**Goal for The Maelstrom**

**Requirements**

none

**Solution**

1. from entrance: run 4e2s;enter opening;enter pool;run d2ne2n2w2send
2. this is the centre room. trying to go north/south/west/east sometimes may get you rejected and you will end up in a different room than the one you originally intended to. if this happens, go back to centre and try again.
3. from centre, go south. run 3s2u (coral city god)
4. say free the sea
5. say yes
6. run 2dn, farm pearls from oysters in the coral city and kelp forest and graveyard of ships (west and east of centre). this is random drop and takes pretty long, be prepared to wait 10-15 repops.
7. once collect all 4 different pearls, head back to the god and give all.pearl god
8. test of courage: back to entrance of area, run 4ed, kill insane spirit
9. test of wisdom: climb up; run 2s;enter opening;kill adventurer;wear aura (have autoloot on!!)
10. test of strength: enter pool; run de2n; type 'furl the main-sail'
11. test of luck: entrance; run 4e2s; enter opening; enter pool; kill all mobs in all rooms leading back to the centre. ie run de2ns2ws2n2e2n2w2send. also kill all mobs north/east/west/south of centre. you will reach a point where you kill a mob and a message will appear saying "A sand dollar, miraculously unbroken, falls into your hands" and the task will close. Not sure if it is random but Basically just clear the whole area till the task closes.
12. Go back to city god, he will give you weapon, hand of god.
13. remove weaps, wield hand of god, run 2d6n3d, enter vent, kill jengu
14. goal complete

note: if you are missing 3 rooms chances are you didnt go through the entire maelstrom (after entering pool) and you missed entering two portals (the breach hull) one is above at the gorgon level and another is at the graveyard of ships to the east of centre.

**Reward**

Gills give underwater breathing for those without the wish/spell.

+-----------------------------------------------------------------+
| Keywords : coral gills
| Name : Coral Sea Gills
| Id : 267662380
| Type : Armor Level : 41
| Worth : 1,500 Weight : 2
| Wearable : neck
| Flags : magic, burn-proof, V3
| Notes : Item has 2 resistance affects.
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| Stat Mods : Damage roll : +9 Strength : +1 |
| Dexterity : +1
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