**Goal for The Goblin Fortress**

**Requirements**

**Solution**

1) starts at the royal goblin advisor, say "advisor"  
  
1.5) Get acquainted with the workings of the kingdom. (maintask)  
Go see the goblin taskmaster, be visible, he'll give you a task.  
  
2)Fetch the goblin taskmaster the wyvern eggs he ordered.  
have at least 150 gold on hand, and visit Porphor (2n from advisor)  
"say wyvern eggs" x3, and then return to the taskmaster to complete  
  
3)Raise a full-grown wyvern for the taskmaster.  
  
a) Wearing the whip he gave you: "a blue steel whip" go up to the very young wyvern room, beckon wyvern. It should hop into your inventory.  
  
b) Kill larval glowworms (with whip equiped, or wyvern will fly off) until you receive the message The adolescent wyvern shivers and sheds for the final time, turning into a full-grown female wyvern! (you can kill other mobs with normal weapons while you wait for respawn)  
  
c) MPROG will have the fullly grown wyvern attack you, then you have to kill it to prove your authority over it. Receive item "a large female wyvern" or similar.  
  
d) cast remove curse (spell# 70) until it's uncursed then give the item to the taskmaster, and that concludes the tasks for the taskmaster. (can be uncursed at clan healer)  
  
4) Return to the advisor who tells you the matrons need some relief.  
  
5) Help the matrons find something to calm the little beasts.  
"Say Need some relief?" to the matron  
  
a) Find the goblin shaman until he agrees to help you. He will want a strand of silk. so, go kill any spider for "a strand of blood silk"  
  
(If you get the head, turn it in to Krelagash to get the portal)  
  
b) Re-find the shaman, give the strand to him, he will give you a scroll receive item: "Scroll of Silky Slumber"   
  
c) return to the matron, give it to the "worn-out" matron to update task  
  
d) then return to the advisor, who'll send you to the captain of the guard room  
  
6) Make the captain of the Aylor guard a little happier.  
"say Are you happy with your stay?"   
  
a) Go 2n (the grizzled goblin room) and kill until you loot "Heartbreaker, the Holy Shield"  
  
b) return to the captain and give it to him to update the task  
  
c) return to the advisor, and say "The captain needs his salary on time." He'll say he'll make a note, then he will send you to obtain an emissary badge.  
  
7)Find the emissary badge and obtain ownership of said badge.  
This is found on the drow emissary n2wn from the advisor  
Kill and wear it, return to the advisor (This is a time-rot item)  
  
8)Become the goblin king's trusted advisor.  
  
a) say 'krelagash' to get to the king's area   
  
b) go to the king and "say I am the new advisor" (wearing badge) to find out that he needs his longsword returned.   
  
c) kill Lodi, the goblin mutant kings longsword (must have see invis to loot) and return to Kregalash (still wearing the badge!), cast remove curse yet again and give the item to Krelagash to complete the task and end the goal.  
  
  
Rooms  
  
1. The last 5 rooms are with the king. Go to the advisor  
and say 'krelagash'. To be transported.  
  
Portal  
  
1. Kill Blood Silk and 5% of the time you will get her head.  
2. Now chase down the Shaman until he doesn't run from you  
and give him the head for shield.  
3. Give shield to the king for the portal.  
  
Object 'portal hopefully Goblin warplans' is type portal  
Extra flags: magic burn-proof held.  
Weight is 1, value is 360, level is 60.  
Worn take hold.  
  
Helm  
  
1. Kill Lodi until you get the decorative longsword. Random pop.  
2. Kill the longsword to the king to get the helm.  
  
  
Object 'hero helm goblin' is type armor  
Extra flags: invis rot-death no-locate burn-proof.  
Weight is 13, value is 500, level is 81.  
Worn take head.  
Armor class is 26 pierce, 28 bash, 29 slash, and 20 vs. magic.  
Affects strength by 1.  
Affects save vs spell by 2.  
Affects damage roll by 2.  
Affects hit roll by 2.  
Affects luck by 1.  
Affects dexterity by 1.  
Affects constitution by 1.  
Affects wisdom by 1.  
Affects intelligence by 1.  
  
