Popis: **Odměna:**

o dungeon, časový limit 60 minut
Def. MaxMP +20. Cannot be dropped, traded or enchanted.
f. MaxMP +15. Cannot be dropped, traded or enchanted.
0 XP, 50.000 SP, Vitality Points

Start Level: **Odměna pro nováčky:**

36.

neznámá

Začátek: **Pro Rasy:**

Gludin Village

Všechny

Typ: **Pro povolání:**

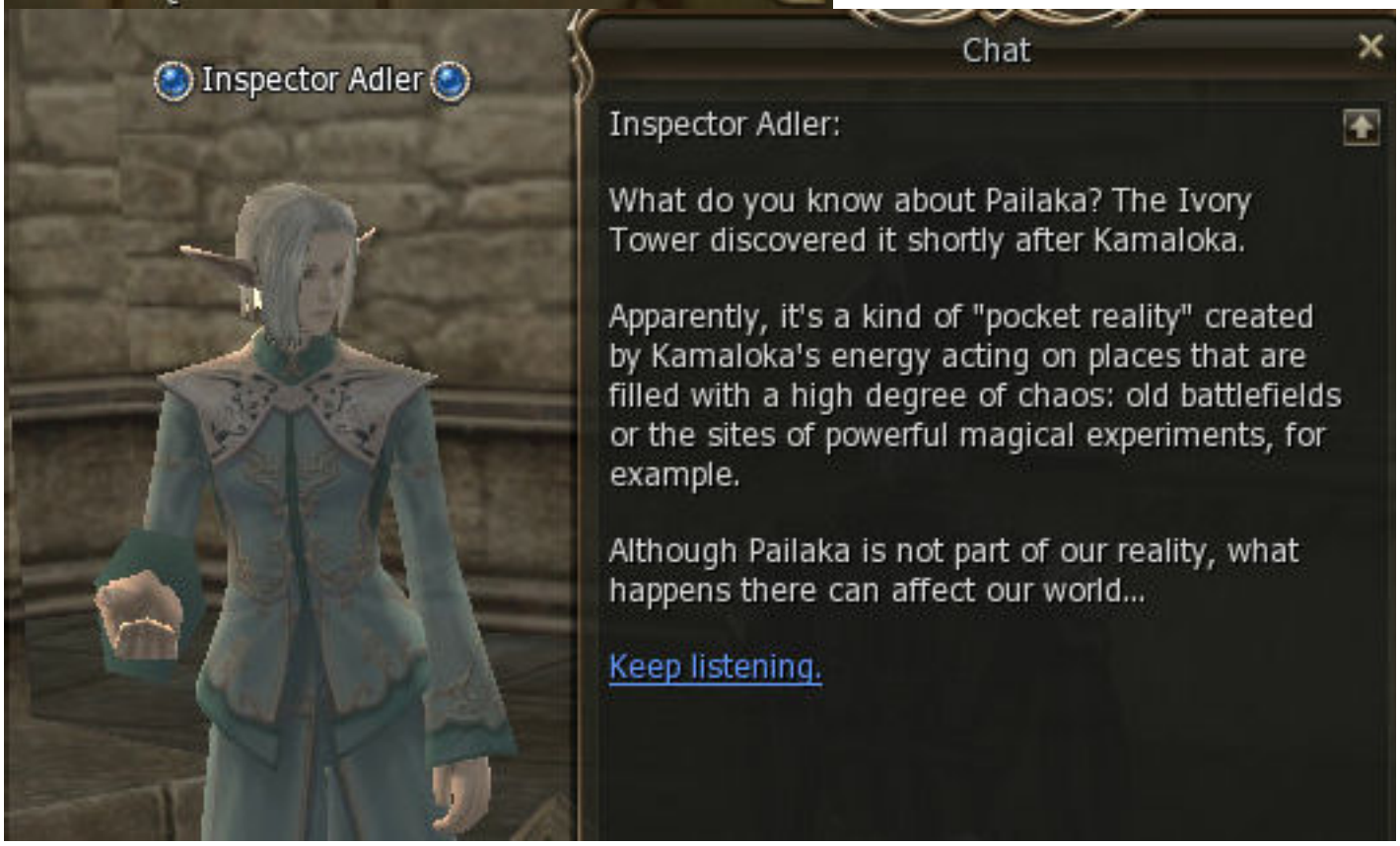
Sólo, Neopakovatelný

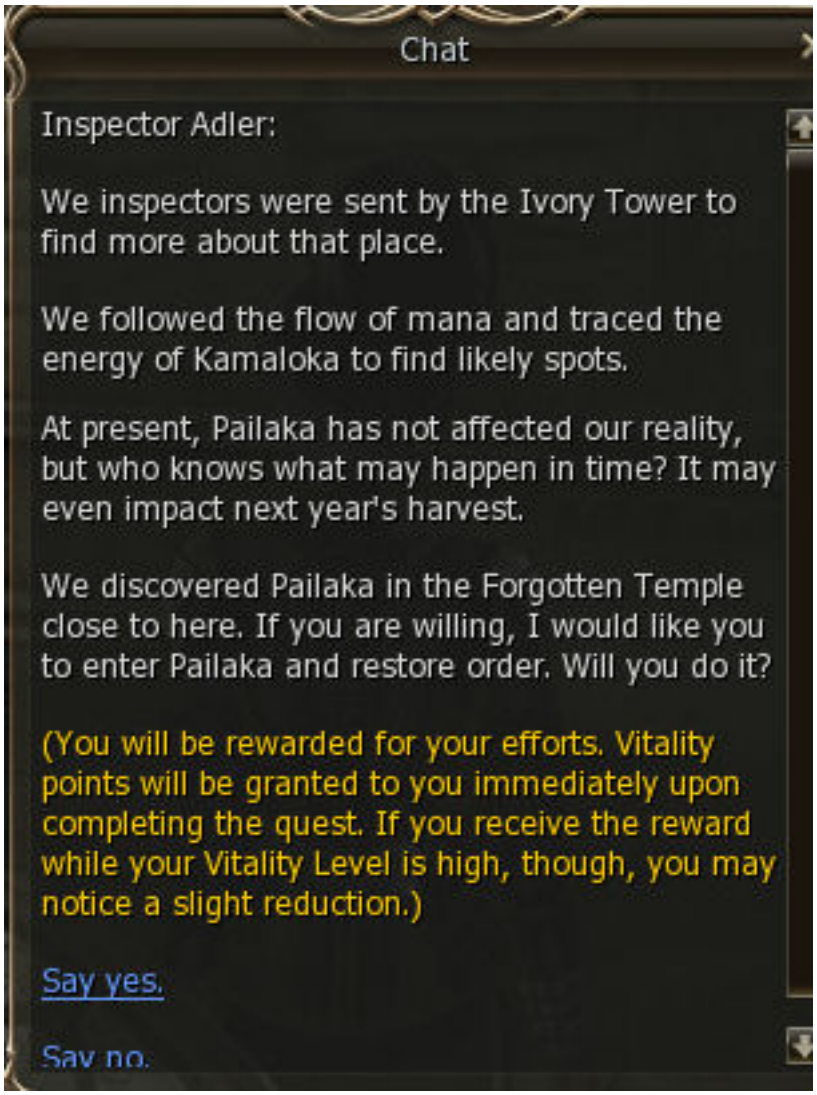
Všechny

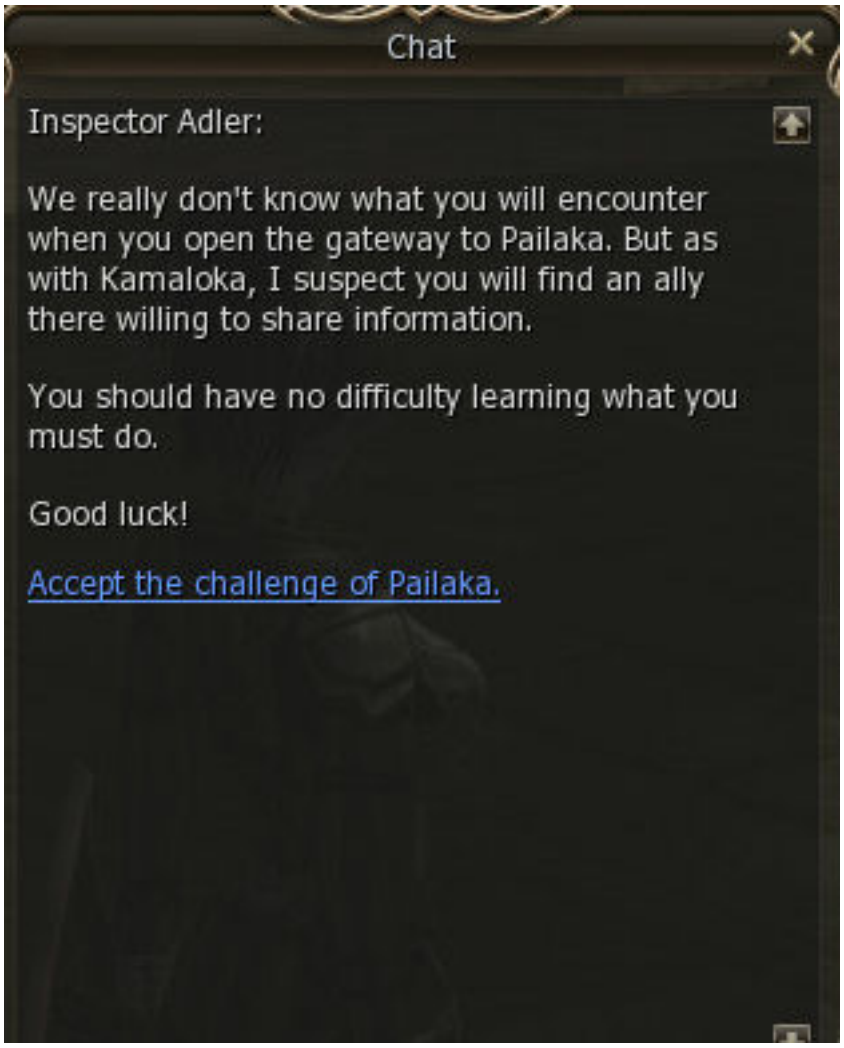
MAPA

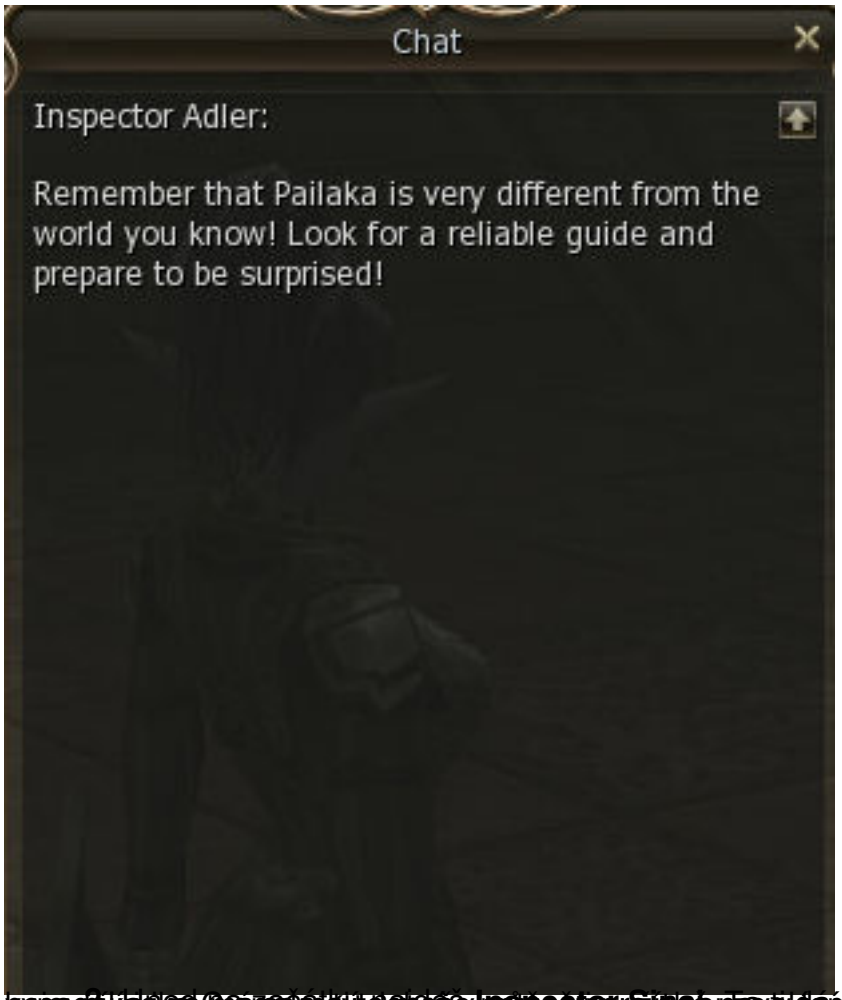
- **1.** Quest začíná před **Einhasad Temple** v **Gludin Village** u **Inspector Adler**. Je to instance (dungeon) pro postavy od
36 do 42
levelu.
Adler
tě teleportuje do
Forgotten Temple
Instance. Je to místo které vypadá úplně stejně jako Forgotten Temple ale je určeno jan tobě a obsahuje jiné monstra než normálně. Doporučuji si sebou vzít hodně HP potionů a SOE. Pokud nestihnete včas dokončit quest můžeš ho zrušit portnout se do města a začít znovu.

9 : 24
Warrior Guild
Gatekeeper
The Einhasad Temple
Magic Shop
Orc Guild
Warehouse
Grocery Store
Current Position : Gludin Village
Status : Quest Event Period


Inspector Adler
Chat
Inspector Adler:
What do you know about Pailaka? The Ivory Tower discovered it shortly after Kamaloka.
