**Atlantis Quest Chain**

**Created by:** *Tradescant*

***Adv= Adventure / Trd= Trade / Mrt=Maritime / Task=Not a Quest***

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| **1.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Legend of the Labyrinthos** |
|  | ***Adv*** | **City**: Venice | **Difficulty** **7★** |

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| **http://eversong.ivyro.net/SKILL/00000025.gif****8** |
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 | **Steps**1. Athens Archives - Talk to Scholar
2. Athens Archives - Read x3 Theology book
3. Athens Tavern - Make and order at the Barkeep
4. Candia - Talk to Archaeology Student near the bank
5. Candia - Talk to Scholar next to the Church
6. Syracuse - Talk to Craftsman
7. Inland Crete - Use Recognition in the vicinity of Knossos Palace

**Discovery**: Knossos Palace |

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| **2.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Land Charting** |
|  | ***Task*** | **City**: Oxford | **Difficulty** **-** |

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 | **Steps***+ You need to have completed any Intermediate School**+ You need to have started Oxford Researches**+ You need to have been allowed to Sea chart by Mercator**+ You need to have completed ‘’****Legend of the Labyrinthos****”*1. Go see the Professor in Oxford
2. Go to Candia to Land chart **BOTH** West Candia and Inland Crete
3. Report to the Professor in Oxford

**Reward**: Legends of the King Minos (+2 Archeology, +2 Theology, +2 Search) |

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| **3.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Land of the Legendary King** |
|  | ***Adv*** | **City**: Stockholm | **Difficulty** **3★** |

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 | **Steps**1. London - Adventurer GM
2. London - Adventurer Mediator
3. Oxford - Professor
4. Seville Tavern - Tradescant
5. Candia - Tradescant
6. Candia West - Tradescant near entrance (Where discovery will be)
7. Crete inland - Tradescant inside the ruins
8. Candia west - Search near the entrance

**Discovery**: Ancient Pottery**Unlock**: Labyrinth Dungeon |

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| **4.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Egypt and Atlantis** |
|  | ***Adv*** | **City**: London | **Difficulty** **7★** |

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 | **Steps**1. London Adventure Guild - Adventure GM
2. Shore Opposite Cairo - Tradescant
3. Giza - Tradescant × 2
4. Giza - Sarcophagus
5. London - Adventure GM
6. Oxford - Professor

**Reward**: Stone Holy Grail**Unlock**: Transmutation Alchemy Bench recipe at Paracelsus |

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| **5.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **A Chance Meeting on the Sea of Atlas** |
|  | ***Adv*** | **City**: London | **Difficulty** **8★** |

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 | **Steps**1. London Archives - Tradescant
2. Antilles, Open Sea - Merchant ship south of Santo Domingo (Fight with an Ancient Galley)

*+ You can Retreat from the Battle or Lose.*1. Santo Domingo - Tradescant near Port Official
2. Santo Domingo - Tradescant near Tavern
3. Santo Domingo – Tradescant neat Shipyard
4. San Juan, Open Sea - Patrol boat north of San Juan (Fight with a weak version of an Ancient Galley)

*+ You can Retreat from the Battle or Lose. Helped by some Spanish NPC (They can handle the fight alone)*1. Battle with the Henry Morgan fleet

*+ You can Retreat from the Battle or Lose. Helped by some Spanish NPC (They can handle the fight alone)*1. San Juan - Tradescant near Port Official

**Reward**: Apollo’s Light**Unlock**: Ancient Ganador |

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| **6.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Aspiring a Pure World** |
|  | ***Adv*** | **City**: Amsterdam | **Difficulty** **6★** |

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 | **Steps**1. Amsterdam Tavern -Wallenstein
2. Hamburg church - Balthazar
3. Hamburg - Tradescant near Port Official
4. Saint Georges - Tradescant
5. Luanda – Tradescant near the square Port × 2
6. Seville – Balthazar near Port Official

**Reward**: Stone Holy Grail |

**The chain Separate into 3 chains at this point. One for Adventurer, one for Traders and one for Maritimes. Each of them still lead to Atlantis and only one of them need to be completed.**

