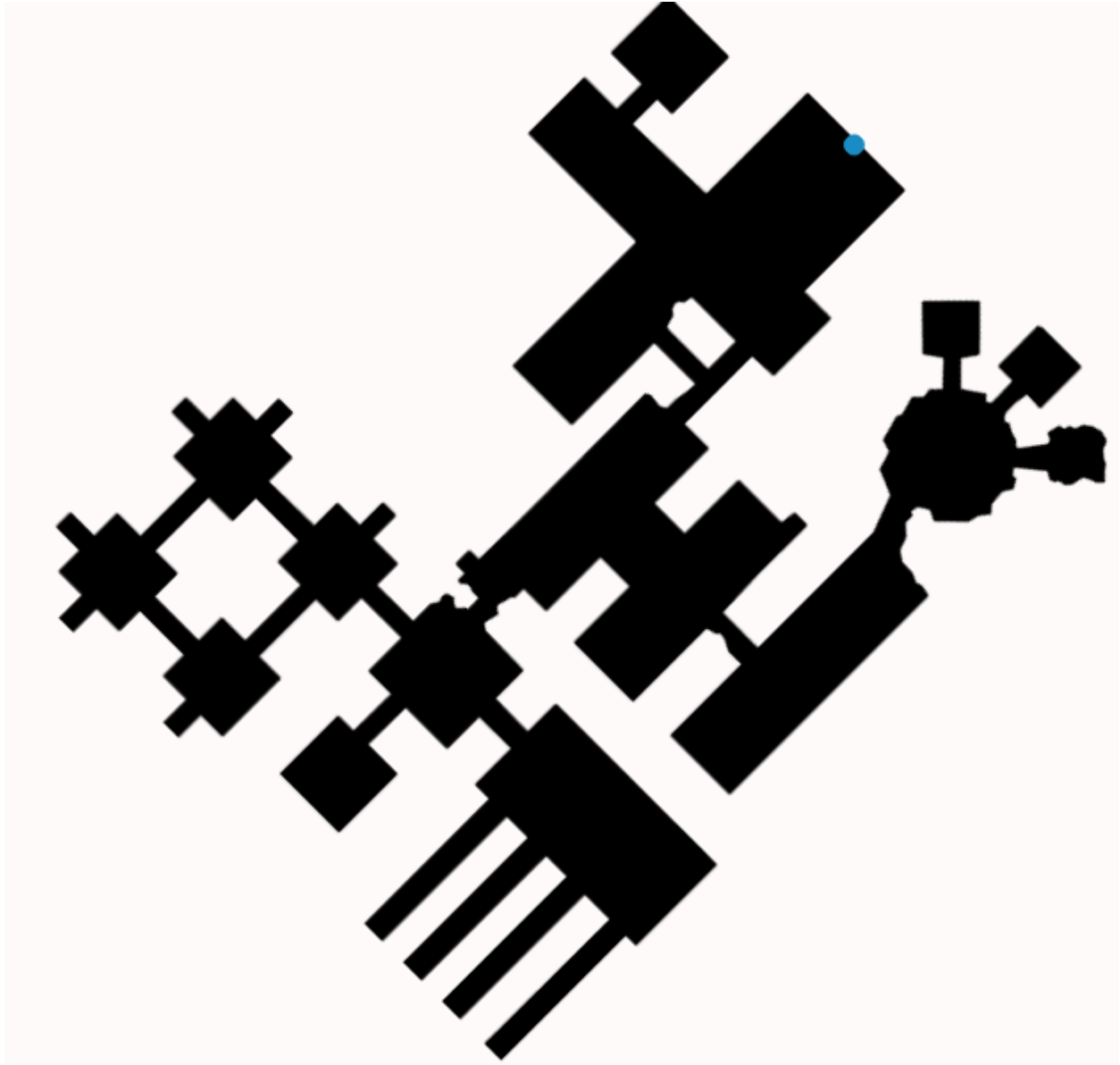
27. East Siauliai Woods

Eastern forest guarded by a young knight, against the hordes of Vubbes coming from the Crystal Mine. In front of the path to the city, at the end of the camp, a watchtower stands unguarded.



28. Royal Mausoleum Workers Lodge

This place is said to have been used as a residence for those who built the mausoleum of an ancient king. From the lone altar, cross the see-through floor to see under the door that is blocked by fallen stones.



29. Zachariel Crossroads

These are the canyon crossroads leading to the mausoleum named after King Zachariel. On the way to the mausoleum are 6 pillars. To the right is a large stone tower.



