Thanks to Schen for posting the original AQ solution. I have modified it to suit the goal.

**Mondaine modified it to be fucking legible.**

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

WARNING: Several PK rooms. Watch out.

1. From the first room of Flying Citadel, run 2dn - A cracked statue says, "Greetings, follower of the light." A cracked statue says, "Long ago I was carved from the stones of this place. I have seen when the light and dark worked together in harmony, a perfect balance. Then something happened, suddenly they started warring. Nobody knows why or who is to blame. Obviously, the light blames the dark and the dark blames the light. Luckily, Malcrom is attempting to figure out who is truly to blame." A cracked statue says, "If you would like to hear more, please type accept." A cracked statue says, "If you don't want to help you may either join the dark or join the light."

2. Type ''accept'' - A cracked statue says, "The light and dark have always fought each other and nobody knows why. Just recently Malcrom has decided to take up the task of figuring it out. Only problem is, he doesn't know either side of the story. Go find the books outlining the history as told by the light and dark sides. Join the light and try asking the Chimera for his side of the story first."

\*\* Goal Added : Help determine who's really responsible. Type ''goals citadel'' for full details on this quest.\*\*

Task Added : Find the book outlining the history as told by the dark. \*\* Task Added : Find the book outlining the history as told by the light. \*\* Task Added : Find out the truth about the light and the dark.

3. Say “join the light” to be teleported to the dark side. You say ''join the light'' A cracked statue says ''You shall battle the darkness on your way to the prize.''

4. Find and kill Huge Hellhound for iron key (rot-death, lasts 6 minutes). Open d;run dnwn and kill werewolf for large hammer (key).

5. Run s3en;open n;run n to get to Chimera and say story.A chimera exclaims, "That damn Unicorn! Always telling the wrong side of the story! Take the horn from his head and I will tell you how it REALLY went!”

\*\* Task Added : Retrieve the Unicorn''s horn.

6. Kill chimera to be teleported to tower area. Run 2u;enter trapdoor;enter light;run nwn and kill centaur guard for trick (key, death load).

7. Open n;run nw to get to unicorn and say story.

\*\* Task Added : Retrieve all three eyes from the Chimera.

8. Kill unicorn for Unicorn''s Horn. It may take a few tries. If you try and fail, you get teleported to the tower area. Run 2u;enter trapdoor;enter light;run nwn;open n;run nw to return to unicorn and kill repeatedly till you get the Unicorn's Horn. A unicorn says, "I pray my holiness will grant you no favors." You receive A Unicorn's Horn from a unicorn.

\*\* Task Done : Retrieve the Unicorn's horn.

\*\* Task Added : Give the Unicorn's horn to the Chimera.

]9. Run 2u;enter trapdoor;enter dark. Find and kill Huge Hellhound for iron key, if yours has expired. Open d;run dn2en;open n;run n. Give Unicorn's Horn to chimera to get book entitled Dark Revenge. You give A Unicorn's Horn to A chimera. A chimera says, "Ah, I see you are a true follower of darkness. As promised, here is what really happened." You receive a book entitled Dark Revenge from A chimera. A chimera says, "Now go, and help us win the fight."

\*\* Task Done : Give the Unicorn''s horn to the Chimera.

\*\* Task Done : Find the book outlining the history as told by the dark.

10. Kill chimera for Three sets of Eyes. It may take a few tries. If you try and fail, you get teleported to the tower area. Run 2u;enter trapdoor;enter dark. Find down door, open d;run dn2en;open n;run n to return to chimera and kill repeatedly till you get the Three sets of Eyes. A chimera says, "My eyes shall go with you to behold what you see." You receive Three sets of Eyes from A chimera.

\*\* Task Done : Retrieve all three eyes from the Chimera.

\*\* Task Added : Give the Chimera''s eyes to the Unicorn

11. Run 2u;enter trapdoor;enter light;run nwn;open n;run nw and give Three sets of Eyes to Unicorn to get book entitled The Light's Fall. You give Three sets of Eyes to a unicorn. A unicorn says, "Ah, I see you are a true follower of light. As promised, here is what really happened." You receive a book entitled The Light''s Fall from a unicorn. A unicorn says, "Now go, and help us win the fight."

\*\* Task Done : Give the Chimer''s eyes to the Unicorn.

\*\* Task Done : Find the book outlining the history as told by the light.

12. Kill unicorn to be teleported to tower area. Run 2u;enter trapdoor and kill all the stone gargoyles in the room.

13. Go north to find Malcrom's Assistant. Malcrom''s Assistant exclaims, "Yess!! You have uncovered the histories of the light and dark!! Please! Give them to Malcrom so he can FINALLY put rest to the questions of who started it!"

\*\* Task Added : Show Malcrom the books so he can determine who's to blame.

]14. Hunt and navigate the maze to get to Malcrom, the Ageless. Give Malcrom both books to get a nosave portal, book entitled ''My Citadel''. Malcrom, the Ageless exclaims ''You have found them BOTH! Quick, let me see them so I may finish my work!'' You give a book entitled Dark Revenge to Malcrom, the Ageless. Malcrom, the Ageless says, "Thank you, but I need the other side of the story." You give a book entitled The Light''s Fall to Malcrom, the Ageless. Malcrom, the Ageless exclaims, "At last, I can compare the two. Hmm...yes I see it now. Here is the whole story. Turns out neither the light or dark side is responsible. It was the Guardian Orb. He must be stopped!" Malcrom, the Ageless exclaims, "Here, take this. It will lead you to the Guardian Orb so the balance can return!" You receive a book entitled ''My Citadel'' from Malcrom, the Ageless.

\*\* Task Done : Show Malcrom the books so he can determine who's to blame.

\*\* Task Added : Slay the Guardian Orb.

15. Wear book entitled ''My Citadel'' and enter it. Kill the Guardian orb to get the area portal, A Majestic orb.

\*\* Task Done : Slay the Guardian Orb. The room shakes violently and then suddenly is quite calm. You now know that the balance has been restored. You receive A Majestic Orb from The Guardian of the Orb.

INFO: Tinky has restored balance to the Flying Citadel.

\*\* Task Done : Find out the truth about the light and the dark.

\*\* Goal Completed: Help determine who's really responsible.

+-----------------------------------------------------------------+

Keywords : majestic orb

Name : A Majestic Orb

Id : 236893668

Type : Portal Level : 50

Worth : 1,200 Weight : 5

Wearable : hold, portal

Flags : magic, blessed, held, burn-proof, nolocate, V3 |+-----------------------------------------------------------------+

Stat Mods : Wisdom : +4 |+-----------------------------------------------------------------+

16. In future, the gargoyles at the top of the tower will not stop you from going north, so there is no need to kill them before you can go north. Nice for gquests.