***Verse 4: The Grind to 9***

Zev continued, “Ok, so when I found the node out of The Labyrinth, I landed just south of the Tower of Hate in a quaint but tightly run town called Hathorga. An awful name. It just slithers out of your mouth, doesn’t it? Gross…

Anyway, the people were nice enough and the Dungeon entrance there was easy to leave and so I just walked into town.

Then I got my first surprise. I couldn’t read my screens anymore. They were all fine before but now all I got was “Error – See Quests”. But when I tried the Quests icon, I got the same thing. Finally, after talking to the town administrator he suggested I speak with the Evaluator.

It was late so I got a room for cheap and waited until morning. As soon as was reasonable I made my way to the Evaluator’s house which was on the outskirts of town closer to the tower.

Long story short, the Evaluator was willing to help if I completed a few tasks for him. It felt like the Trails of Hercules but I finally finished.

He did help to fix some of the problems with my screens but then gave me a Quest that would help us both.

I was finally able to see the basics of my screens again, but there was still far too many “Error – Unable to Retrieve” messages littered all over my screens.

Quest: Meet the Seer Anriq

Task: Get to the top of the Tower of Death for a chance to meet with Anriq the oldest Seer in The Land.

Convince Anriq to help you unlock the rest of your screens. Bring back a promise or a token for the Evaluator to request a convenient visit and tea.

I had to get to the top of the tower to seek an audience with the oldest Seer in The Land, according to the Evaluator who looked to be in his early 1000s. She is said to have lived through 4 separate Ages and no one really knows how old she really is.

As so, I went to find the Seer Anriq to help me reveal more of my status screen.

The tower is no joke and it took me two years to climb halfway up only to discover a hidden entrance.

It still wasn’t easy. The place was haunted, filled with bats, and covered in slime. It was sick and I considered reclimbing from the outside many days.

But after toiling for years, I made it to the top and I was still only level 6.

Now then, skipping the drama, I met with Anriq and she helped.

After a few round trips and even more dates between the Evaluator and the Seer, they both helped me unlock the rest of my screens.

I was very glad they couldn’t see my information plus I got 2 new Quests.

Quest/Lore: Expected Twist

Task: Timing is everything. Meet with the first Chaos Lord in the Dank Caverns below the Underground Orc City of Amaru during the period of quiet fire.

Agents of Chaos need you and you need them. The symbiosis between you is a match made in heaven. IT HAS BEEN FORETOLD

Pledge your Loyalty. Professionals are highly valued. Be offered a place in Court.

Secret Quest: Convince the Chaos Lord to make you a Prime Vassal.

Penalty for failure: This is a one-time quest and has been foreseen by the Ancient Seer Anriq. You will never have another opportunity to unlock your screens and will be hobbled for the rest of your days in The Land if you fail to meet with the Chaos Lord.

Quest: Unlock your Power

Task: Earn your Profession. See the Town Administrator for further information.

Reward: Spoilers

Penalty: Automatic failure of Expected Twist Quest

Optional: Earn your Specialty.

Secret:

Secret Reward:

Quest Items: Destination Key Stone – Kist Village – Old Runic. Time Locked Portal Map.

And so, I did. Once you learn a few things you can pretty much level by doing anything. If it’s new The Land.