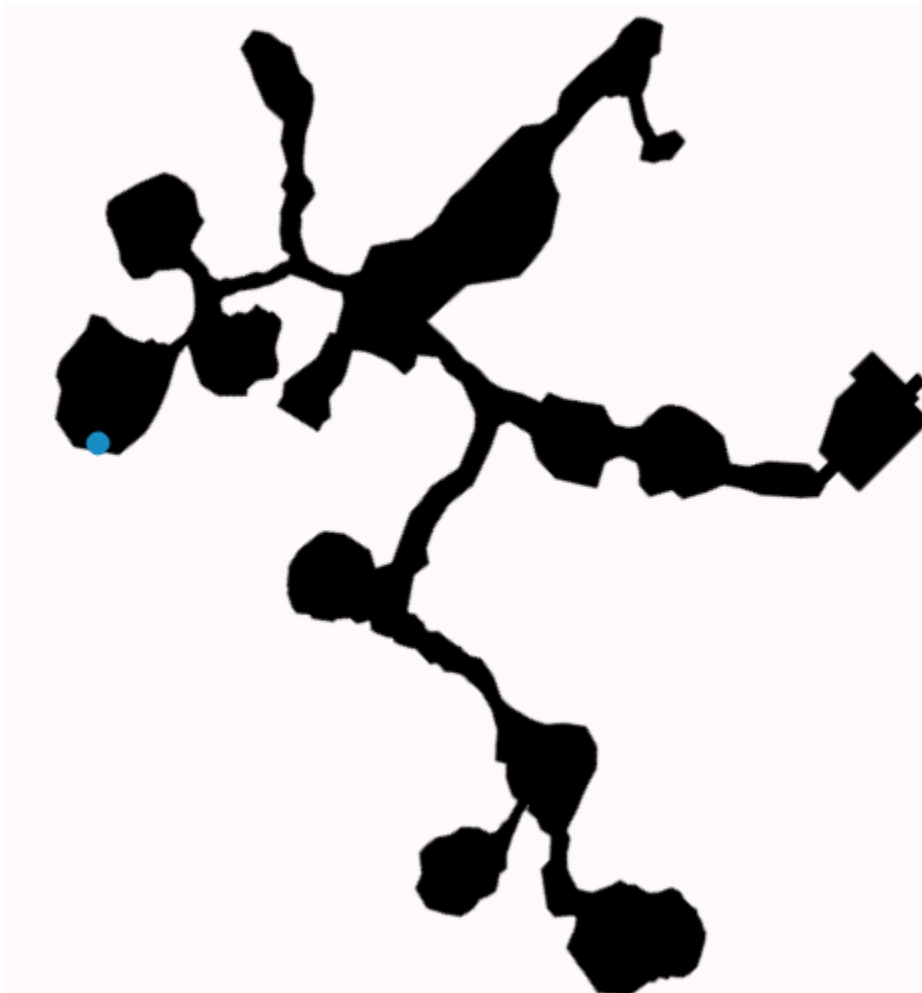
30. Karolis Springs

Springs in a forest where the spirit-guiding owls live. Go up through the path and standing there you'll see the wooden statues of their horrendous faces.



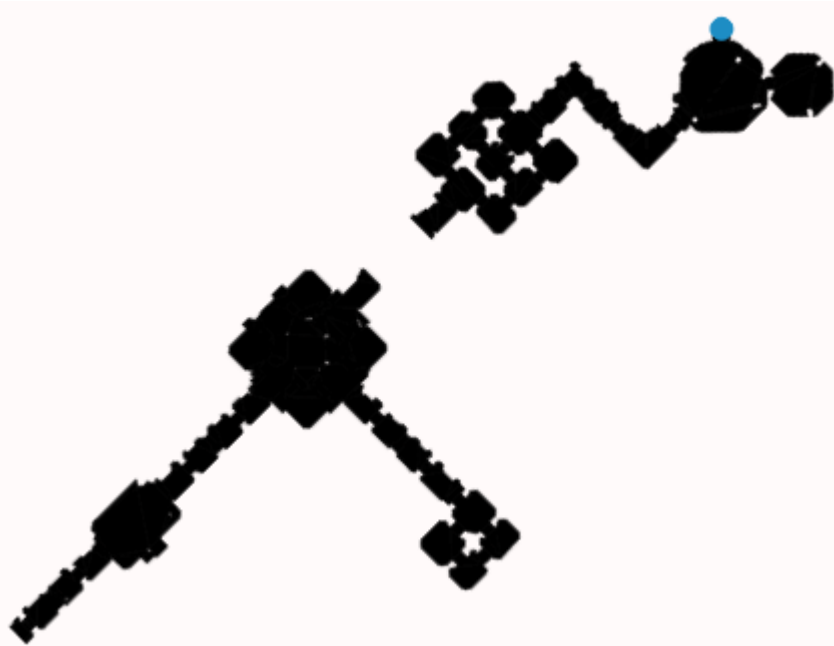
31. Tenet Garden

A hill filled with flowers in front of the church once coveted by the demons. To the left you will find the five pillars, one of them fallen.



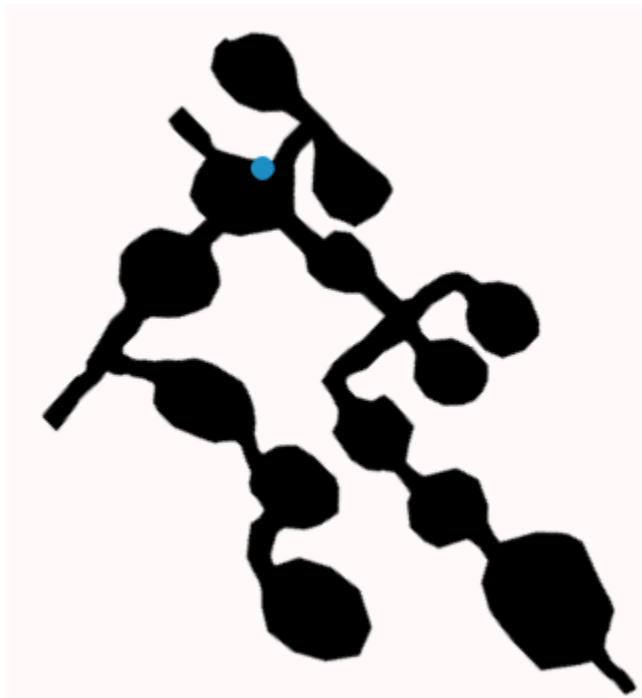
32. Guards Graveyard

In this cemetery lie the followers who once bravely fought against evil. Deep inside, at the very end, a room, and behind it, an unknown door.



