**Goal for Nyne Woods**

**Requirements**

**Solution**

a. This goal is not for the puny. The boss fights (yes, there are more than one) will be extremely tough. Be neutral.  
if you haven’t trained some hp and stats. I tried to label the boss fights below;   
I succeeded by equipping a shield, using 'dispel magic' on the mobs and having plenty of potions.  
b. One of the tasks requires you to give up a Trip to the Killing Fields portal. If you don’t have one, get one. If you want to keep yours, get a second one.  
c. As the helpfile states, you need to have done the Den of Thieves and Killing Fields goals in order to start the Nyne goal.  
d. Exploration: Before doing the goal, you have access to 93/119 rooms.   
After finishing Nyne1, you'll gain access to 21 more rooms. 4 more rooms are boss rooms in the Nyne3 goal. I'm still trying to find the last room; will update this thread when I find it.  
  
  
Nyne1 goal:  
1. Go to the room w of entrance, X. At the Mysterious Man, say yes. Then say I accept. This starts the goal.   
(If you can't get this to work, make sure you've done the Den of Thieves and Killing Fields goals.)  
  
Task 1 : Defeat Damian For Good  
Finishing Damian once and for all is the only way to win.  
  
Task 2 : Check In With Jumpsteady  
Better tell Jumpsteady that you are here to help.  
  
Task 3 : Ask The Matron For Help  
Sometimes the best course of action is to simply ask for help.  
  
2. Go to Jumpsteady in the room An (Un)fortunate Meeting (from Mysterious Man, s2es, op e, en). Say I am here to help. Another task adds.  
  
Task 3 : Gather Up Some Fox Furs  
Fox furs can be found on foxes, you need 10 of them. Don't forget to tell Jumpsteady when you are done.  
  
3. Kill Foxxy Foxes in the woods. They will drop Silver Fox Furs. Collect 10 of them.   
  
4. Go back to Jumpsteady in An (Un)Fortunate Meeting. Say I am done. Two tasks complete.  
  
5. Go to the Matron in The Throne Is Not A Game. (From entrance, s2wsdw2n.) Say help. Several tasks add.  
  
Task 1 : Defeat Damian For Good  
Finishing Damian once and for all is the only way to win.  
  
Task 5 : Gain The Favor Of The Duke  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."   
  
Task 6 : Gain The Favor Of Shaggy  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."   
  
Task 7 : Gain The Favor Of Bones  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."   
  
Task 8 : Gain The Favor Of Hektik  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."   
  
Task 9 : Gain The Favor Of Jaymo  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."   
  
Task 10 : Gain The Favor Of Grundy  
In order for them to even listen to you, you must say this phrase "The Lotus   
grows where the roses pass."  
  
I did these a little out of order, but it doesn't matter.  
  
The Favor of Shaggy (In the room A Strange Museum, use the cexit "tear ticket".)  
  
6. Go to Southwest Shaggy in A Corner of Relative Calm. Say the lotus grows where the roses pass.  
  
7. Go to The Center Ring of a Three Ring…Circus? in the middle of that part and kill the ringmaster. A new task adds.  
  
\*\* Task Added : Look Elsewhere For The Elven Whiskey  
Task 7 : Look Elsewhere For The Elven Whiskey  
Where else can you find some elves here to ask for some whiskey?  
  
8. Go to Carpatia in the room An Encounter with Elves (from entrance, sese2n).   
Say ‘whiskey’.   
Carpatia says, "Oh you want some elven whiskey. I happen to have a flask but it's not free, I require payment."   
Give 5000 coins Carpatia.   
She gives you Some Vintage Elven Whiskey and that task completes.  
  
9. Return to Shaggy. Give whiskey Shaggy. Task completes.  
  
The Favor of Duke (In the room A Strange Museum, use the cexit "read flier".)  
  
10. Go to the Duke in the room The Fearis Wheel. Say "The Lotus grows where the roses pass."  
  
The Duke Of The Wicked says, "It's been awhile since I heard that phrase.  
So you have come for my help? What you seek is not for the faint of heart.  
You wish to defeat the Shadowwalker no? You best, because if you seek to  
use this power for your own I will personally destroy you. Now in order  
for me to truly believe you have what it takes you will have to manage to  
get The Juggla to drop his heads."  
  
