**Goal for Nebulous Horizon**

**Requirements**

Have some beef for boss heal pots

**Solution**

No real portal needed. Enter your tiger portal and run 6s and up. you there  
  
1. Listen to Orfall  
2. say help  
3. Goto Kathel, say orfall  
4. Find mob with Kathel's coin. Kill "Fuzzy Glare"'s until you find the coin.  
5. Goto Kathel, the coin is lost and you must give her 1 gold instead to update.  
6. Return to Orfall, say things went well with kathel  
7. Find the path to the cube entrance (run ne3nw3nwnw2n2w7s)  
8. Return to Orfall  
9. Go into the Cube layers and kill:  
a. 30 Elves on the first layer  
b. 30 Tritions on the 2nd layer  
c. 30 Dwarves on the 3rd layer  
10. Goto Vrek in the middle room of the 3rd layer, say Sidur  
11. Goto to either Orfall or Kathel and say Vrek  
12. Do the pank (see write ups below)  
13. Return to Vrek and say Sidur (be ready for the boss fight!!!!)  
  
Kathel Prank (Rtoo)  
say vrek  
say tripwire  
  
\*\* Task Done : Consult with Vrek about seeing Sidur.  
\*\* Task Added : Pull a prank for Vrek.  
  
Find a Green Carrot (nw3ne) and give to An Orange Rabbit for Rotten Green Carrot. Be ready before you do, as the Rotten Green Carrot has a 3 min rot timer :(  
Goto room An Empty Room (there is a wire in it, 1 south the Guardians) and type:  
Drop Carrot  
Set a Trap  
  
\*\* Task Done : Pull a prank for Vrek.  
\*\* Task Added : Erase Sidur from this realm.  
  
Orfall's Prank  
I did Orfall, basically you do as the task here says. go around find a lemon and strawberry laying on the ground, go to a room that in task here list. mix the drink. then you take the drink to another room with the well. and fix it.   
  
Now i went ahead and kill some guardian cube to get the wonder boots and eye of orc. and worn them. (not sure if that necessary) but then it a matter of taking the lemonaid that been mix and fixed and walking into the rooms with Sidur's personal confidant. these outer edge in front area.   
Walk into the room they will attack. hand the lemonaid to the confidant. He will either hand it back to you. Or he will drink it. If he drink it you set to go kill the boss mob. if not try another one of the confidants. It appears random.  
  
  
  
(Original Goal write up)  
Start listen to Orfall room is front left as you enter the area.   
Say help and he sends you to Kathel  
  
Kathel to the front right as you enter the area. Say Orfall name. She sends you out to get her gold.  
  
Again look at tash here. Read it. You not after the fake pile of gold in the rooms  
to the north instead you after 1 or the pollution mobs. So go kill them in the 1st  
area. till drops a magic coin.   
hint for me ( coin was on blurry glare)(got one from Fuzzy Glare, Rtoo)  
  
Blurry Glare's counter strike EXTIRPATES you. [47]  
[3] Your light does UNBELIEVABLE things to Blurry Glare! [3595]  
Blurry Glare is DEAD!!  
You receive 103+11 experience points.  
A shiny coin flies into the air, you grab it immediately!  
  
\*\* Task Done : Find Kathel's lost coin.  
\*\* Task Added : Return Kathel's single gold coin.  
You get 9,618 gold coins from the corpse of Blurry Glare  
  
  
Kathel is flipping a coin, pondering her fate.  
Kathel asks, "Ahh, yes, did you find my PRICELESS lucky coin?"  
Kathel holds her hand out, waiting for her gold coin.  
  
hint (the gold coin crumbs when u kill the mob, just give Kathel 1 gold from you inventory)  
  
give 1 gold kathel  
You give 1 gold to Kathel.  
Kathel almost chokes on her saliva!  
  
Kathel boggles, "You lost my coin and want to give me gold instead?!"  
  
Kathel chuckles politely.  
  
Kathel asks, "Have you figured it out yet?"  
  
Kathel exclaims, "The Nebulous Horizon has already clouded your senses, my  
friend. My coin didn't turn into common gold!"  
  
Kathel snaps her fingers, revealing the coin to really be Kathel's Lucky Coin!  
  
Kathel says, "Since you made it back here without turning into one of  
those bumbling goons, I'm convinced you have what it takes to defeat  
Sidur."  
  
Kathel exclaims, "Orfall might be pleasantly surprised to hear you've  
gained my approval!"  
  
\*\* Task Done : Return Kathel's single gold coin.  
  
\*\* Task Done : Convince Kathel that hope is not lost.  
\*\* Task Added : Help Orfall find the path to Sidur's cube.  
  
  
You say things went well with kathel  
Orfall gasps and takes a deep breath.  
  
  
Orfall asks, "Kathel said what? She'll help exterminate Sidur's reign?"  
  
Orfall says, "Rumor has it that this horizon is powered by an evil blood  
oracle named Sidur."  
  
Orfall says, "He hides in a mysterious cube that's heavily guarded. Many  
adventurers have attempted to take over the cube but are extremely  
exhausted from the horizon by the time they reach it."  
  
Orfall says, "Since you didn't go completely insane retrieving Kathel's  
coin, you just might have what it takes to survive."  
  
Orfall exclaims, "Walk around the horizon and find a path to the cube.   
Return to me once you find it. If you can make it there and back without  
going completely insane, we will finally have a glimmer of hope!"  
  
  
from here go all north then w and all s. Care there a few pk rooms along way  
serveral aggro mobs.  
  
