jtPosted by Tinky

WARNING: The mobs you need to kill are SH level. Do not attempt at lower levels.

1. Find the old man in the first room of Desert Prison.

An old man says, "Welcome to the land of the Desert Prison, Tinky! Tales say that if you enter, you will never leave alive! Whether these stories are true, I know not."

The old man sighs and shifts to an almost comfortable position.

An old man asks, "We're looking for a new superintendent. Are you interested?"

2. Say yes.

You say ''yes''

An old man asks, "Welcome, then. Low pay, long hours, deadly working conditions - what more could a young adventurer ask?"

An old man snickers softly.

An old man says, "The worst problems are in the seven sub-prisons. You need to go to each and kill the leader of that revolting group. So, in no particular order:"

An old man says, "Kill Bojingles, the angel in black; Ragnar, the Commander of the Northstar Army; BlueKnight, guardian of the earth; Watfish, the King of the Paladins; Cristine, the cleric avatar; Chameleon, the traveling mage; and Philondra, the famed psionicist."

The old man produces a small bottle labelled ''Snake Oil Tonic'' and takes a sip.

An old man says, "What a bunch of loonies and killers. Then, go to Daldar and tell him you have finished."

\*\* Goal Added : Become the superintendent of Desert Prison.

Type ''goals desert'' for full details on this quest.

\*\* Task Added : Kill Bojingles, the angel in black.

\*\* Task Added : Kill Ragnar, the Commander of the Northstar Army.

\*\* Task Added : Kill BlueKnight, guardian of the earth.

\*\* Task Added : Kill Watfish, the King of the Paladins.

\*\* Task Added : Kill Cristine, the cleric avatar.

\*\* Task Added : Kill Chameleon, the traveling mage.

\*\* Task Added : Kill Philondra, the famed psionicist.

\*\* Task Added : Find Daldar and tell him you are finished.

3. Now you need to enter the prison area. This should be familiar to you. Go to Waldo, buy a Prison Pass, then run north and give it to the man with camels and you will be teleported to the prison area. The directions are as follow: Run 2es;buy pass;run n;give pass man.

4. Run d3wnd;say summon. The blind mage will teleport you to the mage area.

5. Run e3ue and kill Chameleon.

6. Run w3dwd2es;buy pass;run n;give pass man to go back to prison area.

7. Run d3wn;say treasure. The cloaked thief will teleport you to the thief area.

8. Run de2s and kill Bojingles.

9. Run 2nwu3es;buy pass;run n;give pass man to go back to the prison area.

10. Run d2e;say earth. The dying ranger will teleport you to the ranger area.

11. Run esdesd and kill Blueknight (immune to pierce, shadow, etc. but cleave works).

12. Run unwun2w2es;buy pass;run n;give pass man to go back to prison area.

13. Run d3wsw;say thoughts. The wise psionicist will teleport you to the psionicist area.

14. Run west and kill Philondra (immune to pierce, shadow etc. but cleave works).

15. Run sw2s2es;buy pass;run n;give pass man to go back to prison area.

16. Run de;say protects. The holy paladin will teleport you to the paladin area.

17. Run 3nu and kill Watfish.

18. Run d4s2es;buy pass;run n;give pass man to go back to prison area.

19. Run d3wse;say divine. The imprisoned cleric will teleport you to the cleric area.

20. Run 2nw and kill Cristine.

21. Run e3s2es;buy pass;run n;give pass man to go back to prison area.

22. Run d2se;say glory. The old warrior will teleport you to the warrior area.

23. Run south and kill Ragnar.

24. Run 2n2w2es;buy pass;run n;give pass man to go back to prison area.

25. Run d3s3w to get to Daldar and say i am finished.

Daldar exclaims, "Well done! Bravo!"

Daldar bows before you.

\*\* Task Done : Find Daldar and tell him you are finished.

\*\* Goal Completed: Become the superintendent of Desert Prison.

INFO: Tinky is appointed Superintendent of the Desert Prison!

Daldar says, "Just say ''prison'' to the man with the camels to come back and please come back when you can."

26. Now, there is no longer a need to buy a prison pass to get to the prison part of the area. From beginning of Desert Prison, simply run 2e and say ''prison'' to be teleported to the prison area for free.

27. All the boss mobs of each class that you killed carry an area portal each, the Gate Rune. The portal respawns every repop.

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| Keywords : gate rune |

| Name : the Gate Rune |

| Id : 224511769 |

| Type : Portal Level : 132 |

| Worth : 2,500 Weight : 2 |

| Wearable : hold, portal |

| Flags : glow, hum, magic, nolocate, V3 |

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