Task 5 : Gain The Favor Of The Duke  
Now in order for me to truly believe you have what it takes you will have to   
manage to get The Juggla to drop his heads.  
  
11. Go 2w to the Juggla. Kill him. The task updates.  
  
The Juggla juggles those heads all the way to his death. When he falls, they land neatly on his chest. He never dropped a single one.  
\*\* Task Added : Find A Way To Get The Juggla To Drop His Heads  
Task 6 : Find A Way To Get The Juggla To Drop His Heads  
Perhaps someone within the festival knows the secret.  
  
12. Go to a strong man and say ‘secret’.   
Then go to a temptress and type french temptress.   
She should give you a Sinfully Naughty Picture. (It decays after a few minutes.)  
  
A Strong Man says, "Oh there are a few secrets around here, but the one I love is what the Temptress does for a deep kiss."  
A Twisted Temptress says, "Oh La La! Such a delicious kiss, here is something to remember me by."  
  
Do you know how many people would love for you to SHOW this to them?  
  
13. Go back to the Juggla and type ‘show picture’. Task completes. Go back to the Duke and the related task autocompletes.  
  
The Favor of Bones (In the room A Strange Museum, use the cexit "turn the crank".)  
  
14. Go to Mister Bones in the room Wondrous Things. Say “The Lotus grows where the roses pass.” Task updates.  
  
Task 8 : Gain The Favor Of Bones  
I have ALWAYS wanted to know what was inside the Mystery Box but the damn   
thing is rusted shut.  
  
15. From Bones, go wnwn, open up, up. Kill the box. Task adds.  
  
16. Go to a vendor and say lubrication.   
  
A Rotten Popcorn Vendor says, "Lubrication? Well you could use some of  
this faux butter, but I umm used it all. I hear that the guys with the  
beards will share their welk oil for a price."  
  
17. Find a bearded man in the room Amazing…ly Stupid and give him 10000 coins. He gives you welk oil.  
  
18. With the welk oil in inventory, go back to the Box in the room An Out of the Way Spot and type ‘turn the crank’. Task completes.  
  
19. Return to Mister Bones. The task autocompletes on entry.  
  
The Favor of Hektik (In the room A Strange Museum, use the cexit "Rub the Lamp".)  
  
20. Go to Hektik in the room Yet Another Dead End. Say the lotus grows where the roses pass.  
  
You say 'the lotus grows where the roses pass'  
Hektik says, "You have some nerve to bother me when I'm smoking."  
  
You inform Hektik that he seems to always be smoking.  
  
Hektik says, "Hey! Nevermind that I am always smoking. It's just not cool  
to disturb me PERIOD! Well I guess you want me to join your cause? I would  
love to but I'm waiting for that magician to leave so I can steal some of  
his special tobacco. If you can get me some of that, then I will help you  
out in your journey."  
  
21. Go 2wd2wd2w to the magician in the room Sudden Opulence.   
(You may find it useful to retreat and/or mist form, as the mobs in this part are aggro.)   
Kill him. The task updates.  
  
Task 12 : The Great Magician Hates Sand  
Didn't you see Some Sand on your last adventure?  
  
22. Run to the area Killing Fields.   
Follow the path east and south until you see Some Sand on the ground.   
Get it. Run back to Nyne and give it to the Magician.  
  
You give Some Sand to The Great Magician.  
The Great Magician says, "Ugggh I hate sand so much, I cannot believe you  
would bring sand into my lamp. I hate you, I really hate you."  
  
The Great Magician disappears with an audible \*POOF\*. You take this time to  
swipe some of his tobacco.  
  
\*\* Task Done : The Great Magician Hates Sand  
  
23. Go back up to Hektik. Give tobacco Hektik. Task completes.  
  
The Favor of Jaymo (In the room A Strange Museum, use the cexit "Open the Chest" to go to the Crazy Consignments part.)  
  
24. Run to Jaymo in the room Curious About Curios? Say the lotus grows where the roses pass.  
  
You say 'the lotus grows where the roses pass'  
Jaymo says, "And we pass where the roses grow. That is quite an old saying  
my friend. One I did not expect to hear from the likes of you."  
  
