xxNotes:

-This area has 2 goals in it.

Goal one:

1. say yes (Wait for task to update)

2. run 2s;listen mar-nalan (Wait for task to update)

3. run 2e;enter portal;run eu;say darkness;kill melbolgia

4. recall and return to area;run 2s2w;enter portal;run wd;say purity;kill krellick

5. recall and return to area;run 2s

6. op s;s;enter portal;run sd;enter silver;run ewe2s;kill barrick

Goal two

1. say secrets (at entrance)

2. Gather ingredients needed to craft bracers or earrings. (Random drop from mobs)

a magical bonding agent - a seeker of virtue (center section)

a socketed earring - a demonic hag (In west portal)

a socketed bracer - Something(In west portal)/a flittering sprite(In east portal)

a topaz of worth - a glitter fairy (In east portal)

sparkling diamond - a wandering spirit/a seeker of balance (center section)

blood-red ruby - a dragonette (In west portal)

a rose quartz - a flittering sprite (In east portal)

3. Craft bracers or earrings, depending on your list.(Unique to each character)

Mar-nalan will combine gems:

Emerald - 'say combine topaz diamond'

Amethyst - 'say combine topaz ruby'

Prismatic - 'say combine all' - Requires emerald, rosequarts and amethyst in inventory

Trillian will craft earrings. (Requires gem, bonding agent and socketed earring)

Example: Diamond imbued earring - 'say combine diamond earring'

Slytherian will craft bracers. (Requires gem, bonding agent and socketed bracer)

Example: Diamond imbued bracer - 'say combine diamond bracer'

Source:

(999, 'Vinatia', 60, '24.3.144.172', NULL, 'in first room listen to the entity

Without opening their eyes, the person at your feet begins speaking to you.

A sublime entity says, "Our existence is a strange one, filled with many

joys and many sufferings."

A sublime entity says, "Somewhere, in the embracing of both the pain and

the happiness, there is perfection."

A sublime entity says, "From that place, and only that place, can one find

true wisdom and true peace."

You feel like you are being weighed and examined, though their eyes remain shut.

A sublime entity says, "This temple, just as it lies between the

constraints of the world below and the euphoria in the lands above, can

help you find this balance."

A sublime entity asks, "Is the balance what you were seeking, Carpet?"

''yes

You say ''yes''

A sublime entity says, "I sensed it was so. Let me tell you a story."

Eyes still closed, the sublime entity pauses, deep in thought.

After a few moments, they resume.

A sublime entity says, "In our lives, simultaneously laughingly short and

unbearably long, we encounter many things. We perceive the events of our

lives as both good and evil."

A sublime entity says, "Though many would not admit to such a dichotomy of

characterization, our emotions belie our assessments, and we feel in

either way the results of our circumstance."

A sublime entity says, "This, however, puts us at the mercy of the tides

of history. It lets the events of our lives define us and our

well-being."

A sublime entity says, "In an age long past, and yet still near to ours,

there was a prince named Barrick. He had a kind heart and an upright

spirit."

A sublime entity says, "When the time came, he inherited the kingdom from

his father, as was the custom in his land, but the kingship was not what

it should have been."

A sublime entity says, "His father had squandered the kingdom''s wealth and

neglected to maintain their armies. And so, Barrick and the bankrupt

kingdom were left on the verge of downfall."

A sublime entity says, "Victim to the fate that he had not chosen, Barrick

watched impotently as his kingdom was pillaged and his family''s house

mocked by all."

A sublime entity says, "When the armies of the conquerors finally reached

the palace walls, Barrick, in a final act of protest, threw himself down

upon them. Falling to his death; his body pierced on their spears."

A sublime entity says, "But, Mercy, the benevolent goddess, had known

Barrick and had been watching him his whole life. Seeing Barrick''s final

desperation and knowing his once-noble heart, she resurrected him."

A sublime entity says, "Together with her consort, Grace, she constructed

this temple, as a path by fire to serenity; with Barrick placed as its

guardian and chief instructor."

A sublime entity says, "Here, between heaven and earth, in the Temple of

Shal''indrael, Mercy and Grace have provided brave souls a way to temper

their passion. A place to temper their weakness and their thought; to find

a way to embrace both the evil and the good that must be encountered in

the life below."

A sublime entity says, "This path is not easy, young Carpet, but as in

everything you will do, the path is yours."

