Goal By:Tinky and Schen

Edited By: Roninleader

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

1. Start in the first room of Intrigues of Times Past. Open n;run 4nw and say yes at King Victor

]2. Say accept

\*\* Goal Added : Join in the intrigues of times passed.\n

Type ''goals times'' for full details on this quest.

\*\* Task Added : How did the old King die?

3. Run e2sen to Duke Liua and say “who killed king victor” then go west two Friedrich Balmtor and say who killed king victor to get a Secret Pact

\*\* Task Added : Let us help each other, information isn''t free!

\*\* Task Added : Make an alliance with the church

4. Run sw2nwn;enter cauldron;run 2e3s2u;enter cannon;run dn2wnd and buy some Mystical Medicine.

]5. Run us3enu and give Mystical Medicine to High Chamberlain Edward.

6. Give Secret Pact to High Chamberlain Edward.

7. Recall and return to the first room of Intrigues. Open n;run 2nen and give the Church''s reply to the pact to Friedrich Balmtor

\*\* Task Done : Make an alliance with the church.

\*\* Task Added : Remove the general!

8. Run sw2nwn;enter cauldron;run 2e3s2u;enter cannon;run dn2wn;open w;run w;open w;run w;enter prie. Scan for and kill Sir Gaynor of Gloucestershire to get general's scalp.

9. Recall and return to the first room of Intrigues. Open n;run 2nen and give the general''s scalp to Friedrich Balmtor.

\*\* Task Done : Remove the general!

\*\* Task Added : Out with the old, in with the new.

Friedrich Balmtor says, "You will find the old guards in the Balmtor tavern, they will lead you to the Rogue. Bring back proof of his death and the information you seek will be yours.

10. Run sw2nwn;enter cauldron;run 2e3s2u;enter cannon;run dn2wn;open w;run w;open w;run w;enter prie;run swnw;enter dread. Now look for a room with graffiti. Open up and go up.

11. Peek at the snails'' inventories and kill a snail holding Mr. Key.

12. Go to the room "A Weedy Path", open north and go north. Attack Sir Tallon of Rivington until he ceases combat

13. Give 10,000 gold to Sir Tallon to get sloppy hat.

14. Attack Friar Mezert until he ceases combat. Give Friar Mezert the sloppy hat to get pardon.

15. Attack Shaun until he ceases combat. Give Shawn the pardon to get pint of stout.

16. Attack Benthis of Devon until he ceases combat. Give Benthis the pint of stout to get stick.

17. Attack Sir Hollis Fletcher until he ceases combat. Give Sir Hollis Fletcher the stick to get Scarred Ducat.

18. Attack Trannys Booth until he ceases combat. Give Trannys Booth the Scarred Ducat and he will teleport you to a new area.

19. Go up and kill the rogue to get the rogue''s finger. Do next task quickly as finger expires after only 4 minutes.

20. Recall and return to the first room of Intrigues. Open n;run 2nen and give the rogue''s finger to Friedrich Balmtor.

\*\* Task Done : Out with the old, in with the new.

\*\* Task Added : Drain the royal blood line!

21. Run sw and kill King Robert to get crown of King Robert off the ground.

22. Run en and give crown of King Robert to Friedrich Balmtor

You receive a pound of horseflesh from Friedrich Balmtor.

\*\* Task Done : Let us help each other, information isn''t free!

22. Run sw2nw and give the pound of horseflesh to the ghost of King Victor to get a Forgotten Stud.

Give a pound of horseflesh to the ghost of King Victor.

You receive a Forgotten Stud from the ghost of King Victor.

\*\* Task Done : How did the old King die?

\*\* Goal Completed: Join in the intrigues of times passed.

INFO: Tinky survived intriguing times.

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| Keywords : forgotten ear stud |

| Name : a Forgotten Stud |

| Id : 1190901216 |

| Type : Armor Level : 199 |

| Worth : 2,800 Weight : 7 |

| Wearable : ear |

| Score : 285 |

| Material : copper |

| Flags : invis, magic, held, burn-proof, V3 |

| Notes : Item has 2 resistance affects. |

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| Stat Mods : Damage roll : +15 Strength : +3 |

| Intelligence : +3 Wisdom : +3 |

| Constitution : +3 Dexterity : +3 |

| Luck : +3 |

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THE FOLLOWING STEPS ARE OPTIONAL

Note from Roninleader: I was not able to get this first AQ to work correctly, but the second one still works exactly as written.

23. Recall and return to the first room of Intrigues. Open n; run 4nwn;enter cauldron;run 2e3s2u;enter cannon;run dn2wn;open w;run w;open w;run w;enter prie;run nwun and get the glass of water from the ground.

24. Recall and return to the first room of Intrigues. Open n; run 4nwn;enter cauldron and look for a pale knight. Give the glass of water to the pale knight to get a Forgotten Shield.

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| Keywords : forgotten shield |

| Name : a Forgotten Shield |

| Id : 229821502 |

| Type : Armor Level : 190 |

| Worth : 3,000 Weight : 25 |

| Wearable : shield |

| Flags : magic, anti-neutral, V3 |

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| Stat Mods : Moves : +3 Mana : +3 |

| Hit points : +3 Hit roll : +3 |

| Damage roll : +3 Saves : +3 |

| Constitution : +3 Intelligence : +3 |

| Dexterity : +3 Strength : +3 |

| Wisdom : +3 |

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| Resist Mods: All magic : +3 All physical : +3 |

| Acid : +12 Sonic : -12 |

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25. Recall and return to the first room of Intrigues. Open n; run 2n and get the slice of day old bread from the floor.

26. Run 2nwn;enter cauldron;run 2e3s2u;enter cannon;run dn2wn;open w;run w;open w;run w;enter prie;run swnw;enter dread. Scan and find the Duck of Taunton. Give him the slice of day old bread to get an Egg of Good.

You give a slice of day old bread to Duck of Taunton.

Duck of Taunton quacks at you affectionately.

Duck of Taunton pokes his head under his wing and seems to be looking for something.

Duck of Taunton starts quacking happily!

Duck of Taunton drops an Egg of Good.

Duck of Taunton has laid an egg! It rolls and comes to a stop at your feet.

Duck of Taunton eats a slice of day old bread.

Pick up egg of ground.

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| Keywords : good egg thegoodegg |

| Name : an Egg of Good |

| Id : 1190906965 |

| Type : Pill Level : 191 |

| Worth : 1,500 Weight :13 |

| Score : 0 |

| Material : organic |

| Flags : magic, anti-evil, anti-neutral, auctioned, V3|

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| Spells : 1 use of level 180 'frenzy' |

| : 1 use of level 180 'aid' |

| : 1 use of level 180 'biofeedback' |

| : 1 use of level 180 'protection evil' |

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