**Goal for The Cataclysm**

**Requirements**

**Solution**

[ Goal ]

listen jerrin, nod jerrin

\*\* Task Added : Watch Jerrin open the portal and make history.

say great, sit carriage, stand
say Great portal;say Great portal

\*\* Task Added : The demons have invaded.

Kill the demons until task update.
If not enough mobs spawn in room, run around section or wait until more pop.

\*\* Task Added : Kill Valkur.

e;en wagon;en wagon;say help

\*\* Task Added : Find the Mind's Eye.

o d;run dswse and kill Something for key.
run wn2ese;o n;n. Kill mummy for key.
s;o s;s. Kil corpse for key.
run ne;o e;e;o d;d. Kill Lich for key.
en lich;n;get eye;put eye bag. Flee/retreat room
run 2u3wnwn;o u;u;en dis
get eye bag;give eye eldar to task update.
n;give eye kee to task update.

\*\* Task Added : Receive your reward.

n;bow priest to goal complete.

GOAL COMPLETED

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old goal
1. If there are 3 cronies at entrance, be vis and say
'the great portal' that will make one run away.
2. Sit carriage and you will be teleported (stand)
3. Head east and enter wagon twice.
4. say 'help' from there go down, west, south, and east.
5. Kill Something for the key
6. run wn2ese then open north. Kill the Mummy
7. Go 2s and kill the corpse.
8. Go ne and open east.
9. Next open down and kill the lich.
10. Once he is dead enter lich.
11. Go north and get the Mind's eye and put it in a bag.
12. Flee from the guards and remove the eye from the bag.
13. run 2u3wnwnu and enter portal.
14. Go north and give the eye to centaur.
15. Wait at the high priest and once he loads the globe, you
will be able to buy either the portal or the eye eq.

**Reward**

Goal reward is portal, lvl 147, owned.

Object 'golden crown laurels victor' is type portal
Extra flags: no-locate held.
Weight is 10, value is 4000, level is 147.
Worn take hold.

Object 'golden crown laurels victor' is type treasure
Extra flags: no-locate.
Weight is 10, value is 4000, level is 200.
Worn take eyes.
Affects strength by 3.
Affects constitution by 3.
Affects intelligence by 5.
Affects wisdom by 5.
Affects dexterity by 4.