Apparently, it's a kind of "pocket reality" created by Kamaloka's energy acting on places that are filled with a high degree of chaos: old battlefields or the sites of powerful magical experiments, for example.
Although Pailaka is not part of our reality, what happens there can affect our world...
Keep listening.


Chat
Inspector Adler:
We inspectors were sent by the Ivory Tower to find more about that place.
We followed the flow of mana and traced the energy of Kamaloka to find likely spots.
At present, Pailaka has not affected our reality, but who knows what may happen in time? It may even impact next year's harvest.
We discovered Pailaka in the Forgotten Temple close to here. If you are willing, I would like you to enter Pailaka and restore order. Will you do it?
(You will be rewarded for your efforts. Vitality points will be granted to you immediately upon completing the quest. If you receive the reward while your Vitality Level is high, though, you may notice a slight reduction.)
Say yes.
Say no.

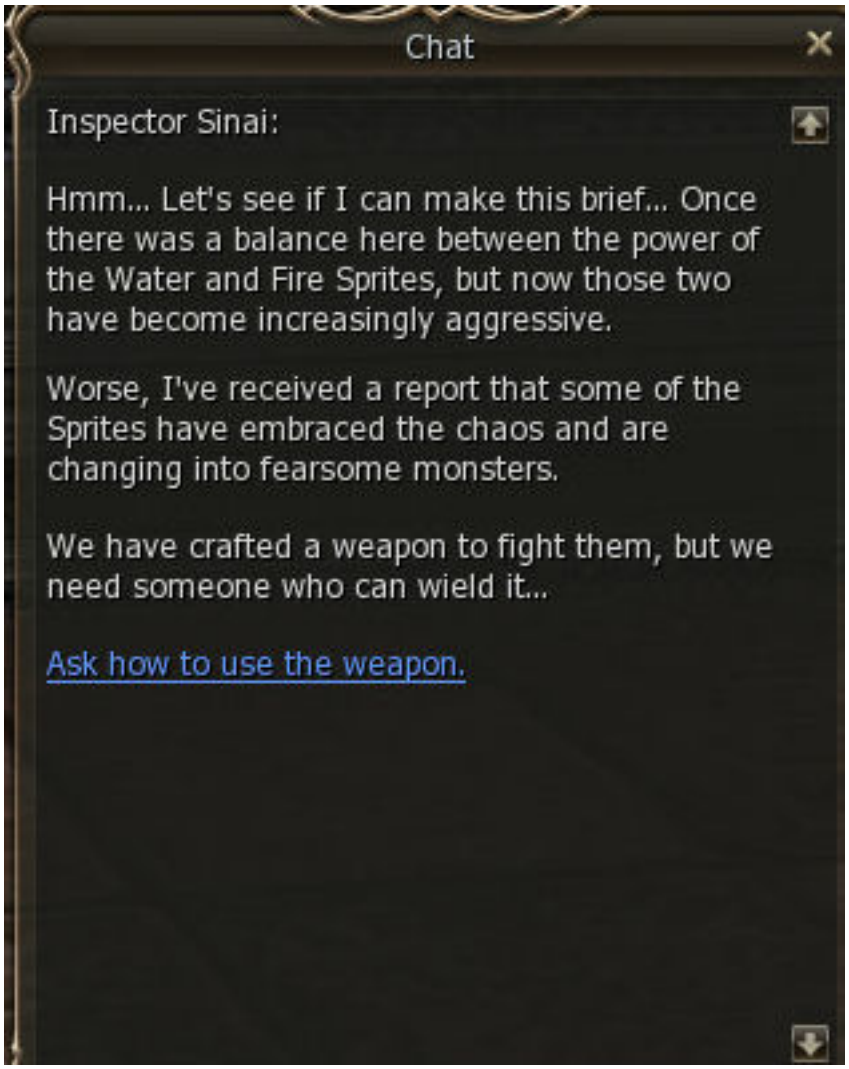

Chat
Inspector Adler:
We really don't know what you will encounter when you open the gateway to Pailaka. But as with Kamaloka, I suspect you will find an ally there willing to share information.
You should have no difficulty learning what you must do.
Good luck!
Accept the challenge of Pailaka.



