Note: This goal was done with sneak and invis off. Use at own risk.

1. From the first room of Arisian, run 4s to find Story Teller and say allora

You say ''allora''

The Story-Teller says, "This is a story of Bramadin. It is a story of Elbryan. It is a story of Arisia. But most of all, it is a story of Allora."

The Story-Teller says, "What can I tell you of Allora? Her beauty shone brighter than the moon. Her hair rivaled the sun and put it to shame with the glory of its golden flow. Her eyes were deeper than the ocean and cast back a reflection of the sky at sunset. Everyone loved her, from the rudest peasant picking through the garbage on the street, to the King himself. But most of all, she was loved by Bramadin and Elbryan."

The Story-Teller says, "Elbryan was a young man then, proud of himself and his position. He had no true evil in his heart, then or now, but his pride was o''erweening, and would prove to be the death of the ones he loved most dearly. He was tall and golden, a shining prince and beloved of the city, and of Allora."

The Story-Teller says, "Bramadin was young and headstrong then, but even in his youth his great future shone out of his eyes. He fought great battles and made great jests in his youth, far removed from the years of his maturity. His deeds in the later years were, perhaps, greater than in his youth, but nothing could compare with the glory and joy when he pursued Allora. Even after he was called the Mad Mage, his love proved his sanity and his dedication cleansed his soul."

The Story-Teller says, "The rivalry between Elbryan and Bramadin did not diminish their friendship in any way. Although they competed in all things for the love and attention of Allora, in truth they were closer than brothers and loved each other with greater fervor than any family. And Allora, beautiful and wise, loved them both equally and could not choose between their suits."

The Story-Teller says, "That was a time of greatness for Arisia. The goblin hordes in the mountains were decimated, and Bramadin brought back the young goblins to learn civilization and serve within the city for their lifespans. Elbryan earned the sobriquette ''Golden Tongue'' for his diplomacy and proved his worth with treaties and trade agreements from here to the fabled City of Aylor itself."

The Story-Teller says, "It was in the year of the Dolphin that the Great Goddess set a drought upon the land and the sea. The city burned, and the people starved. The priests and monks beseeched the Goddess for relief, but they only ever recieved one word in reply: Eddore."

The Story-Teller says, "Elbryan himself set forth, never minding he was our Prince and Heir, to the island nation of Eddore. With him rode Bramadin and Silver Gloves, a proud youth who often stood as companion to the two near brothers, and was in fact brother to the glorious Allora. While Elbryan charmed the King and Queen of Eddore with his golden voice and silvered tongue, Bramadin and Silver Gloves set forth into the city to find the source of such purulent evil that the Goddess herself cast forth a punishment on all her children."

The Story-Teller says, "And found it they did. A cult of the Spider God, Siltharyn, had set up a foul temple within the city walls itself. Far from burning it out, root and branch, the King and Queen of Eddore were funding this vile cult and attending services within the blackened and malodorous chambers. Aghast, Bramadin, Elbryan and Silver Gloves fled back to Arisia to report their findings and serve on the war councils responsible for burning out the foulness."

The Story-Teller says, "It was then Arisia rose up, weakened and starving though it was, and swept across the ocean to Eddore. Great were the battles and glorious the heroes who emerged from that war. Thousands died, both Arisian and Edorrian, but in the end Arisia stood as the victor. The Great Goddess then raised her hand in wrath one last time and swept the remains of broken Eddore into the ocean."

The Story-Teller says, "Alas, during the final day of the battle, Bramadin received a fatal wound, a dagger slipped through to his heart from an erstwhile friend turned traitor and spider worshipper. His body was carried in state to Arisia, there to be buried at the right hand of the old King, whose heart had failed during that final battle as well."

The Story-Teller says, "Great was the weeping and wailing as the bier of Bramadin was carried into the city. Allora, filled with premonitions of doom, emerged from the White Tower where she reigned as Arch-Magister of the city, and saw the funereal procession. Her face white and her heart colder than the icy marble of the northern mountains, she pulled back the pall to see who lay in stately death."

The Story-Teller says, "With a cry, she fell to the ground, weeping and calling out Bramadin''s name. None could console her, not even Elbryan. After the funeral, in despair and anguish, she sealed herself in the White Tower, setting a spell upon the doors that they could only be unlocked through the Goddess'' Sphere, held within the Palace itself. None can speak of her fate, for none have seen her glorious face since that day.”