  
Randomly poped items  
  
Deadly Goblin Assassin pops  
  
the stolen ring of the mage master(super rare)  
  
Object 'stolen ring mage master' is type armor  
Extra flags: hum magic bless no-locate burn-proof.  
Weight is 10, value is 1000, level is 81.  
Worn take finger.  
Armor class is 24 pierce, 30 bash, 26 slash, and 16 vs. magic.  
Affects save vs spell by 1.  
Affects intelligence by 3.  
Affects luck by 3.  
  
Blood Silk pops  
  
a strand of blood silk(no stats)  
a strand of blood silk(super rare)  
  
Object 'strand blood silk' is type armor  
Extra flags: evil invis magic bless no-locate burn-proof.  
Weight is 12, value is 1000, level is 81.  
Worn take waist.  
Armor class is 32 pierce, 31 bash, 23 slash, and 22 vs. magic.  
Affects strength by 6.  
Affects save vs spell by 2.  
  
the head of blood strand(super super super rare)  
  
A Warg pulling a cart pops  
  
skinned hide gauntlets(no stats)  
skinned hide gauntlets(super rare)  
  
Object 'skinned hide gauntlets' is type armor  
Extra flags: invis magic noremove no-locate held.  
Weight is 10, value is 500, level is 65.  
Worn take hands.  
Armor class is 20 pierce, 18 bash, 22 slash, and 15 vs. magic.  
Affects save vs spell by 2.  
Affects constitution by 4.  
Affects damage roll by 4.  
  
Glowworm pops  
  
a larval light(no stats)  
a larval light(no stats different flags)  
  
Young Wyvern pops  
  
an eggtooth of a hatchling wyvern(no stats)  
an eggtooth of a hatchling wyvern(super rare)  
  
Object 'wyvern hatchling eggtooth' is type armor  
Extra flags: hum invis magic no-locate burn-proof.  
Weight is 14, value is 500, level is 71.  
Worn take ears.  
Armor class is 21 pierce, 25 bash, 22 slash, and 14 vs. magic.  
Affects damage roll by 2.  
Affects constitution by 1.  
Affects strength by 4.  
  
Drow Priestess pops  
  
shadow leggings(no stats)  
shadow leggings(super rare)  
  
Object 'shadow leggings' is type armor  
Extra flags: evil invis magic no-locate burn-proof.  
Weight is 12, value is 700, level is 74.  
Worn take legs.  
Armor class is 23 pierce, 26 bash, 26 slash, and 22 vs. magic.  
Affects dexterity by 4.  
Affects intelligence by 2.  
Affects save vs spell by 4.  
  
Goblin Guard pops  
  
a black cloak(no stats)  
a black cloak(super rare)  
  
Object 'black cloak pullaround' is type armor  
Extra flags: hum dark invis magic no-locate burn-proof melt-drop.  
Weight is 13, value is 1000, level is 81.  
Worn take body.  
Armor class is 25 pierce, 27 bash, 27 slash, and 17 vs. magic.  
Affects damage roll by 4.  
Affects constitution by 2.  
Affects hp by 10.  
Affects strength by 4.

**Reward**

+-----------------------------------------------------------------+  
| Keywords : hero helm goblin |  
| Name : The Helm of a Hero |  
| Type : Armor Level : 81 |  
| Worth : 500 Weight : 13 |  
| Wearable : head |  
| Flags : invis, held, burn-proof, nolocate, V3 |  
| Notes : Item has 2 resistance affects. |  
+-----------------------------------------------------------------+  
| Stat Mods : Strength : +1 Dexterity : +1 |  
| Intelligence : +1 Constitution : +1 |  
| Hit roll : +2 Damage roll : +8 |  
+-----------------------------------------------------------------+  
| 4 Stats | 8Dr | 2Hr | 0Sv | pts=9 |  
| Str+1 Dex+1 Con+1 Int+1 |  
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