1. run s;accept

2. find 'a grisly thug'; say why innocents are being sacrificed (Wait for task to update)

3. run wuwu (From goal start); listen priest (Wait for task to update)

4. run w3ds; find 'a wrathful flame' (noscan);listen wrathful;say aid (or flee, I chose aid)

5. run edeueses (From where last step left off); say do you agree with flame? (Wait a bit);say you cannot win this war

6. recall;return to area; run swuwuw3ds;say ice said you will not win;say ice lord will not change his mind.

Note: I went back to ice lord in between the say commands, i'm not sure if this affected anything as I did not get any messages. If this step fails, try going to ice lord then back to wrathful flame.

7. run edeueses;say do you know how many have died? (Wait for task to update)

8. recall;return to area;run swuwuw3ds (Wait for it to speak);say is flames loss not worth my survival

9. run edeueses;say flame wants to meet (Wait for task to update)

Reward:

-10 Quest Points.

Source:

go to room - a turn in the mountain

type accept

\*\* Goal Added : Bring peace to the Icy Caldera

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

\*\* Task Added : Discover why innocents are being sacrificed.

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find - a grisly looking thug

(R) A particularly grisly thug is here, shouting at the sacrifices.

say 'why innocents are being sacrificed.

\*\* Task Done : Discover why innocents are being sacrificed.

\*\* Task Added : Learn more from the powers that be.

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go to At the Edge of the Caldera of Mauldoon

listen priest

\*\* Task Done : Learn more from the powers that be.

\*\* Task Added : Learn the other side of the story.

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find a wrathful flame

listen wrathful

((aid or flee))

i chose aid

say aid

\*\* Task Done : Learn the other side of the story.

\*\* Task Added : Does ice agree?

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go to the Ice Lord

'do you agree with flame?

'you cannot win this war

\*\* Task Done : Does ice agree?

\*\* Task Added : Does ice understand the price being paid?

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go back to wrathful flame

'ice said you will not win

go back to ice lord

( )

go back to flame

'ice lord will not change his mind

\*\* Task Done : Does ice understand the price being paid?

\*\* Task Added : Does fire understand the meaning of oblivion?

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go back to ice lord

'do you know how many have died?

\*\* Task Done : Does fire understand the meaning of oblivion?

\*\* Task Added : There must be a settlement.

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go back to flame

'is flames loss not worth my survival?

\*\* Task Done : There must be a settlement.

\*\* Task Added : A Summit

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go back to ice lord

'flame wants to meet

\*\* Goal Completed: Bring peace to the Icy Caldera

INFO: LordSation has learned a valuable lesson about the enduring nature of enmity in the Icy Caldera of Mauldoon.

You receive 10 quest points.