The Story-Teller says, "Elbryan eventually married, a beautiful and kind woman, but in his heart Allora is still his only and truest bride. Bramadin''s tomb, now covered in marble sheathes and flowers, is considered the holiest place within the city of Arisia. And still Allora weeps in her White Tower, weeps for her lost love and innocence. On clear nights, when the moon again shows her face, unrivalled by the glory of Allora''s beauty, the weeping can be heard from the farthest beaches to the distant farms. And none can console her, for she lies locked within the Dolphin''s Sphere in the Palace."

The Story-Teller says, "All is not lost, however. Silver Gloves carries on him the key to opening that charmed Tower. If you speak my name to him, he may give you this key, for the fate of Allora weighs heavily upon his heart and mind."

\*\* Goal Added : Free Allora from her White Tower.  
 Type ''goals arisian'' for full details on this quest.

\*\* Task Added : Speak the name of Bramadin''s brother to Silver Gloves.

The Story-Teller says, "Oh, my name? It is Bramador. I am the brother of the fallen Bramadin. His soul rests within my memories and his spirit guides me always."

2. Run 3nw and buy goblin finger

3. Run en2en and buy a small fishing pole.

4. Run s3ws and give small fishing pole to waiter.

You give a small fishing pole to The waiter.

The waiter wields a small fishing pole.

The waiter exclaims, "Thanks a lot! I'’m now out for fishing!!"

The waiter leaves in a swirling mist.

5. Run 2n3eswn and give goblin finger to waiter.

The waiter says, "Damn, I forgot the bait for fishing! That''s so stupid."

You give a goblin finger to The waiter.

The waiter holds a goblin finger in his hand.

The waiter exclaims ''Thanks a lot for the fingers!''

The waiter waves happily.

6. Run ns. There will be a Guild key on the ground, get it. Open chest in the room and get Goblin Killer from it

7. Find Silver Gloves(Mob, wanders) and give him Goblin Killer. Say bramadin.

You say ''bramadin''

Silver Gloves exclaims, "That''s right. When he crafted the weapon, he was still a young man. I remember I met him first in the king''s chamber!"

8. Say kings chamber to get chamber key.

You say ''kings chamber''

Silver Gloves says, "Actually yes."

Silver Gloves snickers softly.

Silver Gloves exclaims, "We were teenagers, we were hiding there when no-one was in the room. I even have the key of the room!!"

You receive the chamber key from Silver Gloves.

Silver Gloves exclaims, "Have fun there, and don't get caught!!"

9. Say bramador to get sphere key.

You say ''bramador''

Silver Gloves says, "So, you are here to speak to me of Allora. Leave, I need no reminder of my sister and her betrayal."

Silver Gloves says, "Betrayal, you wonder - yes, betrayal. In our hour of need, she turned from Arisia and left its fate in the hands of that King. She should have been Queen in place of that pallid northerner who sits beside him now. Our family ambitions lay at her feet, and she stepped aside for the memory of that commoner."

Silver Gloves says, "What? You are still here? Very well, I will give you the key to her tower, in the hopes that she can be brought to realize what her betrayal has cost."

You receive a sphere key from Silver Gloves.

\*\* Task Done : Speak the name of Bramadin''s brother to Silver Gloves.

\*\* Task Added : Open the Dolphin''s Sphere where Allora is trapped.

10. Go to room The Palace: Feast Hall.;open u;run u. You will recieve a pale dolphin figurine. Type ''touch the key to the sphere'' to be teleported to Allora the White.

The crystal dolphin asks, "You carry with you the key to the spheres. My mistress, Allora, is trapped within the sphere, without release for all these many years. Are you here to release her?"

The Crystal Dolphin peers at you intently.

The crystal dolphin says, "Simply touch the key to the sphere, and you will be taken to Allora. From there, you must convince her to come home again. I do not know what you can say that might convince her, but speak to her of her brother or of Bramadin''s brother, and perhaps she will listen."

The crystal dolphin sighs.

The crystal dolphin moves slowly towards you and hands you a small figure.

The crystal dolphin says, "I''ve been alone such a long time. Here is my reward, adventurer, come visit me later..."

The crystal dolphin says, "Come and visit me after you have asked the Story-Teller to speak to you of Allora."

You receive a pale dolphin figurine from the crystal dolphin.

You carefully touch the sphere key to the sphere, ready to jump back at any odd or dangerous occurance. When it comes, however, it envelops

you in a mist quicker than you can move, and whisks you away to

11. Say bramadin.

You say ''bramadin''

Allora the White says, "Bramador! Ah, that name is too close to that of my beloved. I cannot bear hearing his name! The charm I gave him to protect him from all harm failed, and it took me many years to decipher the cause of that failure."