You explain to him that The Matron sent you to gather all six members of the  
Cult in unity in order to regrow The Dark Lotus.  
  
Jaymo says, "So The Matron has taxed you with such a task. I will help  
you, but first you must put out the candles once and for all."  
  
25. From Jaymo, go nw, op n, n, d. Kill candles (a/k/a The Jackyl Brothers). The task updates.  
  
Someone should be able to provide you with some INFO.  
  
26. Go to the Odd Mage u, s from the candle room. Say INFO.   
  
You say 'INFO'  
An Odd Mage says, "You want information about how to put out the candles?  
Well I don't know if I can help you but I hear there is an inventor in the  
Inn who has a water sword. Perhaps you can see about getting one from  
him."  
  
Task update:   
Task 14 : Try Again To Put Out The Jackyl Brothers  
Perhaps you might have to pry it from the inventor's cold dead hands.  
  
27. Go up to the top of the zone, to the rooms on the east side, and find the room Suit Yourself where the men are playing poker.   
Look at each of them; one of them fancies himself an inventor. Kill that one and you’ll loot a weapon called Liq-O-Blade.  
  
28. Go back to the candle room with the Jackyl Brothers, wield the Liq-O-Blade, and kill them.  
  
29. Return to Jaymo. The mobprog activates and the task completes.  
  
The Favor of Grundy (In the room A Strange Museum, use the cexit "look into crystal" to go into the World Between Worlds part.)  
  
30. Go to Colton Grundy at the room A Place of Tranquility. Say the lotus grows where the roses pass. Task opens.  
  
You say 'the lotus grows where the roses pass'  
Colton Grundy, The Undying says, "So you want me to help you out? I guess  
I can do that as long as you are open minded about doing some things for  
me. The Wraith says he can help me experience death. I want that more than  
anything. If you can ask him for death, I will be in your debt."  
  
31. Find the wraith 2ed and say ‘death’.   
  
You say 'death'  
The Wraith says, "So Colton Grundy wishes to experience the life of a  
mortal man. I can grant him this, but first I would like you to do two  
tasks for me. You see I am the keeper of two realms, Shangri-la and Hell's  
Pit. So I have to tend to the needs of both realms not to mention the  
realm of the living. One of the demons has lost something dear to even his  
black heart. As well as that, one of the creatures in Shangri-la has a  
taste for a treat that is not easily found in these parts."  
\*\* Task Added : Retrieve Esham's Demon Baby  
\*\* Task Added : Find Some Delicious Liver For A Cloud Creature  
  
Task 16 : Retrieve Esham's Demon Baby  
Didn't you see one of those gnawing on a finger when the demons attacked the   
Den Of Thieves?  
  
Task 17 : Find Some Delicious Liver For A Cloud Creature  
You can find some liver around the Den Of Thieves.  
  
32. Run to the zone Den of Thieves. Find a Random Demon and kill it for someone’s liver.  
  
33. Get the demon baby off the floor in the room in Den of Thieves you wake up in after sleeping in the bed.  
  
34. Run back to Nyne, to the part of the zone with Grundy and the Wraith in it.   
Give the liver to a cloud creature, and then run down and give the baby to Esham the demon (all d, 2e).  
  
35. Return to the Wraith. He gives you The Touch of Death. Return to Colton Grundy and give him the item. Task completes.  
  
36. Once you’ve done all of the tasks, the last mob will say "Now that you have all of us on board, return to The Matron and tell her "the cult is reborn"."  
  
You say 'the cult is reborn'  
The Nyne Matron says, "So you have managed to please all six members of  
The Cult Of Dark Lotus. I know this because they came to me in my dreams.  
They told me all that is needed to be done. I have the Seed Of The Lotus  
on me right now."  
  
You excitedly hold your hand out.  
  
The Nyne Matron says, "Not so fast young adventurer. Just because you have  
proven yourself to them does not mean I trust you. I know what you did  
within the Den and I know of your failure in the Fields. I will not be so  
easily convinced. I require a few tasks to be completed so I myself can  
see your dedication. Complete them and I shall give you the seed. Fail and  
you will never lay eyes on The Dark Lotus again. Finish them in whatever  
order you please but perhaps you shall begin with this mysterious rock. If  
you can solve its mystery, then you will truly impress me. If you manage  
to lose the rock, just come and ask me for another. I will surely give it  
to you as well as a stern lecture about losing magical rocks."  
You receive A Very Mysterious White Rock from The Nyne Matron.  
  
