=========

In nyne epic section (goal section) there is sanctd mobs which give random drop rings. get 8 rings, turn them into "wraith" in the "look into crystal" section and he gives you "an odd stone" that will take you out of the goal area and land you in the portals room.

kain=dragon ring

zayne=trap ring

chaosity=anarchy ring

raven= feather ring

nemesis=foe ring

morpheus=magical ring

exodus=darkness ring

war= shield ring'

==========

Posted by 'Damiancer'

Bit rough of a walkthrough, might go back through it and make it more concise... but hear it is.

Need to do Den of Thieves Goal 1st, then Killing Fields Goal 2nd, before you can start Nyne 1.

Nyne 1

- go to Mysterious Man in Nyne

A Mysterious Man asks, "You look like a helpful person. Are you willing to help me out?"

-say help

A Mysterious Man says, "Wait a second I recognize you. You were the one who messed things up in the Den and let Damian destroy The Dark Lotus and flee. You really want to do this again? I suggest you get things right this time or the Thieves Guild is going to want your blood. If you really want to do this, then accept my terms."

-say accept

A Mysterious Man says, "This is the Nyne Woods. Long ago in the distant past this was used as a convict colony prison. The world’s most dangerous criminals called this home. Guarding over the convicts were the Nyne, a race of centaurs from these parts. The Nyne closed this island off from the rest of the world via powerful magics that caused it to be lost within the deepest oceans. Now the barrier has been lowered and the island is once again visible. It won't be long before more foolish adventurers come here looking for wealth and power. Little do they know the horrors that are kept here to conceal such power. If you truly want to stop Damian you will need to not only navigate the woods but explore the darkest regions of the museum. Your goal will be to regrow The Dark Lotus, and the only way to do that is to gain the help of the Cult of Dark Lotus. The Nyne Matron will know where you must begin. It also might be a good idea to check in with Jumpsteady as well."

\*\* Goal Added : Chapter 3: Lotus Reborn

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

\*\* Task Added : Defeat Damian For Good

\*\* Task Added : Check In With Jumpsteady

\*\* Task Added : Ask The Matron For Help

-Go to Jumpsteady, say help

Jumpsteady says, "Oh no, not you again. Tell me right now why I shouldn't just slit your throat. No wait I don't want to know. You want to help fine, but stay out of my way. As soon as Damian shows his face, I'm going to kill him the old fashioned way. Since you are here, make yourself useful and gather up ten sets of fox fur. Once you have all ten, come here and say you are done."

\*\* Task Added : Gather Up Some Fox Furs

-Kill and loot 10 Fox fur

-Go to Jumpsteady, say done

Jumpsteady says, "So you have all the furs. Very well, I guess we can fill you in. This is the Woods of the Nyne. The Nyne is an ancient race of centaurs who have been tasked with protecting the world from the most evil of criminals. Murderers and monsters of all kinds call this their home. What we have to do now is one of two things. We either just bring the pain to Damian and try to kill him once and for all. Or we seek the help of the Nyne and revive The Dark Lotus. I will prepare for the fight, you work on the Lotus. Seek out the Matron for help."

\*\* Task Done : Gather Up Some Fox Furs

\*\* Task Done : Check In With Jumpsteady

-Got to Matron, say help

The Nyne Matron says, "So you are working for the thieves. Do you truly believe you have what it takes to venture through my museum? I bet you exude confidence. You will be faced with a set of tests to gain the favor of the Cult Of Dark Lotus. Each one will have his own task which must be completed before he will help you with your task. In order for them to even listen to you, you must say this phrase "The Lotus grows where the roses pass.""

\*\* Task Done : Ask The Matron For Help

\*\* Task Added : Gain The Favor Of The Duke

\*\* Task Added : Gain The Favor Of Shaggy

\*\* Task Added : Gain The Favor Of Bones

\*\* Task Added : Gain The Favor Of Hektik

\*\* Task Added : Gain The Favor Of Jaymo

\*\* Task Added : Gain The Favor Of Grundy

------ Duke ------

- Go to The Duke Of The Wicked, say The Lotus grows where the roses pass

The Duke Of The Wicked says, "It's been awhile since I heard that phrase. So you have come for my help? What you seek is not for the faint of heart. You wish to defeat the Shadowwalker no? You best, because if you seek to use this power for your own I will personally destroy you. Now in order for me to truly believe you have what it takes you will have to manage to get The Juggla to drop his heads."

- go to and kill Juggla

The Juggla is DEAD!!

The Juggla juggles those heads all the way to his death. When he falls, they land neatly on his chest. He never dropped a single one.