Allora the White sighs.

Allora the White says, "Elbrayn. He wears the mantle of purity, but jealousy so ate at his heart in those long-ago days. He couldn''t bear the shame that I might choose a commoner over him. He paid an assassin, in the heat of the battle, to kill my love. I woke from a dream of it, and then his shattered corpse was borne into the city, confirming all my fears."

Allora the White asks, "It has taken me many years to devise a plan of vengeance for my love. Many years of research and cunning. There are three things I need for the potion I am seeking. If you will bring them back to me, and then help me to the fruition of my plans, I will reward you well. Will you help?"

Allora the White says, "The requirements of the potion are simple - an item touched by the Goddess, or one of her avatars. I know there has always been such an avatar within this city, it guards the Goddess Sphere itself. I do not know what form the blessed item will take, but the purity of Her touch will shine out of it, letting me know it when I hold it within my hands."

Allora the White says, "The second item I need is a bird''s feather. It must be a sea bird, preferably one which has resided its life within the holy web the Goddess casts around her blessed cities. There were only two cities within this plane of existance blessed by the Goddess, and one of them was swept into the ocean by Her hand."

Allora the White says, "The final item I need is a garment worn by the woman the traitor calls Queen. Within any royal garment, protections long used by the Royal Family have been woven, and from these protections I must pull the true essence of the traitor, that my potion might work upon him. A garment worn by him will not work, as the protections there also guard against discovery of his essence."

Allora the White says, "Now go! And do not return until you have retrieved all three items for me."

\*\* Task Done : Open the Dolphin''s Sphere where Allora is trapped.

\*\* Task Added : Find an item touched by the Goddess.

\*\* Task Added : Find a bird''s feather.

\*\* Task Added : Find an item worn by Arisia''s Queen.

12. Recall and return to the first room of Arisian. Run sw and buy a gull feather.

13. Run ene2s and kill Beth the Queen for a white dress.

14. Open u;run u;touch the key to the sphere; (again) to get back to Allora the White. Give her gull feather, white dress and pale dolphin figurine. You will get a small crystal bottle.

You give a gull feather to Allora the White.

Allora the White exclaims, "Yes, this is the feather I need. With this, we can create a potion of such power that the traitor will be doomed for eternity!"

\*\* Task Done : Find a bird''s feather.

Allora the White exclaims, "I still require an item blessed by the Great Goddess. Oh, please, do not delay!"

Allora the White exclaims, "You must bring me an item worn by the traitor''s queen! Hurry, we must finish this soon!"

You give a white dress to Allora the White.

Allora the White says, "Ah, yes, this gown will work perfectly. See here, this sigil sewn into the hem? That is the true name and essence of the traitor. Yes, this will work perfectly."

\*\* Task Done : Find an item worn by Arisia''s Queen.

Allora the White exclaims, "I still require an item blessed by the Great Goddess. Oh, please, do not delay!"

You give a pale dolphin figurine to Allora the White.

Allora the White says, "Ah, you have found the blessed Dolphin of the Goddess. Though it bears only a shred of her power, there is enough here to help my spell work."

\*\* Task Done : Find an item touched by the Goddess.

Allora the White says, "Ah! We have gathered all the pieces I require for my potion! Stand back, young one, the power of the Goddess is a wild maelstrom, and you still have tasks you must complete for me."

Allora places a small cauldron in the middle of the room, and begins circling it, making mystic gestures and chanting in an ancient and near-forgotten tongue. She pauses after every fifth pass, throwing in one of the items you brought her. When the last item gets thrown in, she shouts and sweeps her hands skyward. A vast maelstrom of wind and power and untamed energy flows through the room, sweeping you against the wall. When the air clears and you can see again, a small crystal bottle sits where the cauldron once was. Allora sweeps it from the floor and hands it to you.

Allora the White says, "Take this, and give it to the traitor Elbrayn. It will reveal his twisted soul for all of Arisia to see. Then may his people rise against him in just anger and seek revenge for the betrayal of their Goddess.”

You receive a small crystal bottle from Allora the White.

\*\* Task Added : Give Allora''s potion to King Elbrayn.

15. Recall and return to the first room of Arisian. Run e2s and give small crystal bottle to King Elbryan.

You give a small crystal bottle to the King Elbryan.

The King Elbryan asks, "Ah! This is from Allora, you say? Could it be, after all these years, she finally forgives me?"

