**Goal for Crynn's Church**

**Requirements**

**Solution**

OverView  
There are a number of pk rooms with agros near the start.   
But you can stack command to enter the room and retreat,  
so you should be able to avoid most PK there.  
  
YOu can use doorway to door to the paranoid soldier in the  
middle of the area, past alot of the PK rooms. Makes for   
handy access when pupping.  
  
This are might be a pain to quest in, if you get mobs in the   
lower sections you have to go through quiet a bit to   
get to them.  
  
  
1)Kill bewitched demon for bewitched claws (Be careful of PK rooms).  
You can look at the mobs to see which ones have the claws.  
  
2)Listen the the dark wisard, and say yes to open the goal.  
  
3)Give the dark wizard the claws. Enter the gate way and use   
cast doorway to  
so try 1.paranoid, 2.paranoid....  
  
4)Listen to paranoid soldier.  
  
5)Go up and kill insane demons till you get a demon tooth.  
(added: they spawn on the insane demon 2e after going up)  
  
6)Go back to paranoid soldier and give him the tooth. (this   
mob-prog will teleport the a group of players.  
  
7)go the SW corner of the church. Listen to Atani. Go   
to center of the room and enter church, to go back to start   
of the area.  
  
8)Go to the Dark Wizard, and go s and n. Down from here is a  
sequence of 4 pk rooms. The frist room contains   
Angarr, the Fallen Angel, kill him for the beheaded key  
He is immune to alot, but pierce does hit him.  
  
9)Go all the way down (use retreat) and say I will fight for  
my faith.   
  
10)Get another demon tooth and give to the paranoid   
soldier.  
  
11)Doors to the bloody masses are in the NW and NE corners,  
both exit to the same room. You can hunt Beast of Gold  
Beast of diamond or Beast of Bronze or Beast of Silver   
to find your way thru the maze.  
(added: path through maze is from NE corner: E|W|S|N|E|E|S)  
  
12)Kill all four of the elemental beasts for the orbs.  
  
13)opens the doors to the north and listen to the old man. And   
say "I have the orbs"  
  
14)Go up, and say I am here to question your faith. Kill crynn.  
He is immune to alot, but pierce does hit him.  
  
  
  
Thanks to Newname  
  
To go PK part and to explore your umm 41 rooms or may be 38  
you have to go crynn and say him  
Let the orbs show my future  
dont forget to set a pet to your entrance room to be able to find a recallable room  
  
Higher Than Hope - is your entrance room to pk mazes part  
Channeling Unlimited Power - is your room just b4 last room  
last room is Deadly Gales(Non-PK one)  
  
(added: Path though chaotic skies is   
n|n|e|w|u|u|w|w|s|u|e|w|u|1u|n|e|s|n|n|n|e|u|u|d|n|n|n|e|e|1e)  
  
1u and 1e rooms are safe rooms

**Reward**

level 200 eye equip. And you can get the bloody masses section without the bloody key.  
  
+-----------------------------------------------------------------+  
| Keywords : dark sight crynn |  
| Name : | Sight of Crynn | |  
| Id : 914394310 |  
| Worn : Eyes |  
| Type : Armor Level : 200 |  
| Worth : 6,700 Weight : 5 |  
| Wearable : eyes |  
| Score : 425 |  
| Material : energy |  
| Flags : invis, magic, noremove, burn-proof, nosteal, V3, |  
| : nodrop, saveable |  
| Notes : Item has 2 resistance affects. |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +20 Strength : +10 |  
| Dexterity : +5 Constitution : +10 |  
| Saves : +10 |  
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