A sublime entity says, "Find the path to Barrick and defeat him. There is

an adept to the south of here, Mar-Nalan. He was once like you, lost in

his own emotion; he can help you on your way."

\*\* Goal Added : Find inner balance in the floating temple.

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

\*\* Task Added : Seek out the guide on your path: Mar-Nalan.

\*\* Task Added : Best the the master of Shal''indrael: Barrick.

go to Mar-Nalan I believe 2s from entrance and listen to her

Mar-Nalan says, "Peace to you, Carpet, I am Mar-Nalan, Adept of

Balance."

Mar-Nalan says, "The door to the south is sealed to you. Before it will

open, you must master both the light and the darkness within. When you

conquer both sides of your self, then will your soul be unified and the

way be opened."

\*\* Task Added : Embrace the good within: Find the Chakram of Light.

\*\* Task Added : Embrace the evil within: Find the Chakram of Darkness.

Chakram of light is on Krellick

Chakram of darkness is on Melbolgia

Get them both and return to Mar-Nalan

Your chakrams begin to hum!

Mar-Nalan looks over at you and gasps!

Suddenly, your two chakrams glow and then fuse into one in a flash of light!

Mar-Nalan smiles at you.

Mar-Nalan says, "You have proven yourself worthy. The chakram you hold is

the key to the final test."

\*\* Task Done : Seek out the guide on your path: Mar-Nalan.

\*\* Task Done : Unite the two halves of the whole: the Yin-Yang Chakram.

\*\* Task Added : Navigate the wavering of your soul: the Maze of Neutrality.

open south;enter portal;south;down;enter silver;east;west;east;south;south

kill Barrick to complete the goal', 0, 1302918290, NULL, NULL, 464),

SHAL 2

listen sublime at entrance

You say 'secrets'

A sublime entity says, "You remember my story from earlier, regarding the origin of the temple? Well, when this temple was finished, Mercy removed her divine ring as a prize for those who mastered the trials within."

A sublime entity says, "Knowing that wielding its full power would overwhelm any single mortal, she rent it into countless pieces and scattered them throughout the temple that the seekers might happen upon them."

A sublime entity says, "However, the pieces will not be useful in their raw forms, for much of their original magic is lost. Anctipating this, she commissioned four guardians in the temple to aid the seekers in utilizing the scattered shards."

A sublime entity says, "The paragons to the south were tasked with restoring the pieces into useful relics. With the collective magic from an assortment of the restored pieces, I might be able to fashion you a mortal replica."

A sublime entity says, "Bring me the following items:"

a diamond-imbued earring

an emerald-imbued earring

a prismatically-imbued bracer

a prismatically-imbued earring

a rose quartz-imbued earring

\*\* Goal Added : Discover the secret hidden in Mercy's temple.

Type 'goals Temple2' for full details on this quest.

\*\* Task Added : Recover pieces of Mercy's ring and receive her boon.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

this part is different for every character… so kinda hard to do walkthru.. but here is the info you need to know.. you need to make 5 items - you can find on your task list for the goal. there are 3 different gem types (diamond topaz ruby) and 3 different hybrid gems (emerald rosequartz emthyst)and 1 superhybrid gem(prismatic). there are also 2 different jewelry types (bracer and earring). yo uwill need 5 bonding agents (1 per item)

you will have to farm some random drop items:

magical bonding agent // topaz of worth // diamond of worth // blood-red ruby // rosequartz //socketed earring // socketted bracer

mar-nalan can combine your gems - here are his commands

emerald = say combine topaz diamond

amythest = say combine topaz ruby

prismatic = say combine all (need an emerald, rosequartz, and amythest in your inv)

trillian will make your earrings (you will need bonding agent for these items)

example..

diamond imbued earring = say combine diamond earring

Slytherian will make your bracer (you will need bonding agent for these items)

example..

say combine diamond bracer

shal 2 goal reward

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

| Keywords : seekers mortal ring mercy |

| Name : the Seeker's Mortal Ring of (Mercy) |

| Id : 1126748056 |

| Type : Armor Level : 196 |

| Worth : 0 Weight : 20 |

| Wearable : finger |

| Score : 290 |

| Material : energy |

| Flags : invis, magic, held, V3 |

| Owned By : LordSation |

| Found at : The Temple of Shal'indrael |

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| Stat Mods : Damage roll : +21 Hit roll : +15 |

| Constitution : +11 Saves : +4 |+-----------------------------------------------------------------+

| Resist Mods: All physical : +11 All magic : +8 |

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