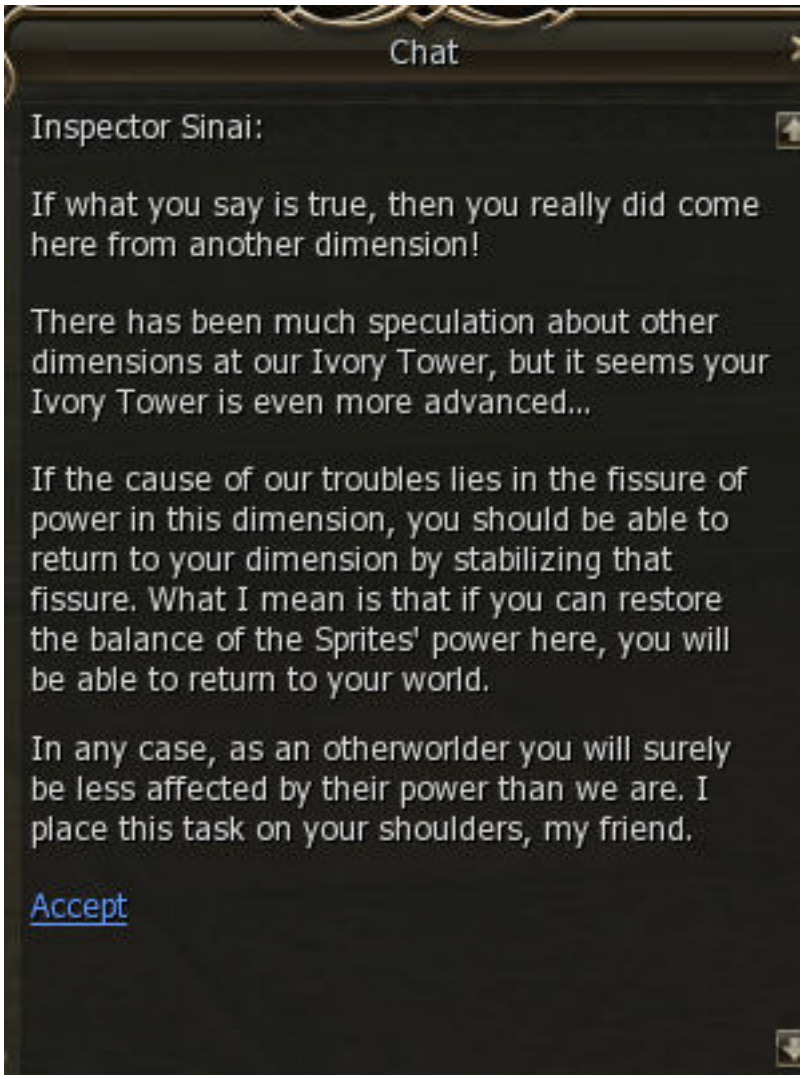
[illegible] **Inspector Sinat** [illegible] **D Grade Duální meče**, [illegible] i za

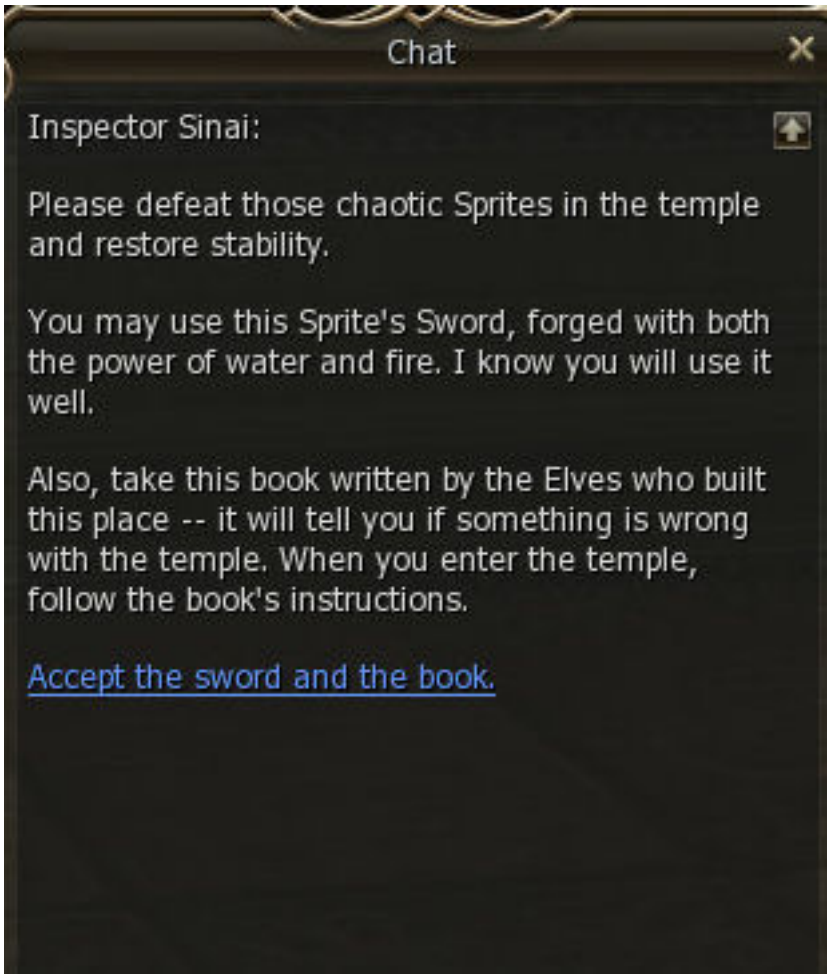
Inspector Sinai
Chat
Inspector Sinai:
The chaotic power of the Sprites in the Forgotten Temple is growing. It must be stopped soon or else...
Quest

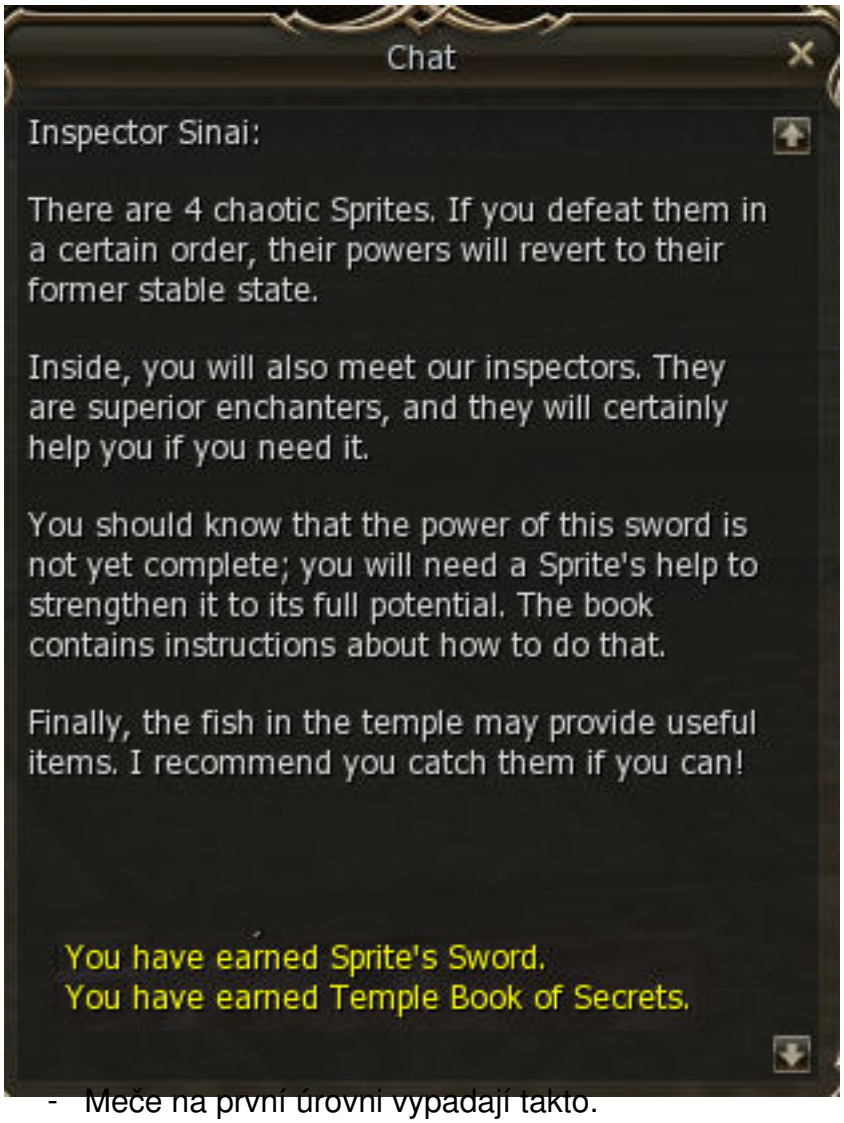
Chat
Inspector Sinai:
Are you an adventurer? Hmm, finding an adventurer in a dangerous place like this...
I suppose I shouldn't be surprised! Still, I must admit I didn't expect to find you here.
Were you sent by the Adventurers Association? Or perhaps you found your way here on your own? Ah, you look puzzled, my friend!
Ask for an explanation.


Chat
Inspector Sinai:
Hmm... Let's see if I can make this brief... Once there was a balance here between the power of the Water and Fire Sprites, but now those two have become increasingly aggressive.
Worse, I've received a report that some of the Sprites have embraced the chaos and are changing into fearsome monsters.
We have crafted a weapon to fight them, but we need someone who can wield it...
Ask how to use the weapon.

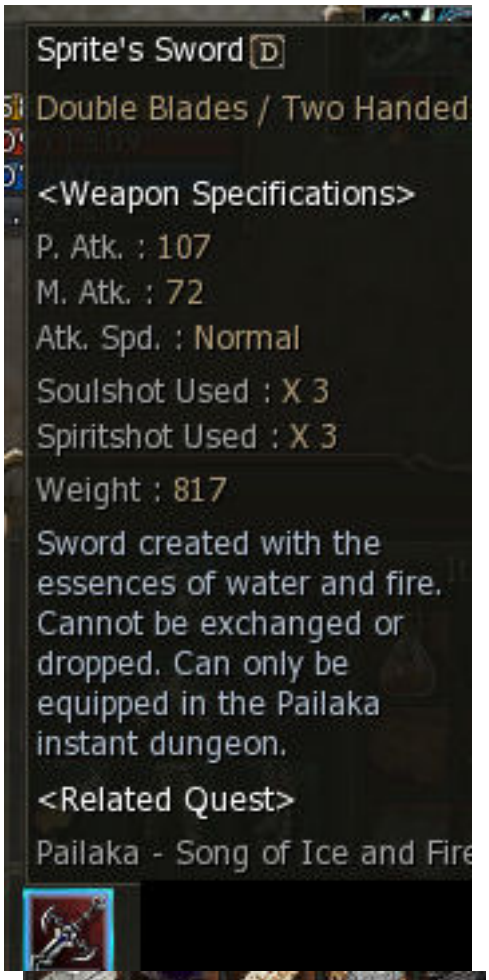
Chat
Inspector Sinai:
First, of course, you must be able to enter the temple itself.
We can magically protect ourselves, but others...
Wait -- you really believe you can do this, don't you? Perhaps you're right! I don't know how, but your aura seems immune to the chaos that has infected this place. It's even better than our magic!
Who are you, adventurer?
Explain how you got here.

