Tinky: Credits: Thanks to Schen for posting the original AQ solution. I have modified it to fit the goal.

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

WARNING: Many PK rooms scattered around. Beware.

1. In the first room of Deathtrap, buy a Whisper of Chaos from Alimnar (key).

2. Enter paladin and find a room with a noscan door down. Open d;run d to find Alimnar’s Soul. Alimnar's Soul turns around as you enter, and quickly looks you over. Alimnar’s Soul says, "Please present any identification you have to proceed. I do not have time to waste on those who do not belong here." Alimnar's Soul ducks as a chair sails over where his head just was. Alimnar's Soul turns back to you expectantly. Alimnar's Soul asks, "Well?" Alimnar's Soul says, "Well if you don't have any identification, perhaps you can still make yourself useful. Please let me know if you're willing to be helpful."

3. Say “I’m willing to be helpful.”

4. Enter order;enter psionicist. Find and kill Destroyer of Minds to get Inner Child (CAST MAJOR CREATION ALSO WORKS, PLEASE SEE STEP 40).

5. Find a room with noscan door down. Open d;run d;enter order;enter mage. Find Adept Riosha and give him Inner Child to get boots of the Journeyman. You give Inner Child to Adept Riosha. Adept Riosha asks, "I knew you were the one that would be able to do this! I have sent many Apprentices out on this very task, but you are the first to return successfully. Did you by any chance see any of the other Apprentices? No?" Adept Riosha sighs. Adept Riosha says, "May their souls rest in peace." Adept Riosha agrees with the voices in her head again. Adept Riosha exclaims, "You are now one of the few Journeymen this Tower has appointed!" You receive boots of the Journeyman from Adept Riosha.

6. Find a room with noscan door down. Open d;run d. Give boots of the Journeyman to Alimnar's Soul to be teleported to Master Mage.

You give boots of the Journeyman to Alimnar's Soul.

Alimnar's Soul carefully turns the boots over in its hands, examining them.

Alimnar's Soul says, "Business for the Master Mage? I think he's expecting ya, if you're Tinky. Right this way."

You are shoved through a door in the back of the room.

The Master Mage looks up at you from his organizing.

The Master Mage asks ''So you're the one my spies have informed me of?''

The Master Mage agrees with the voices in his head again.

The Master Mage sighs.

The Master Mage says ''It's always hard when one of my own followers betrays me.''

The Master Mage says ''But this has happened before, so now the price must be paid''

The Master Mage says ''for your incompetence. This is the final lesson you'll''

The Master Mage exclaims ''ever learn!''

7. Kill Master Mage for Ward of Binding.

8. Open d;run d;enter order;enter paladin. Find and kill Holy Knight for Soul Saver.

9. Find a room with noscan door down. Open d;run d;enter order;enter thief. Find Assassin and give him Soul Saver to get tattoo of an Owl in flight.

You give Soul Saver to an Assassin.

An Assassin nods.

An Assassin says, "Good, you completed your mission and stayed alive. We might just be able to make something out of you after all. What? Wasn't much of a challenge? Oh, don't worry...the next one will be...I guarantee it."

An Assassin turns and begins to fade into the shadows.

An Assassin says, "Oh yeah, almost forgot. Here, you earned this."

You receive tattoo of an Owl in flight from an Assassin.

10. Find a room with noscan door down. Open d;run d. Give tattoo of an Owl in flight to Alimnar's Soul to be teleported to Master Thief.

You give tattoo of an Owl in flight to Alimnar's Soul.

Alimnar's Soul briefly looks at the tattoo and nods quickly.

Alimnar's Soul says, "The Master Thief has been a bit...distracted by something. I hear he's got a big assassination planned, but that's only what I've heard. If he offers to put something to chance, I suggest you produce your own coin for the flip."

You are shoved through a door in the back of the room.

The Master Thief seems not to notice your entrance.

A slight tightening of the muscles tells you otherwise.

The Master Thief asks ''I've been waiting, Tinky, what took ya so long?''

The Master Thief says ''No matter, I'll make this quick.''

The Master Thief says ''I like games of chance, so I'm going to flip a coin.''

The Master Thief says ''If it's heads, you die, if tails, you can go freely.''

The Master Thief says ''All right with you? Good.''

The Master Thief flips a coin high up into the air, and your eyes follow its path.

The Master Thief's slash misses you.

You stare disbelievingly as the two-headed coin lands on the floor.

11. Kill Master Thief for Intent.

12. Open d;run d;enter order;enter mage. Find and kill Adept Riosha for Tome of Knowledge.

13. Find a room with noscan door down. Open d;run d;enter order;enter warrior. Find Lord Khraken and give him Tome of Knowledge to get Lieutenant's badge.

