

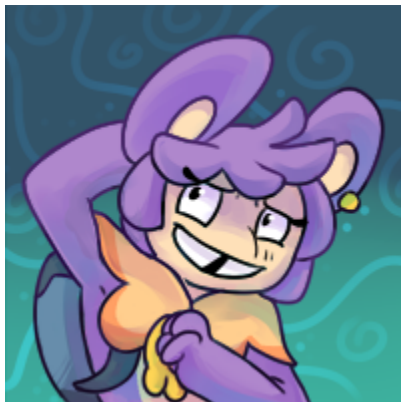




Oh boy, thank you all so much! I promise finding the ruins won't take very long!



As long as you help us and our mayor when we are done then we should be fine. However we should still take our time. That old tyrant of yours could cause us a lot of problems if we aren't careful.



Hey! Are you sure it's still alright if we leave the glitchy guys here while we're gone? They're kind of... well...

Uh... Well Berwyn already said yes so it should be fine.



Yeah he already said yes let's just go! I want to check out the tyrant that Barrik was talking about!



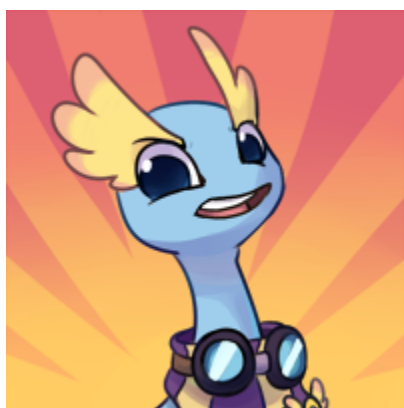
Of course you'd wish that unnecessary danger upon us...



Well even if we do run into her, your guild was so cool when you saved me! I bet you could take her on easily!



I wouldn't jump to conclusions, but we'll be ready if we run into her.



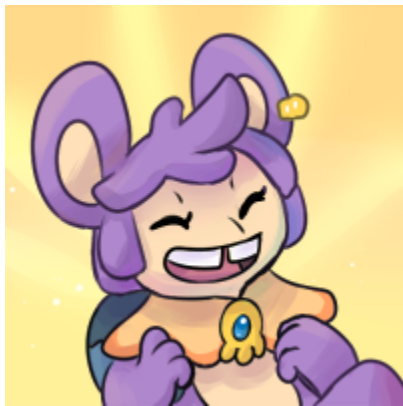
Don't forget us! We'll be the ones to take her down, just you wait!



...



Um, yeah sure.



Well what are we doing just chatting away here? Some neato ruins await us, let's go! Eehee!



Now hold on just a second! I admire your spirit and I won't try to stop you, you're proper leaders now it seems, but Verana's no pushover. I don't want to find out you all got blasted!



She's not like me, chaps. Oh yes, she was a slippery little devil, using all sorts of tricks to keep me at bay. Her fire spin really gave me a good scorching, slowed me down proper. She'll set you up to get blown away if you're not careful. Of course I still managed to give her a good smackdown, but she will likely do the same to you lot.



She had a right proper ego when I fought her back in the day, thought I couldn't get to her. Ho, was she wrong there! Verana lost her head when I got in close, but she did give me a good nick on the side with that dynamic punch of hers, and boy it packs a wallop! Almost knocked me sideways, so be careful around her!



Now then, I shouldn't keep you any longer. Stay safe my friends and do your guilds proud!

The Roaring Icebergs have finally caught up to find they missed out on some more mayhem in Neve! The rescuing already done and over with, they join up with the Ardent Cinders and the newly freed Konjac who is calling in a favor. Before he'll agree to leave Neve and change his research, Konjac wants the guilds to help him delve deep into the the heated home of a long ignored, but mighty tyrant to find some undeciphered texts of old. With Barrik unwilling to risk the lives of his guild for some trivial words, your teams are Konjac's only hope to reach them!

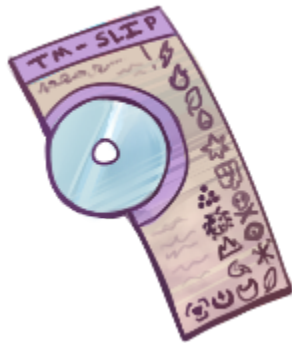
Follow and protect Konjac as both guilds travel deep underground until you reach the ruins, a rumored crumbling arch of black rock and tar covered in strange markings. You may encounter some fire and rock types who don't take kindly to visitors, though the true danger is the exiled Magmortar living deep within. Be careful to avoid her wrath, but if worse comes to worse you might have to fend her off. Though aged much like Barrik, she's potentially just as powerful. It will take more than a handful of you to bring down the Pokemon who once ruled all of the Iclyn Mountains.



You are free to use your guild leaders and Konjac to achieve these goals. You may also collaborate with other members, and potentially other guilds to get to the job done.

Rewards

For completing this job your teams will be rewarded one of the following:



A TM Slip

Or



A Furniture Voucher

Please only take one or the other!



You will receive 10 Meobans regardless! (Remember if you've ranked up you'll receive more based on your rank)



Oh before you go, I want to thank you for helping Konjac. He's passionate in his craft and it is admirable how much he strives to understand the lost languages of the ancients. It's just that those ruins were always far too dangerous to warrant an expedition.



It is for that reason that on behalf of the library's staff, we want to reward you all for volunteering to go with him. Konjac probably would have come with you to Rift City anyway if you turned him down, so your cooperation is appreciated.



I know it's not much, but we do have a few items which have some... interesting side effects when consumed. You might find that they can be of some use in your adventures. When you return with Konjac, feel free to take some with you.

Bonus items are rewarded to those who complete the job before the deadline.

You can pick one of these bonus rewards:



Aging Tea and Remedial Tea - Two tea packets, made from the powder of pieces from an ancient dragon. One is made from the dragon's scales, powdered into fine dust, and used to brew a blue-ish tea. When drank, the consumer slowly is enfeebled, as if they were growing old steadily. The other tea packet contains the powdered whiskers from the very same dragon, and is able to counteract the "aging" process and gives a strong boost of attack

energy. The tea produced is a white, milky color. This is a one use item, one per packet.

“The labels claims it is a sort of tea and in the next sentence expresses caution about drinking it. Yeah, that’s probably a good sign if you’ve ever read one.”



Vial of Pheromones - A peculiar vial with a black and red label, full of a strong, sweet smelling liquid that is actually a very strong pheromone from some unknown source. Extreme caution must be used, because males of any species will become completely enraptured by it, and will willingly follow the commands of whoever used it for a short while. This item can only be used once.

“It’s like you’re holding a particularly dangerous charm bomb in your very grip. Let’s hope you don’t accidentally drop it.”

The Deadline for this job is October 30 11:59 PST. You have 2 months to submit your entries.

Remember to send the group a note with a link to the first part of your entry and a link to your team's app! We will be judging these entries.

Good luck!

~The Rival-Gates admin team