\*\* Task Added : Find A Way To Get The Juggla To Drop His Heads

You get A Pink and Blue Jester''s Hat from the blasted corpse of The Juggla.

- find strong man, say secret

A Strong Man says, "Oh there are a few secrets around here, but the one I love is what the Temptress does for a deep kiss."

- go to temptress, french temptress

You give A Twisted Temptress a long and passionate kiss, it seems to last forever…

A Twisted Temptress says, "Oh La La! Such a delicious kiss, here is something to remember me by."

You receive A Sinfully Naughty Picture from A Twisted Temptress.

-go to Juggla, show picture

The Juggla looks at the picture and his eyes go wide. Each head he juggles flies up in the air and lands one at a time on his own head before falling on the floor.

The Juggla exclaims, "Oh man! Oh well, give me that!"

The Juggla takes the picture from you and leaves you with the severed heads.

\*\* Task Done : Find A Way To Get The Juggla To Drop His Heads

- go to duke

The Duke Of The Wicked says, "So you have done it, you managed to get the Juggla to drop his heads. I have to admit I doubted you but perhaps you are serious about this. When the time comes you have me on board ready to help you regrow The Dark Lotus."

\*\* Task Done : Gain The Favor Of The Duke

------- Shaggy ---------------------

-Go to Shaggy (room 23598 A Corner of relative calm), say The Lotus grows where the roses pass

Southwest Shaggy says, "Ha! So it does my friend, so it does. You are one of those new adventurer types trying to get into the mix of this Damian mess. You want me to help out you say? Fine fine, but first you have to get me what I want. I am looking for a certain spirit to wet my whistle.

It's a rare vintage whiskey from the far reaches of a long dead elven land. Bring me that and I will be forever grateful. I bet you anything that the Ringmaster has some."

-Go to and kill Ringmaster (room 23592 The Fearis Wheel)

Multiple slashes to the body end the life of The Ringmaster! He is DEAD!

You search his corpse and find no rare whiskey.

\*\* Task Added : Look Elsewhere For The Elven Whiskey

You get The Ringmaster''s Hat from the shredded corpse of The Ringmaster.

- go to Carpatia, say whiskey, give 10000 coin carp

You give 10,000 gold to Carpatia.

Carpatia exclaims, "Now that is a fair price, here it is, don't drink it all by yourself it is very strong!"

You receive Some Vintage Elven Whiskey from Carpatia.

\*\* Task Done : Look Elsewhere For The Elven Whiskey

- go to shaggy, give whiskey shaggy

You give Some Vintage Elven Whiskey to Southwest Shaggy.

Shaggy takes the flask and removes his mask. He gulps down the liquid and burps a small flame before replacing his mask.

Southwest Shaggy says, "Oh man that's the stuff. Thank you kindly. Now get out of my face! Oh? Help? Yeah I'm on board."

\*\* Task Done : Gain The Favor Of Shaggy

------ Bones -----------------------

-Go to Bones, say The Lotus grows where the roses pass

Mister Bones asks, "Huh what? Oh that. Yeah so you want to buy some roses. What? No? Well what the hell do you want?"

You explain to him that you are trying to regrow The Dark Lotus and need his help.

Mister Bones says, "My help? I don't know what I can do for you, but if you want me to hang out with you or something then you have to do something for me. I have ALWAYS wanted to know what was inside the Mystery Box but the damn thing is rusted shut."

-Go to and kill Mystery box

The Mystery Box is DEAD!!

You try as hard as you can and no matter what you can not TURN THE CRANK.

\*\* Task Added : Find A Way To Lubricate The Crank

You get A Sense Of Failure from the blasted corpse of The Mystery Box.

- go to vendor, say lubrication

A Rotten Popcorn Vendor says, "Lubrication? Well you could use some of this faux butter, but I umm used it all. I hear that the guys with the beards will share their welk oil for a price."

- go to bearded man, give 10000 coin bearded

You give 10,000 gold to A Bearded Man.

A Bearded Man exclaims, "Oh you want to buy some of this? You should grow an awesome beard like me!"

You receive Some Slippery Welk Oil from A Bearded Man.

- go to Mystery box, turn the crank

You turn the crank several times as a tune plays from inside. With one final click the top pops open and a large green and purple clown face starts laughing maniacally at you scaring the living crap right out of you.

You remove (RAIDER) Misanthrope''s Leggings from your legs.

You wear A Pair Of Soiled Pants on your legs.

You have soiled your pants, best go show the mess you've made to Mister Bones.