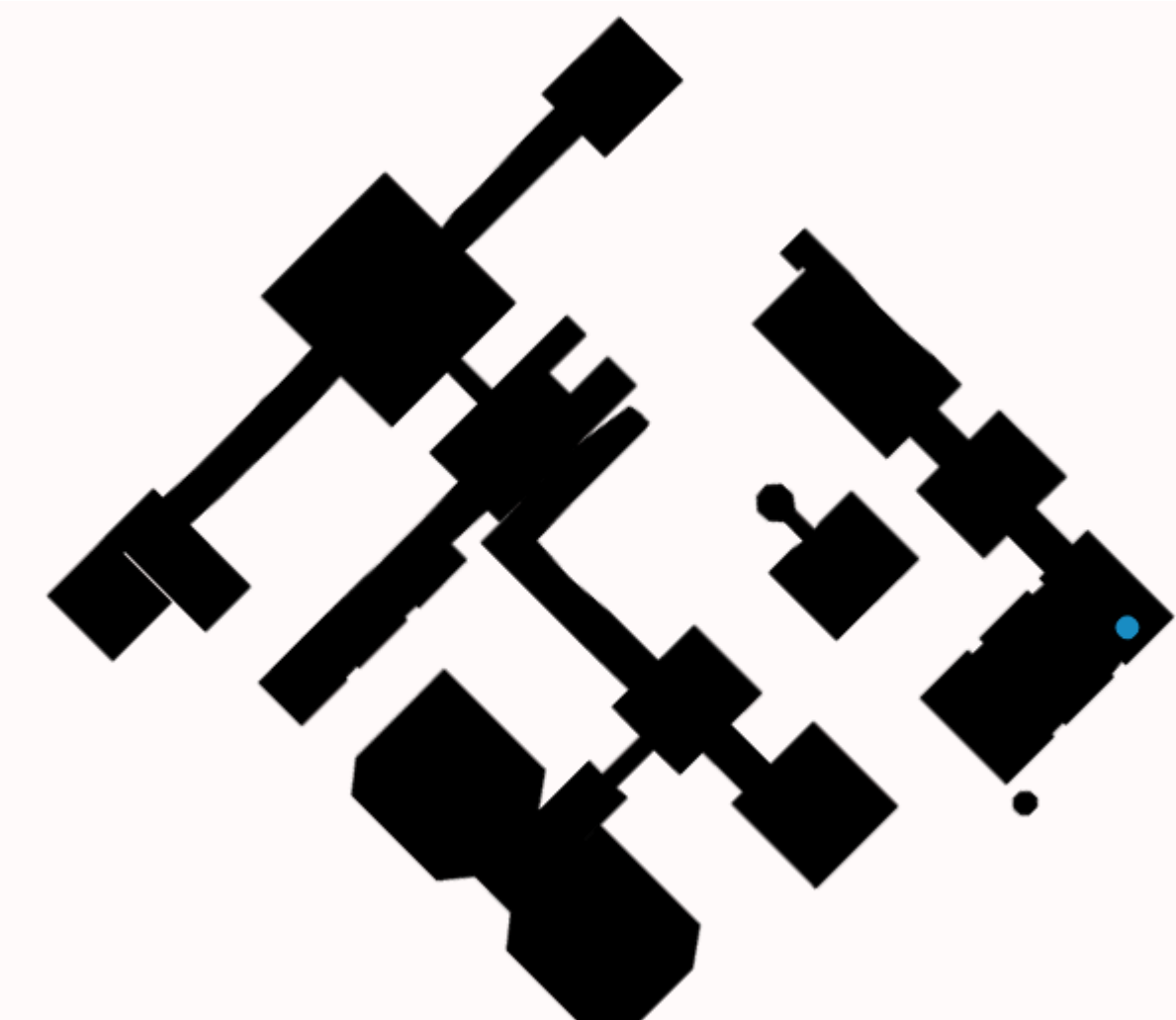
33. Myrkiti Farm

In this farm, a baron is running experiments to purify a mysterious energy. Next to the entrance of the brewery is a group of wagons filled with grapes.



34. Ashaq Underground Prison 1F

First floor of the abandoned prison. Far on the right is an area for the prison guards with manholes on the ground.



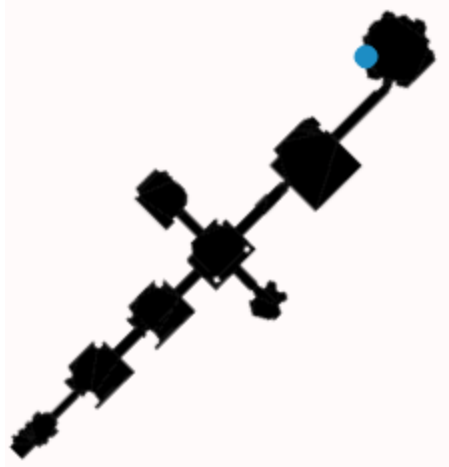
35. Baron Allerno

This private land has been invaded by a strange energy that needs to be purified. In the field set out for cultivation, look for the pile of boats by the water.



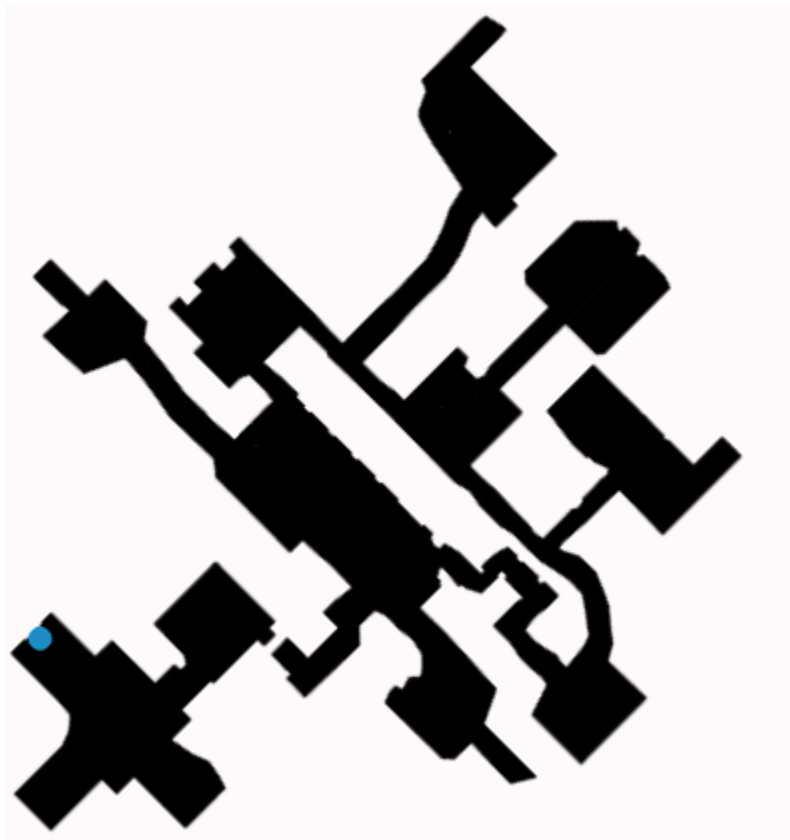
36. Royal Mausoleum 5F

Highest floor of the deep chamber where Great King Zachariel rests. On the small stairs leading to the king's tomb, a shining cube blocks your path.



