**Goal for The Ruins of Diamond Reach**

**Requirements**

**Solution**

Goal information for: Temporal Curse of Diamond Reach - Completed
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Travel through time in the Ruins of Diamond Reach to help the Baron by
lifting the temporal curse. Return to the Baron of the Future with proof of
your success in the past to claim your prize!

Due to your victory over the curse its hold on you has weakened.
As a result, while holding a neutralizer shard, you can now sometimes
pierce the curse and visit the prospering town of the future.

Stand before the ruins with your shard in hand and attempt to walk
north. If at least 15 million gold has been collected for Mallic's
research the shard will be successful! Those who hold an enhanced
shard (whenever Mallic is willing to offer the service) will be
able to pierce the curse at will.
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Difficulty : Medium
Recommended Level: 85
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Tasks:
1 - Discover the cause of the town's destruction. : Completed
2 - Defeat the Temporal Crystal to save the town! : Completed
3 - Obtain a Neutralizer Shard from Mallic. : Completed
4 - Obtain papers from the Baron to receive Mallic's help! : Completed
5 - Obtain forged papers to trick Mallic into helping you! : Completed
6 - See Mallic in the future to obtain your reward! : Completed
7 - See the Baron in the future to obtain your reward! : Completed
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1. run 2n, type "search ruins"
2. type "investigate further"
3. Go to the first Baron, type "listen Baron" and wait till he finishes
4. run 3e;open n;n to first Mallic
5. run s2w;open w;w to first Baron and say "passport" -- have to be neutral or good aligned
6. run 3e;open n and give shard Mallic and wait until he gives you the Neutraliser Shard
7. Kill the second Temporal Crystal

Reward: 5qp

8. run 3s;open w;w to second Baron and wait until the task completes
9. run 3e;open n;n to second Mallic and wait

Goal information for: Diamond Hunting in Diamond Reach - Completed
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Explore the evil-filled mines of the past to obtain diamonds. Give them to
the banker who will assess their value and pay you in gold! Perhaps your
actions in the past will yield a favorable future investment.

[Those who are exceptionally high in level will likely find no diamonds in
the mine since the evil minions that are lucky enough to have one will
have fled with their treasure at the sight of someone much stronger
than themselves! But if you can obtain diamonds in other ways the banker
probably won't ask how you got them.]
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Difficulty : Easy
Recommended Level: 95
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Tasks:
1 - Bring diamonds back from the mines. : Completed
2 - Find an exceptional diamond in the mines. : Completed

10. Go to the town banker
11. type "accept"
12. Kill mobs in the mine for a sparkling diamond
13. Give the diamond back to the banker and wait
14. Repeat 12 and 13 until the exceptional diamond
task is done (chances are low)

Reward: 100k gold and 10k for every diamond you find

Goal information for: Ruins3 - Completed
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Help Mallic in his research by retrieving a special tuning fork to
create a more stable crystal portal. Too accomplish this you may have
master the curse's temporal nature and use it to your advantage!

Mallic's Tweaking service can only be done on savable Crystal Shard portals.
By paying his fee Mallic will attempt nudge it's landing destination. The
results are often random but as Mallic's knowledge grows he may be able to
land the portal in a desirable place more reliably.
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Difficulty : Medium
Recommended Level: 90
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Tasks:
1 - Ask the man in the black hat about a tuning fork! : Completed
2 - Ask Neil about his diamond mirror. : Completed
3 - Obtain a diamond mirror... but where?! : Completed
4 - Return the diamond mirror to Tuxedo Dionysus. : Completed
5 - Have Mallic make a new portal with the tuning fork! : Completed
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15. Go to the second mallic and give 10000 gold mallic
16. type accept
17. Find Tuxedo Dionysis (at first mallic, hold shard, w)
Note: Shard from the temporal crystal, not mallic!
18. Say "tuning fork" and wait
19. Go to the Bank's Owner (second part)
20. Say "diamond mirror"
21. From entrance, run 2nw
22. Type "search for clues" every tick until you find the mirror
23. Go back to Tuxedo Dionysus and give him the mirror
24. Return to the second Mallic and give him ????? gold
(10k works XD)

