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| Mysterious Artifact | |
| Start Point | Talk to the gardener, Alfred, in the rich man’s house located east of the doctor, past the trees |
| Official Difficulty | Easy (if you escape immediately)  Medium (if you attempt to kill the monsters) |
| Length | Short |
| Requirements | You must have completed the Stolen Artifact Quest.  Combat skills are good if you want to kill the monsters |
| Items Required | None |
| Enemies to defeat | * Random amount of continuous spawning monsters (optional) |

# Helping out a gardener

To start this quest, head to the house where you stole the artefact, located east of the doctor and talk to the gardener there, who has been given the name Alfred. Ask him if he needs any help, to which he will talk about the stolen artefact, and you will have the choice of admitting it or not. Regardless of what you say, he will say he wants to help cheer his employer up by making the garden look nicer, and he needs your help.

He will request your help to work on 3 tasks. You can only work on one task at a time, and you must pick a task to work on first before the items are given to you. Alfred will recommend that you choose to plant the flowers, it is recommended that you choose that option, although any other option can be chosen as well. To choose a task other than planting flowers, you need to ask him if he will allow you to not do the tasks in order before he will give you that option. To choose an option, talk to him, ask him about that task, and then say that you want to start with that task.

Depending on which task you picked, you then have to perform different steps.

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| If you picked… | Then |
| Plant flowers | Search in the garden for a plant patch. It may take a while to find it, it’s located south of the shed, approximately 2 tiles distance. It looks very similar to other patches of grass, except that it has significantly more grass than the other patches. Once you found it, right click it. Choose to rake the plant patch, then dig a hole, then plant the flower seeds into it. |
| Plant the tree | Check in your inventory, you will find a plant pot inside it. Right click on the plant pot and choose to plant the seed inside. |
| Fill pond with fishes | Do nothing. (The game will progress you to **opening of the rift** once you end the conversation.) |

If you picked plant flowers or trees, after you’ve planted the seed you need to go and talk to Alfred again. Alfred will then ask you to pay $2 in USD to grow them immediately, or you will have to wait for them to grow yourself. Tell him that you will not pay such a high cost, and he will ask you to wait. Once you end the conversation, a rift will open up to the east of you.

# Opening of the Rift

You will notice a rift opens up to the east of wherever your character is. Alfred will notice it as well, and will walk towards it, wondering what it is. Talk to Alfred to get some information about it, where he exclaims that it’s a rift, and since there’s no one around, you’ll need to jump inside and seal it. After you have talked to him, attempt to enter the rift.

Once you jump inside the rift, you’ll notice that the screen goes significantly darker (showing that you are inside the Dark Realm), and you will find the shriveled man, the person you gave the artefact to, just north of you. Head north and talk to him, and he will explain that you are currently in the dark realm, and he has made use of the artefact to “help” the monsters in this realm, opening the rift. After you question him on what he has done, he will say that he has managed to get the monsters to gather in one location, saying they’re coming. At this point, he leaves, and monsters appear.

# Fighting in the Rift

Once the monsters appear, you have 2 choices here. You can either fight in the rift. This will cause it to act as a normal rift, throwing waves of monsters at you, or you can escape immediately, closing the rift. If you have the combat skills, it is strongly recommended that you attempt to do the rift as otherwise if you want to do a rift next time you will need to find another rift, so this is essentially a free rift which you did not have to search for.

If you are of a significantly low combat level and do not wish to do the rift, you must quickly run to the exit of the rift and exit it immediately, otherwise some of the monsters that are spawned may be aggressive towards you an attack you, which will start the rift.

Regardless of whether you choose to do the rift, or simply escape it immediately, eventually you will exit the rift. The rift immediately closes and you will find a new person, Vangel standing at where the rift used to be located at. Talk to him. Here, you have one last chance to admit that you stole the artefact if you haven’t already. (If you admitted, you cannot change your mind). Vangel will explain more about the rift, saying that it appeared due to the monsters congregating together, and the artefact acting as a catalyst to magnify their power. Once you ask what to do now, he will say that he has sent scouts to look for the shriveled man and will inform you if he finds him. In the meantime, he would like your help in closing any of the rifts when you find them. Both the gardener and him will then return to the house.

Congratulations, Quest complete!

# Rewards

* 1x Bronze Longsword
* Ability to find and enter rifts to fight waves of enemies that increase in difficulty, and gain rift sealing XP in the process.
* Access to the rift-sealing skill
* Ability to talk to Alfred for a reward depending on the task that you did.
* You can now talk to Vangel for more information about rifts.

# Post-quest rewards

After the quest, you can talk to Alfred to ask about your task and get a second reward.

If you planted flowers, no extra work needs to be done – just talk to Alfred to get 100 gold.

If you chose to plant trees, you need to actually plant the sapling now. You need to find the plant patch, rake it of weeds, dig a hole and transfer the tree over. These are the exact same steps as what is needed if you were to plant a flower. Once you completed this task, talk to Alfred again for a reward of 100 gold.

If you chose to get fishes, you do not get anything – Alfred will simply tell you to forget about the tasks and that he will handle them himself.

# Trivia

* The rifts that appear are similar to the Rifts in the game Rift by Trion, where Rifts can appear anywhere in the open map and monsters will appear near it. Killing these monsters will then spawn more, with typically a boss monster at the final waves. The Rifts in Rift typically contain 3 waves, with potential bonus waves if the previous wave is cleared quickly enough. The rift will close once the final bonus wave is finished or if the last wave is finished without enough time for the bonus wave to start. Once that happens, rewards are given to the player, in the form of specific currency that can be used to redeem level specific equipment.
* When Alfred asks you to pay money to instantly grow a plant, he is referencing to farming simulation games such as Farmville that constantly ask the players if they want to instantly grow a plant, but they to pay real life money for doing so, and they have to pay for every plant they want instantly grown.