\*\* Task Done : Find A Way To Lubricate The Crank

- go to bones

Mister Bones says, "O....M....G.... Hahahahahhahha. Man you completely dropped a stinker there eh? So all that was inside the box was a scary clown head? Was it real? Oh man next time take a closer look. Anyway go get cleaned up jeez. I'll help you out."

You remove A Pair Of Soiled Pants from your legs.

\*\* Task Done : Gain The Favor Of Bones

------ Hektik ----------------------

- go to Hektik, say The Lotus grows where the roses pass

Hektik says, "You have some nerve to bother me when I'm smoking."

You inform Hektik that he seems to always be smoking.

Hektik says, "Hey! Nevermind that I am always smoking. It's just not cool to disturb me PERIOD! Well I guess you want me to join your cause? I would love to but I'm waiting for that magician to leave so I can steal some of his special tobacco. If you can get me some of that, then I will help you out in your journey."

- go to and kill Magician

[3] Your wail pimpslaps The Great Magician! [2019]

The Great Magician is DEAD!!

You receive 141 experience points.

Congratulations, hero. You have increased your powers!

You gain 2 trains.

Lucky! You gain an extra 1 training session!

Just before he dies he takes his tobacco with him muttering about how he hates

beaches.

\*\* Task Added : The Great Magician Hates Sand

You get 13,074 gold coins from the blasted corpse of The Great Magician.

You are taxed 653 gold coins by your clan.

You get A Crystal Ball from the blasted corpse of The Great Magician.

- Go to killing fields, look for sand laying on floor. Get sand.

- Go to Magician in Nyne, give sand magician

You give Some Sand to The Great Magician.

The Great Magician says, "Ugggh I hate sand so much, I cannot believe you would bring sand into my lamp. I hate you, I really hate you."

The Great Magician disappears with an audible \*POOF\*. You take this time to swipe some of his tobacco.

\*\* Task Done : The Great Magician Hates Sand

- go to Hektik, give tobacco hek

You give The Great Magician''s "Special" Tobacco to Hektik.

Hektik says, "Now this is some quality stuff. I can't wait to put this in my pipe and smoke it."

He begins to pack a pipe as you inquire about whether or not he is on board with your plan.

Hektik says, "Yeah, yeah keep your panties on. I will be ready when the time comes. Now let me smoke this in peace. Go on, begone with you."

\*\* Task Done : Gain The Favor Of Hektik

------- Jaymo ----------------------

- Go to Jaymo

- say The Lotus grows where the roses pass

Jaymo says, "And we pass where the roses grow. That is quite an old saying my friend. One I did not expect to hear from the likes of you."

You explain to him that The Matron sent you to gather all six members of the Cult in unity in order to regrow The Dark Lotus.

Jaymo says, "So The Matron has taxed you with such a task. I will help you, but first you must put out the candles once and for all."

- Go to and kill candle (Jackyl Brothers)

Multiple slashes to the body end the life of The Jackyl Brothers! He is DEAD!

You receive 142 experience points.

Even though the candle is no more you sense that it will return once again.

\*\* Task Added : Try Again To Put Out The Jackyl Brothers

You get 8,358 gold coins from the shredded corpse of The Jackyl Brothers.

You are taxed 417 gold coins by your clan.

You get An Eternal Flame from the shredded corpse of The Jackyl Brothers.

- go to odd mage, say INFO

An Odd Mage says, "You want information about how to put out the candles? Well I don't know if I can help you but I hear there is an inventor in the Inn who has a water sword. Perhaps you can see about getting one from him."

- go to room, suit yourself <23581>

- kill and loot Club, for the liq sword

-go to Jackyl, equip liq sword, kill jackyl

You use the water sword to extinguish the flames of the Jackyl Brothers.

\*\* Task Done : Try Again To Put Out The Jackyl Brothers

You get 8,338 gold coins from the dripping corpse of The Jackyl Brothers.

You are taxed 416 gold coins by your clan.

You get An Eternal Flame from the dripping corpse of The Jackyl Brothers.

- go to Jaymo

Jaymo says, "So you have done it. Even if it's not for good you have shown me that you have what it takes to bring the fight to Damian. When the time comes I will do everything in my ability to help you."

\*\* Task Done : Gain The Favor Of Jaymo

------- Grundy ---------------------

- Go to grundy

- say The Lotus grows where the roses pass

Colton Grundy, The Undying says, "So you want me to help you out? I guess I can do that as long as you are open minded about doing some things for me. The Wraith says he can help me experience death. I want that more than anything. If you can ask him for death, I will be in your debt."

