Note: You must have completed the goal for Dusk Valley before you can start this goal.

Your name has been scribed into the Tome of the Relyks.

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Difficulty : Difficult

Recommended Level: 201

Maximum Level : 201

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Tasks:

1 - Have your name scribed into the Tome of the Relyks : Completed

2 - Speak to Kiden the chef : Completed

3 - Help Kiden play a prank on master Nystaulyk : Completed

4 - Return to Kiden to talk about the diary : Completed

5 - Investigate Kiden's nursery rhyme further : Completed

6 - Return to the master's quarters to read the diary : Completed

7 - Forge a letter using master Nystaulyk's handwriting : Completed

8 - Bring a special piece of amber to Kiden : Completed

9 - Retrieve a skin and bones to make a dragon statue : Completed

10 - Help Kiden install the dragon statue in his quarters. : Completed

11 - Let Grandmaster Mage Nystaulyk know that Kiden is dead. : Completed

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1. To open the goal, go to Adorra, say yes, or nod (caveat, i didnt record the steps here).

2. Farm servant's face (kill the cleaning servants, autoloot on, until you get a servant's face).

3. Go to Kiden.

Kiden says, 'Hello Sparhawk. You may have not heard yet, but I'm quite

the prankster. I could really use your help in my next prank on

Grandmaster Mage Nystaulyk. You should forge a funny letter with his

handwriting. I'm sure there is an example of handwriting in his quarters,

but getting there is an different issue. You will have to get through the

upstairs deadman and into the vault's safe first. Visit the master

craftsman in the workshop and maybe he can get you started. I offer you a

warning though: the guards only allow servants to pass through the

deadman.'

3. Go to the master craftsman, open workbench, get mold workbench.

4. Autoloot on, kill the following animals until you get an item from each of them (these items expire after a while, so farm fast):

- a grey eagle

- a pit viper

- a scorpion

- a black boar

- a mud wasp

- a brown bear

- a black crow

- a wolf

5. Put the items (all 8 of them) into the key mold, give the mold with the items to the master craftsman, he'll give you a segmented key.

6. Wear the servant's face, go to room 38230

7. Say yes

8. Say west

9. Run s, open w, w, open safe, get signet safe

10. Go to room 38214

11. Open south, south

12. Read diary

13. Return to Kiden

Kiden says, 'Of course the diary is in the Relyk language! Why didn't I

think of that before? Not only did the blast in Dusk Valley change the

atmosphere and leave a strange glow in the sky, but everything underground

became energized. Strange things happen underground during different

times of the day. I'm not a Relyk, but when I came here as a child

there was a nursery rhyme they used to tell us before going to sleep:

Into the dark and and into the deep,

where the dragon lurks and creeps.

To read the wall and gain clear sight,

you need not black, or grey, but white.'

\*\* Task Done : Return to Kiden to talk about the diary

\*\* Task Added : Investigate Kiden's nursery rhyme further

14. Go to room 38219, at 10/11am mudtime (not sure about the exact time, but I am guessing the part about not black, or grey, but white means daytime), read wall. I did it at 11am mudtime.

read wall

lands destroyed and victory lost

everything we fought for is now gone

surrounded by tyrants with no means to escape

and something went horribly wrong

an unimaginable force enveloped us all

our numbers dwindle and we take flight

visions of future when we will return

and reign under the moon of white

\*\* Task Done : Investigate Kiden's nursery rhyme further

You now understand the Relyk language!

You should return to the master's quarters.

\*\* Task Added : Return to the master's quarters to read the diary

15. Go to room 38214, open south, south, read diary

read diary

You have analyzed the master's handwriting.

\*\* Task Done : Return to the master's quarters to read the diary

\*\* Task Added : Forge a letter using master Nystaulyk's handwriting

16. Forge letter

forge letter

You have forged a letter in the handwriting of master Nystaulyk that reads:

I am a big doodie head. -Grandmaster Mage Nystaulyk

You should take the letter to Kiden so he can play the prank.

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

17. Return to Kiden

Kiden says, 'I have one more prank I'd like you to help me with.

When the builders were mining the cave one of the items they

recovered was a powerful recipe sealed in amber. If you can

bring me the amber from the showcase I'll know you really

can be trusted to help me pull off this last big prank.

\*\* Task Added : Bring a special piece of amber to Kiden

18. Go to room 38232, open showcase with signet ring, get amber showcase

19. Go back to Kiden, give amber kiden

You give a chunk of amber to Kiden.

Kiden says, 'I see that you can be trusted and really want to help me.

I want to have a full-sized dragon statue in my quarters so when

Nystaulyk walks in it scares him to death. To build a dragon statue

you need a dragon skin and bones to hold it up. I've heard that dragon

bones are kinda meaty and I don't want you stinking up my quarters. It will

require some high temperatures to take the meat off those bones. Bring me

a full dragon skin with all of the proper bones and we can install it

together.'

\*\* Task Done : Bring a special piece of amber to Kiden

\*\* Task Added : Retrieve a skin and bones to make a dragon statue

20. Go to the butcher, buy skin

21. Autoloot on, kill the dragons (white, black, flame, frost) for a dragon bone, give the bone to ferruk for a dragon part.

22. Collect 24 UNIQUE parts (this is a nuisance), put them into the skin

23. Once complete, give skin kiden

You give a dragon skin to Kiden.

Kiden says, "You have collected the necessary bones to make a dragon statue."

Kiden says 'Are you ready to install the dragon statue?'

\*\* Task Done : Retrieve a skin and bones to make a dragon statue

\*\* Task Added : Help Kiden install the dragon statue in his quarters.