You give Tome of Knowledge to Lord Khraken.

Lord Khraken gasps in astonishment.

Lord Khraken exclaims, "Do you realize what this means?? We have just struck a tremendous blow to the Magi! Good job sold...err, Lieutenant!"

You receive a Lieutenant''s badge from Lord Khraken.

14. Find a room with noscan door down. Open d;run d. Give Lieutenant's badge to Alimnar's Soul to be teleported to Master Warrior.

You give a Lieutenant's badge to Alimnar's Soul.

Alimnar's Soul carefully examines the badge for authenticity.

Alimnar's Soul says, "Oh, so you're here to see the Master Warrior, eh? I hope you got a good reason to be seeing him, he's in a pretty bad mood today. Good luck to ya."

You are shoved through a door in the back of the room.

The Master Warrior glances up at you from his pacing.

The Master Warrior asks ''So you're the one the Mages have sent after me?''

The Master Warrior says ''I might have known one of our own was a traitor.''

The Master Warrior exclaims ''Very well, I will now grant you a traitor's Death!''

The Master Warrior is in perfect health.

15. Kill Master Warrior for Scar of Battle.

16. Open d;run d;enter order;enter warrior. Find and kill Lord Khraken for shortsword.

17. Find a room with noscan door down. Open d;run d;enter order;enter cleric. Find Holy Bishop and give him sword to get White Flowing Robes.

You give :::[======- to The Holy Bishop.

The Holy Bishop says, "Blessed be he who brings the destruction of those eternally at war. With the warriors finally gone, we may finally have some rest and peace. You have more then earned your robes of priesthood. Wear them with honor and confidence from this point on."

You receive White Flowing Robes from The Holy Bishop.

18. Find a room with noscan door down. Open d;run d. Give White Flowing Robes to Alimnar's Soul to be teleported to Master Cleric.

You give White Flowing Robes to Alimnar's Soul.

Alimnar's Soul runs a hand along the robes, feeling their quality.

Alimnar's Soul says, "Yeah, these are genuine. The Master Cleric is at his prayers at the moment, but I think he'll take the time to see you. He said someone would come looking for him. Please, right this way."

You are shoved through a door in the back of the room.

The Master Cleric places a hand on the altar to brace himself as he rises to greet you.

The Master Cleric says ''It has been quite some time since someone was brave''

The Master Cleric says ''enough to disturb me at my Prayers. The last person''

The Master Cleric says ''will never make that mistake again...nor any other''

The Master Cleric says ''decision. They are quite dead, as you soon will be.''

Smart move! The Master Cleric tries to start some discussion about the weather, hoping no one noticed his last mischan.

The Master Cleric says ''Better make your last Prayers good ones...and better''

The Master Cleric exclaims ''make them fast!''

19. Kill Master Cleric for Aura.

20. Open d;run d;enter order;enter cleric. Find and kill Holy Bishop for Ankh of Faith.

21. Find a room with noscan door down. Open d;run d;enter order;enter paladin. Find Holy Knight and give him Ankh of Faith for coat of arms.

You give Ankh of Faith to Holy Knight.

Holy Knight asks, "Ahh, so the clerics have finally fallen off their high horse, have they? Glad to hear it. So, tell me... what did the look on their face express when they finally had the chance to meet their God face to face?"

Holy Knight cackles gleefully.

Holy Knight says, "Here, take this, you've done your fellows proud."

You receive a coat of arms from Holy Knight.

22. Find a room with noscan door down. Open d;run d. Give coat of arms to Alimnar's Soul to be teleported to Master Paladin.

You give a coat of arms to Alimnar's Soul.

Alimnar's Soul nods briefly as he sees the coat of arms.

Alimnar's Soul says, "You caught the Master Paladin at a bad time...it seems that he is preparing for a crusade, and didn't want to be disturbed by anyone except someone with this coat. But who am I to give good advice...the Master will see you now."

You are shoved through a door in the back of the room.

The Master Paladin glances up quickly as you enter.

The Master Paladin looks all sorrowful as he sees who you are.

The Master Paladin says ''I hate to be the one to inform you of this, but...''

The Master Paladin pauses for a moment before saying what he must.

The Master Paladin says ''My God has sent me a vision, and you, Tinky, must die''

The Master Paladin says ''in order for the Paladins to survive.''

The Master Paladin says ''Please forgive me for your death.''

23. Kill Master Paladin for Faith.

24. Open d;run d;enter order;enter thief. Find and kill Assassin for Hood of Concealment.

25. Find a room with noscan door down. Open d;run d;enter order;enter psionicist. Find Destroyer of Minds and give him Hood of Concealment for Robes of Energy.

You give Hood of Concealment to Destroyer of Minds.

