**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