**Goal for Cracks of Terra**

**Requirements**

201

**Solution**

The main part of the area is a 6 story tower, You start on the top lvl
(lvl 0). And terra is on lvl 5(at the bottom).

For the other 4 lvls, there is a center room, with 4 exits and 16 other
rooms. On the frist lvl the rooms are not a maze. The other lvls, the rooms
are setup in a non random maze.

Each maze room has: 2 two-way exits to other rooms in the maze. I.E. if
you exit south from room A to room B, then from room B you go north to get
to room A. Some of the maze rooms have a locked exit back to the center
tower. All other exits lead back to the room itself. Actually very
navigatable if you keep track of how you enter each room.

walkthru so far:

1) Listen to man in frist room, say yes.

2) Go all down to Terra listen to him, wait for tasks to appear.

3) (tasks 3-6) kill the mobs mentioned. You can be in a group while
killing the mob, but only the person who kills the mob gets credit.
NOTE: after you finish tasks 3-6, terra will be agro to you, so there
is metrit to collecting the items for task 8 (step 5) before you get
credit for killing them all. NOTE: watch for PK. This step will
take several repops as every member of your group needs to get credit
for killing each of them.... YOu can collect the items for task 8
(step 5) while waiting on repop.

4) After you finish step 3, go down to terra and he will attack you
after a few seconds.

IT will take at least 4 T9s to kill Terra, under this scheme.
a)Terra is immune to alot but bash does work.
b)1 player will be the tank with a shield, others should dual wield for max
damage
c)Tank should use jades or other quad heals during the battle.
d)Others should be attacking with melee and reciting healing scrolls.
or incomplete scrolls on the tank.
e)One of the healing players should be on awe duty. If the tank in
troble. They can cast awe to stop the fight, typically when terra forces
them to wear there birthday suit. This means avoiding the tempation
to spam the healing scrolls. Note: terra will not sit by for long...

Terra has some nasty mob-progs that can force you to remove your gear.

While you are finghting terra others cannot enter the room. SO at least
you will not get jumped by pker's. This also means your vulerable if
you awe him.

Closing this task wills top Terra from attacking you, and he will tell you
collect 4 items.

5)

Task 8 requires you to collect for 4 items. You do not need to have
the task open to collect them.

Each of the items is a random load on a mob. And there is one item
on each level.

lvl1 - object is (Magic) a metallic coin found on an imp. You get the
item 1 in 4 kills or somthing like that.

lvl2 - object is (Invis) (Magic) a shadowy Amulet, found on an orge magus.
<10% chance of getting the item when mob is killed.

lvl3 - object is (Magic) (Hum) an engraved Talisman found on a daeva.
<10% chance of getting the item when mob is killed.

lvl4 - object is (Magic) (Glow) (Hum) a glowing Orb. It is obtained by
attacking "a little boy". DO not kill the mob to fast as you have to wait
for a mob-prog to fire, for it to change into "a demon prince" before killing
it. The mob is not agro, The best way to kill him for item, is do an area
attack while your targeting other mobs. <5% chance of getting the item
each time you kill a demon prince. This is the annoying one:).

Go back to terra and say "I have the items" every one in your group that
has task 8 open or done will receive a rune if they do not have one in
there inventory.

6)
bow to terra, then after transported, nod to terra. TO face a demon lord.
And kill it. After killing the demon you will get an item as proof give
it to terra after you kill the mob. With your group-mates in the room.

Exactly how you kill the demonlords is unknown.

For the area testing... The demon lords do need to be tested. Myself I
have not killed any of them without resorting to testkill.

Newname

Goal

The following mobs deal HUGE mprog damage upon their death:
ARCH DEMON
ARCH LICH
LICH

There are probably others, and this is a PK area so this is the most dangerous pupping/gathering items portion of the area. There is one recallable room in the PK part if the door is closed and your key rots. It is the noPK room.

NOTE1: Crystal Serpent randomly heals you full upon its death.

NOTE2: All demons are immune shadow. This is helpful to know for slow kills.

NOTE3: See below in this solution for details on how to kill individual boss mobs.

---------------------------------------------------------------------

1. Go to A crazed priest and type "listen priest" then say "yes" to open the goal (crazed priest is at start of area).
\*\* Goal Added : Explore the Cracks of Terra.
\*\* Task Added : Pay a visit to the God, Terra.