24. Say yes

You say 'yes'

Kiden says, 'I should thank you for all of your help but fairly soon

it won't matter. How could you not see this coming? I am not who

you think I am. I am actually a Nightshifter and my position as a

chef was only a cover. Before Master Mages Fahlen and Fahlyk died

after leaving Dusk Valley they both had sons. Grandmaster Mage

Nystaulyk is the fifth generation grandson of Fahlyk, and I am the

fith generation grandson of Fahlen.

For centuries the Relyks refused to share their knowledge and power

with my race. They blamed us for The Great War and the destruction of

Dusk Valley. My ancestors devoted their lives to the black magicks in

anticipation of a another war. Once they realized that the Relyks came

from integrating Eldars and Giants, our Eldars wanted an even more

powerful race so they began integrating with the Shadows to create

Nightshifters.

I was inserted undercover into this mansion when I was still a

child and have become more powerful every day. My family has been

waiting for me to destroy Nystaulyk and claim Afterglow as a permanent

home for us. I only had to wait for someone foolish enough to help me

gain the upper hand. That is where you came in.

You helped me forge a letter in Nystaulyk's handwriting, and that

was meant to distract him while I finished my plan to attack. You

have collected everything I needed to build a dragon and also gave

me this piece of amber which actually contains a powerful necromancer

spell to give this dragon life. You have unknowingly brought the

race of Relyks to their knees.

Unfortunately you know too much, so after you are gone I will destroy

Nystaulyk and everyone else in this mansion.'

Kiden utters the words, 'bovalata'.

The amber catches fire and melts to the ground, revealing an ancient scroll.

Kiden recites the scroll and you hear a dragon's roar from the direction

of Kiden's quarters.

A Giant warrior crashes west.

Kiden says, 'Because I feel sorry for tricking you, I will give you only

one opportunity to escape your fate. I want to hear you surrender in

Relyk though: ' '`',..,,.., ^.-<><>o:`:..o<> }{,,. \_,,.>-

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

25. say ' '`',..,,.., ^.-<><>o:`:..o<> }{,,. \_,,.>-, be prepared for BOSS FIGHT!

\*\* Task Done : Help Kiden install the dragon statue in his quarters.

\*\* Task Added : Let Grandmaster Mage Nystaulyk know that Kiden is dead.

26. Go back to Nystaulyk (room 38213)

27. Say Kiden is dead

You say 'Kiden is dead'

Nystaulyk says, 'I have already heard the news about Kiden and his plot

against us. He has been causing me much grief for years with those

horrible pranks, and there was definitely something not right against him.

I know you were part of Kiden's last pranks but I don't think you knew the

damage you were really causing.

This community is built on trust, accountability, and hard work. You

were able to draw Kiden out into the open and deal with him and that horrible

dragon. For the contribution you have provided to this community, I will

scribe your name upon the pages of the Tome of the Relyks. We thank you

for your service Sparhawk.'

Nystaulyk scribes your name upon the pages of the Tome of the Relyks.

You receive Tome of the <>Relyks<> from Grandmaster Mage Nystaulyk.

You receive <>Storms of a White Moon<> from Grandmaster Mage Nystaulyk.

You receive <>Deep Reflections<> from Grandmaster Mage Nystaulyk.

\*\* Task Done : Let Grandmaster Mage Nystaulyk know that Kiden is dead.

\*\* Task Done : Have your name scribed into the Tome of the Relyks

\*\* Goal Completed: Have your name scribed into the Tome of the Relyks

INFO: The name Sparhawk has been scribed upon the pages of the Tome of the Relyks.

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| Keywords : 201storms white moon storms |

| Name : <>Storms of a White Moon<> |

| Id : 2253783674 |

| Type : Armor Level : 201 |

| Worth : 10,500 Weight : 22 |

| Wearable : ear |

| Score : 550 |

| Material : agate |

| Flags : unique, glow, hum, magic, held, burn-proof, |

| : nolocate, resonated, illuminated, V3 |

| Notes : Item has 5 resistance affects. |

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| Stat Mods : Damage roll : +21 Hit roll : +13 |

| Intelligence : +4 Wisdom : +6 |

| Luck : +9 Constitution : +2 |

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| Enchants: |

| Illuminate : Luck +2 (removable by enchanter) |

| : Wisdom +2 (removable by enchanter) |

| Resonate : Luck +3 (removable by enchanter) |

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| Keywords : 201deep reflections deep |

| Name : <>Deep Reflections<> |

| Id : 2253783675 |

| Type : Armor Level : 201 |

| Worth : 10,500 Weight : 22 |

| Wearable : neck |

| Score : 530 |

| Material : opal |

| Flags : unique, glow, hum, magic, held, burn-proof, |

| : nolocate, resonated, illuminated, V3 |

| Notes : Item has 5 resistance affects. |

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| Stat Mods : Damage roll : +21 Hit roll : +13 |

| Strength : +4 Dexterity : +4 |

| Constitution : +4 Luck : +4 |

| Wisdom : +3 |

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| Enchants: |

| Illuminate : Wisdom +3 (removable with TP only) |

| Resonate : Luck +2 (removable with TP only) |

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| Keywords : 201tome relyks tome |

| Name : Tome of the <>Relyks<> |

| Id : 2253783673 |

| Type : Weapon Level : 201 |

| Worth : 1,206 Weight : 4 |

| Wearable : wield |

| Score : 2240 |

| Material : papyrus |

| Flags : magic, held, burn-proof, nolocate, V3 |

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| Weapon Type: exotic Average Dam : 475 |

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| Stat Mods : Damage roll : +20 Hit roll : +14 |

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