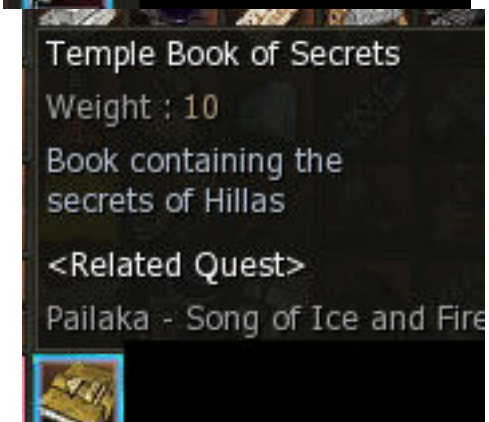

Chat
Inspector Sinai:
If what you say is true, then you really did come here from another dimension!
There has been much speculation about other dimensions at our Ivory Tower, but it seems your Ivory Tower is even more advanced...
If the cause of our troubles lies in the fissure of power in this dimension, you should be able to return to your dimension by stabilizing that fissure. What I mean is that if you can restore the balance of the Sprites' power here, you will be able to return to your world.
In any case, as an otherworlder you will surely be less affected by their power than we are. I place this task on your shoulders, my friend.
Accept


Chat
Inspector Sinai:
Please defeat those chaotic Sprites in the temple and restore stability.
You may use this Sprite's Sword, forged with both the power of water and fire. I know you will use it well.
Also, take this book written by the Elves who built this place -- it will tell you if something is wrong with the temple. When you enter the temple, follow the book's instructions.
Accept the sword and the book.



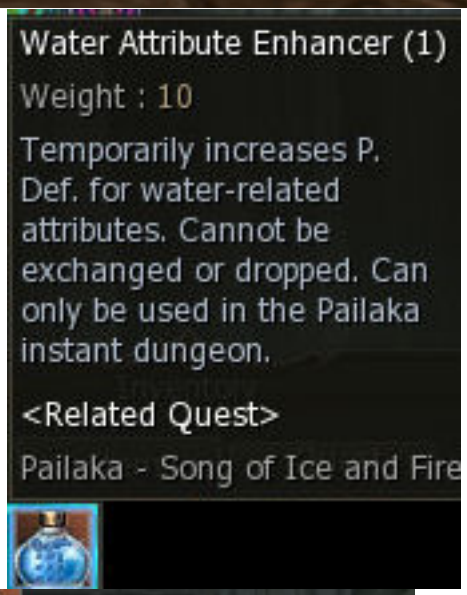
- Meče na první úrovni vypadají takto.

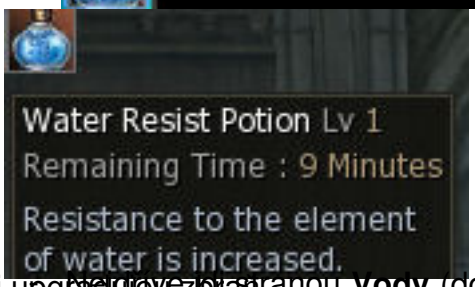

Sprite's Sword D
Double Blades / Two Handed
<Weapon Specifications>
P. Atk. : 107
M. Atk. : 72
Atk. Spd. : Normal
Soulshot Used : X 3
Spiritshot Used : X 3
Weight : 817
Sword created with the essences of water and fire. Cannot be exchanged or dropped. Can only be equipped in the Pailaka instant dungeon.
<Related Quest>
Pailaka - Song of Ice and Fire


Temple Book of Secrets
Weight : 10
Book containing the secrets of Hillas
<Related Quest>
Pailaka - Song of Ice and Fire

