**Goal for The History of Black Adder**

**Requirements**

**Solution**

[Area replaced by Intrigue of Past Times]  
  
OLD AQs  
  
The Secrets of Black Adder, How to get to Philip, How to get  
to feast without translocate, and the end item an earring.  
Plus other lil tiny secrets.   
\*\*\*You'll get a laugh outta this one!\*\*\*  
  
Egg of Good  
  
1. Pick up the bread in the first chapter  
2. Head to the Cindery Village part.  
3. Hand the duck the bread. He will drop  
the Egg of Good.   
  
Object 'good egg thegoodegg' is type pill  
Extra flags: magic anti-evil anti-neutral auctioned.  
Weight is 13, value is 1500, level is 191.  
Worn take.  
Level 180 spells of: 'frenzy' 'combat mind' 'biofeedback' 'protection evil'.  
  
Duchess Dolly  
  
In the 4th Chapter, where Edmund's Wedding is going on..  
1. Get the water off of the floor in Edmund's Antechamber  
2. Give it to Princess Laia. She will give you the Dolly.  
  
Object 'duchess dolly duchessdolly' is type armor  
Extra flags: magic anti-neutral.  
Weight is 25, value is 3000, level is 190.  
Worn take shield.  
Armor class is 29 pierce, 26 bash, 18 slash, and 25 vs. magic.  
Affects moves by 3.  
Affects mana by 3.  
Affects hp by 3.  
Affects hit roll by 3.  
Affects damage roll by 3.  
Affects save vs spell by 3.  
Affects constitution by 3.  
Affects intelligence by 3.  
Affects dexterity by 3.  
Affects strength by 3.  
Affects wisdom by 3.  
  
End Earring and Philip  
  
1. Kill the King in the first chapter for a Goblet,  
2. Kill the Duke at entrance of the 3rd chapter for Will.  
3. Head to Tavern of the Black Seal after the Cindery Village  
4. Attack Guy, knock him down to around 30% and give  
him 10000 gold. He will give you an item called the Sloppy  
Hat.   
5. Target Friar and knock him down to 30% and give him the   
Sloppy Hat, he will give you an item called a Pardon.  
6. Target Sean and knock him down to 30% and give him the   
Pardon. He will give you a Pint of Stout.  
7. Target Jack and once again wound him down to 30% and   
give him the Pint of Stout, he will give you a Stick.  
8. Take pete down to 30% and give him the Stick and you will  
get the Scarred Durcat.  
9. Finally knock Wilfred down to 30% and give him the Scarred  
Durcat, you will be transported.  
10. Go up to get to Philip.  
11. Kill him for the Sleeves and Eyebrows.   
12. Wear his Sleeves and Eyebrows and go down and wait for   
repop.   
13. Once it repops go up and Philip will transport you to the   
Airy Passage and tell you to kill Edmund.  
14. Kill Edmund down to 30% and hand him the Will, he will sign  
it and hand it back.  
15. Hand him the Goblet and he will give you the end item and   
everyone will toast to the Black Dagger.  
  
Object 'bobbling trifle' is type armor  
Extra flags: magic anti-neutral.  
Weight is 7, value is 2800, level is 199.  
Worn take ears.  
Armor class is 45 pierce, 52 bash, 38 slash, and 34 vs. magic.  
Affects save vs spell by 12.  
Affects hit roll by 10.  
Affects damage roll by 10.  
  
Last Room  
  
1. Say chiswick! fresh horses! at Chiswick in Chapter 4.  
2. Give the pound of horsemeat to Henry Tudor in Chapter 1.  
for the hidden room.

**Reward**