Above the Cube  
Tree limbs and roots curl up from below, as if gigantic hands were grasping  
the edges and looking for a way out. Most of the horizon is out of sight,  
revealing the true sky above. Necklaces adorned with teeth and skulls are  
hung over every inch of wall here, either serving as a warning sign or a  
warm welcome, depending on the culture one grew up with. A cold wind gusts  
for a few seconds, sending up smells of the fresh olive treats from below.  
  
[ Exits: north down ]  
You have discovered the location of Sidur's cube!  
  
Return to Orfall just walk into the room  
  
Orfall asks, "Are you for real? You made it through the FOUL ether and  
discovered the cube's location?"  
  
  
Orfall slowly glances up toward the heavens, as if thanking someone.  
  
Orfall says, "We've always known what was needed to eliminate Sidur, but  
the main problem was finding someone who could endure just like you  
have."  
  
Orfall says, "Each layer of Sidur's cube consists of different races  
guarding against intruders. They may not get along with each other  
outside of the cube, but under Sidur's control they will all work  
together, attacking any intruder without hesitation."  
  
Orfall says, "Now, listen carefully. We NEED to develop a plan or this  
could all end horribly."  
  
Orfall says, "Actually, no. Forget a plan or strategy."  
  
Orfall screams, "EXTERMINATE EVERY LAST BEING IN SIDUR'S CUBE!!!"  
  
\*\* Task Done : Help Orfall find the path to Sidur's cube.  
\*\* Task Added : It's slaughter time!  
\*\* Task Added : It's slaughter time!  
\*\* Task Added : It's slaughter time!  
  
Kill 30 Elves on first layer of the cube.  
Kill 30 Tritions on the 2nd layer of the cube.  
Kill 30 Dwarves on the 3rd layer of the cube.  
  
\*\* Task Done : It's slaughter time!  
\*\* Task Added : Consult with Vrek about seeing Sidur.  
You get 10,528 gold coins from the corpse of a rebellious dwarf.  
  
Vrek is in the middle room of the 3rd layer of the cube.  
say sidur  
  
Vrek plants all of his weight on Sidur's door.  
  
Vrek exclaims, "Charging in without a plan? Surely this must be the work  
of that filthy scoundrel Orfall!"  
  
Vrek says, "I'll be honest, I'm underpaid and my wife has another one on  
the way. Normally I'd challenge you to an EPIC DUEL or ask for  
500,000,000 gold coins."  
  
Twiddling his thumbs, Vrek chuckles and addresses you again.  
  
Vrek says, "There's some hotshot guards on the horizon that want my job.   
Allow me to tell you some very valuable information. Those guardians and  
confidants protecting various portions of the horizon have some pricey  
trinkets on them. Most of it is junk but rarely do they have special  
pairs of boots and glasses that could fetch a high price in other  
towns."  
  
Vrek says, "I'm sick of them flaunting their prized possessions as if it  
were nothing. I want you to play a prank and show them the value of  
guarding Sidur's property."  
  
Vrek says, "Why am I doing this? Let's just say it gets awfully boring in  
here with these dwarves, and I could use a good laugh."  
  
At this point you go back to the front of the area. You choose for prank, you can either go to Orfall or Kathel. Each has a different task/prank Orfall deals with lemonaid poisoning or Kathel Tripwire.  
  
  
  
  
go back to vrek and say Sidur  
  
Boss mob. Do not take this guy lightly. He hits like a brick shithouse. Brin healing potions and be  
ready for a fight. If it turns easy to you, nothing loss. If it turns badly you be sucking heal pots alo  
  
Try and dispell him if you can.  
  
To get to him go back to vrek and say the boss name. you be teleported to him. and be ready he comes out swinging.  
  
Kill him and goal done.  
  
Difficulty : Medium   
Recommended Level: 201  
Minimum Level : 200  
Maximum Level : 201  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Tasks:  
1 - Convince Kathel that hope is not lost. : Completed  
2 - Find Kathel's lost coin. : Completed  
3 - Return Kathel's single gold coin. : Completed  
4 - Help Orfall find the path to Sidur's cube. : Completed  
5 - It's slaughter time! : Completed  
6 - It's slaughter time! : Completed  
7 - It's slaughter time! : Completed  
8 - Consult with Vrek about seeing Sidur. : Completed  
9 - Pull a prank for Vrek. : Completed  
10 - Erase Sidur from this realm. : Completed  
  
  
+-----------------------------------------------------------------+  
| Keywords : synthetic power 200body |  
| Name : Synthetic Power |  
| Id : 928934090 |  
| Type : Armor Level : 200 |  
| Worth : 10,000 Weight : 20 |  
| Wearable : body |  
| Score : 425 |  
| Material : cotton |  
| Flags : invis, magic, held, burn-proof, V3 |  
| Notes : Item has 4 resistance affects. |  
| Notes :  
+-----------------------------------------------------------------+  
| Stat Mods : Strength : +15 Damage roll : +20 |  
| Mana : +100 Moves : -200 |  
| Hit roll : +10 Dexterity : +5 |  
| Constitution : +5 

**Reward**

+-----------------------------------------------------------------+  
| Keywords : synthetic power 200body |  
| Name : Synthetic Power |  
| Id : 928934090 |  
| Type : Armor Level : 200 |  
| Worth : 10,000 Weight : 20 |  
| Wearable : body |  
| Score : 425 |  
| Material : cotton |  
| Flags : invis, magic, held, burn-proof, V3 |  
| Notes : Item has 4 resistance affects. |  
| Notes :  
+-----------------------------------------------------------------+  
| Stat Mods : Strength : +15 Damage roll : +20 |  
| Mana : +100 Moves : -200 |  
| Hit roll : +10 Dexterity : +5 |  
| Constitution : +5