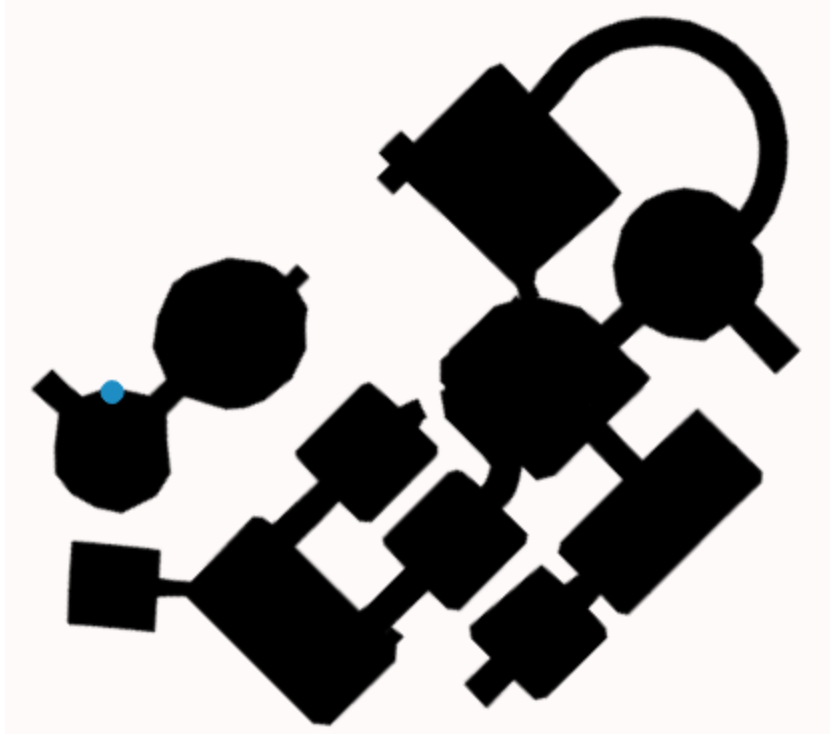
37. Novaha Annex

The annex of a monastery now covered in giant bracken. There, in the place where rituals were performed there are three chairs under a cross.



38. Novaha Assembly Hall

The entrance to this monastery is now covered in giant bracken. On the way leading to the annex are two statues holding babies, and in center, an altar with a cross.



