**Goal for Intrigues of Times Past**

**Requirements**

**Solution**

Goal information for: Intrigues of Times Passed - Completed
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Family Balmtor, once a strong and noble family, lost their status and power
due to an argument, many years ago. With the "sudden" death of the late
king Victor, fingers are being pointed everwhere and at everyone. And
while there are those who seem pleased with the new management, some stand
to lose their lives because of it. Can you solve the murder of the late
king and reinstate family Balmtor as nobility?

Congratulations! There are however a few secrets here that you may have
missed. Try feeding the duck, finding those that have been lost and forgotten
and giving drink to one who thirsts. Happy Hunting.

Should you find yourself above the village and wish you weren't, go see Mad
Gerald. He can provide you with a quick exit to the following intriguing rooms
- banquet hall, theatrical chamber, infirmary and map room.
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Difficulty : Medium
Recommended Level: 175
Minimum Level : 150
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Tasks:
1 - How did the old King die? : Completed
2 - Let us help each other, information isn't free! : Completed
3 - Make an alliance with the church. : Completed
4 - Remove the general! : Completed
5 - Out with the old, in with the new. : Completed
6 - Drain the royal blood line! : Completed
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1. Open n, run 4nw to the ghost of King Victor, say "i can see you", then say
"yes", then say "accept"
2. Run e2sen to Friedrich Balmtor and say "who killed old King Victor?" for a
Secret Pact
3. run sw2nwn, enter cauldron, run 2e3s2u, enter cannon, run dn2wnd and buy
some Mystical Medicine
4. run us3enu and give the medicine to High Chamberlain Edward
5. Give the Secret Pact to High Chamberlain Edward for Church's reply to the
pact
6. Return to Friedrich Balmtor and give him the Church's reply to the pact
7. Find Sir Gaynor of Gloucestershire (3rd section) and kill him for the
general's scalp (around run sw2nwn;enter cauldron; run 2e3s2u;ent can; run dn2wn2w;enter prie)
8. Return to Friedrich Balmtor and give him the general's scalp
9. Proceed to the Tavern of Balmtor in the 4th section (this was the Tavern of
the Black Seal in Black Adder). ( run sw2nwn;enter cauldron;run 2e3s2u;ent can;run dn2wn2w;enter prie;run nwsw;enter sense and hunt snail or hunt gerald)
9a. Once in 4th (creeping) section look for (G) then up and north, kill a villager or snail for 'Mr. Key' and open north to get to Sir Tallon (Vector)
10. Attack Sir Tallon of Rivington and knock him down to 30%, fight will stop and he will say - Sir Tallon of Rivington exclaims 'MERCY, I give in!' and give him 10000 gold. He will give you an item called the Sloppy Hat.
11. Target Friar Mezert and knock him down to 30%, he will say - Friar Mezert exclaims 'MERCY, I give in!' and give him the Sloppy Hat, he will give you an item called a Pardon.
12. Target Shaun (corr. vector) and knock him down to 30%, he will say - Shaun exclaims 'MERCY, I give in!' and give him the Pardon. He will give you a Pint of Stout.
13. Target Benthis of Devon and once again wound him down to 30%, he will say - Benthis of Devon exclaims 'MERCY, I give in!' and give him the Pint of Stout, he will give you a Stick.
14. Take Sir Hollis Fletcher down to 30%, he will say - Sir Hollis Fletcher exclaims 'MERCY, I give in!' and give him the Stick and you will get the Scarred Ducat.
15. Finally knock Trannys Booth down to 30%, he will say - Trannys Booth exclaims 'MERCY, I give in!' and give him the Scarred Ducat, you will be transported. (NOTE: if there is a tick and he heals you will be transported after getting a message like I am still healthy enough to fight. Just go back to him, steal the ducat back, fight him again and give the ducat back to him again)(Correct room for transport is An older passage)
16. Go up and kill the rogue for rogue's finger
17. Return to Friedrich Balmtor and give him the rogue's finger
18. Kill the new king Robert, pick up crown, return to Friedrich and hand it in to receive a pound of horseflesh.
19. Return to the ghost of King Victor and give him the pound of horseflesh

**Reward**

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| Keywords : forgotten ear stud |
| Name : a Forgotten Stud |
| Type : Armor Level : 199 |
| Worth : 2,800 Weight : 7 |
| Wearable : ear |
| Flags : invis, magic, burn-proof, V3 |
| Found at : Intrigues of Times Past |
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| Stat Mods : Damage roll : +15 Strength : +3 |
| Intelligence : +3 Wisdom : +3 |
| Constitution : +3 Dexterity : +3 |
| Luck : +3 |
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| Resist Mods: All physical : +11 All magic : +8 |
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