**Goal for The Fabled City of Stone**

**Requirements**

**Solution**

Good Align  
  
1. Go to Grozawin and say 'choose your destiny' to open goal.  
2. Go to King Breolerc and say 'yes' for next task.  
3. Kill Grizelda for amethyst ghost charm and bag it.  
4. Kill Grectza for diamond ghost charm and bag it.  
5. Kill Grozawin for garnet ghost charm and bag it.  
6. Go to Wizard's Apprentices and kill them then get out all 3 charms.  
7. Unlock west using jewelled key and enter and the spell will be lifted.  
8. Beckon the princess and lead her 2e to her father to complete  
the goal.  
  
  
  
Evil Align  
  
1. Go to Grozawin and say 'choose your destiny' to open goal.  
2. Go to General of Underdark and say 'yes'.  
3. Kill Grizelda for amethyst ghost charm and bag it.  
4. Kill Grectza for diamond ghost charm and bag it.  
5. Kill Grozawin for garnet ghost charm and bag it.  
6. Go to Wizard's Apprentices and kill them then get out all 3 charms.  
7. Unlock west and enter and the spell will be lifted.  
8. Kill the princess for ehr bloody heart.  
9. Go back to the General of Underdark and give him the heart to  
close the goal.

**Reward**

+-----------------------------------------------------------------+  
| Keywords : string three stones |  
| Name : -o-A String of Three Stones-o- |  
| Type : Armor Level : 131 |  
| Worth : 10,000 Weight : 2 |  
| Wearable : eyes |  
| Flags : unique, glow, hum, magic, blessed, held, V3 |  
| Found at : The Fabled City of Stone |  
+-----------------------------------------------------------------+  
| Stat Mods : Dexterity : +2 Strength : +4 |  
| Wisdom : +2 Constitution : +2 |  
+-----------------------------------------------------------------+  
| 13 Stats | 13Dr | 0Hr | 0Sv | pts=19  
| Str:+4 Dex:+2 Con:+2 Lu:+0 Wis:+2 Int:+3  
|-----------------------------------------------------------------|  
| Resist Mods: All magic : +7 All physical : +7 |  
| Magic : +32 Slash : -8 |  
| Pierce : -8 |  
+-----------------------------------------------------------------+  
  
The Wizard and his spies will no longer be aggy. Also the King's guards  
will not aggy you.