

Rewards

Magic Lectern

For the quests

Generates gifts every 12 hours, 7 times in total.



Magic Office

From the mail, upgraded with Mage's Tokens given for completing Adventurer Coin tasks

Clickable



Mage Figurine

A figurine for the Trophy Shelf

For finishing the quiz













Adventurer Coin rewards

You need to follow Adventurer Coin tasks in this land.

50	90	140	210	270	320
3x 	5x 	1x 	10x 	1x 	5x 
		380	430		
		1x 	1x 		



























Quests

Name	Tasks	Icon
------	-------	------

<div>Royal Quiz</div> <div>COINS 1500 XP 1500 Diamond Dust 10</div>	<div>Gather some Q-signs</div>	
	<div>Get the first question</div>	
	<div>Take your reward</div>	
<div>Magic Office</div> <div>COINS 1000 XP 1000 Emerald Mixture 1</div>	<div>Read the mail about the update</div>	
	<div>Place the Magic Office on your land (look in the mail or storage)</div>	
	<div>Fully upgrade the Magic Office</div>	
<div>Mage's apprentice</div> <div>COINS 2000 XP 2000 Coin of Winter 1</div>	<div>Travel to the School of Magic</div>	
	<div>Learn all types of magic</div>	
	<div>Take the reward home</div>	
<div>Magic Well</div> <div>COINS 1000 XP 1000 Amber Mixture 1</div>	<div>Upgrade the Well to the last stage (at the School of Magic)</div>	

Adventurer Coin

<div>Gather some Essence of Knowledge</div> 	<div>Learn Creation Magic</div> 	<div>Create any decoration from the Cloud</div> 
<div>Talk to the fairies</div> 	<div>Turn the Clouds into decorations the fairies asked for</div> 	<div>Get your Master's Certificate</div> 

<p>Learn Energy Magic</p> 	<p>Fix the Stonebreaker</p> 	<p>Destroy the Solar Stones with Dwarf Dynamite or Bombs</p> 
<p>Destroy the Stone Block</p> 	<p>Collect some Dark Matter</p> 	<p>Make a Magic Wand</p> 
<p>Learn Transforming Spells</p> 	<p>Turn Common Objects into Unusual ones</p> 	<p>Bring the Unusual Objects to Witch Agnes and ask her to assess them</p> 
<p>Gather some Thick Pine Needles</p> 	<p>Learn Magic of Forest</p> 	<p>Grow the flower in the hands of Wood Elf</p> 
<p>Catch all Fireflies</p> 	<p>Learn Reverse Spell</p> 	<p>Restore Wood Elf to its former appearance</p> 
<p>Help Philip practice Magic of Forest</p> 	<p>Restore monster objects to their former appearance</p> 	<p>Open the Mage's Gate</p> 
<p>Turn the Clouds into the decorations the mages asked for</p> 	<p>Destroy Corrupted Stones with Catapults</p> 	<p>Turn Pieces of Wood into Mosaic Pieces</p> 
<p>Assemble the mosaic (ask Alberius Crust to check it)</p> 	<p>Grow Fruit Trees</p> 	<p>Collect all Books of Knowledge</p> 
<p>Activate the Places of Power</p> 	<p>Collect all Magic Mushrooms</p> 	<p>Cut down 30 Fruit Trees</p> 
<p>Cut dom Hydrangeas</p> 	<p>Get all Magic Stones</p> 	<p>Remove all Corrupted Trees</p> 
	<p>Clear 30% of the land</p> 	

Items

Name	Description	Icon
Essence of Expertise	Needed to complete tasks in the land. Obtained by removing Pure Wisdom.	
Energy Magic	Needed for destruction and construction. Can be learned from Chief Redbeard and made by Philip VII.	
Charge	Put it into the Stonebreaker to break the Stone Block. Can be obtained from Solar Stones.	
Master's Certificate	Needed to pass through the Mage's Gate. Obtained by learning new types of magic at the School of Magic.	
Creation Magic	Needed to create anything. Can be learned from Violet the Fairy and made by Philip VII.	
Dark Matter	Needed to make Transforming Spells. Obtained from Night Spheres.	
Transforming Spell	Can be used to turn anything into anything. Can be learned from the Witchcraft Book and made by Philip VII.	
Thick Pine Needles	Needed to make Magic of Forest. Obtained from Tinkling Pines.	
Magic of Forest	Allows anything to grow. Can be learned from the Forest Lord and made by Philip VII.	
Reverse Spell	They will help correct Philip's mistakes. Can be learned from the Forest Lord.	
Sparkling Pollen	Needed to make Reverse Spells. Obtained from Fireflies.	
Mage's Token	Needed to upgrade the Magic Office. Obtained by collecting Adventurer Coins on the location.	

Royal Quiz

Question	Answer
How many types of magic exist at the moment?	54
What magic is the brightest and most powerful?	Opal
Which mage's lessons do children always remember particularly accurately?	McStanus
What helps unicorns make their magic shine?	Flowers
What do young dragons use their magic for?	Game development
What 'magic' does absolutely everyone in the Kingdom have?	Smile
What was the name of the first famous magician of the Kingdom?	McNamus
Without the magic of which fairy can a thunderstorm break out?	Rain Fairy
Which educational institution did Alberius Crust graduate from?	Magicians' Academy
What Supreme Magician the Kingdom doesn't have?	Court Magician
Who is the best magic teacher in the Kingdom?	Alberius Crust
In what craft are witches as good as magic?	Cleaning
What kind of pets do witches keep, besides cats?	Parrot
Who is the daughter of High Darkness?	Bellatrix
How is McStanus related to McManus?	Nephew