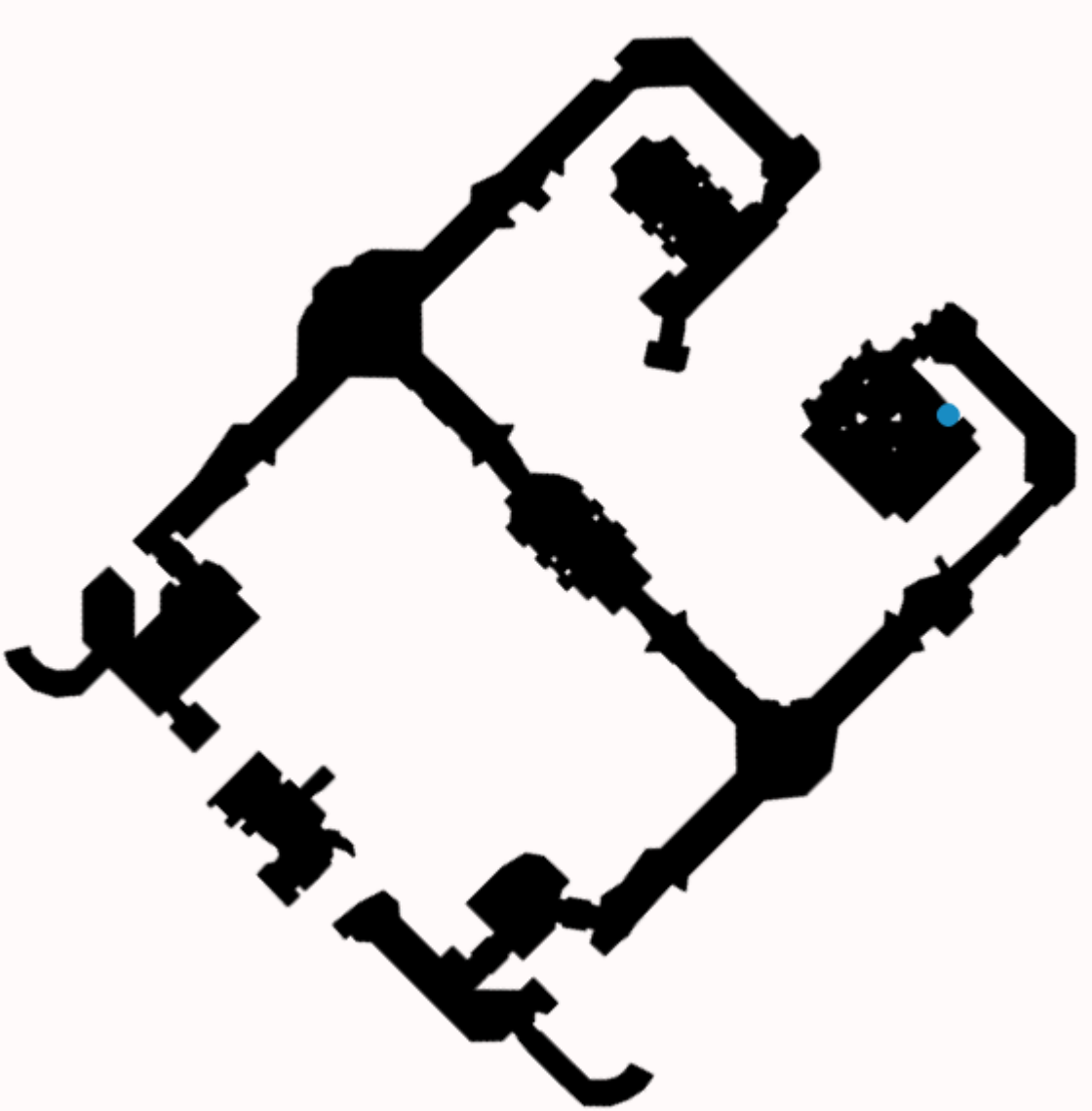
39. Lemprasa Pond

Near the city destroyed by Medzio Diena, the settlers are gathered by a pond. Follow the river from the path going up the camp until the beautiful waterfall.



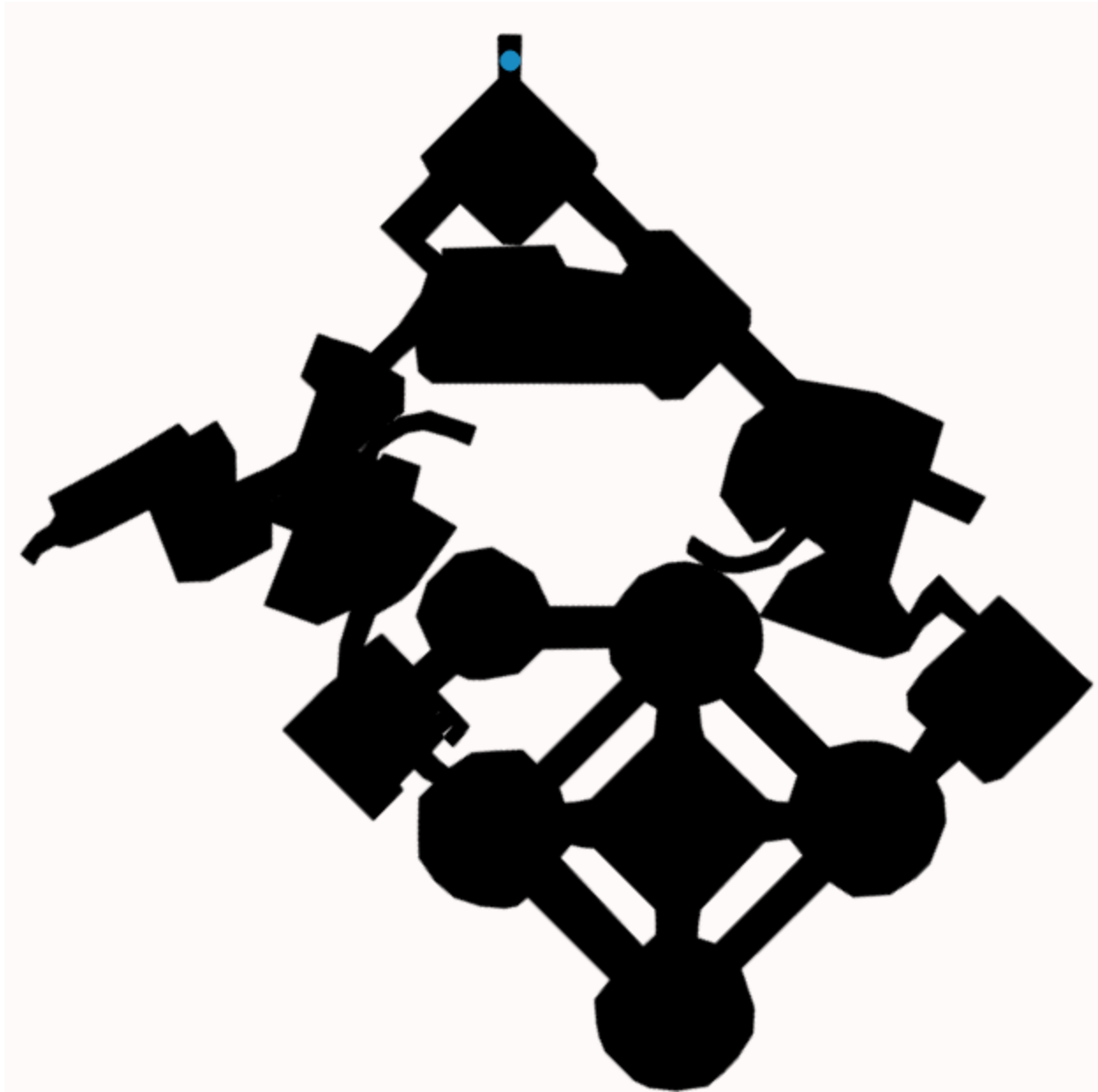
40. Royal Mausoleum 4F

Fourth floor of the deep chamber where Great King Zachariel rests. At the end of the path on the right there is a room with a statue of a silent guardian.



41. Topes Fortress 1F

Lower floor of the fallen alchemist's fortress that is now occupied by the demons. Go up and you'll find an arched gate surrounded by fragments that look like clock hands.



