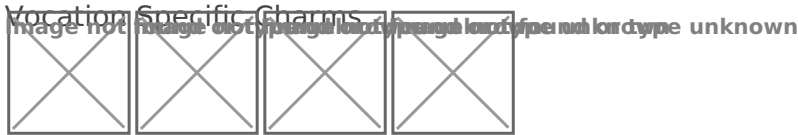


[Lv 450] Four Swords

Rewards:



Druid - Holy Scarab: *Wearing this charm increases the damage dealt by Eternal Winter and changes its visual effect.*

Sorcerer - Holy Falcon: *Wearing this charm increases the damage dealt by Hell's Core and changes its visual effect.*

Knight - Holy Serpent Crest: *Wearing this charm increases the damage dealt by Bloodstrike and changes its visual effect.*

Paladin - Holy Tible: *Wearing this charm increases the damage dealt by Divine Caldera and Speedy Caldera and changes its visual effect.*

How-To

There are 4 positions and directions, it's recommended that you map run as there are lots of turns. The team takes to get to the reward room more damage that will be applied to the team, it's recommended when the damage becomes too much for you to heal you put a **Stone Skin Amulet** on.

TIPS: WAIT ON TILES UNDER LEVER UNTIL ALL 4 ARE ON , KEEPING STONE SKIN AMULET ON AT ALL TIMES! SWAP OUT WITH ATLEAST 3 CHARGES REMAINING. DO NOT!!!! LET THEM EXPIRE OR THE TEAM DIES!

Positions and Tasks

North - The noob of the group..

Run ENTIRE path and go in BOTH SETS of teleporters, go in any of the next teleporters in the next room.

East -The quickster..

This is the longest path, run east and go in BOTH SETS of teleports, go in any of the next teleporters

West - The decision-maker...

Run west and go to the teleporter, you must wait for who team to enter before you enter the

teleporter, then go in any of the next teleporters

South - The heavy heart..

This person is most important! they MUST wait on the Special tile so the rock can disappear for the next player. When you see the player pass where the rock was , Then you may leave and enter BOTH teleports.

Start to End

Once you click the lever the quest will start, just start running, once everyone is thru there teleporters they will be in a room that looks like the starting room, they must get back in there positions and click the lever and they will be teleported to the rewards room.

Once the quest starts, all quest members will start taking damage, it will get worse and worse until your dead, or in the reward room, you should put on a SSA when the damage is too great for you to heal to provide more time for other team members to complete there run/task



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