Go to the Coral City God and say “Free the Sea” then, “yes.”

Task 1: Stop the Maelstrom!

Task 2: Find the Pearl of Wisdom

Task 3: Find the Pearl of Strength

Task 4: Find the Pearl of Fortitude

Task 5:Find the Pearl of Fortune

To get the pearls, I killed the oysters a lot. They randomly drop. It took 4 repops for me.

Go back to God and give him each pearl.

Task 6 : Prove yourself wise.

Your friends have in the past called you a foolish adventurer. You ask

yourself, "Are they right, or have I changed from foolhardy to one who is

both prudent and wise?" It is something to think about, to be sure.

Task 7 : Prove yourself strong.

A feat of strength would be the ticket! Perhaps you could lend

assistance to one who is in need.

Task 8 : Prove yourself courageous.

Where to find a fearsome creature against which to test ones courage?

Task 9 : Prove yourself lucky.

Luck - it can be elusive, indeed. Find it where you least expect it.

Kill wise adventure for Aura of prudence.

Wear Prudence for task complete.

Go to captain and “furl the main sail” for task complete.

Go the bottomless chasm and kill the spirit for task complete.

Kill some seaweed for a sand dollar & task complete.

Go back to City God.

You receive the ~Hand of God~ from the Coral City God.

Go kill Jengu-Lich (north section, all the way down, enter vent)

The Jengu-Lich exclaims, "The god of Coral City will pay for this! You may have defeated me now, but I will return and wreak havoc upon the world once more!"

\*\* Task Done : Destroy the Jengu-Lich.

Suddenly, with the last words spoken by the Jengu-Lich, a powerful force pulls you out of the hydrothermal vent, and in wonderment, you turn to see the Coral God, standing before you in the great tower of the Coral City.

You receive Coral Sea Gills from the Coral City God.

\*\* Task Done : Stop the Maelstrom!

\*\* Goal Completed: Destroy the Maelstrom and free the seas!

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| Keywords : coral gills |

| Name : Coral Sea Gills |

| Id : 2273059880 |

| Type : Armor Level : 41 |

| Worth : 1,500 Weight : 2 |

| Wearable : neck |

| Score : 65 |

| Material : skin |

| Flags : magic, held, burn-proof, V3, saveable |

| Notes : Item has 2 resistance affects. |

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| Stat Mods : Damage roll : +9 Strength : +1 |

| Dexterity : +1 |

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