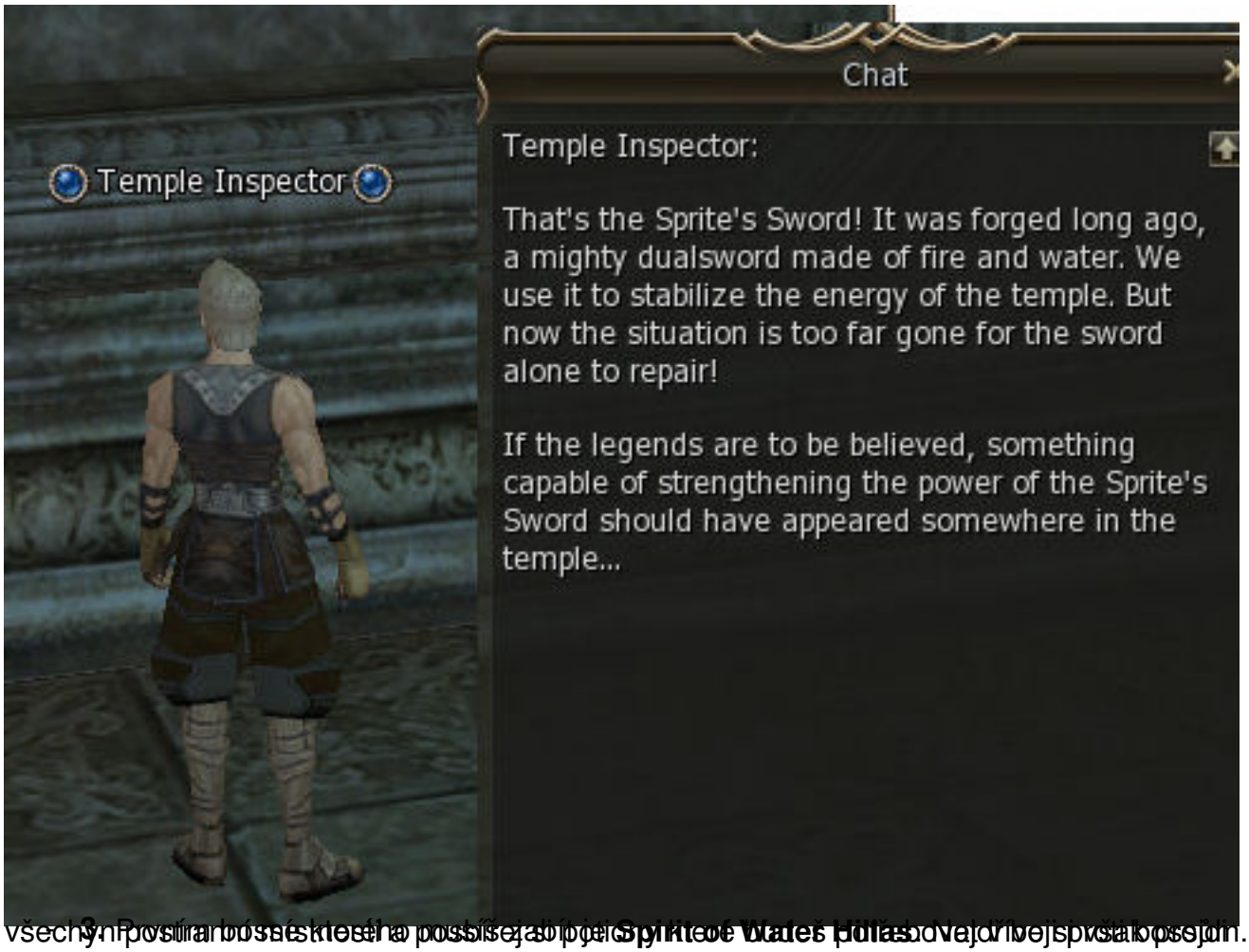
Crystal Water Bottle

Burning Brazier

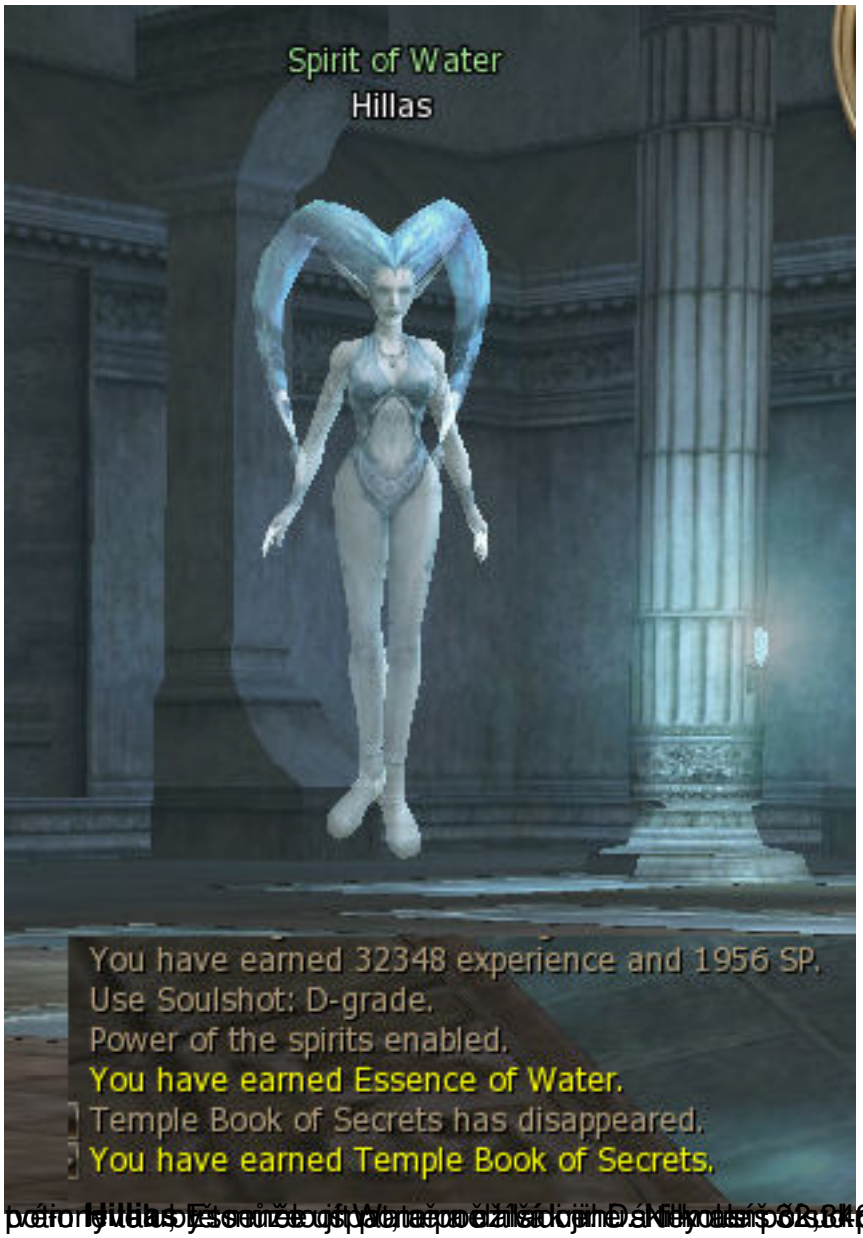


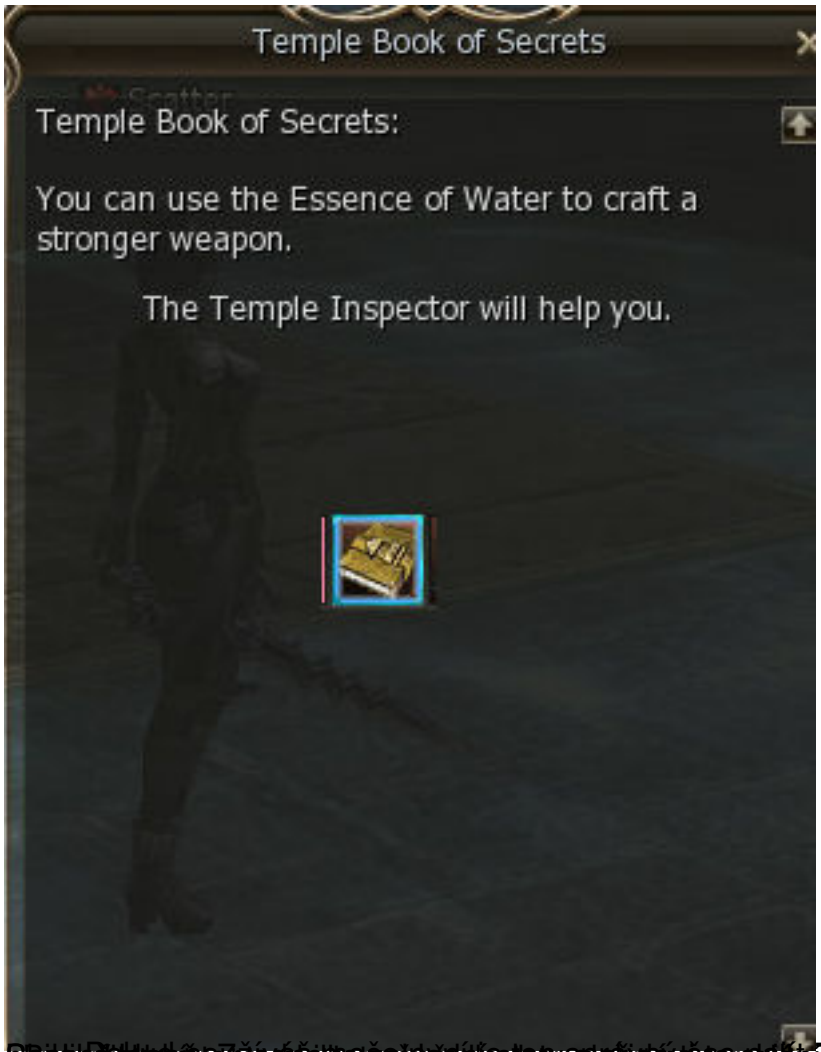


Nedrove pro stranou **Vody** (doleva od **Sinai**) po cestě potkáš několik **Temple Inspector** ti ti upgradujou zbraň.