Reward: Heliodor Shard

+-----------------------------------------------------------------+
| Keywords : heliodor shard portal |
| Name : A Heliodor Shard |
| Type : Portal Level : 60 |
| Worth : 1 Weight : 10 |
| Wearable : hold, portal |
| Flags : glow, hum, magic, held, nolocate, V3, saveable |
| Owned By : Houndoom |
| Found at : The Ruins of Diamond Reach |
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Note: With the shard in inventory, give 150000 gold to mallic to
change its landing location

**Reward**

ruins reward: 5 qps

ruins2 reward: 100k gold and 10k for every diamond you find and give to first banker

ruins3 reward: Heliodor Shard

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| Keywords : heliodor shard portal |
| Name : A Heliodor Shard |
| Id : 113860990 |
| Key : ruins-36 ( 29486) |
| Type : Portal Level : 60 |
| Worth : 1 Weight : 10 |
| Wearable : hold, portal |
| Flags : glow, hum, magic, nolocate, V3, saveable |
| Owned By : Rab |
| Found at : The Ruins of Diamond Reach |
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| Keywords : crystal shard neutralizer |
| Name : Neutralizer Shard |
| Id : 69611199 |
| Key : ruins-2 ( 29452) |
| Type : Treasure Level : 80 |
| Worth : 200 Weight : 5 |
| Wearable : hold |
| Flags : glow, hum, magic, V3 |
| Found at : The Ruins of Diamond Reach |
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| Stat Mods : Dexterity : +3 |
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\*\*NOTE: Allows you to enter the third part of the area if you have it worn, this is from the first room of the area\*\*

Below is the list of "benefits" unlocked as the donations received increase in diamond reach. Obviously a reboot purges it since it's nothing more than gold on the Creator in room 49 (where players can't reach.)

Diamond Reach Treasury
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The Creator has the added function of holding all donations
collected for Mallic's research. This gold generally can not be
regained by players and will vanish with a reboot. Some advantages
are unlocked as the value increases.
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Total Value / Unlocked Feature(s)
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1B Mallic will have the guts to attempt creating a new savable portal for anyone who has the goals completed. This self-destructs the treasury back to 1-100 mil.

500M Portal Destination for nudging is a guaranteed ruins-48.

250M All diamonds loaded will be rare diamonds. Keep in mind that this drains gold from this treasury which has been collected from the player base!

100M Portal Destination for nudging is tightened, increasing the chance of hitting ruins-48.

70M Neutralizer Enhancement Maxed. (Up to all 3 enchant flags set.)

60M Neutralizer Enhancement Strengthened. (Up to 2 enchant flags set)

50M Neutralizer Shard can be enhanced. Enhancement allows cutting through to the good present regardless of treasury value. (tests a worn shard for rotdeath flag)

30M Room-34 now a viable portal destination. (Second Crystal Room)

15M Neutralizer Shard can cut through the bad present, allowing direct teleportation to the good future. (If goal complete and neutralizer worn.)

Note: ruins-47, ruins-43, ruins-34, ruins-18 are by default not possible for tweaked portal destinations. Otherwise the default range is rooms 1-48.

As you can see from the list, it gets harder to actually increase the treasury to maximum after a point. Most diamonds created for those doing the diamond quest will actually drain about 60k gold from the treasury to "upgrade" a common 10k diamond into a 30k diamond. And after the 500M mark there's little incentive for players to keep pushing it towards the maximum 1B mark with repeated tweaking.

This is intended, as most of the useful tweaks open up in the first 100M or so, usually by people tweaking their portals and later enhancing neutralizers if they want to.

Anyone who REALLY wants a bonus portal is likely going to have to pony up a lot of cash on their own, and as soon as they get it, they'll have to build up another 900M to repeat it. (This will keep it rare. Or drive Aardwolf veterans broke - and then keep it rare.)