2. Go down to Terra to close one task and open five others (run 5d from crazed priest, Note it is a PK room and there is an mprog that does HUGE damage on an infrequent basis to avoid people camping in this room -- max No. of players permitted in this room is 5).
\*\* Task Done : Pay a visit to the God, Terra.
\*\* Task Added : Be judged worthy.
\*\* Task Added : Defeat Chaia, Lord of the East.
\*\* Task Added : Defeat Ralael, Lady of the West.
\*\* Task Added : Defeat Haratar, Lord of the South.
\*\* Task Added : Defeat Joror, Lord of the North.

3. Kill Chaia to close one task. (1d from crazed priest)
\*\* Task Done : Defeat Chaia, Lord of the East.

4. Kill Ralael to close one task. (2d from crazed priest)
\*\* Task Done : Defeat Ralael, Lady of the West.

5. Kill Haratar to close one task. (3d from crazed priest)
\*\* Task Done : Defeat Haratar, Lord of the South.

6. Kill Joror to close one task. (4d from crazed priest)
\*\* Task Done : Defeat Joror, Lord of the North.

7. Get 4 additional players totaling 5.

8. Go 5d to Terra to update task.
\*\* Task Added : Defeat Terra, Elder God of Earth.

9. Kill Terra to update tasks.
\*\* Task Done : Defeat Terra, Elder God of Earth.
\*\* Task Done : Be judged worthy.
\*\* Task Added : Find the items to bypass the demons' barrier.

10. Next you will have to gather 4 items for Terra, an orb, a coin, a talisman, and an amulet.

11. Kill an Ogre magus to randomly get the taliman (Ogre magus is on the level with Ralael. Ralael has the key to access this portion of area).

12. Kill a Daeva to randomly get the amulet (Daeva is on the level with Haratar. Haratar has the key to access this portion of area).

13. Attack a little boy to make him spawn into a Demon Prince, make sure to not damage it too fast as the boy will die before the Prince has a chance to load. Demon Prince loads orb randomly (little boy is on the level with Joror - Joror has the key to access this portion of area. Note it is a rot death key).

15. Kill one of the Imps to get the coin (Imps are on the level with Chaia. Chaia has the key to access this portion of area.)

16. Now go to Terra and make sure all 5 of you are there, then say "i have the items" to close one task and open another.
\*\* Task Done : Find the items to bypass the demons' barrier.
\*\* Task Added : Challenge the Demon Lords.

Note: From this point you are bound together as a group, do not lose your runes as you can go back with your group any time. If one of you dies you will need to all either die and reget him, or finish the Demon Lord and then portal out and go back with the Demon Lord's item. The way to tell the runes apart from others is the value, the group you are currently with will have runes at the same value. So if you have more than one rune you can sort them that way.

17. "Nod terra" transfers the party to a random demon lord, you will get to fight one of eight possible demon lords.

18. When the one Demon Lord is dead, give his item to Terra to update runes and type "nod terra" to go on to another.

19. Repeat step 18 once more. Stated differently, you kill the Demon Lords a total of 3 times.

20. When the third Demon Lord is dead, give the item to Terra to close the goal.
\*\* Task Done : Challenge the Demon Lords.
\*\* Goal Completed: Explore the Cracks of Terra.

---------------------------------------------------------------------
Yrelth

Blue is countered by Red
Red is countered by Green
Green is countered by Violet
Violet is countered by Yellow
Yellow is countered by Indigo
Indigo is countered by Orange
Orange is countered by Blue

When the first begins the other 4 will be in a room with a crystal. They have to look at the name of the room to see what color they are. As the tank calls out the colors(most effectively by a script as it is timed) that person will type "TOUCH" just once. For example, if Tank says Green, the player in the Violet room will type touch. If the wrong color is touched, i.e. Tank says Green, and a player touches indigo it will harm the Tank.

Each color does something to either hurt Yrelth or heal the tank.
This will continue until Yrelth dies. But he will RESPAWN and all doors will open.

On respawn, Tank will call out colors again, and only ONE person should touch the colors (since doors are open and can move freely now) as it will avoid people double touching, etc. Again this is most effectively done with a script as it is timed. Alternatively, assign certain colors to players or have one player possibly have macros set up.