- 2e2d (#23628)to get to wraith

- say death

The Wraith says, "So Colton Grundy wishes to experience the life of a mortal man. I can grant him this, but first I would like you to do two tasks for me. You see I am the keeper of two realms, Shangri-la and Hell's Pit. So I have to tend to the needs of both realms not to mention the realm of the living. One of the demons has lost something dear to even his black heart. As well as that, one of the creatures in Shangri-la has a taste for a treat that is not easily found in these parts."

\*\* Task Added : Retrieve Esham''s Demon Baby

\*\* Task Added : Find Some Delicious Liver For A Cloud Creature

- Scour den of thieves.. found demon baby in the room you sleep bed

- Give baby esham

You give a lost demon baby chewing on your finger to Esham, The Unholy Demon.

Esham, The Unholy Demon exclaims, "You found Junior? Wow, now I have to think twice about killing you. Thanks a lot!"

\*\* Task Done : Retrieve Esham's Demon Baby

- Kill and loot random demons in den of thieves for liver

A Random Demon has been crushed by the power of the earthquake! He is DEAD!

You receive 0 experience points.

You get 1 gold coin from the mushed corpse of A Random Demon.

You get someone's liver from the mushed corpse of A Random Demon.

- Give live cloud creature

You give someone''s liver to A Cloud Creature.

The Creature envelops the liver and soon it is gone.

\*\* Task Done : Find Some Delicious Liver For A Cloud Creature

You should check back with The Wraith when you can.

- Return to wraith

The Wraith says, "You have completed my tasks. I knew you could do it. I have a feeling that I will see you again some time soon. For now see that The Undying One gets this."

You receive The Touch Of Death from The Wraith.

- go to grundy, give touch grundy

You give The Touch Of Death to Colton Grundy, The Undying.

Colton Grundy, The Undying says, "I have been waiting for this day. It is said a single touch by The Wraith can kill a man. If this works I will finally be at peace. If not, then I will at least be available to help you. Here goes nothing."

Colton Grundy uses the touch to touch himself, his whole form shimmers for a moment before fading and leaving him lying dead.

Pondering on if this outcome is the one you wanted you can't help but take a moment to consider things.

After a few moments, Colton Grundy sits up.

Colton Grundy, The Undying says, "Oh man that was great. I saw Ma and Pa Grundy and my friends who long since passed. Those were some good times. Sure I''ll be ready when you need me."

\*\* Task Done : Gain The Favor Of Grundy

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After last one....Jaymo says, "Now that you have all of us on board, return to The Matron and tell her "the cult is reborn"."

\*\* Task Added : Return To The Matron

- go to Matron

- say the cult is reborn

The Nyne Matron says, "So you have managed to please all six members of The Cult Of Dark Lotus. I know this because they came to me in my dreams. They told me all that is needed to be done. I have the Seed Of The Lotus on me right now."

You excitedly hold your hand out.

The Nyne Matron says, "Not so fast young adventurer. Just because you have proven yourself to them does not mean I trust you. I know what you did within the Den and I know of your failure in the Fields. I will not be so easily convinced. I require a few tasks to be completed so I myself can see your dedication. Complete them and I shall give you the seed. Fail and you will never lay eyes on The Dark Lotus again. Finish them in whatever order you please but perhaps you shall begin with this mysterious rock. If you can solve its mystery, then you will truly impress me. If you manage to lose the rock, just come and ask me for another. I will surely give it to you as well as a stern lecture about losing magical rocks."

You receive A Very Mysterious White Rock from The Nyne Matron.

\*\* Task Done : Return To The Matron

\*\* Task Added : Solve The Mystery Rock

\*\* Task Added : Axe The Axe Murder Boys

\*\* Task Added : Find And Slay The Blood Wyrm

\*\* Task Added : The Mind Of Myzery

--------------- Myzery --------------------------------------------------\

- go to Myzery room

Murderous Myzery says, "Hey you! Yeah you! Look I have been trapped here forever and a day. All I have wanted to do was rejoin my gypsy friends in The Killing Fields. Of course I can't leave here on my own. If only there was a way to take A Trip To The Killing Fields."

- give trip(portal to killing) myz

You give A Trip To The Killing Fields to Murderous Myzery.

Murderous Myzery says, "Oh man this is exactly what I needed."

Murderous Myzery equips A Trip To The Killing Fields as a portal.

Murderous Myzery enter into the A Trip To The Killing Fields and disappears.

\*\* Task Done : The Mind Of Myzery

------------------------- Blood Wyrm -----------------------------------

- go to Arianna

- say blood wyrm

Arianna says, "Oh yes, I like him, he is very misunderstood. People think he just eats people and spits out bones but he actually eats bones too. If you wish to visit him you just simply have to "say fluffy". If you can find his cave that is."