\*\* Task Done : Return To The Matron  
\*\* Task Added : Solve The Mystery Rock  
\*\* Task Added : Axe The Axe Murder Boys  
\*\* Task Added : Find And Slay The Blood Wyrm  
\*\* Task Added : The Mind Of Myzery  
  
Matron Tasks:u  
37. Go to the PK room in the northeast corner of the woods at the top of the zone, where Myzery is. A mobprog activates.  
  
Murderous Myzery says, "Hey you! Yeah you! Look I have been trapped here forever and a day.   
All I have wanted to do was rejoin my gypsy friends in The Killing Fields.   
Of course I can't leave here on my own. If only there was a way to take A Trip To The Killing Fields."  
  
38. Give him a Trip to the Killing Fields portal. (Yes, he takes your portal.) Task completes.  
  
39. Go to the room An Encounter With Elves and say ‘blood wyrm.’  
  
You say 'blood wyrm'  
Arianna says, "Oh yes, I like him, he is very misunderstood. People think  
he just eats people and spits out bones but he actually eats bones too. If  
you wish to visit him you just simply have to "say fluffy". If you can  
find his cave that is."  
  
A Boss Fight  
40. Go ssws to Could Things Get Any Worse? and say fluffy. You’ll enter the Blood Wyrm’s cave and fight him.   
Kill him and the task completes. (might need to kill all mobs and be vis?)  
  
41. Go to the room Southern Hospitality in the top part of the zone. Kill Otis and Bonez-Dub.   
The task about killing the murder boys completes.  
  
42. Look stone (at the stone you were given). It says:  
  
A sTrAnge Rock sits at an odd anGlE in The room. (Notice the colored letters?)  
  
43. Look target. It says:  
  
Those short on sanity would not like to see this stone.  
  
43. Go to Neck Cutter in the room The Path I Walk in the southeast corner of the forest. Drop rock.  
  
Neck Cutter says, "Ahhhhhhhhhhhh! Not that bloody rock again. No, Nooooo  
NOOOOOOOOOOOOOOOOOOOOOOOOO! I hates it, I really hates it."  
  
Neck Cutter begins freaking out more than usual until he runs in a small circle  
and then takes a hard turn left. \*WHAM\* into the side of a tree.  
  
You have no idea what that was all about but the mystery seems solved.  
Or is it?  
  
\*\* Task Done : Solve The Mystery Rock  
With all your tasks finished, its time to let The Matron know you are "done".  
You drop A Very Mysterious White Rock.  
A Very Mysterious White Rock crumbles into dust.  
  
44. Return to the Matron. Say done. She’ll give you a seed and a new task.  
  
\*\* Task Added : Take The Seed To Boondox  
  
A Boss Fight:  
45. Go to the Scarecrow in the room Now You’ve Seen It All… Or Have You? (SE corner of woods, then ‘jump into creek’, then e,n).   
Give seed scarecrow. Be prepared for a good fight! Kill the scarecrow.  
  
Three Boss Fights:  
46. Go to the Mysterious Man w of the entrance and say I am ready.   
Say confirm.   
You’ll be teleported to Damian the Destroyer and engaged in battle. Kill him!   
When he dies, another mob called Death Pop will spawn and attack.   
Kill him too!   
After that, Damian respawns.   
Kill him again!   
  
47. When he dies, you’ll be transported to the Wraith. Say “is it over”. Goal completes.  
  
Reward:  
+-----------------------------------------------------------------+  
| Keywords : steps shadowwalker nynereward 230feet |  
| Name : The Steps Of The ShadowWalker |  
| Id : 839658938 |  
| Type : Armor Level : 230 |  
| Worth : 11,500 Weight : 23 |  
| Wearable : feet |  
| Score : 480 |  
| Flags : glow, hum, magic, burn-proof, nolocate, |  
| : solidified, resonated, illuminated, noreown, V3 |  
| Owned By : Fischer |  
| Found at : The Nyne Woods |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +30 Hit roll : +20 |  
| Dexterity : +10 Constitution : +6 |  
| Wisdom : +4 Luck : +3 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +13 All magic : +10 |  
| Fire : -6 Pierce : +6 |  
+-----------------------------------------------------------------+  
  
