Bloodlust Dungeon goal

At start listen Jaerinda

Say aye and receive a cloak. Cloak stops aggro.

Task 1 : Rescue the troop!

- Thoem Anvilchest

Goto 45763, kill all mobs but dwarf, listen dwarf (running dwarf) (he moves around but will be nearby)

- Dhal Firebrow

Goto 45750, Caught in a Cobweb, cleared room and halfling, then listened to dwarf. Area

is south through 3x3, west and then northwest.

- Maalin Bitterbeard

Goto 45801, kill all but buried dwarf, listen dwarf

- Murkin Alekeeper

Goto 45804, kill all but cornered dwarf, listen dwarf

- Fargrun Stonegut

Goto 45943, kill all but stretched dwarf, listen dwarf

- Barggryth Blessedaxe

Goto 45996, kill all but dwarven champion, listen dwarf

- Ermet Nobleblade

Goto 45931 (45921, push bookcase), kill all but hidden dwarven warrior, listen dwarf

Go back to start

\*\* Task Done : Rescue the troop!

\*\* Task Added : Investigate the sealed door.

Goto 45761 - look symbols

\*\* Task Done : Investigate the sealed door.

These 16 symbols look unfamiliar but you sense power in their etching. Surely

there must be a way to convince the minotaurs to reveal their hidden meaning.

\*\* Task Added : Learn to read the ancient symbols.

Killed all minotaurs (Including Armory Guards and the Armorer) in the area to learn code.

Minotaur Underling

Minotaur Noble

Miniature Minotaur - Nope

Minotaur Sentry

Unequipped Minotaur

Berserk Minotaur

Relaxed Minotaur Guard

Langurl

Master of the Wardrobe

Demonic Minotaur

Spirit of the Fallen

Emissary to the gnomes

Knight of the order of time

Belligerent minotaur

Constable

Kothas

Galdar

Knightly puppet

Boorish knight

\*\* Task Done : Learn to read the ancient symbols.

\*\* Task Added : Place the stones in the door.

The top left corner of the door starts to glow a brilliant indigo color!

The top right corner of the door starts to glow a brilliant violet color!

The bottom left corner of the door starts to glow a brilliant green color!

The bottom right corner of the door starts to glow a brilliant yellow color!

Check the output as the colors/order vary for each player

Syntax: place <color> gemstone <top/bottom> <left/right>

Place indigo gemstone top left

Place violet gemstone top right

Place green gemstone bottom left

Place yellow gemstone bottom right

You've found the ultimate weapon of mass destruction! Destroy it!

\*\* Task Done : Place the stones in the door.

\*\* Task Added : Tell Jaerinda that the weapon has been destroyed.

\*\* Task Done : Tell Jaerinda that the weapon has been destroyed.

Jaerinda Ironhammer says, "The minotaur wizards have created a testing grounds for a type o' magix that opens portals ta other universes. They be using this magix both ta gather together an army o' mysterious creatures an' also ta increase their portal knowledge."

Jaerinda Ironhammer says, "It took them years ta set up an altar that wou' make tha magix work. Therefore, I believe that tha secret ta closing these portals be ta reverse their magix by destroying their testing grounds altar, found on the southern platform."

\*\* Task Added : Destroy the altar in the testing grounds.

Jaerinda mentioned that the altar is located somewhere on the southern

platform. Be sure to get rid of any minotaur wizards that may be lurking

around it.

Goto 45975

Killed all mobs in that room and got this.

\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

You get THE SECRET FORMULA from the corpse of a dark wizard.

identify formula

Thank goodness you learned all that ancient minotaur language. The text reads

clearly for you:

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Danger! Only use the following formula in case of emergency:

53 hearts of our brethren

59 intestines of our brethren

43 brains of our brethren

Do identify your formula, the number of body parts required varies per players.

Place these in the urns upon the altar, then pray to Kresh'mein.

This will give you ultimate power at the price of destruction of the altar.

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\*\* Task Hint : Your 'tasks' list has been updated with a new hint.

I went in the down area from here:

Kill minos and other mobs? in this area, save up the three items until you have all that you need. Don’t deposit along the way.

Put brain dull urn

Put intestine silver urn

Put heart blackened

Once numbers are accurate, type “pray” in that room. Small boss fight.

\*\* Task Done : Destroy the altar in the testing grounds.

\*\* Task Added : Tell Jaerinda that the altar has been destroyed.

At start say the altar has been destroyed.

You say 'the altar has been destroyed'

Jaerinda Ironhammer exclaims, "I be impressed! I have ta be honest with ye, I never expected a mere Vampire ta be able ta do this all on their own!"

Jaerinda Ironhammer says, "Now comes tha most difficult part o' this: Tha minotaurs speak o' a precious labyrinth coin that has been locked away 'ithin their treasure vault. This be an item that they use ta keep their ancient gods imprisoned; from this prison, tha gods be ready ta destroy our world at tha beck an' call o' tha minotaurs."

Jaerinda Ironhammer says, "In order ta unlock tha vault, ye'll need ta rough up tha seven noble minotaur brothers. Me kinsmen tell me ta rough them up in order -- from oldest ta youngest -- because each one has a bit o' an inferiority complex. In this way, ye shou' be able ta get tha key ta tha treasure vault from tha youngest brother."

Jaerinda Ironhammer exclaims, "Once ye've obtained tha labyrinth coin, 'en place it 'ithin tha pupil o' tha golden eye that ye'll find upon tha golden altar. Tha golden altar be found on tha far east side o' their great temple. Once this be done ye will be sucked into tha prison o' tha minotaur gods so that they may be destroyed once an' for all!"

Jaerinda Ironhammer says, "Good luck an' godspeed ta ye."

\*\* Task Done : Tell Jaerinda that the altar has been destroyed.

\*\* Task Added : Destroy the minotaur gods once and for all!

Krahtal the first

Hantor the second

Ulthor the third

Landel the fourth

Ganthor the fifth

Yoramor the sixth

Domanal the seventh

Unlock w; open w. Coin is all w.

For next part I consumed about 120 heals.

Goto 46072; put coin eye

Walk around a dungeon like area, note rooms that have hints. Found Nyorath room at the bottom and then finally found the mob at the top left after that. Then go to Kresh’Mein room and find mob. Found bottom left area. Then go to Yllianth room. Found top left.

After killing the 3 bosses, back to start to complete.

Jaerinda Ironhammer exclaims, "Well, I'll be a bearded halfling, ye've done it!"

Jaerinda awards you with 663 trains! Congratulations!

INFO: King Minos rolls over in his grave as Vandit foils the plans of his children.

\*\* Goal Completed: It's Minotaur Smashing Time!ct

Nod to receive talisman

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| Keywords : invisibility talisman y0u5n34kyd00d |

| Name : . + an invisibility talisman + . |

| Id : 2559353747 |

| Type : Treasure Level : 201 |

| Worth : 0 Weight : 1 |

| Score : 0 |

| Material : mithril |

| Flags : glow, hum, magic, nosell, burn-proof, nolocate, |

| : melt-drop, nosave, nosteal, V3, nodrop, nocontainer|

| Owned By : Vandit |

| Found at : Bloodlust Dungeon |

| Notes : Expires in 9 minutes and 57 seconds. |

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