- go to room <23668> Could Things Get Any Worst, say fluffy

From deep within the cave there is a loud roar followed by the sound of rocks slipping and grinding against each other. You peer directly at the small hole in the pile of rocks and suddenly see the head of the Blood Wyrm. His head retreats back before a large set of claws rip open the rocks sending them scattering.

The Blood Wyrm asks, "Hello there, pleased to make your acquaintance, I'm Fluffy. What say we dispense with the formalities and you simply allow me to eat you? This luxurious set of scales doesn't maintain itself you know. No?"

The Bood Wyrm sighs.

The Blood Wyrm says, "I don't see why Arianna always has to send me stubborn adventurers. Always so determined to do things the hard way when the sensible thing to do would be to sacrifice themselves for my glory. Very well, if that's how you want it."

1] The Blood Wyrm''s claw pimpslaps you! [580]\

- Kill him

The Blood Wyrm is DEAD!!

That was a pointless no-experience kill!

The massive dragon takes one final breath and slumps to the ground no longer moving. Suddenly its corpse bursts into flames and leaves behind only skeletal remains.

\*\* Task Done : Find And Slay The Blood Wyrm

-------------------------------Axe -------------------------------------

- go to and kill, Otiz, and Bonez <23671>

Bonez-Dub makes one last swing as you step aside and hit him with a finishing blow. Now that both are dead you can move on.

\*\* Task Done : Axe The Axe Murder Boys

------------------------------Rock -------------------------------------

- look rock (white letters spell target)

A strange rock sits at an odd angle in the room

- look target

Those short on sanity would not like to see this stone.

- go to SE corner<23669> Neck cutter must be alive

- drop rock

drop rock

Neck Cutter says, "Ahhhhhhhhhhhh! Not that bloody rock again. No, Nooooo NOOOOOOOOOOOOOOOOOOOOOOOOO! I hates it, I really hates it."

Neck Cutter begins freaking out more than usual until he runs in a small circle and then takes a hard turn left. \*WHAM\* into the side of a tree. You have no idea what that was all about but the mystery seems solved. Or is it?

\*\* Task Done : Solve The Mystery Rock

With all your tasks finished, its time to let The Matron know you are "done".

You drop A Very Mysterious White Rock.

A Very Mysterious White Rock crumbles into dust.

- go to matron, say done

say done

The Nyne Matron says, "You truly have completed my tasks and have impressed me. I shall give you the Seed Of The Dark Lotus but you have to seek help from the one who controls plants within the swamp. Only he can grow the lotus seed in time for you to use it against Damian. Take it and go forth and do what must be done. Do not lose this, I will not want to hear about how you lost it if you do."

You receive A Seed Of The Dark Lotus from The Nyne Matron.

\*\* Task Added : Take The Seed To Boondox

- go to Boondox

- give seed boon, he will agro you... kill him

You give A Seed Of The Dark Lotus to The Scarecrow Boondox.

The scarecrow's mouth begins to open breaking stitch after stitch. He reaches one arm up and swallows the seed whole. Suddenly he begins to shake all over and falls from the post at your feet, beginning to choke and convulse. In a burst of dirt several vines erupt from the ground and into Boondox''s mouth. They raise him off of the ground and fill his body until they burst out of his hands and feet. Then he begins to laugh maniacally as the vines receed. Left in his wake is a twisted dark scarecrow animated by the dark magics from within the seed.

The Scarecrow Boondox exclaims, "Mwahahahahaha. So hungry..so very hungry. Good Ol' Boondox will eat you!"

The creature turns to you and charges!

Good Ol'' Boondox fades into existence.

[1] Good Ol'' Boondox''s digestion misses you. [0]

Multiple slashes to the body end the life of Good Ol' Boondox! He is DEAD!

That was a pointless no-experience kill!

With a flurry of attacks you land a final blow on the twisted scarecrow. His body hits the ground hard and his chest bursts open revealing a perfwhereectly grown lotus blossom. Suddenly a green vine darts out of his chest and right into your mouth. You can feel it slide down your throat as you choke and gag on it. Making matters worse the entire lotus blossom begins to force its way down your gullet. By the time the swamp stops spinning and you're able to gasp in a breath of air the lotus is gone, it's...INSIDE YOU!

Jumpsteady arrives with Rude Boy and Mike Clark.

Jumpsteady says ''I heard you got the seed, has it blossomed yet?''

You nod at Jumpsteady.

Jumpsteady says ''Excellent, where is it? I am ready to finish this off.''