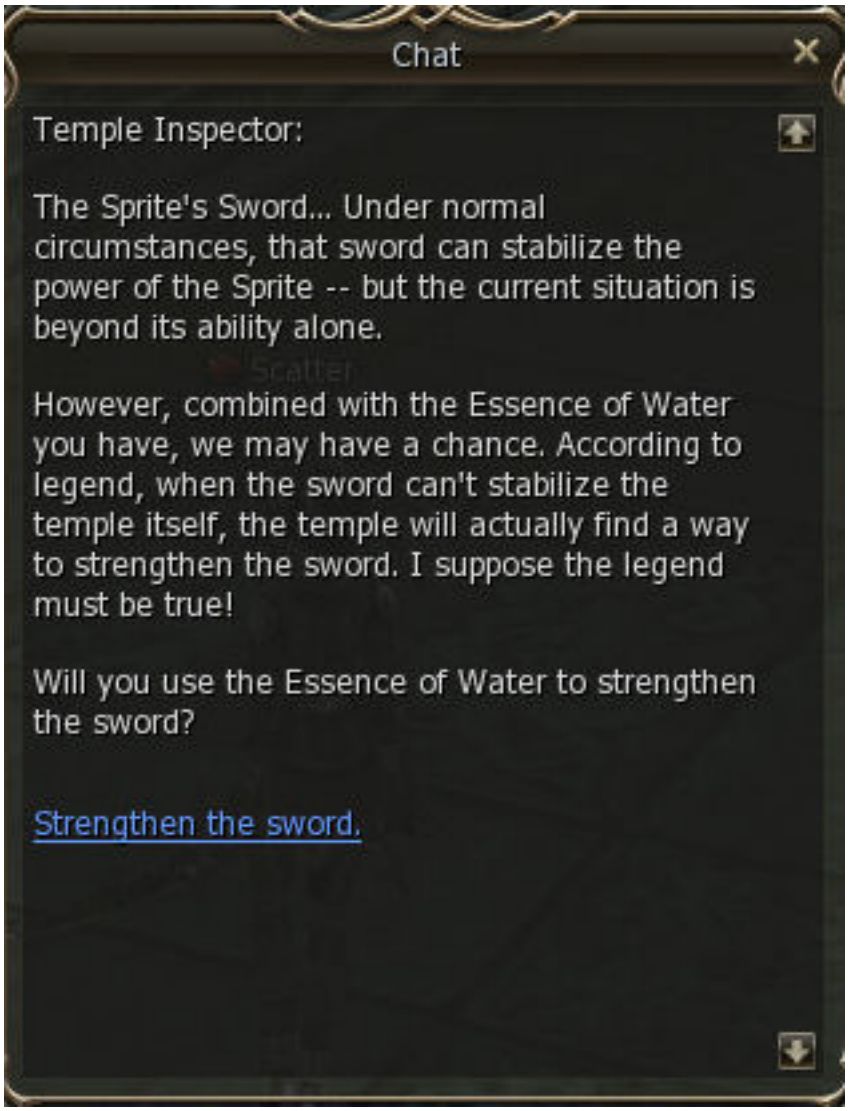


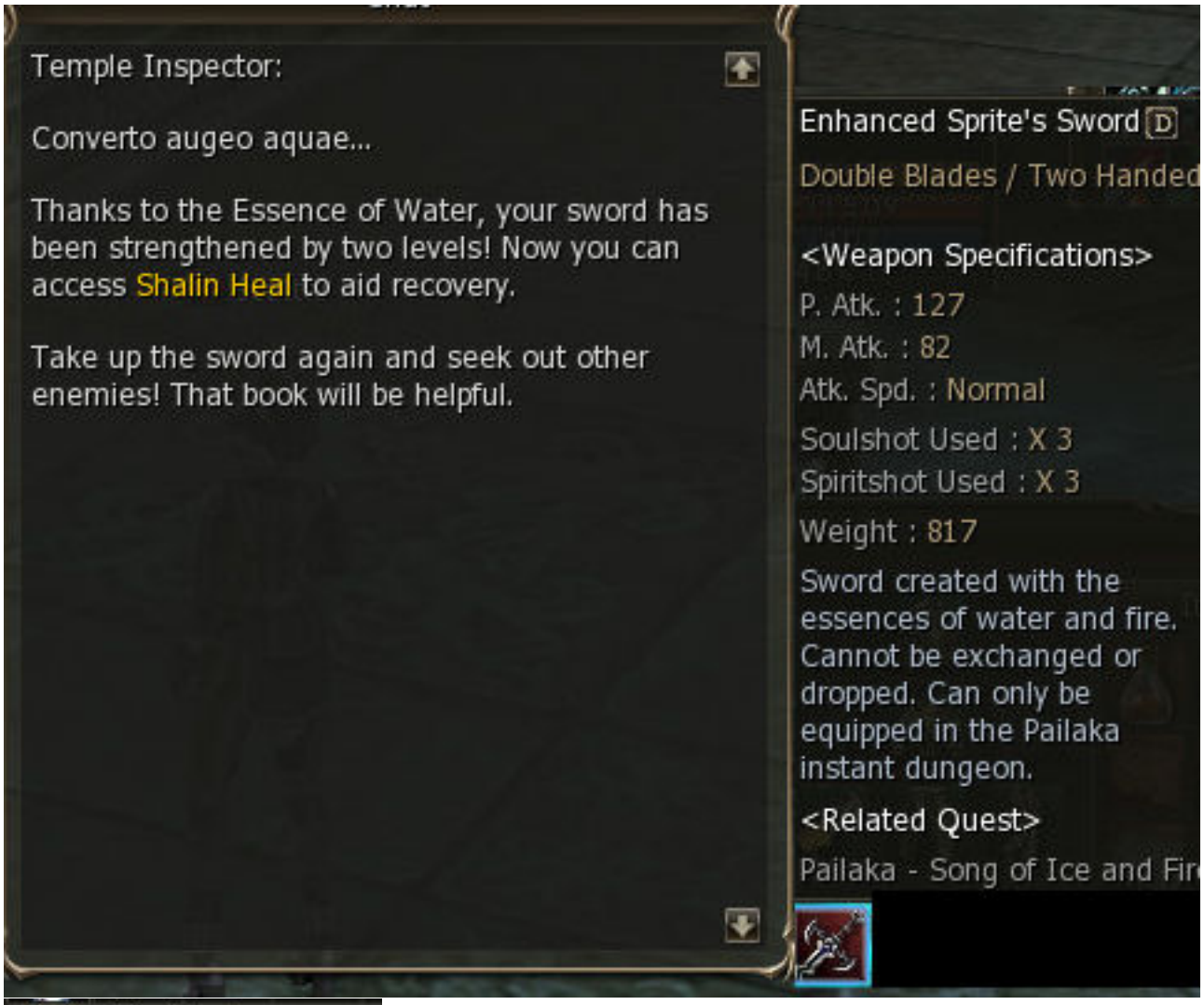
3. Postrarbó se kterého nosí a pouhé zabíjení **Spirit of Water Hills**. Vajdrbej s vsakosejm.


Spirit of Water
Hillas
You have earned 32348 experience and 1956 SP.
Use Soulshot: D-grade.
Power of the spirits enabled.
You have earned Essence of Water.
Temple Book of Secrets has disappeared.
You have earned Temple Book of Secrets.



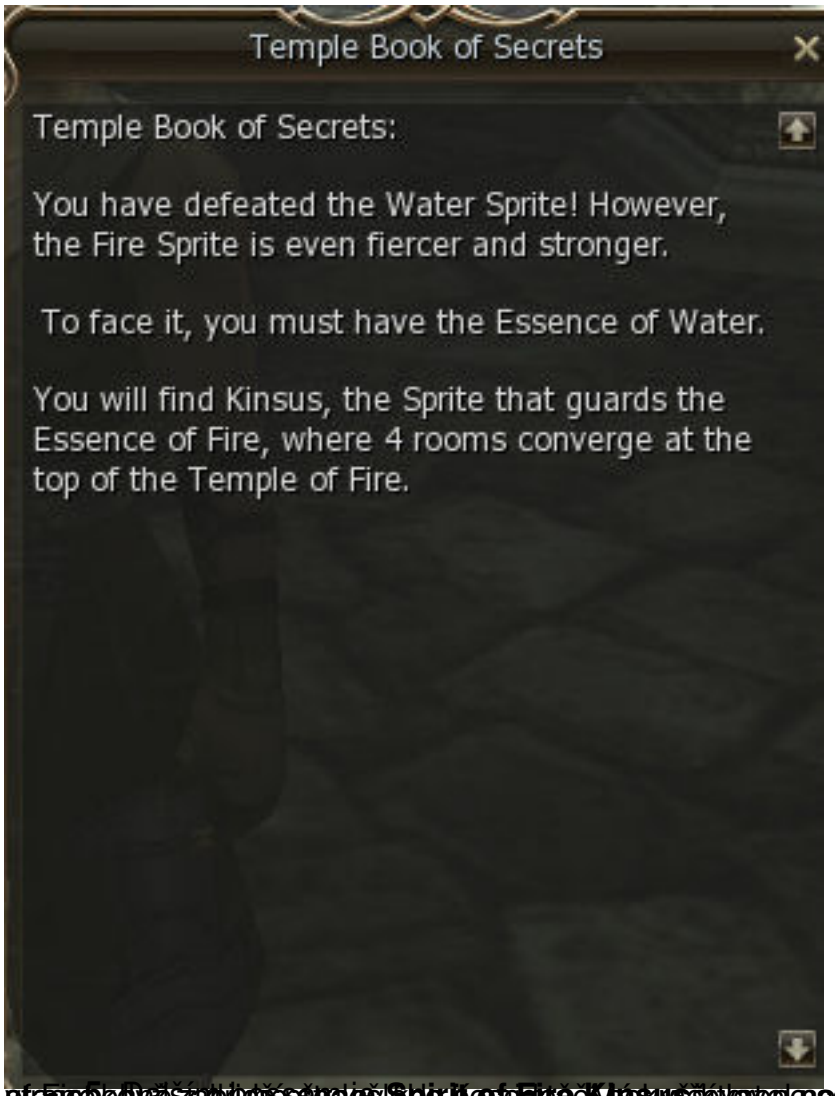
[illegible] **Temple Inspector** [illegible] tvojí


Chat
Temple Inspector:
The Sprite's Sword... Under normal circumstances, that sword can stabilize the power of the Sprite -- but the current situation is beyond its ability alone.
However, combined with the Essence of Water you have, we may have a chance. According to legend, when the sword can't stabilize the temple itself, the temple will actually find a way to strengthen the sword. I suppose the legend must be true!
Will you use the Essence of Water to strengthen the sword?
Strengthen the sword.


Temple Inspector:
Converto augeo aquae...
Thanks to the Essence of Water, your sword has been strengthened by two levels! Now you can access Shalin Heal to aid recovery.
Take up the sword again and seek out other enemies! That book will be helpful.
Enhanced Sprite's Sword D
Double Blades / Two Handed
<Weapon Specifications>
P. Atk. : 127
M. Atk. : 82
Atk. Spd. : Normal
Soulshot Used : X 3
Spiritshot Used : X 3
Weight : 817
Sword created with the essences of water and fire. Cannot be exchanged or dropped. Can only be equipped in the Pailaka instant dungeon.
<Related Quest>
Pailaka - Song of Ice and Fir

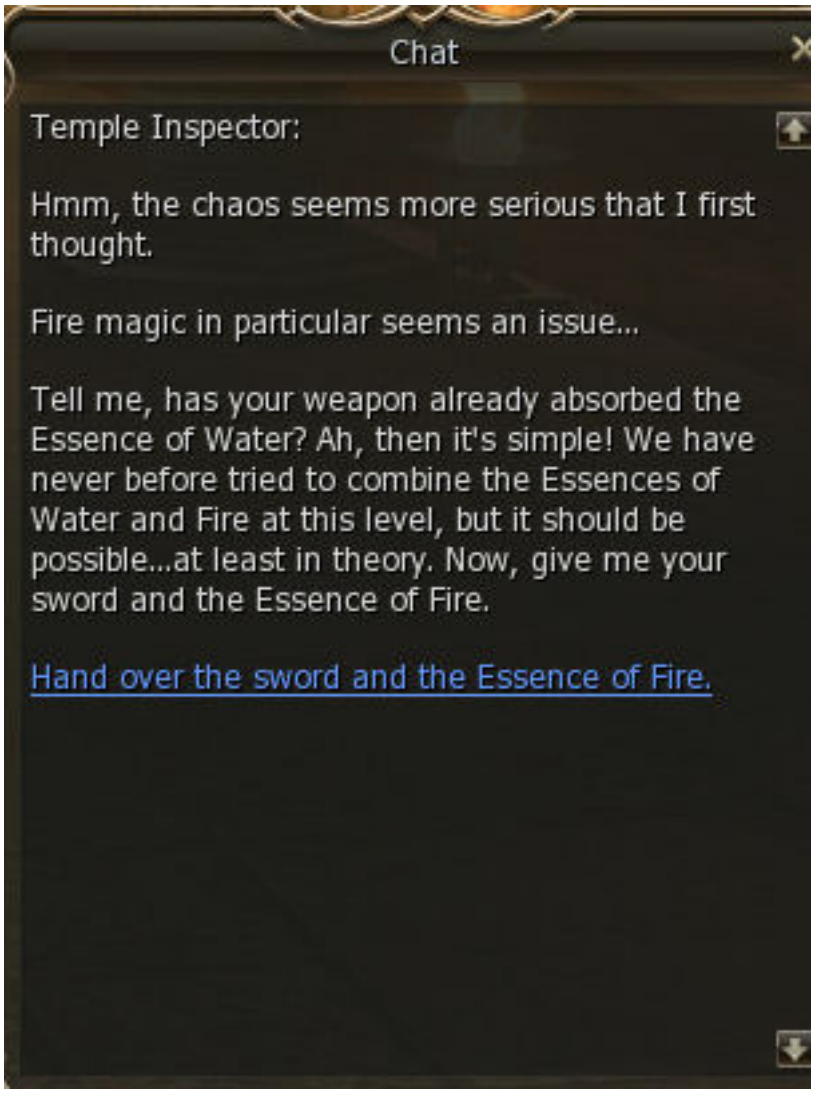
Shalin Heal Lv 1
Magic
MP Cost : 77
Recovers using the power of the talisman attached to the Sword of Fire and Water.