**Adventure (***Chain following adventure will have the letter* ***A*** *before its number***)**

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| **A7.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Those Who Seek and Those Who Lead** |
|  | ***Adv*** | **City**: London | **Difficulty** **3★** |

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 | **Steps***+ Need to have done ‘’****The Promised Future****’’ (Great Adventurer chain)*1. Oxford - Tradescant near North-East Carriage

*+ You need 1* ***Honey Pancake***1. Oxford - Tradescant
2. Oxford - Tradescant in Lecture Room
3. London - Tradescant
4. Frankfurt - Charioteer
5. London - Tradescant near Port Official
6. Oxford - Use search in the Lecture near the professor

**Discovery**: The Mystery of Atlantis**Reward**: Doctoral Thesis on Navigation / Headache Medication**Unlock**: Secret Edicts (*See Further Below*) |

**Maritime (***Chain following Battle will have the letter* ***M*** *before its number***)**

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| **M7.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Dangerous Caribbean** |
|  | ***Mrt*** | **City**: Seville | **Difficulty** **7★** |

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 | **Steps**1. San Juan - Barkeeper
2. Antilles, Open Sea - Balthazar near Santo Domingo

+ *You can Retreat from the Battle or Lose*1. Santo Domingo - Wallenstein near Tavern
2. Santo Domingo - Balthazar neat Tavern

**Unlock**: Secret Edicts (*See Further Below*) |

**Trade (***Chain following Trade will have the letter* ***T*** *before its number***)**

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| **T7.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **A Certain Merchant's Misgiving** |
|  | ***Trd*** | **City**: Athens | **Difficulty** **6★** |

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 | **Steps**1. Athens Tavern - Alvero
2. Anping - Alvero
3. Hangzhou - near Tavern
4. Busan - Soldier
5. Nagasaki - Alvero near East mansion
6. Nagasaki Mansion - Alvero
7. Nagasaki - Alvero near East mansion
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| **T8.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **A Lord and Merchant** |
|  | ***Trd*** | **City**: Lisbon | **Difficulty** **6★** |

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 | **Steps**1. Edo - Date house servant
2. Hangzhou - Alvero near Tavern
3. Hangzhou - Alvero near Market
4. Hangzhou - Alvero near shipyard
5. Edo - Alvero near Port Official

**Reward**: Renegotiation Demand**Unlock**: Secret Edicts! (*See Below*) |

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| **\*** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Secret Edicts** |
|  | ***Task*** | **City**: Your Nation Royal Palace | **Difficulty** **-** |

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 | These are special quests that can be taken at your nation Secretary. They are separated into 3 categories of quests: Bow, Broadside and Stern. Each categories will ask you to do one of the 3 random quest shown. You are free to choose which you want to complete in the list. Once you have completed one quest in each categories, the Solar Barge will be unlocked in your nation port until the end of the week. The Solar barge will take you by itself to Atlantis. Once there, have fun! (Don’t forget to visit Poseidon Temple!)Atlantis is on a random location each weeks, which also mean you will need to redo the solar barge each time it moves. The solar Barge take you ‘’Instantly there’’ but it does not bring you back, so you will have to sail back by yourself.*+ Once you have completed the Solar Barge for the first time, you can take Secret edict from any GM in any nation!*Unlocking Atlantis isn’t the end of each of the different chains. Each of them continue further once you have visited Acropolis of Atlantis for the first time (*Required Port discovery*). Each chains reward you with an EX item (*Passive effect item*) at the end.Be aware that the corresponding Secret Edict unlocking Quest need to have been completed to continue forward on the quests. Example, you need to have completed the previous Adventure quest to continue forward on the adventure quests and so goes on.If you feel like doing them, continue forward on that document.  |

**Adventure (***Chain following adventure will have the letter* ***A*** *before its number***)**

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| **A8.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Qualification to know and its preparation\*** |
|  | ***Adv*** | **City**: London | **Difficulty** **5★** |