You say ''I ate it.''

Jumpsteady stares at you blankly.

You say ''I had no choic...''

Mid-sentence Jumpsteady just walks away muttering about his bad luck.

Rude Boy looks at you in disgust and says ''for shame''.

Mike Clark gives you the finger.

Both of them quickly follow Jumpsteady.

\*\* Task Done : Take The Seed To Boondox

\*\* Task Added : You Are Ready

- go to mysterious man

- say ready

- say confirm... agro 3 bosses in a row... pretty ez but be prepared

The Mysterious Man murmurs a few words and suddenly you feel your stomach cramp up and a hard jerking feeling pulls the air out of your lungs. You are pulled into nothingness and left in the middle of nowhere. There he is, half human, half dragon. Damian seems different. He seems stronger. He''s about to attack. Brace yourself!

[1] Damian The Destroyer''s shadow pimpslaps you! [956]

[2] Your wail pimpslaps Damian The Destroyer! [3006]

Damian The Destroyer is DEAD!!

You receive 180 experience points.

Damian falls to the ground and with his last bit of strength he calls out to the sky. A second light flickers in the sky then moves quickly. It's a falling star and as you admire it you realize it's coming right for you. You dive out of the way and it hits the ground. You struggle with your footing and land on your behind. You scoot backwards as the ground in front of you begins to fall on itself. As you scramble you see a giant white glove rise out of the ground. You roll to one side and barely avoid this huge hand as it lands on the ground and pushes the rest of it up. Rising up out of a gaping hole in the ground is a gigantic clown faced jester. His jester hat is pink and gold and his face is all white with gold shapes over his eyes. He begins to laugh like crazy revealing a row of jagged teeth. This is......DEATH POP!

Death Pop fades into existence.

Your counter strike <--\*--><--\*--> IMPLODES <--\*--><--\*--> Death Pop! [277]

Death Pop jams his fingers into your eyes, causing you searing pain.

Death Pop''s gouge INCINERATES you! [54]

1[4] Your wail pimpslaps Death Pop! [6080]

Death Pop is DEAD!!

You receive 153 experience points.

Congratulations, hero. You have increased your powers!

You gain 5 trains.

Lucky! You gain an extra 2 training sessions!

The gigantic jester lets out one last roar before slowly sinking back into the hole and slumping over the front of it. Behind the massive beast of a clown is Damian. You obviously aren't done with him.

Damian The Destroyer fades into existence.

Damian The Destroyer chants the phrase ''llik''.

Your wail pimpslaps Damian The Destroyer! [3312]

Damian The Destroyer''s shadow pimpslaps you! [1765]

Your wail pimpslaps Damian The Destroyer! [1348]

Damian The Destroyer is DEAD!!

You receive 169 experience points.

Damian begins to laugh as he begins to regenerate his health. Just as it looks like he's about to succeed you hear a voice.

The Duke Of The Wicked says ''Not on my watch!''

Damian turns to his left to see the six members of The Dark Lotus Cult.

Hektik and Mister Bones dash at Damian and bury a pair of axes into his back.

Jaymo draws an arrow from his quiver and fires it into Damian''s torso.

Colton Grundy grabs hold of Damian and rips off one of his wings.

Damian tries to escape but without a wing he is unable to lift off. He tries to run but is tripped up by Southwest Shaggy who stomps on his knee breaking it.

Damian crawls to the feet of The Duke who looks down at him. Picking up Damian he headbutts him with his silver skull mask. Damian staggers back and lands at\nyour feet.

Damian struggles up to his knees and clutches at your leg. His mutated body begins to change, morphing back into that of a simple man. He looks up at you with his deep white eyes and briefly begs you for mercy.

Damian says ''Please, I won't cause any more harm. Spare me...''

Suddenly you feel ill, you clutch at your stomach and double over. You heave and choke as a green vine climbs out of your mouth. It reaches out and the thin tip digs into the jelly-like substance of Damian's eye. He screams out as the vine entwines inside his skull, coming out his other eye socket and his nasal passage. Soon the complete Dark Lotus is gone from your body and is now enveloping Damian. The thin pale body of your once enemy is ripped to shreds as little chunks of flesh rain down over you. Left in its place is a well rooted and planted Dark Lotus. The ground shakes and the fissure closes up swallowing the corpse of the giant jester. As the ground begins to quiver and vibrate you look around for a place to run to and find none.

The blasted corpse of Death Pop has decomposed.