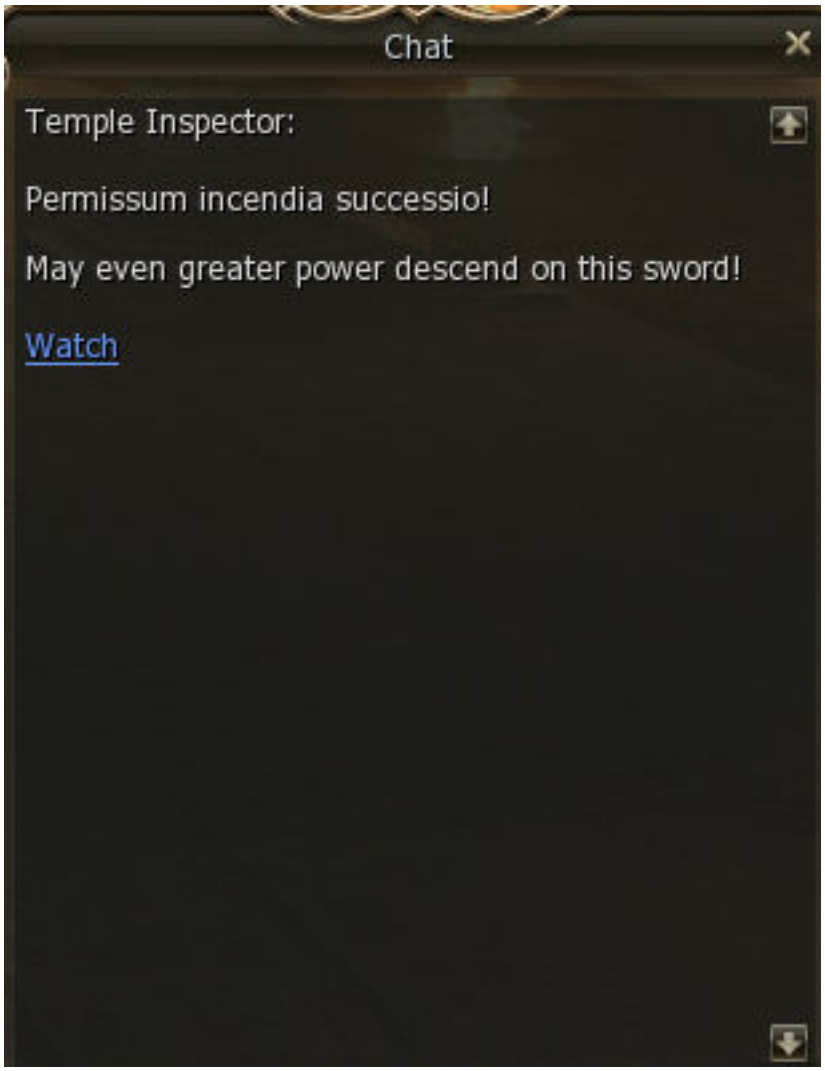
Spirit of Water
Papion
You have earned 32348 experience and 1956 SP.
Temple Book of Secrets has disappeared.
You have earned Temple Book of Secrets.

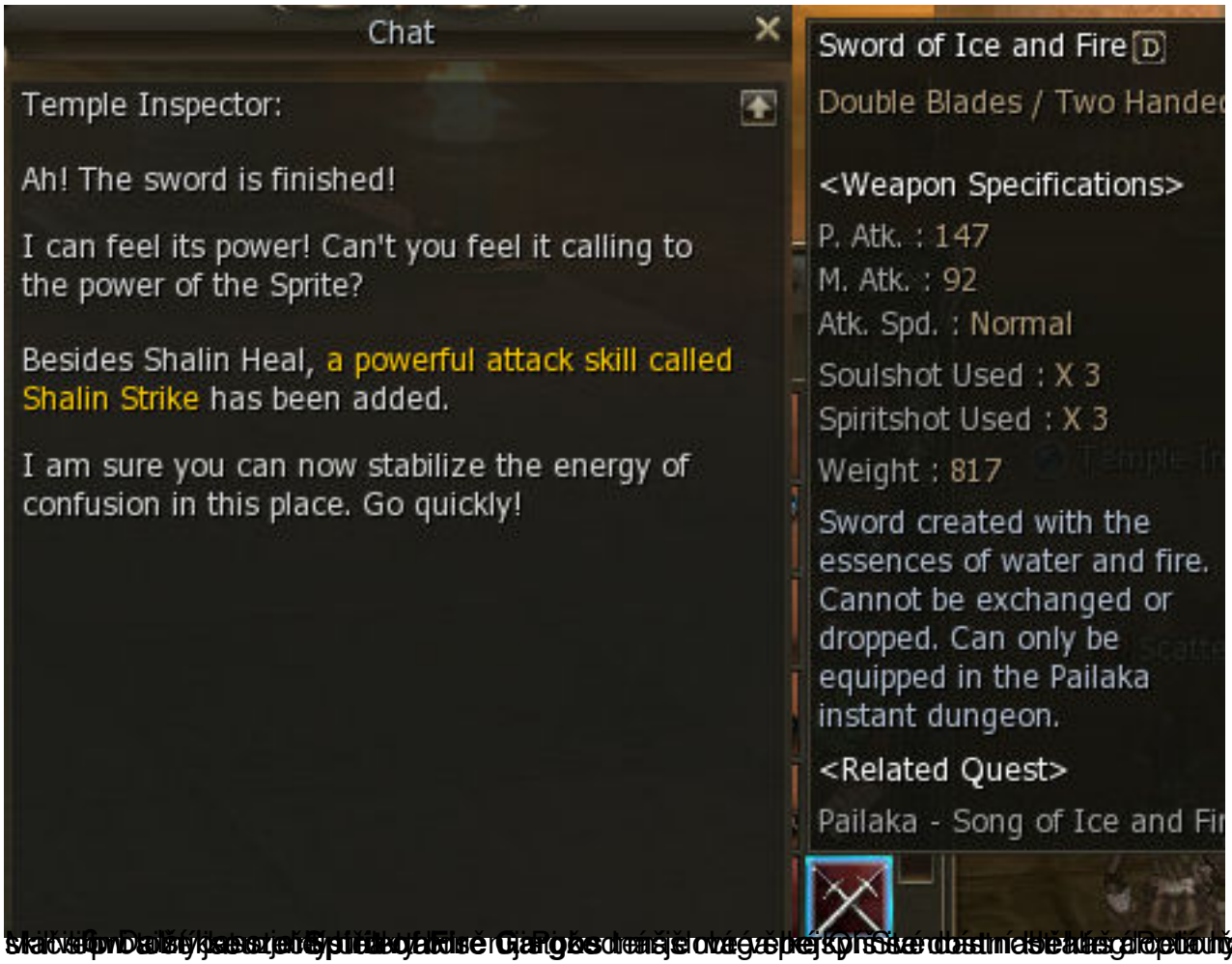


5. Spirit of Fire Kinsus

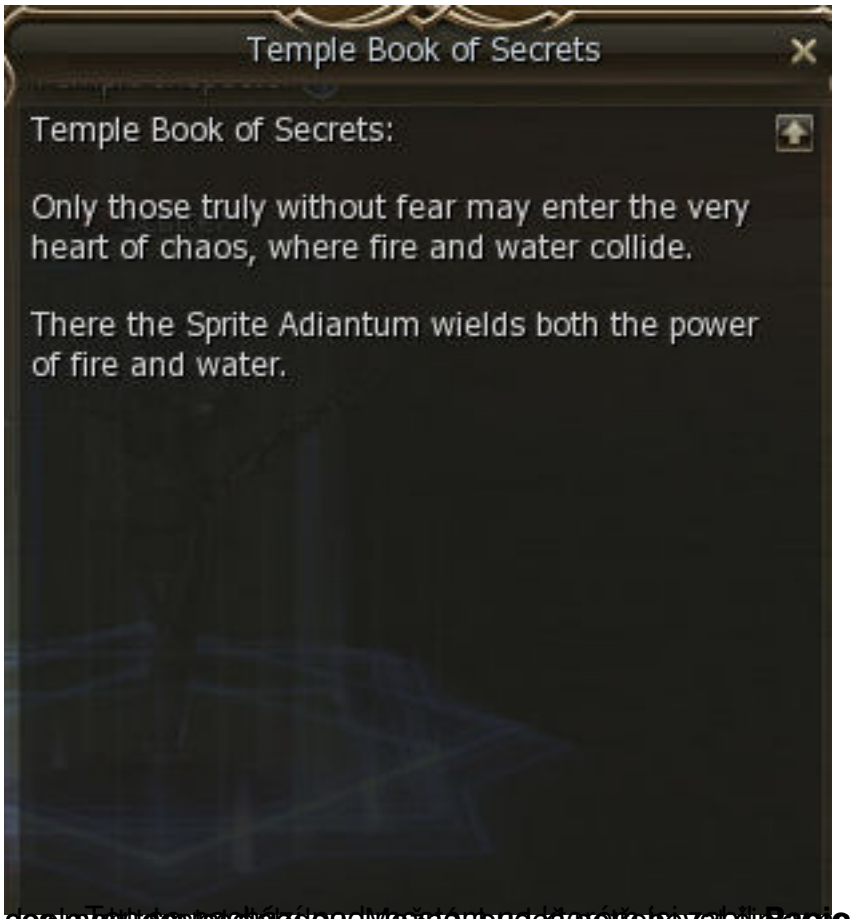
[illegible] najít **Temple Inspector**. S tímto


Chat
Temple Inspector:
Hmm, the chaos seems more serious that I first thought.
Fire magic in particular seems an issue...
Tell me, has your weapon already absorbed the Essence of Water? Ah, then it's simple! We have never before tried to combine the Essences of Water and Fire at this level, but it should be possible...at least in theory. Now, give me your sword and the Essence of Fire.
Hand over the sword and the Essence of Fire.