The Wraith says, "You have surprised many mortal. I am not one of them. I knew you would redeem yourself. You might have too much heart.   
Your past mistakes were merely an act of your kindness. Yet you have learned and through great concentration and dedication you have   
silenced Damian once and for all. You have become our greatest champion. I have another task for you. In The Nyne Museum there are   
seven artifacts. Each one lays protection over a current realm governed by the Keepers of the Lotus. The seventh artifact, a book,   
hides a realm of the past. You may now Read The Book and begin to clean up the past."  
  
  
Post-Goal  
X1. Can now go to the museum and “read the book”.   
It’s a new cexit that takes you to An Echo of the Past, another subpart of the zone with 21 rooms.   
  
Note: All of the rooms here are !recall/!portal. To get out of the zone, you must get past a locked door to get to a cexit to a room back up top  
(which puts you in a pk room, btw).   
To get the key, you must kill Dementia, Bang, Pow, and then Boom, in that order.   
  
  
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NYNE 2  
  
A1. Find your way down to Lady Dementia from the “Read the Book” section.   
Listen to her, then say “I will help”. This starts the Nyne2 goal.   
  
The first task is to fetch 200 buckets and bring them to Lady Dementia.   
They drop randomly from the mobs in the 15-room part of the epic area.   
Note that they have a rot timer, so don't wait too long to turn them in!  
  
Also there is a sub goal below which requires random drop rings from the named mobs in this part so make sure and kill those at the same time you are collecting.  
  
You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.  
Lady Dementia, Demoness Of Dark Desires says, "Oh there it is, filled to  
the brim."  
  
Lady Dementia dips her head under the warm red blood and rises back up a  
bright red version of herself. She grins back at you.  
  
Lady Dementia, Demoness Of Dark Desires says, "Do come in, the blood is  
great. What?!? Refuse me, the Lady of the Echoside? I daresay, you are  
rude! Get out of my face."  
  
  
You say 'But I need to get out of here.'  
  
  
Lady Dementia, Demoness Of Dark Desires says, "Fine fine, to get out of  
here quick, go all the way back up and pray for HOME."  
  
\*\* Task Done : Collect The Blood  
  
\*\* Goal Completed: Seeing Red  
  
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Nyne3 goal  
B1. Go to Pandemonia in the room Standing at the Bar.   
Listen Pandemonia.   
She should now say something about having a job for you. Say yes. This opens the goal.  
  
Pandemonia says, "Hello there, I heard of what you did, if you are  
interested I have a job for you."  
You say 'yes'  
  
\*\* Goal Added : Searching The Past  
\*\* Task Added : Putting In Work For the Full Deck Villains  
\*\* Task Added : Find The Center Of Everything  
\*\* Task Added : Procure A Prime Sample Of Slime  
\*\* Task Added : See What Ghosts Are Made Of  
\*\* Task Added : You Have A Bone To Pick  
  
Task One: Bartop  
B2. Look bartop. This gives you the clues on the first step of finding the bosses.   
  
I've cut-and-pasted those into the tasks below, so you can tell what goes with what.   
You can skip straight to the bosses; just skip to step (d) of the task to do so.   
But I've included the interim hints for completeness' sake.  
  
Task Two: White Everything  
From bartop: Bright ideas are few and far between. You can begin contemplating now. Seek the  
banner in Ring Number One.  
  
B3a. Run to Ring Number One, in the circus part. Look banner.  
  
Secrets hide deep within dust. Seek secrets trapped in the centaur's   
Cellar.  
  
B3b. Run to the Temple Cellar (PK) and look secrets.  
  
When things get Swamped, look to the sky for answers.  
  
B3c. Run to Swamped! (through “jump into creek”) and look sky.  
  
You can barely see anything through the dense branches and vines.  
Yet as you stare, a message fills your mind.  
Now that you have Seen It All, it is about time to WALK INTO THE LIGHT.  
  
-- random pops on bosses.  
Boss Fight---The White Everything (good align, does light damage)  
B3d. Go n,e to the room Now You’ve Seen It All… Or Have You? and type ‘walk into the light’.   
This puts you in the room with The White Everything, who attacks.  
  