Then it begins, tiny blades of green grass begin shooting up everywhere. The empty basin gives off a pop noise as if a cork is removed from a bottle and it begins to fill with beautiful water. The once rotted tree is suddenly growing before your eyes and you see the mysterious man walking over the water of the lake. As he passes by small animals are left in his wake. The closer he gets, the more obvious it is to you that the Mysterious Man was actually the Wraith. You have no clue why you couldn't see it before, but there he is right before you. Perhaps you should ask him if it's finally over.

\*\* Task Done : You Are Ready It's All Over

The silver moon sinks slowly towards the horizon as the red leeches out of the sky to be replaced with a brilliant blue as a bright yellow sun rises, casting light and warmth on the ground below. Shoots of green grass spring from the hard clay until the ground is covered in a soft, velvety blanket sprinkled with wildflowers. The basin fills, becoming a clear lake with the sun glinting off its surface and small, silvery fish darting within its shallow depths. Craggy grey rocks sit close to the water''s edge framing a lone cherry tree, its branches weighed down with huge cherries. Pink blossoms litter the ground around the tree and a warm breeze picks some of them up, scattering them over the grass. From the other side of the lake a man approaches, seeming to glide effortlessly over the ground rather than walk.

[ Exits: none ]\n(Golden Aura) (White Aura) Floating here is The Wraith.

\*\* Task Added : Ask The Wraith If It's Over

- say over

The Wraith lowers his hood revealing an empty space. When he speaks you can hear him but see no place where he could be speaking from.

The Wraith says, "You have surprised many mortal. I am not one of them. I knew you would redeem yourself. You might have too much heart. Your past mistakes were merely an act of your kindness. Yet you have learned and through great concentration and dedication you have silenced Damian once and for all. You have become our greatest champion. I have another task for you. In The Nyne Museum there are seven artifacts. Each one lays protection over a current realm governed by the Keepers of the Lotus. The seventh artifact, a book, hides a realm of the past. You may now Read The Book and begin to clean up the past."

Suddenly The Wraith begins to fade, everything begins to get dark. When the light returns you find yourself back in the woods with an object in your hands and a heavier coin purse. Perhaps you should check out that book in the museum.

Peril Or Paradise? Many years of searching and travel have finally brought you to this place.\nDuring your travels you''ve faced many obstacles and grown immeasurably \nstronger. When you first reached the desolate island you thought your sources\nhad once again led you astray as it appeared to be covered with nothing but \nsheer cliffs and rocky outcroppings. Then you discovered a narrow pass \nbetween two cliffs leading to the center of the island. Traversing the pass \nwas a struggle; more than once your way was blocked by ancient rock slides \nwhich you painstakingly climbed over. Now though you can hardly believe your \neyes as you''ve emerged suddenly into a vast woods hidden within the island''s \ninterior. Huge trees tower above you, their leaves forming a canopy, shutting\nout some of the glaring sunlight. Brush and wildflowers cover the ground, \nthough you notice several well-worn paths leading farther into the woods and \nwonder who or what travels along them to keep them clear. Birds chirp and \nsmall woodland creatures scurry through the undergrowth. From somewhere in \namongst the trees you hear a louder noise, as though something far larger \nmoves there, but when you turn to look you can see nothing in the gloom.\nFeeling as though you are being watched, your eyes dart from left to right, \ncoming to rest on a signpost hammered into the side of the path. Eagerly you \ngo to read it, wondering if at long last you have found the mythical Nyne Woods.

[ Exits: north east south west ]

(Magic) An old weathered signpost is hammered into the ground.

(Invis) (Hidden) (Red Aura) Darting in and out of the shadows is a silver fox.

(Invis) (Hidden) (Red Aura) Darting in and out of the shadows is a silver fox.

(Invis) (Hidden) (Red Aura) Climbing up and down random trees is a bobcat.

\*\* Task Done : Ask The Wraith If It's Over

\*\* Task Done : Defeat Damian For Good

\*\* Goal Completed: Chapter 3: Lotus Reborn

- new cexit in musuem, read the book <SH PUP Zone>

**Nyne 2**

- Lady at bottom of SH PUP zone.. starts goal.. say yes.. or say help

Task 1 : Collect The Blood

Buckets Left: 200

Drag-Oni says, "When the lady falls, the dragons must fall in order as well. Bang, Pow, and Boom."

- You give A Blo3od Bucket to Lady Dementia, Demoness Of Dark Desires.(kill mobs in epic zone to collect them)

Lady Dementia, Demoness Of Dark Desires says, "Oh there it is, filled to the brim."

Lady Dementia dips her head under the warm red blood and rises back up a bright red version of herself. She grins back at you.

