**Goal for The Mountains of Desolation**

**Requirements**

**Solution**

NOTE: Will need the 'fire', 'wand' skills at 100.
NOTE: Lerysilian Alterius wanders about. The directions start/end at the room 'A Staggered Cliffside'.

To start:
Find Lerysilian Alterius, say "Yes".
Go back to 'A Staggered Cliffside', run s, 'enter outpost'
say "Yes", then 'kneel'

\*\* Task Added : Vanquish the evil in the Mountains.

\*\* Task Added : Eliminate the crystal spider mother.

'leave outpost'
run nun2unun2wd to reach the room 'An Inky Black Crevice'
Kill the spider here to task complete.

\*\* Task Added : Slay the ferocious yeti.

From the room 'An Inky Black Crevice', run u2esu2wu to reach the room 'The Lair of the Yeti Alpha'.
Kill the yeti here to task complete.

run d2e2ds2dsd to task update.

\*\* Task Added : Gain the trust of Y'tora the hermit.

run un2u2wnun to reach Y'tora and task update.

\*\* Task Added : Cook breakfast for Y'tora

run sdw to reach the caves.
run ese, then 'squeeze through'
run e, 'get all nest' for a roc's egg.
run s2w3uenun
'fire', then 'cook egg' to make a cooked egg
'give egg y' to task update.

Go back to Lerysilian Alterius (might be sds2e2dsd from hermit, in that location) to task update.

\*\* Task Added : Meet with Eldar Krysten.

From the room 'A Staggered Cliffside' (2n of entrance)
run un2u5w2u2n2unu4nto task update

\*\* Task Added : Complete the tasks given by the Stone giant leaders.

run wuwn to task update

\*\* Task Added : Recover the Grand Magus's wand.

Go west and kill the apprentices until one drops the wand. Return back to task update.

\*\* Task Added : Demonstrate your magic skills to the Grand Magus.

'hold wand', 'zap dummy' to task complete.

run sede2swn to task update.

\*\* Task Added : Prepare dinner for the Eldress.

run e
'butcher carcass'
run w to receive the cooked steak
run se2n to receive an emerald key
run e, o n, run n to reach the Eldress
'give steak 5.eldress' to task complete.

run sw2s2e3ses to task update

\*\* Task Added : Prove your mettle to the Stone giant general.

\*\* Task Added : Defeat Stone giant warriors in combat.

Go north and defeat 4 Stone giant warriors. Return to the general to task update.

\*\* Task Added : Defeat Stone giant gladiators in combat.
\*\* Task Added : Defeat earth elementals.

run 2nw3ne to reach the section with the gladiators and elementals.
Kill 4 gladiators and 2 elementals.
run w4ses to task update.

\*\* Task Added : Clean out the Remorhaz Pit.

run 2nw2n2wnd to reach the Remorhaz pits.
Kill all the mobs in the 5 rooms (do not go to all-east room)

NOTE: Check repop timer.

When finished, run 4wus2e3ses to task update

\*\* Task Added : Defeat the Stone giant champion.

run 2nw2n2w2n2e
Kill champion to task update.
run 2w2s2e3ses to task update.
run 2nw2n2w2n to task update.

\*\* Task Added : Recover the Stone giant relic.

run 4sdsd2w4u to reach Skylight.
Kill Skylight for the Stone giant relic.
run 4d2eunu4n
'give relic eld' to task update.

\*\* Task Added : Defeat King Mendan.
\*\* Task Added : Defeat Tadrich.
\*\* Task Added : Defeat Dormick.
\*\* Task Added : Defeat the dwarvish wraiths.

run 4sds2ds2wuw
'enter circle' to be sent to the crypts section.
Clear each room of all the enemies in here; they will task update along the way.
In the last room with King Mendan, once you've killed him, 'open crypt', 'get all crypt' for the Ancient Skull of King Mendan.
'enter circle' to be sent back
run ed2es2d5e2dsds
'enter outpost' to task complete and receive The Pauldrons of the Four Winds.

Little Addition
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If you missing 1 room it can be at 'secret tunnels'.
From the entrance of the area where you see the sign in the room.
Type secret tunnels. You will ported to a room that also shortens your way on gq and such. This room leads to the different sections of the area. Doubtie..!

**Reward**

+-----------------------------------------------------------------+
| Keywords : four winds pauldrons 171arms paladin |
| Name : The Pauldrons of the Four Winds |
| Id : 1019681184 |
| Key : desolation-88 ( 0) |
| Type : Armor Level : 171 |
| Worth : 30,000 Weight : 20 |
| Wearable : arms |
| Score : 317 |
| Material : adamantium |
| Flags : invis, magic, V3 |
| Found at : The Mountains of Desolation |
+-----------------------------------------------------------------+
| Stat Mods : Intelligence : +8 Hit roll : +8 |
| Damage roll : +9 Strength : +6 |
| Constitution : +8 |
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| Resist Mods: All physical : +10 All magic : +7 |
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| Keywords : skull mendan king |
| Name : the ancient skull of King Mendan |
| Id : 1019457023 |
| Key : desolation-73 ( 24973) |
| Type : Light Level : 178 |
| Worth : 150 Weight : 5 |
| Duration : permanent |
| Wearable : light |
| Score : 220 |
| Material : bone |
| Flags : glow, magic, V3 |
| Found at : The Mountains of Desolation |
+-----------------------------------------------------------------+
| Stat Mods : Hit roll : +20 Damage roll : +28 |
| Constitution : -2 Mana : -50 |
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