**Goal for The Flying Citadel**

**Requirements**

**Solution**

Goal information for: Citadel - Completed
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Since the begining of time have the light and dark forces been battling. Many
years have passed and nobody is quite sure why anymore. The light side blames
the dark for their evil ways and uncaring attitudes. The dark side blames the
light for their easy going, happy go-lucky ways. Only one person that can truly
sort all this out. Malcrom has been trying to determine who is truly to blame
for centuries. All he lacks is the stories from each side, for, he is stuck in
the clouds and cannot retrieve the stories from each side. Once he gets both
sides of the story, surely, he will be able to figure out who started this all.

Now that you have restored balance to the Flying Citadel those pesky gargoyles
at the top of the tower won't bother you anymore. Malcrom thanks you again for
your help in slaying the true culprit of all the chaos.
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Difficulty : Easy
Recommended Level: 70
Maximum Level : 201
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Tasks:
1 - Find the book outlining the history as told by the dark. : Completed
2 - Find the book outlining the history as told by the light. : Completed
3 - Retrieve the Unicorn's horn. : Completed
4 - Retrieve all three eyes from the Chimera. : Completed
5 - Show Malcrom the books so he can determine who's to blame. : Completed
6 - Slay the Guardian Orb. : Completed
7 - Give the Unicorn's horn to the Chimera. : Completed
8 - Give the Chimera's eyes to the Unicorn. : Completed
9 - Find out the truth about the light and the dark. : Completed
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1. At start, listen to statue. type 'accept.
2. say join the light. kill huge hellhound for key, open down and go to chimera.
3. say 'story'.
note: right after you kill unicorn and chimera, you will land into 2 pk rooms. run 2u to get out of the pk rooms. nice to stay if efils are doing goals too :P
4. go to unicorn and kill it repeatedly till you get horn.
5. return to chimera and give it horn. it will give you book of dark revenge.
6. go to unicorn and say story.
7. go to chimera and kill it repeatedly till you get three eyes.
8. give three eyes to unicorn, it will give you book of light.
9. Kill the Unicorn, and go all up until the task completes
10. Enter trapdoor, and kill all the gargoyles to proceed.
11. hunt malcrom.
12. at malcrom, give it the books.
13. malcrom will give you another book (portal)
14. hold it and enter.
15. kill orb to complete goals.

PaYne

OLD AQ:

Basics

1. Go all down and north, say 'join the light', or say 'join the dark
to enter the different sections.
2. Attack the cube and randomly during the fight he will eat you
and you will get transfered to another room.
3. Killing the Chimera in Dark Section will transport you to the tower.
4. Entering trap door at top of tower will get you to the peek of the
tower.
5. There you can enter either section, or kill gargoyals and go north
to the clouds section.

1. Go to the cracked statue and type 'accept' to open the goal.
2. Go to the dark side and kill huge hellhound for key down, then werewolf
for hammer to access chimera.
3. Go to the chimera and say 'history' for next task.
4. Go to the light side and kill guard for trick, then kill unicorn for horn.
(this is a low random)
5. Go back to the chimera and give him the horn for the first book.
6. Go back to the unicorn and say 'history' for next task.
7. Go to chimera and kill him for the three eyes.
(this is a low random)
8. Go back to the light side and give the book to the unicorn.
9. Head to the top and enter trapdoor and kill the gargoyles.
10. Go to Malcrom and give him both books.
11. Wear book and enter.
12. Kill The Orb for the Majestic Orb Portal and the close of the goal.

Staff

1. Go to Tommy and say 'i will help you' to get tommy.
2. Go to Centaur Child and give tommy to him.
3. Kill for Red Ball.
4. Give ball to Malcrom for Staff.

Lucky Locket

1. Go to Lady in Light section and buy a receipe.
2. Give receipe to Werewolf in Dark section to awaken the spirit.
3. Kill Spirit to recieve the lucky locket.

**Reward**

Goals rewards: don't have to kill gargoyles to get into clouds anymore. Plus the portal (majestic orb).

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| Keywords : majestic orb |
| Name : A Majestic Orb |
| Type : Portal Level : 50 |
| Worth : 793 Weight : 10 |
| Wearable : hold, portal |
| Flags : glow, magic, blessed, held, rot-death, burn-proof, |
| : nolocate, V3 |
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| Stat Mods : Wisdom : +4 |
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Object 'sapphire staff' is type weapon
Extra flags: magic no-locate burn-proof.
Weight is 5, value is 1000, level is 70.
Worn take wield.
Weapon type is spear/staff.
Damage is 9d14 (average 67).
Damage type is magic.
Weapons flags: shocking.
Affects hit roll by 7.

Object 'lucky locket' is type treasure
Extra flags: bless burn-proof.
Weight is 1, value is 200, level is 50.
Worn take neck.
Affects save vs spell by 4.
Affects luck by 2.
Affects armor class by 1.