Lady Dementia, Demoness Of Dark Desires says, "Do come in, the blood is great. What?!? Refuse me, the Lady of the Echoside? I daresay, you are rude! Get out of my face."

Lady Dementia, Demoness Of Dark Desires says, "Fine fine, to get out of here quick, go all the way back up and pray for HOME."

\*\* Task Done : Collect The Blood

\*\* Goal Completed: Seeing Red

**Nyne3**

\n\n- go to Pandem\n\n\nPandemonia says, "Hello there, I heard of what you did, if you are\n interested I have a job for you."\nYou have 2 tells waiting. Type ''replay'' to see them.\n\n

- listen pand\n\n\nPandemonia exclaims, "Can I get you something to drink? Everything we have\n is vintage!"\n\n- say yes\n\n\n

\*\* Goal Added : Searching The Past\n Type ''goals Nyne3'' for full details on this quest.\n\n\*\* Task Added : Putting In Work For the Full Deck Villains\n

\*\* Task Added : Find The Center Of Everything\n

\*\* Task Added : Procure A Prime Sample Of Slime\n

\*\* Task Added : See What Ghosts Are Made Of\n

\*\* Task Added : You Have A Bone To Pick\n\n\n

- go to Standing at the Bar\n\n

- look bartop\n\n\n

----------------------------------------------------------------------------

\n1)When you find yourself in the past, you never know When You Have To Go.

\nSeek the "stains" in the bathhouse.\n\n

2)If you read this, I am inside the Beast''s Mouth. Seek me within my eternal\n

"prison".

3)One particular hand does indeed move, it opens its palm and inside is a\n

message carved into the still preserved flesh with some sharp instrument.

\nConfined between the pages of time, I await. Patience is always a virtue, you\n

must be willing to turn the page. Seek out "guidance" within Paradise.\n\

4)With the strike of a match I burn. No water to quench my thirst. No light to\n

kill my darkness. As you approach The Verge Of Ruin, do not forget to \n"

SQUEEZE BETWEEN THE BARS". ^p

\n<23643> SQUEEZE BETWEEN THE BARS - Dracolich... blindable... couple incomps used.

\n-----------------------------------------------------------------------------\n

1)Amongst the festival there is much death. Yet there is also Things To Come.

Your future could hold a great "fortune".

2)Those from the South, enjoy their Comfort. Secrets lie within "stumps".

Your lucky numbers are: 6 12 18 3 0

Learn botese

Beep Beep Beep

k mob 3xattack move repeat

3)When trapped in a lamp, it is easy to get Frustrated. Find your "center" and

relax.

Otis Wuz Heer!

4)Seek a Creature Unlike Any Other and be amazed. Looking for fun? Look no ^p

farther. Who knows what lies ahead if you "OPEN TRAPDOOR".\n\n\n\n

Mork... no blind.. seems easy.. does random HUGE damage.. up to 23k

\n--------------------------------------------------------------------------------\n

1)Twisted souls die swiftly within the pit. Seek "truth" within Chaotic Corners.\n\n

2)In a place of death one will find a lack of life. To truly find Knowledge ^p

one must come before thrones and see the "water" within a Fountain of ^p

inspiration.\n\n

3)With my spirit roaming free, I need to find heaven. See my "vision" in a ^p

Tranquil place.\n\n

4)Prepare to Suit Up. You are ever so close to solving my mystery. Just "PULL ^p

BOOK" and read my story.\n\n

Ghostly Presence, blindable... not so bad.. some incomps.\n\n\n

Just when you think it is dead you hear a sound behind you. Then one in front

of you. Then two sounds beside you. You can''t handle this anymore, you simply\n

run away!\n\n\n

Ghostly Presence is DEAD!!\nYou receive 142 experience points.\n

The shadow begins to shriek bloody murder before slowly fading away leaving\n

behind some deadly biochemical ectoplasm.\n\n

You get a vial and bottle up some Deadly Plague and leave.\n\n

- go to spade, give vial spade\n\nYou give A Deadly Plague to Mr. Spade.\n

Mr. Spade says, "With this I can finally kill everyone I want to."\n

Mr. Spade gives you 500,000 gold.\n\n

\*\* Task Done : See What Ghosts Are Made Of\n----------------------------------------------------------------------------------\n

1)Bright ideas are few and far between. You can begin contemplating now. Seek the\n

"banner" in Ring Number One.\n\n

2)\n\n3)\n\n4)\n\n

mapper goto 23674, walk into the light\n\nLight... strong as hell.. no blind... need many incomps.\n---------------------------------------------------------------------------------', 0, 1344051870, NULL, NULL, 529),