**\*Translated name**

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| http://eversong.ivyro.net/SKILL/00000029.gif**7** |
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 | **Steps***+ Need to have done ‘’****Those Who Seek and Those Who Lead****’’*1. Marseille Adventurer Guild - Tradescant
2. Florence Office - Lorenzo Medici
3. Pisa - Port Official
4. Athens Archive - Scholar
5. San Juan - Port Official
6. San Juan - Julian
7. San Juan - Port Official
8. Search near the San Juan city official

**Discovery**: The Truth of Atlantis**Reward**: Doctoral Thesis on Navigation / Ancient Celestial Globe x2 |

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| **A9.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **A world of possibility\*** |
|  | ***Adv*** | **City**: London | **Difficulty** **10★** |

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| http://eversong.ivyro.net/SKILL/00000029.gif**11** |
| http://eversong.ivyro.net/SKILL/00000160.gif**1** |

 | **Steps**1. Seville - Port Official
2. Acropolis - Tradescant
3. Acropolis - Boys at the south of the Port
4. Acropolis - Tradescant
5. Frankfurt - Charioteer
6. Hamburg -Tradescant near Port Official
7. Hamburg - Search near the Port official

**Discovery**: The Future of Atlantis**Rewards**: Doctoral Thesis on Navigation / Cameo Abile / Epee Rapier**End of Adventure Atlantis Chain!** |

**Maritime (***Chain following Maritime will have the letter* ***M*** *before its number***)**

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| **M8.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Secret escort request** |
|  | ***Mrt*** | **City**: Amsterdam | **Difficulty** **7★** |

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 | **Steps***+ Need to have done ‘’****Dangerous Caribbean’’****+ Need to have done ‘’****World of Pirate****’’ (Grand Admiral Chain)*1. Havana - Wallenstein
2. West Caribbean Sea – Enemy Fleet Northeast of Havana
3. Havana - Wallenstein
4. Port Royal – Barrel?!? (*Translated*)

**Reward**: Special Shipbuilding Improvements Reset (**Untradeable**) |

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| **M9.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **Speculations over Atlantis \*** |
|  | ***Mrt*** | **City**: Portobello | **Difficulty** **8★** |

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 | **Steps**1. Santiago - Tavern
2. San Juan, Open Sea - Super Frigate battle

*+ You can escape the battle*1. San Juan, Open Sea - Wallenstein
2. The Azores - Barkeeper
3. Canary, Open Sea - West of Las Palmas Armor Battle Ship battle

*+ You can’t retreat or lose!!!*1. Las Palmas -

**Rewards**: Brave Boots**End of Maritime Atlantis Chain!** |

**Trade (***Chain following Trade will have the letter* ***T*** *before its number***)**

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| **T9.** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **There is no Time Like the Present \*** |
|  | ***Trd*** | **City**: Hangzhou | **Difficulty** **5★** |

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 | **Steps***+ Need to have done ‘’* ***A Lord and Merchant****’’ & “****Acropolis”***1. Taiwan Southeast - Masamune Date (Straight from the entrance)
2. Tamsui - City Officials × 2 (**Need 200,000 D**)
3. Tamsui Southeast (City Outskirts) - Oiwa (**Need 30 Camphor**)
4. Tamsui Southeast (City Outskirts) - Alvero near the Large Boulder
5. Tamsui - Koxinga (northwest end)
6. **Reward**: Aide Voyage Record Collection x2
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| **T10** | http://silvermoon.ivyro.net/2ndAge/QUEST/01500232.png | **What a Merchant Connects\*** |
|  | ***Trd*** | **City**: Hangzhou | **Difficulty** **7★** |

**\*Translated name**

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 | **Steps**1. China Southeast Coast Landing – Alvero slightly right as you enter
2. Acropolis – Alvero – near Store Keeper
3. Acropolis – Qin Liangyu – Near the temple Stairs
4. Acropolis – Yi Sun-sin – between the port official and the Item Shop
5. Acropolis – Koxinga – ont the North East Bridge
6. Acropolis – Alvero- near Store Keeper
7. Acropolis - Alvero at the top of the temple steps
8. Acropolis – Alvero - To the left of the Store Keeper at the Square

**Rewards**: Laurel Crown of Prayers**End of Trade Atlantis Chain!** |