The King Elbryan sighs.

The King Elbryan says, "I have spent so many years thinking of what I could do differently. Alas, Allora was lost to us all by then. My beloved Beth has been a treasure, and I love her as dearly as I loved Allora."

Elbrayn smiles mistily.

The King Elbryan says, "I will drink this in her memory, and pray she one day returns to us."

Elbrayn raises the crystal bottle and drinks the potion. A thunderclap sounds in the room as he falls to the floor, clutching his stomach. A bright flash of light blinds everyone for a moment, and when your vision clears, Allora is standing over the writhing form of the King Elbrayn, laughing madly. Her black, glittering eyes remind you of a spider''s dispassionate gaze, and she is dressed in black cobwebs and spidersilk.

Allora screams in fury when she sees you standing over Elbrayn''s fallen body.

Allora the Black exclaims, "Traitor! You have killed my love! Elbrayn! Elbrayn, my beloved!"

Wow, she''s a fruitloop.

Allora the Black is unaffected by your counter strike!

Elbrayn reaches towards you, weakly gesturing.

The King Elbryan exclaims, "Quickly, you must reach the Healer! He is a priest of the Goddess and will know how to defeat this evil!"

Elbrayn coughs weakly.

The King Elbryan says, "Flee....flee for your life....flee...."

16. Flee from Allora.

You flee for your life, as nothing you do seems to harm the mad Allora in any fashion whatsover. Seek the Healer, the king advised you. Perhaps the Healer might have an answer to the problem of killing an immortal madwoman.

\*\* Task Done : Give Allora''s potion to King Elbrayn.

17. Find the Healer and say allora the black.

You say ''allora the black''

The Healer says, "Ah, I have feared this. My dreams have been evil indeed, of late. The Goddess has been sending me warnings, but I could not interpret them. Such is my failure."

The Healer sighs.

The Healer says, "But you are here now, and ready to defeat the mad creature Allora has become. It is, perhaps, our greatest tragedy. She was such a kind and loving child, and a sweet-tempered woman. Truly beloved of the Goddess, if Bramadin had lived who knows what wonders she might have wrought. But now...now there is nothing to do but slay the shadow she has become. Alas and woe to our fair city."

The Healer looks sadly at you and reaches under his counter.

The Healer says, "Here we are. You must stand before the Sphere of the Goddess and say these words: Allora Tempora Majora Denali."

The Healer repeats these words several times, to impress them upon your memory.

The Healer says, "And when Allora appears to slay you, you must recite these words: Allora synari mystara mortalis. This will release her soul into the care of the Goddess, and free our city from her mad grasp."

\*\* Task Done : Speak to the Healer about defeating Allora the Black.

\*\* Task Added : Speak the ancient words and defeat Allora the Black.

18. Run 2ws2w2s;open u;run u. and Allora the Black will appear.

You say ''allora tempora majora denali''

As you speak the ancient words, a shimmering glow emits forth from the crystal sphere. A faint screaming begins, growing louder and louder as a black form is dragged from the depths of the crystal, until finally Allora the Black stands before you, furious at the summoning. Allora screams in fury at the involuntary summoning she''s just received!

19. Say allora synari mystara mortalis to get dolphin figurine and 10,000 gold.

You say ''allora synari mystara mortalis''

As you speak the words, a bright light emits from the Sphere of the Goddess, surrounding Allora and binding her in place. A sense of peace pervades the room, and bathes you in a golden glow. Allora twists furiously within the light, but cannot seem to escape. The glow of the Goddess continues for another moment and then Allora the Black winks out of existance. A voice sounds in your ears, ''Dear child, you have done Arisia a great deed this day. Take this as your reward, and be always welcome within my Realm.'' A beautiful crystal dolphin glows into existance and settles into your hands.

A shower of 10,000 gold coins falls into your purse.

\*\* Task Done : Speak the ancient words and defeat Allora the Black.

\*\* Goal Completed: Free Allora from her White Tower.

INFO: Tinky has freed the Arisian Realm from Allora''s Curse!

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| Keywords : arisian portal dolphin |

| Name : a dolphin figurine |

| Id : 1294333251 |

| Type : Portal Level : 150 |

| Worth : 450 Weight : 10 |

| Wearable : hold, portal |

| Score : 0 |

| Material : energy |

| Flags : glow, hum, magic, noreown, V3 |

| Owned By : Fertain |

| Leads to : Arisian Realm |

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Completed By:

Fertain 7/30/2014