Chat
Temple Inspector:
Permissum incendia successio!
May even greater power descend on this sword!
Watch

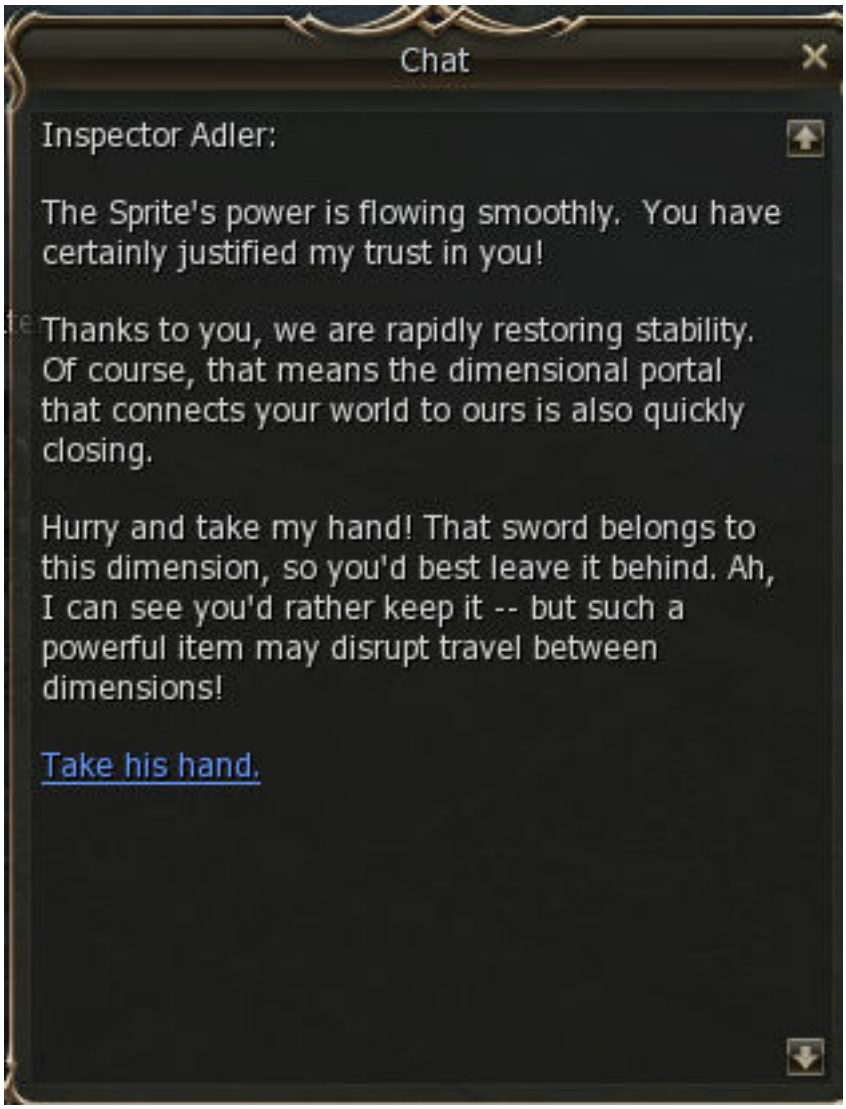

Chat
Temple Inspector:
Ah! The sword is finished!
I can feel its power! Can't you feel it calling to the power of the Sprite?
Besides Shalin Heal, a powerful attack skill called Shalin Strike has been added.
I am sure you can now stabilize the energy of confusion in this place. Go quickly!
Sword of Ice and Fire D
Double Blades / Two Hande
<Weapon Specifications>
P. Atk. : 147
M. Atk. : 92
Atk. Spd. : Normal
Soulshot Used : X 3
Spiritshot Used : X 3
Weight : 817
Sword created with the essences of water and fire. Cannot be exchanged or dropped. Can only be equipped in the Pailaka instant dungeon.
<Related Quest>
Pailaka - Song of Ice and Fi

- **7.** Nyní na posledního bosse **Adiantum**.


Temple Book of Secrets
Temple Book of Secrets:
Only those truly without fear may enter the very heart of chaos, where fire and water collide.
There the Sprite Adiantum wields both the power of fire and water.

Adiantum
You have earned 274919 experience and 12210 SP.

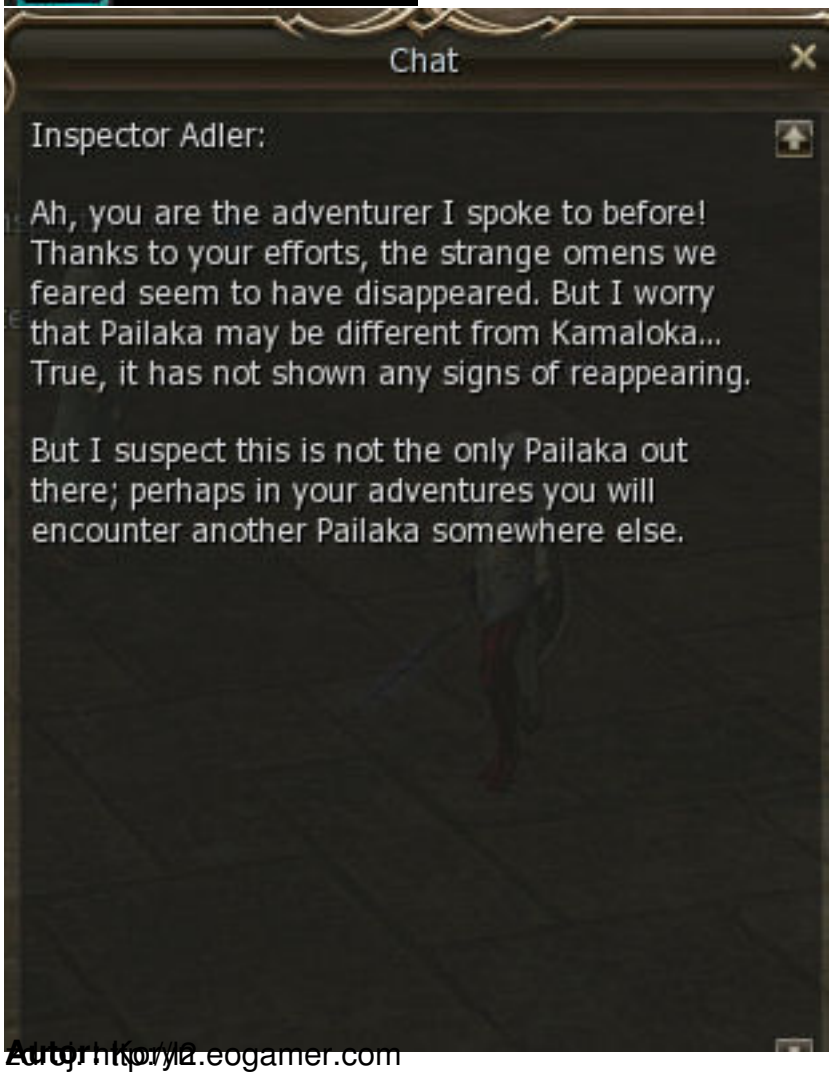
Chat
Inspector Adler:
Ta da! Don't look so surprised! I used a secret method known to the Pathfinders of Kamaloka to fly here.
Quest


Chat
Inspector Adler:
The Sprite's power is flowing smoothly. You have certainly justified my trust in you!
Thanks to you, we are rapidly restoring stability. Of course, that means the dimensional portal that connects your world to ours is also quickly closing.
Hurry and take my hand! That sword belongs to this dimension, so you'd best leave it behind. Ah, I can see you'd rather keep it -- but such a powerful item may disrupt travel between dimensions!
Take his hand.

Chat
Inspector Adler:
Please accept this Scroll of Escape. Its power will allow you to safely return to your world.
You have earned Pailaka Earring.
You have earned Pailaka Ring.
You have earned 810000 experience.
You have acquired 50000 SP.
This instance zone will be terminated in 5 minute(s).
You will be forced out of the dungeon when the time expires.
You have gained Vitality points.

Pailaka Ring D
Ring
M. Def. : 29
Weight : 150
Pailaka Forgotten Temple reward item. Ring with high M. Def. with MP 15 effect. Cannot be exchanged, dropped, or enchanted.

Pailaka Earring D
Earring
M. Def. : 43
Weight : 150
Pailaka Forgotten Temple reward item. Earring with high M. Def. with MP +20 effect. Cannot be exchanged, dropped, or enchanted.


Chat
Inspector Adler:
Ah, you are the adventurer I spoke to before! Thanks to your efforts, the strange omens we feared seem to have disappeared. But I worry that Pailaka may be different from Kamaloka... True, it has not shown any signs of reappearing.
But I suspect this is not the only Pailaka out there; perhaps in your adventures you will encounter another Pailaka somewhere else.