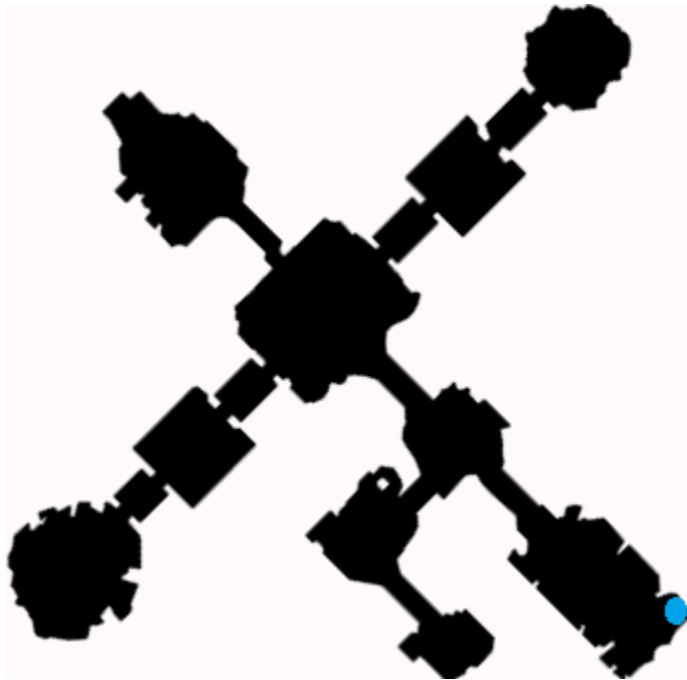
42. Tenants' Farm

A group of tenants, angry at the tyranny of the lands's baron, is gathered at this farm. Among the large weather vanes, one stands on the path to the brewery and workshop.



43. Tenet Church 1F

A demon queen came looking for something in this church. In the middle floor, the path leads from the entrance to an altar with three reading desks.



44. Dadan Jungle

In front of the path to the monastery is a bracken forest. There, on the highest hill is the beginning of a waterfall.



45. Overlong Bridge Valley

In this valley is the camp of the excavation team that's investigating the ruins. Somewhere in cliff is the face of a beast carved on a fragment.



46. Gytis Settlement Area

This settlement area is being turned into a field by order of the knight commander. Next to the path that leads to the herb farm is a cliff. High up there is a notice board that you can't see.



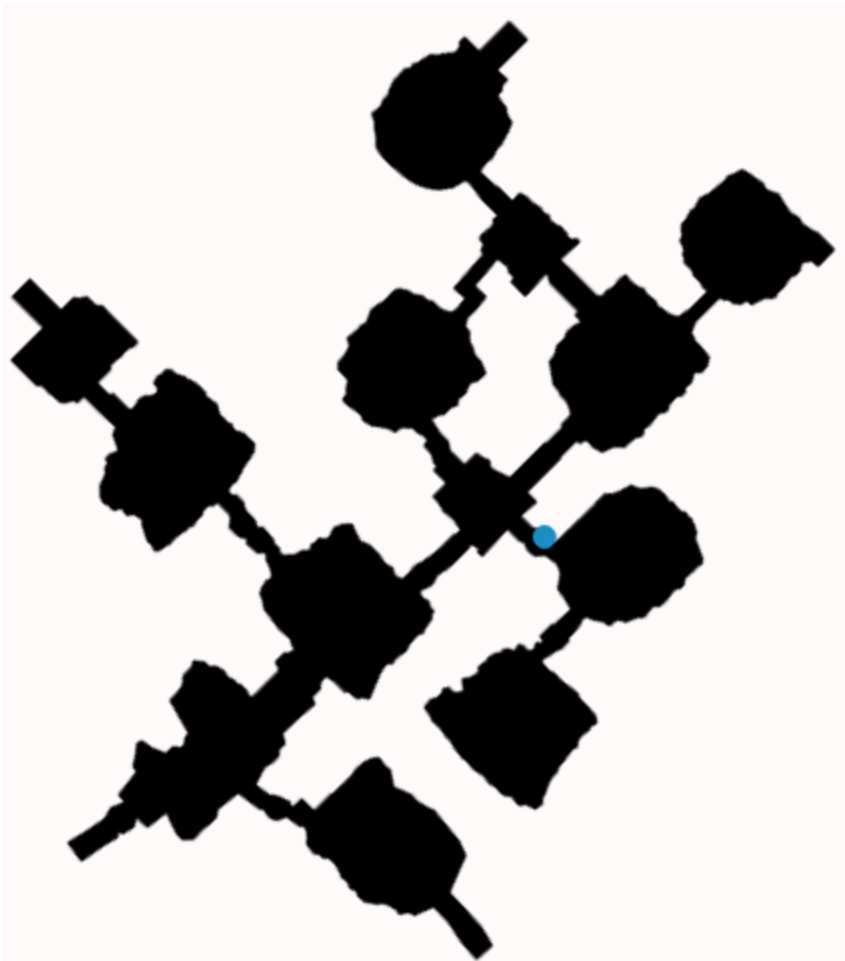
47. Crystal Mine 3F

Last floor of the mine that's filled with crystals and demons. Follow the rails but don't go down. Notice the board with writings in white chalk.



48. Absenta Reservoir

The red water came from this reservoir. Next to the courtyard is a pillar where the water flows. What is in front of it?