Give item to Terra.
---------------------------------------------------------------------
Salkin

The key to Salkin is lasting ten minutes. The way to do that is to take Salkin to 74-70% and then have the group wear SHADOW WEAPONS and never damage him again. This will keep more tendrils from being called. Kill any tendrils that might of come before and just keep healing and hold for ten minutes. After ten minutes Terra will come and kill Salkin.

Give item to Terra.
---------------------------------------------------------------------
Kjare

Kjare is very similiar to Salkin in that he calls tendrils. Here you're charged with killing Kjare when no tendrils are out. The best way to do this is have four with shadow weapons so they can kill tendrils and not do damage to Kjare. He appears to call tendril's less often if only one hitter. So slowly damage Kjare down while the other four kill the tendrils. When tendrils are there, have the Kjare hitter aim the tendrils as well to keep them down. When Kjare
is low, make sure other tendrils are dead.

Give item to Terra.
---------------------------------------------------------------------
Skeligh

This will begin with one head, then it will pop two heads, then three, then four heads twice. The best thing here is to make sure noone is tanking more than one head at a time.

Give item to Terra.
---------------------------------------------------------------------
Nysil

This is in a room with nomagic noquaff. The way to do this is 2 rotating tanks. Asign two tanks and 3 healers. Make sure to leader one of the healers. Tank 1 will go down and fight, when he is 50% he will call rescue. Tank 2 will go down and rescue him. Tank 1 will then flee up and the 3 healers will heal him up. Tank 1 will also take this time to respell. Tank 2 will call rescue and Tank 1
will rescue him. The healers then heal up Tank 2 and repeat this until Nysil dies and the Tank gets a bracelet. Also make sure that Nysil is always engaged and never left alone.

Give item to Terra.
---------------------------------------------------------------------
Kasjus

Kill all the demon prince and princesses as fast as possible. Then go and kill Kasjus.

Give item to Terra.
---------------------------------------------------------------------
Yqath

This one requires 3 tanks and 2 roving healers. Each tank will go to a room, w n and e. The two healers then have to move from center room to west, incomp tank, to north,incomp tank, to east, incomp tank. And repeat this while quaffing mana to keep mana up until the 3 mobs die around the same time. When they all die it will give a horn after a brief wait. Also make sure that none of the Yqath are left alone as they always need to be engaged.

Give item to Terra.
---------------------------------------------------------------------
Vortath

Vortath has many color phases, he preps them, then he casts them, then results are done. One tank will watch these phases and attack between the time one result ends and before the next is cast. The other 4 will wear SHADOW Weapons and recite quad heals on tank. He has 3 phases of attack, blue, grey, and green. The Blue attack is very deadly and once he preps this, everyone has to be wearing a SHADOW and do no damage to Vortath at all. Note, warriors and thieves should not shield and dual wield as they have extra hits while shielded. The grey aura should be considered the same as Blue except if you damage him he will dish out half the damage done to him to every group member. Green - All should prep to recite quad heals on vortath, on his second message, begin reciting on him UNTIL he damages himself once he does, stop and go back to reciting on tank. After about 10 mins of this, rewear weapons and kill him around five percent.

Give item to Terra.
Area Quest

No info
Mob Vulnerabilities

(incomplete)

Chaia LEVEL
----------------------------------------------------------------
Mob Short Name : an animated skeleton
Mob Base Level : 204
Guild : Paladin
Subclass : Avenger
Identical Mobs : 5
Times Killed : 3325
Mob Hp : 12334/22836
Alignment : an animated skeleton is an Emissary of Evil.
Note : Target has a special function of some kind.
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a troll
Mob Base Level : 204
Guild : Warrior
Subclass : Barbarian
Identical Mobs : 7
Times Killed : 3612
Mob Hp : 22677/22677
Alignment : a troll is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
bash : 136 pierce : 148
slash : 152 acid : -372
earth : 72 fire : -216
light : -84
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a goblin
Mob Base Level : 204
Guild : Warrior
Subclass : Berserker
Identical Mobs : 6
Times Killed : 3378
Mob Hp : 22378/22799
Alignment : a goblin is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
acid : -160 air : -160
cold : -160 earth : -160
energy : -160 fire : -160
holy : -160 light : -160
electric : -160 magic : -160
mental : -160 negative : -160
poison : -160 shadow : -160
sonic : -160 water : -160
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a gremlin
Mob Base Level : 204
Guild : Thief
Subclass : Bandit
Identical Mobs : 2
Times Killed : 3387
Mob Hp : 14435/22721
Alignment : a gremlin is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
acid : -160 air : -160
cold : -160 earth : -160
energy : -160 fire : -160
holy : -160 light : -160
electric : -160 magic : -160
mental : -160 negative : -160
poison : -160 shadow : -160
sonic : -160 water : -160
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : an orc
Mob Base Level : 204
Guild : Warrior
Subclass : Berserker
Identical Mobs : 6
Times Killed : 3388
Mob Hp : 22659/22659
Alignment : an orc is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
disease : 160 light : -160
----------------------------------------------------------------

