Gt i 1. Head to Grandmaster Mage Nystaulyk (3n of entrance)

2. say more, read his spiel

3. say help

4. Goal will open.

Now, you need two people for the first puzzle. One person assists, the other is looking for the scout. Follow the directions below to solve the puzzle. There may be a couple extra pull chains in there, but this solution has gotten everyone through pretty quickly. If I'm around, I'll be happy to help. If you want to explore all rooms, you DO need to play both roles, though.

Some notes about the gate puzzle:

\* Do this right after repop. The longer the repop, the better. Castiel and I were able to do it under 2 1/2 minutes, but that's because I know what I was doing, and Castiel was able to quickly follow instructions. The slowest I had was about 6 minutes.

\* Other players can screw you up. If another person pulls a chain out of order, or moves into the wrong room, it can potentially lock you from progressing forward.

Gates Puzzle:

Player 1: Finding corpse.

Player 2: Assistant.

1. Player 1: pull chain;west;pull chain
2. Player 2: south;pull chain
3. Player 1: north;pull chain
4. Player 2: north;pull chain
5. Player 1: north;pull chain
6. Player 2: east;pull chain
7. Player 1: east;pull chain
8. Player 2: north;pull chain;west;pull chain
9. Player 1: east;pull chain;south;pull chain;north;west;pull chain
10. Player 2: east;pull chain;west
11. Player 1: east;pull chain;south;pull chain;south;west;pull chain
12. Player 2: west;pull chain
13. Player 1: pull chain
14. Player 2: east;pull chain;east
15. Player 1: south;west;pull chain
16. Player 2: east
17. Player 1: east
18. Player 2: pull
19. Player 1: east;pull chain (room with corpse)
20. Player 2: south

5. Head back to Grandmaster Nystaulyk, say 'I found the corpse of the scout'

6. Get a torch from Adorra (east, all south from Grandmaster). Do this by saying 'deal' with 100k gold.

7. Seek the archivist (edsen2en). Aggros galore, have fun.

8. Say 'help'. He wants a grape smoothie.

9. You can follow the path around for exploring, or you can door grey quail to get to the next part.

10. When you're in the proper area (see step 9), start killing mobs. You're going to need to farm a LOT of seeds in this area, but the important ones you want will be grape seeds for the grape smoothie task. The groundskeeper is in the southeast corner of this area.

11. When you get to the groundskeeper, say 'archivist'. You will receive a grape.

Now it's farming time. Seriously, read recipes, and farm a lot. You're going to need, at some point, the bird suet recipe, which takes a lot of recipe-related items. But for now, collect 14 grapes (minimum) so you can make the grape smoothie. Some items you need to drop in the grove to get them to turn into other items (for example, to get raisins, drop grapes in the grove and wait… and wait… and wait… and wait… and eventually you’ll get raisins. Drop seeds to grow into other things (I believe millet seeds to millet spikes, for example). I forget all you need to drop, so post here when you find out!

12. Go back to the groundskeeper and say 'grape smoothie'.

13. Go back to the archivist and give the grape smoothie to him.

14. Say 'dread'

15. Say 'lailah'

16. Say 'starburst'

17. Say 'map'

18. Now for a game of cat and mouse and learning calls... Your task now is to find a tiny goldfinch and mimic its call. This may take several tries. Here are the actions you need to take:

a. A tiny goldfinch sings a short, beautiful trill. --> trill

b. A tiny goldfinch chatters loudly. --> chatter

c. A tiny goldfinch flaps its wings and twitters. --> twitter

d. A tiny goldfinch rambles at random intervals. --> ramble

e. A tiny goldfinch warbles a melody. --> warble

f. A tiny goldfinch chirps. --> chirp

You now know all the goldfinch calls.

19. Return to the archivist and say 'yes'.

20. Find one of the locked doors with a zabra finch and give a millet seed to the zebra finch.

21. Make your way through the locked door to the sun goldfinch and issue the commands in this order:

20a. chirp, warble, twitter, trill, ramble, chatter

22. Return to the archivist and whistle.

23. Now for the fun part... There are several class tombs you need to access. You will need at least 8 olive oils to place in the lamps for the starburst to appear. Once the starburst appears and unlocks the door, you need to go inside quickly. A little hint - more than one person can enter at a time, though you will need repops to complete the next task for each person.

In each tomb, there is a specific action you need to do. You will need to grab the badge from the sarcophagus and perform some sort of action. After the action has been performed, you will need to 'set badge sarcophagus'.

a. Thief tomb: Conceal the badge.

b. Paladin tomb: Illuminate the badge.

c. Psi tomb: Resonate the badge.

d. Mage tomb: Solidify the badge.

e. Cleric tomb: Remove curse/uncurse.

f. Ranger tomb: Poison yourself.

g. Warrior tomb: Either remove weapons and fight the warrior or disarm warrior. Or both. Not confirmed.

h. Fire tomb: Fireproof the badge.

24. You will get several pages at this point, and once you have them, you need to go back to the archivist and give the pages (one by one) to him. These will need to be done in order, too. The proper order is:

Warrior (torn) -> Psi (shredded) -> Mage (ripped) -> Fire Guardian (burned) -> Cleric (creased) -> Ranger (crumpled) -> Paladin (mangled) -> Thief (damp)

25. check table to receive a key with an ancient design

Prepare yourself for a tough battle. It's helpful to have someone else with you, but you need to get the killing blow to complete the goal. Cannot quite remember the mechanics, but it shouldn't be hard to figure out. Just be prepared for a tough battle. Can be done solo if you can exploit the weakness, but I never figured out the weakeness. Anyone who does, update the guide!

26. Make your way back to the garden to room 40167 and unlock down.

27. There are two lamps here that must be lit in the correct order (I forget what order, think east and west).

28. Kill. Kill. Kill. Or be killed. But don't be killed, because that sucks.