After your final blow lands The White Everything condenses into a large diamond.  
You pick up A Diamond Core from the ground and get out of here. (5th kill)  
You give A Diamond Core to Mr. Diamond.  
Mr. Diamond exclaims, "Now this is what I call a perfect diamond!"  
Mr. Diamond gives you 500,000 gold.  
\*\* Task Done : Find The Center Of Everything  
  
Task Three: Dreaded Mork  
From bartop: Amongst the festival there is much death. Yet there is also Things To Come.  
Your future could hold a great fortune.  
  
B4a. Run to A Portent of Things to Come (in the Duke area). Look fortune.  
  
Those from the South, enjoy their Comfort. Secrets lie within stumps  
  
B4b. Run to Southern Comfort (south woods) and look stump.  
  
When trapped in a lamp, it is easy to get Frustrated. Find your center and   
relax.  
  
B4c. Run to Frustration (rub the lamp part, then eue) and look center.  
  
Seek a Creature Unlike Any Other and be amazed. Looking for fun? Look no   
farther. Who knows what lies ahead if you OPEN TRAPDOOR.  
  
Boss Fight--Dreaded Malicious Mork (evil align, does slime damage)  
B4d. Run to A Creature Unlike Any Other (in the turn the crank part) and type ‘open trapdoor’.   
This puts you in the room with the Dreaded Malicious Mork, who attacks.  
  
The Dreaded Malicious Mork begins to shrink up. All of his liquid begins to  
seep into the ground. You see one small blob on the ground sizzling.  
  
You approach with weapons drawn and Some Magnetic Slime suddenly sticks to your  
weapon, you decide to leave.  
  
give slime club  
\*\* Task Done : Procure A Prime Sample Of Slime  
  
NOTE: these are very low randoms, ult and i killed this around 70 times to get 1.  
  
  
  
Task Four: Ghostly Presence  
From bartop: Twisted souls die swiftly within the pit. Seek truth within Chaotic Corners.  
B5a. Run to A Chaotic Corner in the World Between Worlds part. Look truth.  
  
In a place of death one will find a lack of life. To truly find Knowledge   
one must come before thrones and see the water within a Fountain of   
inspiration.  
  
B5b. Run to Fountain of Knowledge and look water.  
  
With my spirit roaming free, I need to find heaven. See my vision in a   
Tranquil place.  
  
B5c. Run to A Place of Tranquility. See vision.  
  
Prepare to Suit Up. You are ever so close to solving my mystery. Just PULL   
BOOK and read my story.  
  
Boss Fight---Ghostly Presence (evil align, does shadow damage)  
B5d. Run to Suit Yourself and type “pull book”. This puts you in the room with the Ghostly Presence, who attacks.  
  
random drop you are waiting for this message:  
The shadow begins to shriek bloody murder before slowly fading away leaving  
behind some deadly biochemical ectoplasm.  
  
You get a vial and bottle up some Deadly Plague and leave.  
give plague spade and task closes.  
  
Task Five: Dracholich  
From bartop: When you find yourself in the past, you never know When You Have To Go.  
Seek the stains in the bathhouse.  
  
B6a. Runto When You Have To Go, in the epic leveling part. Look stain.  
  
If you read this, I am inside the Beast's Mouth. Seek me within my eternal  
prison.  
  
B6b. Run to Mouth of the Beast (PK), d in epic part, and look prison.  
  
One particular hand does indeed move, it opens its palm and inside is a  
message carved into the still preserved flesh with some sharp instrument.  
Confined between the pages of time, I await. Patience is always a virtue, you  
must be willing to turn the page. Seek out guidance within Paradise.  
  
B6c. Go to Peril or Paradise? at the start of the zone. Look guidance.  
  
With the strike of a match I burn. No water to quench my thirst. No light to  
kill my darkness. As you approach The Verge Of Ruin, do not forget to   
SQUEEZE BETWEEN THE BARS.  
  
