

BEORN

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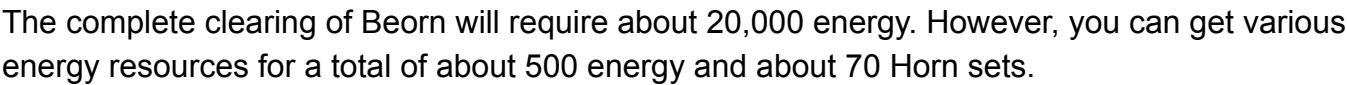
The next stage of Father's search led us to the location of Beorn. Together with partner Ben we have to unravel the secrets of this location. A harmful cunning old man will lead us through the wild thickets and locks of the location to the ancient Sanctuary, where we have to find and pick up the mysterious Sign of the Ancients - the key that opens the gap between the worlds. What kind of key is it, what worlds does it open? So far this is a mystery, the solution of which is lost in the fog of undiscovered locations and lands. Their riddles are intriguing and beckoning. And Beorn is another milestone on this path.



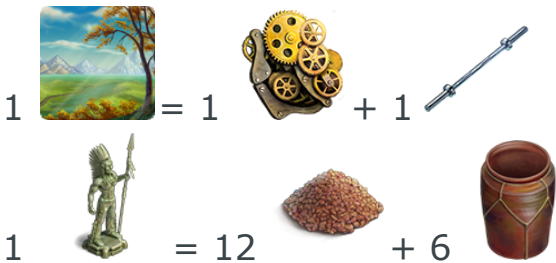
Permanent location. It is located in the Golden Canyon near the location of Inti Coast. Available from level 55 and after the completion of the quests of Inti Coast. Advancement on the location directly depends on the execution of quest. **With the release of Beorn, the location Diamondland will not be included in the limit of locations you have opened! Also note: Greenlee and Forgotten Trails have flipped positions on the map!**

Travel Equipment: Tent, Kerosene Lamp

[Land Task](#), [Entrance to Sanctuary](#), [The Abyss](#), [Rockfall](#), [Gate to the Altar of Spirits](#), [Levers](#), [Sign of the Ancients](#), [To Boern](#), [Spirit Sanctuary](#), [Underground Corridors](#), [The Crossover](#), [Dangerous Tunnel](#), [Mazes](#), [Mystery](#), [Sign of the Ancient](#).



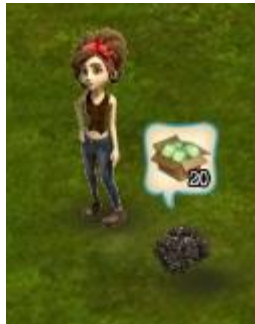
Barter:



Land Task: Guardian Statues



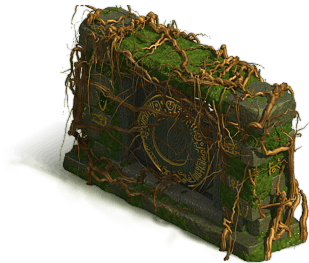
If you put the Hedgehog on the home station and feed him 20 cabbage , then in 3 hours he will bring you useful resources. After three feedings, the hedgehog becomes a golden statue. Simultaneously, only one hedgehog can be released to the station.



Found on Location:

While completing quests, you will have to overcome various obstacles.

Entrance to the Sanctuary.



To get to the Sanctuary, you need to find and open the Gate.
The gate requires 60 energy to open.

The abyss.



To cross the Abyss, you will need to build a Bridge (2 Bridges One for each of 2 Abyss):



Be prepared to be blocked by a 78 energy stone as soon as you build the 2nd bridge.



Rockfall



Before you clear the rockfall, you must strengthen the old walls: 2 pcs.



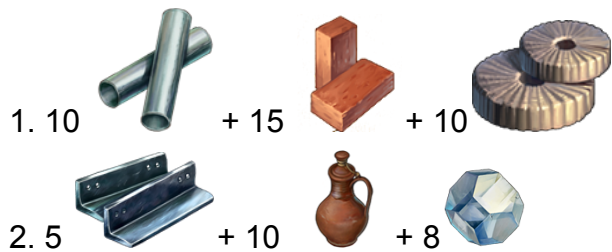
Clear the rockfall:

Clearing away the Rockfall will require 35 energy.

Gate to the Altar of Spirits.



Clean the Gates from dirt and roots:



Find and clean Levers (2pcs.):



Cleaning the lever:



Altar with a sign of the Ancients.



The sign of the Ancients is inside the Altar. To pick it up, click on the Altar. In addition to the Sign of the Ancients, you'll receive other goodies!