Destroyer of Minds exclaims, "Once again the mind has triumphed over the primitive weapons of steel! You should rejoice in what you've accomplished! As a small token of our gratitude, I shall give you the full status of a Mind Bender!"

You receive Robes of Energy from Destroyer of Minds.

26. Find a room with noscan door down. Open d;run d. Give Robes of Energy to Alimnar's Soul to be teleported to Master Psionicist.

You give Robes of Energy to Alimnar's Soul.

Alimnar's Soul fingers the robes carefully, fearful of being shocked.

Alimnar's Soul says, "Meeting with the master Psionicist? Hope he''s finished his scrying session since I saw him last...he can be pretty mean if he hasn't. And even worse if you're the one he's been scrying."

You are shoved through a door in the back of the room.

The Master Psionicist gives a slight twitch as you enter the room, and awakens from a trance.

The Master Psionicist says ''I have no time for this, and specifically said that''

The Master Psionicist says ''I was not to be disturbed. Very well, you have gone''

The Master Psionicist says ''against my wishes, the penalty for doing so is Death.''

27. Kill Master Psionicist for Belt.

28. Open d;run d.

Alimnar's Soul says, "Well now that you've...convinced the masters to help. You are ready to face the overlords guards. Once you fight your way past his guards, you'll find the overlord."

\*\* Task Done : Find the masters and convince them to help.

\*\* Task Added : Fight your way past the Overlord''s guards.

29. Enter stairs. Wear Belt, Faith, Aura, Scar, Intent and Ward.

30. Run 2n;open u;run u and kill an alert guard to be teleported to a new sub-area, starting from "Central Room".

An alert guard says, "Very well. You have proven your worthiness against me and against others, you may proceed."

31. Open n;run n and kill Captain Relicbane. When he's dead you'll be teleported back to "Central Room".

32. Open d;run d and kill Embarrassed Guard. When he's dead you'll be teleported back to "Central Room".

33. Open w;run w and kill Drunk Guard. When he's dead you'll be teleported back to "Central Room".

34. Open u;run u and kill Broke Guard. When he's dead you'll be teleported back to "Central Room".

35. Open e;run e and kill Sleeping Guard. When he's dead you'll be teleported back to "Central Room".

36. Open s;run s and kill Elite Guard (immune to magic, use physical damtype). When he's dead, he'll open the south door.

\*\* Task Done : Fight your way past the Overlord's guards.

\*\* Task Added : Defeat the Overlord and return with proof.

37. Go south and kill Overlord Vyndalas to get Sign of the Overlords and be teleported back to first room of Deathtrap.

Overlord Vyndalas stops holding Sign of the Overlord.

You receive Sign of the Overlord from Overlord Vyndalas.

38. Enter paladin. Find a room with noscan door down. Open d;run d. Give Sign of the Overlord to Alimnar’s Soul to get cloak of anonymity.

You give Sign of the Overlord to Alimnar’s Soul. Alimnar’s Soul bows before you. Alimnar’s Soul says, "So you have destroyed the Overlord, and freed us all. You are a hero to us all. Here, please take this so that you may walk amongst us undetected. If you are wearing that, there is a good chance that the people wont recognize you. Thank you for your help." You receive the cloak of anonymity from Alimnar’s Soul.

\*\* Task Done : Defeat the Overlord and return with proof.

\*\* Goal Completed: Destroy the Overlord

INFO: Tinky has freed the imprisoned people from the tyranny of the Overlord.

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| Keywords : cloak anonymity |

| Name : the cloak of anonymity |

| Id : 235634951 |

| Type : Armor Level : 121 |

| Worth : 100 Weight : 12 |

| Wearable : back |

| Flags : magic, nolocate, V3 |\n+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +12 Intelligence : +6 |

| Wisdom : +6 |

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| Resist Mods: All magic : +5 All physical : +7 |

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39. When wearing cloak of anonymity, the class that will usually attack you will MOST LIKELY leave you alone. E.g. thieves will not attack paladins. There's still a chance they will attack you though, albeit a rather low one.

40. The items held by the boss mobs in each subarea, that you kill to get, can be created using major creation. Refer to list below for what to cast.

Psionicist = Destroyer of Minds = cast major ''inner child'' => give to Adept Riosha (mage)

Paladin = Holy Knight = cast major ''soul saver'' => give to Assassin (thief)

Mage = Adept Riosha = cast major ''tomb knowledge'' => give to Lord Khraken (warrior)

Warrior = Lord Khraken = cast major ''lord shortsword'' => give to Holy Bishop (cleric)

Cleric = Holy Bishop = cast major ''ankh faith'' => give to Holy Knight (paladin)

Thief = Assassin = cast major ''hood concealment'' => give to Destroyer of Minds (psionicist)