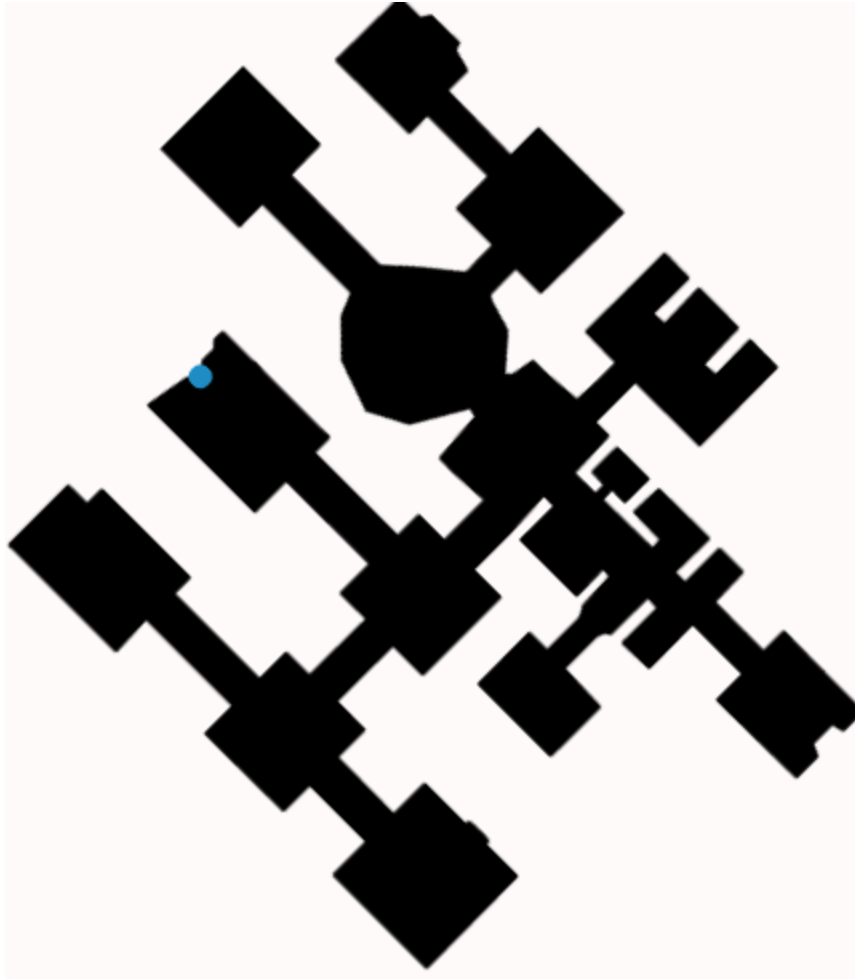
49. Koru Jungle

On the path to the monastery is a bracken forest where the herbalist have settled in their shacks. Follow the rolling river down, down until the wooden dock.



50. Tenet Church B1

A demon queen came looking for something in this church. There, in the underground room with the old carpet and chairs is and enormous pipe organ.



New Collections

1. [Collection: Coasts](#) STR+2;CON+2;HP+80
 - a. [Broken Nimrah Damsel Orb](#)
 - b. [Nimrah Lancer's Spear](#)
 - c. [Nimrah Soldier's Broken Rapier](#)
 - d. [Barl Gunner Cannon Fragment](#)
 - e. [Varle Skipper Sword Fragment](#)
 - f. [Varle Helmsman Mace Head](#)
2. [Collection: Fantasy Library](#) INT+2;SPR+2;SP+8
 - a. [Creto Feather](#)
 - b. [Lunar Angel Trumpet](#)
 - c. [Dimensional Search Scroll](#)
 - d. [Dimensional Essence](#)
 - e. [Demon's Magic Source](#)
 - f. [Monumental Magic Source](#)
3. [Collection: Narvas Temple](#) PAtk+6;PDef+9;HPRec+6
 - a. [Beur Beak](#)
 - b. [Quality Neuk Leather](#)
 - c. [Yakyak Horn](#)
4. [Collection: Lanko Waters](#) MAtk+6;MDef+9;SPRec+1
 - a. [Light Blue Wing](#)
 - b. [Resistance Supplies Match](#)
 - c. [Used Arrow](#)
 - d. [Lakeland Leaves](#)
 - e. [Moist Roots](#)
 - f. [Resistance Supplies Bottle](#)
5. [Collection: Sage Master's Bookmarks](#) Emoticon: Kupole Teehee
 - a. [Sage Master's Red Bookmark](#)
 - b. [Sage Master's Orange Bookmark](#)
 - c. [Sage Master's Yellow Bookmark](#)
 - d. [Sage Master's Green Bookmark](#)
 - e. [Sage Master's Indigo Bookmark](#)
 - f. [Sage Master's Violet Bookmark](#)
6. [Collection: Explorer Finds](#) Emoticon: Kupole Nervous
 - a. [Small Mithril Ore Fragment](#)
 - b. [Small Ithildin Ore Fragment](#)
 - c. [Small Phydecium Fragment](#)
 - d. [Small Opal Fragment](#)
 - e. [Small Garnet Fragment](#)

- f. [Small Obsidian Fragment](#)
- g. [Small Peridot Fragment](#)
- h. [Small Zircon Fragment](#)
- 7. [Collection: Little Dexter's Gift](#)
 - a. [Wilting Weeds](#)
 - b. [Someone's Mallet](#)
 - c. [Fresh Fish](#)
 - d. [Rusty Screw](#)
 - e. [Unripe Apple](#)
 - f. [Torn Wood Pieces](#)
 - g. [Dented Knife](#)

