In first room say 'help' to open goal and get your first tasks.

\*\* Goal Added : Assist the keepers of The Relinquished Tombs

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

\*\* Task Added : Assist the keepers

\*\* Task Added : Find some protection

Run se2sw;open south;south;get key corpse

Run ne2nw;open west;west;buy 3

Run en and say 'I have protection' to close task and receive new task.

\*\* Task Done : Find some protection

Rilnyi exclaims, "Now go, see if any assistance is needed within the

tombs!"

\*\* Task Added : Help Drydel

\*\* Task Added : Assist Dinysmos

\*\* Task Added : Aid Kimrodcer

Drydel is in room 'End of the hallway' located to the east through 2 closed doors

Say 'help' and he will tell you to find lost jewelry

Find the following items for Drydel:

->Drydel's Lost Ring<-

->Drydel's Lost Earring<-

->Drydel's Lost Necklace<-

->Drydel's Lost Bracelet<-

From Drydel go n, s, en, and es, type 'search' in all those rooms and kill the mobs that appear. They will drop the jewelry items.

Return to Drydel and give him all 4 items to complete the task

\*\* Task Done : Help Drydel

Dinysmos is in room 'Lost in the thick fog' go there and say 'help' to open a task

\*\* Task Added : Banish the beings!

Kill 8 intangible beings around that area.

Return to Dinysmos when completed to close task.

\*\* Task Done : Banish the beings!

\*\* Task Done : Assist Dinysmos

:::::::To get out of area kill beings until you get a tiny key, unlock and open up from center room, go up and portal out:::::::

Kimrodcer is located in room 'Throne of the damned'. Go to him and say help to open a task.

\*\* Task Added : Escape!

Run s2w3s and type 'escape' to close that task which will teleport you back to the beginning of the area.

\*\* Task Done : Escape!

\*\* Task Done : Aid Kimrodcer

Say 'I am done' to complete the goal.

\*\* Task Done : Assist the keepers

\*\* Goal Completed: Assist the keepers of The Relinquished Tombs

You can now transport to the tombs, outside or halls by saying that word in the first room of the area. You can also type 'leave' in any room to transport you back to the beginning.