Note: The Sign of the Ancients DOES NOT unload from your sled with "Unload All". You must scroll back through the cargo of travel equipment to find it and click "unload" under it to put it into storage.

Questline


To Beorn



Now we knew where to look for the Sign of the Ancients. At night, I could not close my eyes, anticipating an early meeting with my father. I had so much to tell him! Therefore, early in the morning I shook the grumbling Ben, and we went to Beorn.



Go to Beorn

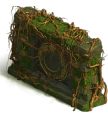
Reward: 30 Energy 

The wild thickets of Beorn stretched for miles around. I could not even imagine where to begin the search. I could only hope that my self-confident partner had a plan.



Spirit Sanctuary

We went in search of the Sanctuary. The silence of the forest was alarming, and Shaman's words about spirits sounded in my head. I peered into the trees and bushes, ready for any turn of events.



Find the entrance to the Spirit Sanctuary on the Beorn location.



Open the entrance to the Spirit Sanctuary. (60 Energy required)

Rewards: 50 Coal , 10 Beams 

I was trembling, looking at this creation of ancient civilizations - the arch at the entrance to the Sanctuary reached for the sky and seemed impregnable. But Ben yanked me and sign showed me to follow him.





Underground Corridors

We were in a narrow tunnel. I realized that I had to go to the touch, and tried to keep up with Ben, who confidently moved along the dark corridor, not slowing down.



Continue through the corridor a short way and locate the first Abyss.

Reward: 10 Woolen Thread



I tripped over a large stone in the shadows. As I got up, I wanted to continue walking, when suddenly Ben grabbed my sleeve and pulled me back.

Reach this point to complete this quest. Ben will talk with you again.



The Crossover

I looked around carefully - some boards and many stones lay around, as if someone had specially brought them here. It remained only to figure out how to make a reliable crossing over the abyss from this.



Create the bridges over the 2 Abyss.

Note: You will have a 78 energy stone blocking your path when you build the 2nd bridge.



Continue down the corridor until you find the rockfall

Rewards: 3 cookies 🍪, 3 mortar 🪄

It happened! I mentally thanked the one who left the materials here, and hoped that he, too, managed to get to the goal. And Ben and I continued to go deeper into the Sanctuary.



Dangerous tunnel

It was risky to disassemble the blockage - the walls and ceiling of the Sanctuary could fall on our heads at any moment. I had to quickly and accurately build a reliable support, and then disassemble the obstruction.



Build the two walls just before the rockfall.



Clear the Rockfall (35 energy)

Rewards: 5 +10 energy Honey 🍯 , 2 Blueberries 🫐

The passage was cleared and looked reliable - we could go further. I was grateful to Ben - the second time he warned me about the danger. But I had doubts - he was too good at the ancient dungeon ...



Mazes

Gradually, the narrow corridor began to expand, and after bifurcation, and even upset, turning into insidious labyrinths. But my self-assured partner was not so confusing - he always knew which corridor to choose.



Continue through the mazes to to top right edge to find the Spirit Sanctuary



Clear the gates to the Spirit Altar of growth. (See above)

Rewards: 50 Fish  , 3 Buttermilk 

Clearing the gate, I naively believed that they would open easily. I jerked the handles - and nothing happened. I tried to press them, but the result was the same - the gate stood tight.



Mystery

I tried not to think where the former gangster knew the ancient language. The main thing was to solve the riddle, and we began to carefully examine the walls in search of clues. And then there came Ben's triumphant cry - he found a lever in the wall! It was only necessary to clean it and try to press it.



Locate the 2 switches and clean them to open the Gate to the Altar.
(Items needed to clean the switches listed above.)



Reward: 1 +20 energy pie 🥧

Ben pressed the lever, and we froze in anticipation, but the gate did not even stir. A vague guess flashed through my mind: "The Sanctuary of Spirits will be revealed only to those who launch the ancient mechanism." And I rushed to look for the second lever!



Sign of the Ancients

We went into the spacious room. I had never seen the Sign of the Ancients before, but I recognized it immediately - it lay on the altar in the center of the hall. And I, forgetting about everything, went to him.



Pick up the Sign of the Ancients. You will get many other goodies along with it. (See video above.)

Reward: 3 Emeralds 💎

I felt the power coming from the ancient relic. The hope of finding a father slowly dying out in me suddenly arose and revived - I felt that my search would soon be over.



Coming Next: Having solved Beorn's riddles, we are opening a further path to the Canyon location through Southern Reach.

100% Clearing Reward

Click the picture to watch the video



Create by [Doug Bowman](#) (Released to the game July 12, 2018)
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