Emoticon: Kupole Shock

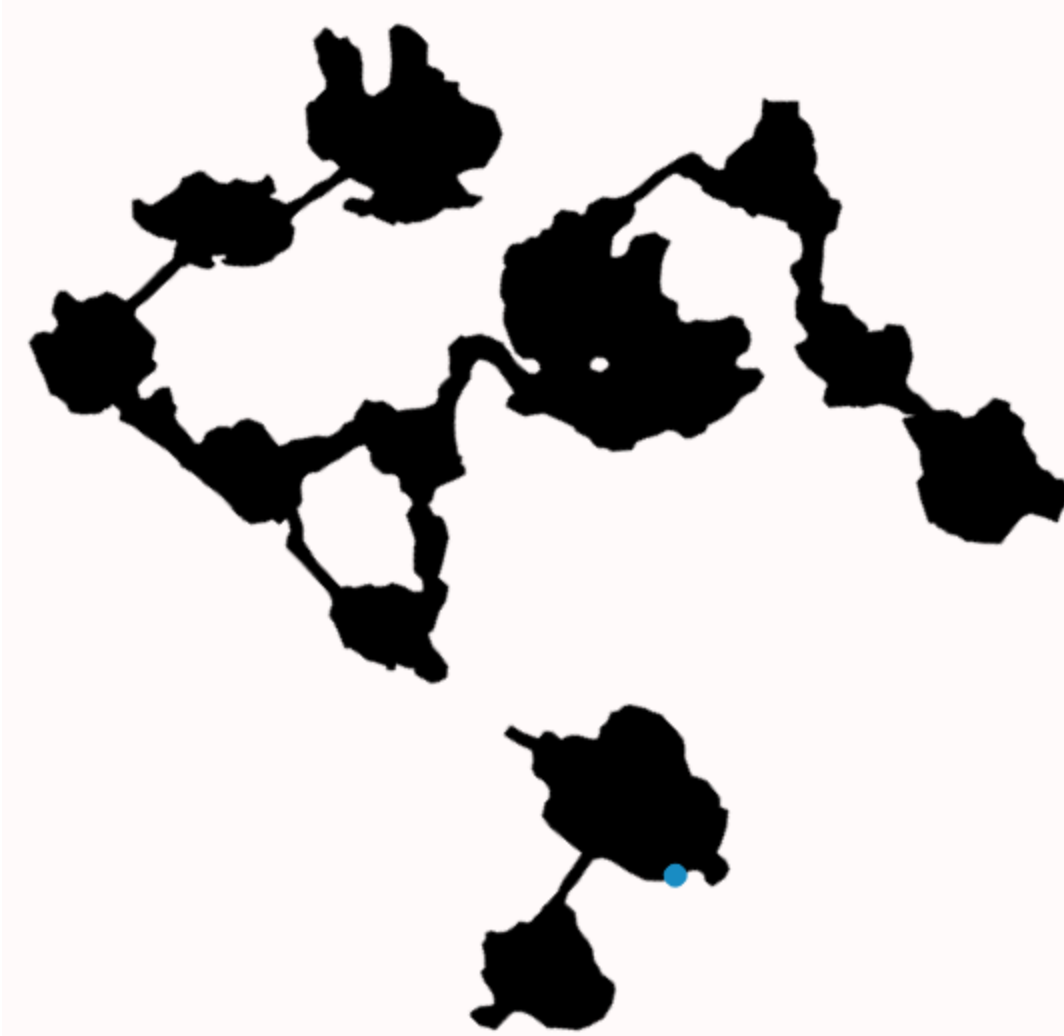
Guide to completing collections

[Collections- Coastal area, narvas area and Lanko area](#)

- One of the easiest collections.
Collection box for coastal area can be gotten in Epherotao Coast.



- Collection box for Narvas area can be gotten from Izoliacija Plateau.



All you need to do for completing them is hunt for monsters and get the mats.

- As for Lanko collection, you need to finish all the quests(including repeatable/green ones) in Lanko 26 Waters and Lanko 22 Waters maps. Then go back to warp statue in Lanko 26. Talk to Skirgaila and he will give you the collection box. Then get that box registered by the NPC first in Klaipeda. Then come to Lanko 26 and search the entire map.. Each item will be accompanied by a golden text and a shiny aura. Items spawn spots are different for each player. Search both maps.

[Collection- Fantasy Library](#)

Complete all the quests (Might not be needed).

Talk to Kupole Rugile to get the collection box.

Register the box first to NPC in Klaipeda.

Get the Creto Feather and Lunar Angel Trumpet by hunting the mobs.

Walk through all 5 maps in a systematic order and thoroughly. You will get the other collection items similar to Lanko collection items. Spots are random for every player. If lucky, you may not have to walk all maps. If not, then probably you will be walking all maps to get items.

[Collection- Sage Master](#)

Do explorer's gimmick.

You will get torn book pages as rewards. (Team storable).

Collect 8 and talk to sage master. You will get 1 book for exchanging 8 pages.

Keep repeating above steps. On **6/9/11/11/14/17/20th** exchange, you will get bookmark item.

You can get Collection box on 3rd exchange.

Reward in question:



[Collection- Dexter](#)

Dexter is the name of a cat which is beside "Benevolent old man". You can interact with it by pressing spacebar.



You can get collection box if you spam interact with Dexter multiple times.
 As soon as you get the collection box, Dexter starts meowing. Keep a note on number of “Nyan” he says. (Random 1-6). A balloon chat with “Nyan” will popup for this.
 Once you get the quest, you can pet the various animals in klaipeda city. (6 in total= 3 cats + 3 dogs).
 Interact with number of cats/dogs Dexter meows. Spam interact till you get a golden text. Golden text with balloon chat on pets implies successful interaction with them. If you dont get anything means you are unsuccessful. Keep trying.
 After you are done with interacting with number of animals, go back to Dexter and interact, you will get a “meow”.



Dogs and Cats locations are marked.

Dog #1= Near Dexter

Dog #2= Near blacksmith NPC

Dog #3= Near the workers.

There are 3 cats very close-by each other near statue.

Cat #1= Top of stairway just south of statue (there are 2 cats here. 1 cat will follow you around which is wrong one. The other cat is correct. Out of 2 cats, the one on the right hand side is correct).

Cat #2= On top of Pyromancer Master's house.

Cat #3= South of TP trader.

Finish the quest and you will get collection material on **3/5/7/9/11/13/15th** completion. Otherwise **for other completions you will not get anything. But this doesn't mean you failed. Keep doing.**

After max. 20 minutes (random 10-20 minutes), you can do the quest again.

Seems the CD works a bit differently than what is been mentioned in inven. The CD starts right when you talk to Dexter and golden text says "wants to play" and it seems to be a fixed 20 minutes and not random.

After completing the collection, talk to collection NPC and choose "Claim collection reward item".

Reward in question:



Collection- Exploration :

This collection can be completed by getting ore pieces from Exploration Gimmick. The collection box also can be received from it.

Reward in question