Boss Fight---Dracolich (evil align, does bite damage)  
B6d. Run to Verge of Ruin (in the epic zone, SW corner). Type “squeeze between the bars.”   
This puts you in the room with the Dracolich, who attacks.   
  
random drop for next room but after killing drach you should see this message:  
  
You search the remains and take the LovE Bone and hurry out of here.  
Go to Mr Heart and give him the bone.  
Task Done : You Have A Bone To Pick  
  
Then go to Pandemonia again and say done  
You say 'done'  
Pandemonia says, "I see you have finished the work for my clientele. You  
have done an excellent job. Now before I pay you, I have one more thing to  
ask of you. Now that I know you are strong enough I have another difficult  
task for you. Long ago I was married, things didn't go right and I hear my  
ex-husband has ventured into dark times. Seek him out if you can. I was  
left with one clue to go on. It said "Venture into The Calm and SEEK  
REDEMPTION" I do not know what it means, but if you can, find him and  
bring him back to me. I will reward you with something beyond your  
imagination."  
  
\*\* Task Done : Putting In Work For the Full Deck Villains  
\*\* Task Added : Searching For A Love Lost  
  
go to room The Calm and type seek redemption and doom will attack you.  
  
You land the finishing blow to his heart. He drops to one knee and reaches out  
to you.  
  
Doom says, "Take this...give it to her. Tell her that I am sorry."  
You receive A Love Letter from Doom.  
  
You give A Love Letter to Pandemonia.  
Pandemonia says, "I see.... So he is no more. I understand you had to do  
what you had to do. Thank you for bringing this back to me. Please take  
this and leave me be. I need some time alone."  
You receive Striding Towards Doom from Pandemonia.  
Pandemonia leaves into a back room to think to herself.  
  
\*\* Task Done : Searching For A Love Lost  
  
\*\* Goal Completed: Searching The Past  
INFO: Tiana has broken Pandemonia's heart forever.  
  
GOAL DONE  
  
---------------------------------------  
Extra subgoal.  
COMPLETE!   
This is the position the named mobs are in once you "Read the Book":  
  
War Kain/Goat Morpheus  
  
Chaosity Exodus  
  
Nemesis Zayne Raven  
  
the eight rings of Damian  
(K)(M)(G)(H) A Dragon Ring (211) - Kain  
(K)(M)(G)(H) A Trap Ring (211) - Zayne  
(K)(M)(G)(H) An Anarchy Ring (211) - Chaosity  
(K)(M)(G)(H) A Feather Ring (211) - Raven  
(K)(M)(G)(H) A Foe Ring (211) - Nemesis  
(K)(M)(G)(H) A Magical Ring (211) - Morpheus  
(K)(M)(G)(H) A Darkness Ring (211) - Exodus  
(K)(M)(G)(H) A Shield Ring (211) - War  
  
go to Look into Crystal:  
The Wraith says, "You have brought me the 8 rings of Damian's generals.  
Take this as a reward."  
The Wraith takes all eight rings from you.  
You receive An Odd Stone from The Wraith.   
The only cool thing about this is that when worn, and you step into the first room in the nyne zone, it will port you to the cexit room. it's something i suppose \*shrug...   
  
+-----------------------------------------------------------------+  
| Keywords : odd stone |  
| Name : An Odd Stone |  
| Id : 853162606 |  
| Type : Treasure Level : 200 |  
| Worth : 0 Weight : 1 |  
| Wearable : hold |  
| Score : 150 |  
| Material : stone |  
| Flags : glow, hum, magic, held, burn-proof, nolocate, V3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Intelligence : +10 Damage roll : +10 |  
+-----------------------------------------------------------------+

**Reward**

+-----------------------------------------------------------------+  
| Keywords : steps shadowwalker nynereward 230feet |  
| Name : The Steps Of The ShadowWalker |  
| Id : 839658938 |  
| Type : Armor Level : 230 |  
| Worth : 11,500 Weight : 23 |  
| Wearable : feet |  
| Score : 480 |  
| Flags : glow, hum, magic, burn-proof, nolocate, |  
| : solidified, resonated, illuminated, noreown, V3 |  
| Owned By : Fischer |  
| Found at : The Nyne Woods |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +30 Hit roll : +20 |  
| Dexterity : +10 Constitution : +6 |  
| Wisdom : +4 Luck : +3 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +13 All magic : +10 |  
| Fire : -6 Pierce : +6 |  
+-----------------------------------------------------------------+