Ralael LEVEL
----------------------------------------------------------------
Mob Short Name : an aggressive giant
Mob Base Level : 210
Guild : Warrior
Subclass : Barbarian
Identical Mobs : 7
Times Killed : 4516
Mob Hp : 25604/25604
Alignment : an aggressive giant is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
cold : 164 earth : 56
fire : 172 mental : -284
sonic : -124
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a manticore
Mob Base Level : 210
Guild : Ranger
Subclass : Hunter
Identical Mobs : 7
Times Killed : 4615
Mob Hp : 25525/25525
Alignment : a manticore is an Emissary of Evil.
------------------------- [ Resistances ] ----------------------
bash : 160 pierce : -160
cold : -160 fire : 160
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a lamia
Mob Base Level : 210
Guild : Thief
Subclass : Venomist
Identical Mobs : 7
Times Killed : 4714
Mob Hp : 25503/25503
Alignment : a lamia is an Emissary of Evil.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
cold : -160 poison : 160
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : an ogre magus
Mob Base Level : 210
Guild : Mage
Subclass : Evoker
Identical Mobs : 7
Times Killed : 19095
Mob Hp : 14223/25614
Alignment : an ogre magus is an Emissary of Evil.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
disease : 160 light : -160
----------------------------------------------------------------

3/4 LEVELS
----------------------------------------------------------------
Mob Short Name : a wraith
Mob Base Level : 217
Guild : Cleric
Subclass : Harmer
Identical Mobs : 4
Times Killed : 15379
Mob Hp : 27305/27598
Alignment : a wraith is a Lord of Ruin.
------------------------- [ Resistances ] ----------------------
bash : 46 pierce : 50
slash : 22 acid : 16
air : -140 cold : 16
disease : 16 earth : 16
energy : 16 fire : 16
holy : 16 light : -392
electric : 16 magic : 16
mental : 16 negative : 112
poison : 16 shadow : 288
sonic : 28 water : 16
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : an apparition
Mob Base Level : 217
Guild : Psionicist
Subclass : Mindflayer
Identical Mobs : 3
Times Killed : 14297
Mob Hp : 905/27710
Alignment : an apparition is a Lord of Ruin.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
bash : 24 pierce : 28
air : -156 light : -408
negative : 108 shadow : 272
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : an eidolon
Mob Base Level : 217
Guild : Psionicist
Subclass : Mindflayer
Identical Mobs : 5
Times Killed : 14962
Mob Hp : 526/27598
Alignment : an eidolon is a Lord of Ruin.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
bash : 24 pierce : 28
air : -156 light : -408
negative : 108 shadow : 272
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : a spectre
Mob Base Level : 217
Guild : Psionicist
Subclass : Mindflayer
Identical Mobs : 5
Times Killed : 16392
Mob Hp : 1975/27707
Alignment : a spectre is a Lord of Ruin.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
bash : 24 pierce : 28
air : -156 light : -408
negative : 108 shadow : 272
----------------------------------------------------------------

----------------------------------------------------------------
Mob Short Name : an umbra
Mob Base Level : 217
Guild : Psionicist
Subclass : Mindflayer
Identical Mobs : 4
Times Killed : 14929
Mob Hp : 7093/27728
Alignment : an umbra is a Lord of Ruin.
Note : Target has a special function of some kind.
------------------------- [ Resistances ] ----------------------
bash : 24 pierce : 28
air : -156 light : -408
negative : 108 shadow : 272
----------------------------------------------------------------
Item List

No info

**Reward**

token that you turn into priest for assorted items