**Goal for The Astral Travels**

**Requirements**

**Solution**

1. get golden grain of sand from the room of spirit (sese)  
from the start of the area.  
2. give sand to insomniac for key to eternity (key to dark)  
3. kill dark (in Alizarin Passage) for cloak of the eclipse   
(item for first test)  
4. kill moon in Indigo for the cheese  
5. give cheese to night watcher for key to the stars  
(key to the last door)  
6. goto the dream test which is in the silver passage  
7. give cloak of eclipse to the mob in first test for key to   
illumination (key to the second test)  
8. go down and kill all the mobs and enter portal to third test  
9. the mystery person's name is "astrid"  
10. then follow the path and open up and your there, through the   
dream test  
11. If noone else has done it since reboot you will get the end  
item.  
  
You receive -+{-Silver Cord-}+- from the Lady of the Endless Dream.  
  
  
New Goal:  
  
Goal information for: Defeat the Ultimate Nightmare   
and free the Astral Travels! - Completed   
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
As you enter the Astral Travels, the atmosphere is unsettling. A paranoid   
dreamer begs for your help. Will you save the dream realm....? As you enter   
the Astral Travels, the atmosphere is unsettled. A paranoid dreamer begs for   
your help. Will you save the dream realm....?  
  
The dreamer has allowed you access back to your nightmare if you prefer.  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Difficulty : Medium   
Recommended Level: 190  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Tasks:  
1 - Help the dreamer defeat the Ultimate Nightmare. : Completed  
2 - Go talk to Mehelen. He might be able to help. : Completed  
3 - Inform the dreamer that Mehelen was a nightmare. : Completed  
4 - Find Garlen, and talk to him about Atuara. : Completed  
5 - Tell the dreamer about the Blue Hurricane. : Completed  
6 - Inform the dreamer when you are prepared. : Completed  
7 - Defeat the nightmare and save the Astral Travels! : Completed  
8 - Defeat the Ultimate Nightmare once and for all! : Completed  
9 - Find Atuara and his beasts location, and finish them off! : Completed  
10 - Tell the dreamer of your success. : Completed  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
  
1. At dreamer, \*nod (should be west of entrance)  
2. From dreamer, run 2e2su. Type exits, look for alizarin flames and go there.  
3. Enter flames, say nightmare at mehelen, he should attack.  
4. Kill nightmare, which should trigger another prog.  
5. Return to dreamer, say mehelen was a nightmare.  
6. From dreamer, run 2e2su. Type exits, look for viridian flames and go there.  
7. Enter viridian flames.  
8. say where is atuara, mob should attack.  
9. Return to dreamer, say blue hurricane  
10. say I am prepared  
11. go north and kill nightmare, get transed.  
12. follow the path, you can kill / banish or just retreat, kill ultimate   
nightmare at end. Get transed.  
13. at dreamer say location   
14. say i am ready at dreamer  
15. trans to ultimate nightmare, kill it  
16. trans to atuara, kill it  
17. trans back to center, go west and say atuara is dead to finish goal.

**Reward**

Object 'silver cord dreamsilvercord' is type armor  
Extra flags: magic burn-proof melt-drop.  
Weight is 5, value is 6000, level is 175.  
Worn take waist.  
Armor class is 53 pierce, 70 bash, 67 slash, and 50 vs. magic.  
Affects hp by 110.  
Affects wisdom by 17.  
  
New goal:   
  
+-----------------------------------------------------------------+  
| Keywords : sash belt astralwaist fantasies |  
| Name : {\*A Sash of Fantasies\*} |  
| Id : 336791892 |  
| Type : Armor Level : 200 |  
| Worth : 6,700 Weight : 15 |  
| Wearable : waist |  
| Score : 525 |  
| Material : satin |  
| Flags : invis, magic, held, burn-proof, V3 |  
| Found at : The Astral Travels |  
+-----------------------------------------------------------------+  
| Stat Mods : Strength : +20 Dexterity : +5 |  
| Hit points : +50 Damage roll : +20 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +11 All magic : +8 |  
+-----------------------------------------------------------------+